INQUISITOR
THE BATTLE FOR THE EMPEROR'S SOUL

Rogue Trader Arden Lang and his closest companions amongst the bulkheads of Beta Primus' spaceport.

Inquisitor Galleus unleashes a supression force to quell the mutant riots on Zenith Prime.

Darius Morawczek converted by ***Keith Robertson***

Witch-finder Dane painted by ***Jonas Faering***

Korin Forsax converted by ***Gary Morley***

You have been told of the Inquisition; that shadowy organisation which defends Mankind and the Emperor from the perils of heresy, possession, alien dominance and rebellion.
You have been told the Inquisition are the ultimate defence against the phantoms of fear and terror which lurk in the darkness between the stars.
You have been told the Inquisition are the bright saviours in an eclipse of evil: purest and most devoted warriors of the Emperor.
You have been told the Inquisition is united in its cause to rid the galaxy of any threat, from without or within.
Everything you have been told is a lie!

II

A single candle guttered on an ornate silver stick in the centre of the room, throwing a yellowish, fitful light over the faces of the cowled figures stood in the dusty chamber.

"The Golden Throne works," one said, his voice aged and cracked. "The Emperor's life can be sustained indefinitely."

"His soul lives on?" another inquired, his long, sharp nose protruding from under the lip of his hood. "It is not an empty husk?"

"It is not," the first confirmed. "The Emperor has ascended to the next plane, but the link 'twixt body and spirit remains strong."

"Then it can be brought back," suggested the third, a young woman whose flowing white hair spilled from her hood and down to her waist. "The Emperor need not suffer this hideous eternal life in death."

"We cannot risk such a thing!" the first hissed. "What if the spiritual link were severed? What if the person brought back was not the man we once knew? Changed? News of the Emperor's... ascension is already widespread. He is being revered as a god already on a hundred worlds. In this time of rebuilding, we need a symbol. The Emperor has shown us the way. Anyway, who would believe the Emperor had returned so soon? It will cause a civil war more devastating than that of the fool Horus, and even now we have yet to start counting the cost of that. No, better that this knowledge remains hidden. When we pass on to join the Emperor, it will die with us."

"You cannot deny Mankind the Emperor," a fourth voice, deep and slow, stated firmly. "He and the empire he has built are Mankind's only chance of survival."

The woman and the deep-voiced man both withdrew into the shadows and a moment later the door creaked open, a chill draught causing the candle flame to flit wildly.

"Moriana, Promeus, wait!" the first man called out, but the door slammed shut in answer.

"We cannot let them do this," the hawk-nosed man decided.

"No, we cannot," the first agreed. "We must act quickly, get organised and claim the initiative."

"It shall be done," the other concurred.

INQUISITOR

THE BATTLE FOR THE EMPEROR'S SOUL

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SUBJECT: Report on contemporary power formations within the Inquisition
RECIPIENT: Inquisitorial Representative, Senatorum Imperialis

As requested by you, our representative to the High Lords, I have compiled this brief summary of the current politics and power formations within our great organisation. More detailed information is available on request.

As has been the case within our Orders since effective records began, certain philosophies and interpretations of our divine task have held sway over the agents of our noble establishment. The popularity of different viewpoints and beliefs waxes and wanes with the passing of the decades, and so it is imperative that regular information regarding these political structures within the Inquisition is available, and the level with which they interfere with the actions of our agents and the achievement of our goals. None of us wish a repeat of the Donorian Heresies or the Caetris Schism, and we all endeavour to avoid a return to the methods seen during the Anti-Crusade of Apolloch and the Valanrin Pogrom.

As you know, the interpretation of the Divine Will of the Emperor is always fraught with division, and that our agents, whilst wholly dedicated to their task as they see it, are no less prone to personal definitions of the Emperor's Purpose, our manifest duty and the manner in which it can or should be executed. As is the way of Mankind, similarly-minded individuals will gather together on occasion, sharing a commonality of their beliefs. It is impossible to tell accurately how many of these informal organisations (which I shall hereafter refer to as 'factions') can be found within the Orders of the Emperor's Holy Inquisition, but I have managed to isolate a few that currently hold much favour amongst our agents and can be said to hold some degree of political leverage within the organisation.

As you will see, the disparity between the beliefs of some factions is at such an extent that they can be said to be fundamentally opposed to each other. As no one is above or below the ever-watchful eye of the Inquisitor, it is not an unheard of occurrence for Inquisitors of differing factions to investigate one another and declare each other Excommunicate Traitoris.

Whilst we of the upper hierarchy must endeavour to remain impartial in this, to provide clear and consistent guidance and avoid becoming embroiled in these internecine affairs, on occasion it is necessary for us to intervene (Laskar's Purge is perhaps the most documented example of this). Such differences of opinion are so deeply held by some of our operatives that it not only leads to internal moral conflict, but physical conflict as well. The necessary secrecy with which the Inquisition works makes this all but impossible to predict or forestall and we must stand ever ready to respond to minimise the effects and aftermath of these serious matters.

However, we cannot in all faith dictate to or indoctrinate our agents in this respect, for it is this very individuality, strength of mind and belief, and sense of personal responsibility which enables them to perform the dire tasks we ask of them. The Inquisition does not need unfeeling machines, it needs reasoning men who have the courage to enforce their convictions.

In the summary below I have divided the factions concerned into two broad camps. There are those traditionally dubbed 'Puritans', and the factions that are referred to in previous reports as 'Radicals'. Puritans uphold the letter of the Lore and the dictates of the Emperor to the letter, as enforced upon the populace and servants of the Emperor at large where possible. It is they who uphold the widespread beliefs that permeate the organisations of the Imperium, and can be said to adhere to the traditional values as preached by the Ministorum and enshrined at the heart of Imperial Law. Radicals, in their favoured position as Inquisitors, feel they are free to enforce the spirit and intent of the Emperor's Judgements, and it can be truly said that they see the methods they employ to be secondary to the execution of their duties and the achievement of their goals. They would be considered heretics by the vast majority of Imperial citizens for their behaviour, but we, as more knowledgeable and wiser observers, can see there are powerful arguments to support their views and methodology. In either case, extremism of one type or another must always be closely witnessed, lest it turn to self-destructive obsession.

PURITAN FACTIONS

Thorians

The Thorians trace their origins to the Age of Apostasy, and the overthrow of Lord Vandire by Sebastian Thor. To some Inquisitors it was evident that Thor moved with a divine purpose, and was instilled with some of the power and charisma of the Emperor Himself. It is their belief that the Emperor walks among us. Having been shorn from the physical realm by the wounds inflicted by Horus, he once again must choose vessels to do His work, as he did so before the Age of Strife. The flesh maintained in the Golden Throne is not the Emperor, for he travels abroad, tending to His Divine Will, instilling His power into those who have been chosen. But these are frail, mortal bodies which can possess only a fraction of the Emperor's power, and are ultimately destined to die of injury or old age. But what if the Emperor could be granted a body that does not wither and die, that could be His vessel for all eternity to come? The Thorians believe that such a thing is possible, that the Emperor yet waits for His new body to be found or created. In essence, a new Emperor will be created to lead Mankind to its destiny and conquest of the galaxy.

The Thorians seek ways that energy and consciousness interact with the warp, and their transferral from one to the other. They delve into the secrets of possession and manifestation by daemons and other warp entities, trying to decipher what rules govern the relationship between the Warp and the material universe. It is their dream that one day they shall find a host suitable for

You accuse me of being a madman. What right have you to judge what is sane and what is not?

the Emperor's magnificence, and through prayers and ritual be able to guide His spirit into His new body, allowing the Emperor to once again walk amongst His people.

The Thorians can mostly be found amongst the ranks of the Ordo Malleus, where they can study the power of warp-based creatures in the material realm, gleaning understanding about the Emperor's abilities to manifest His Divine Will in our universe. A fair number can be found inside the Ordo Hereticus, where the course of their duties allows them to find out as much as possible concerning Sebastian Thor and other such gifted Saints in the Ministorum's long history. There are quite a number of Resurrectionist cults and factions within the Ecclesiarchy, and these create a very useful network and provide foot soldiers for Thorian Inquisitors. Relatively few are found in the Ordo Xenos, though there are some who believe the answer to achieving the Thorians' aims can be found in the sophisticated psychic technology utilised by the Eldar and other ancient races.

The Thorians' opponents claim that even if it were possible to resurrect the Emperor into a new mortal body, it would cause a schism across the Imperium more dangerous than any heresy or civil war that has gone before. Believers in the resurrection and unbelievers would violently clash, and a large part of the Imperium would be destroyed in a massive war of faith. Even if this does not happen, nobody knows what changes the Emperor's power underwent upon His Ascension, and whether he would lose them were he once more confined to a physical shell – most importantly, how would the Astronomican work were the Emperor able to move around freely once more?

It is the risk to these very foundations of the Imperium that opponents to the Thorians find most worrying, and many believe that they are risks not worth taking. The Thorians claim that to take Mankind onto the next phase of evolution, the Emperor must be able to lead His people, both physically and spiritually.

Monodominants

It was Inquisitor Goldo in the third century of the 33rd millennium who penned the treatise 'Monodomination – The Right of Man to Rule the Galaxy in the Emperor's Holy Name.' In this lengthy document, he compiled his many experiences and commentaries from nearly four hundred years of service to the Imperium. His final conclusion amounted to declaring that the only way the Emperor's loyal servants would survive in the galaxy was if everything else was destroyed. At the time, this overtly pessimistic view found few sympathisers and was attributed to a devout but ageing Inquisitor suffering a breakdown and losing his faith in humanity's ability to prevail. However, several centuries later, Inquisitor Jeriminus of Paelutia revived the theme of Monodominance and swore to enact Goldo's vision, and it has enjoyed various levels of popularity amongst Inquisitors ever since.

The Monodominants have a simply goal: to destroy forever the Emperor's enemies. Monodominants have absolutely no tolerance for any kind of wayward behaviour. There is no excuse for heresy, contemplating heresy or for abetting heretics. Heresy includes mutation, religious deviation, aliens, psykers and any other beings who do not conform to their view of the loyal Imperial servant. There is only one punishment for heresy in the Monodominant philosophy – death. Mankind is fighting a war for racial survival, and the Monodominants hope that if they kill off enough aliens, psykers, mutants and heretics, eventually natural selection will prevail and humanity will rise to its position of ultimate power.

Monodominants are very militant and will resort to the final solution of Exterminatus more than any other Inquisitors. They are an open faction, using their presence to stir widespread xenophobia and hatred, leading mobs of frenzied citizenry to purge their own ranks of the filthy and unclean heretics who threaten their future. They are utterly ruthless and unforgiving, inflexible and intolerant. They are generally the youngest and most hot-headed of the Inquisition, charging across the Imperium leaving devastation in their wake. Their confidence in their philosophy is almost unshakeable and they, more than any other faction, will wage war upon Inquisitors with a slightly less hard line view if their paths cross – in their minds, quite rightly, being a member of the Inquisition is no excuse for heresy.

Monodominants can be found in all Ordos of the Inquisition, and quite often they will belong to none of the Ordos, seeing all heresy as equally threatening. Inquisitors who believe in the Monodominant philosophy are wont to associate with the most militant and violent cults and creeds within the Imperium, such as Redemptionists, and can most readily draw upon the resources of the Ministorum to achieve their aims.

Of course, many Inquisitors find the Monodominants incredibly narrow-minded and rigid, and claim that often they do more harm than good with their excessive purges. Inquisitors who believe in the incorporation of alien technology and warp artefacts, and other supposedly heretical notions, consider the Monodominants to be crippling themselves by their refusal to make use of such tools.

Amalathians

The start of the 41st millennium was a time of spiritual and physical rebuilding for the Imperium. A great conclave was held on Gathalamor, at Mount Amalath, where military, religious and political leaders and dignitaries gathered in their thousands to swear once more their oaths of loyalty to the Emperor and Mankind. It was this gathering that spurred Macharius to his conquest of nearly a thousand worlds, and during this time there was a swell of optimism within the Inquisition that everything was once more proceeding as the Emperor had planned, in contrast to the widespread pessimism that pervaded before and after the Reign of Blood and Plague of Unbelief.

A large number of Inquisitors joined the Amalathian movement, believing that it was their sacred duty to let

I have fought with the shadows on the edge of your vision.

I have seen the faces that laugh at you in your nightmares.

nothing threaten the strength which the Imperium was regaining. They strive to maintain the status quo, seeking out any person or agency that might destabilise the power of the Imperium from without and within. They are less concerned with the more traditional crimes of mutation, witchery and religious heresy except where these conflict with the institutions of the Empire of Man. They try to keep the rivalry and politicking between the various Imperial Organisations to a minimum, holding to the Inquisition's original creed of strength through unity. Change is considered the most serious threat of all, for change can herald disaster. While other Inquisitors may endeavour to bring about some great upheaval or revelation that will see Mankind break from its current turmoil into a new golden age, the Amalathians prefer to progress slowly, if progress is necessary at all. The Amalathians accuse Inquisitors of other philosophies of utter arrogance in claiming that they know the Divine Will of the Emperor. Amalathians trust the Emperor to work His way and His plan as he has always done, and it is for the Inquisition to maintain the Imperium so that he may do so as He sees fit – mortals do not try to guess the Emperor's mind. At its heart, the Imperium is the Emperor embodied and to protect the Imperium is to protect the Emperor.

Amalathians work hard to root out factions and cults which would destabilise and threaten the power of the Imperial organisations, Imperial commanders, military leaders and so forth. They openly and actively support these parties, and grant them tremendous leeway to protect their own positions, where it does not threaten the status or power of other organisations and individuals. They are very wary of any change at all, and closely adhere to the dominant beliefs of their time and society.

The Amalathian faction can be found in all of the Inquisition Ordos, each striving to shield the Imperium from the worst ravages of aliens, cults, religious schisms and mutation. They work well with agents from other Imperial agencies, as the interests of the Adeptus Mechanicus, Imperial Commanders, Ministorum and other organisations are also the interests of the Inquisition. They work particularly well with the Adeptus Arbites and local security forces whose duty it is to enforce Imperial and local law, thus defending the power of the Imperium itself.

RADICALS

Xanthites

Xanthism is one of the oldest philosophies of the Inquisition, named after Inquisitor-Master Zaranchek Xanthus who was executed as a heretic in the early 32nd millennium. Xanthus was accused of Chaos worship, and although he professed his innocence strongly, he was eventually burnt by a team of fellow Inquisitors. Throughout, Xanthus had maintained that he remained pure, though he admitted that he did on occasion utilise the forces of the Warp and Chaos to achieve his goals. It was his firm stance that such power could be harnessed without the spiritual corruption of the wielder that was to be later picked up on by other Inquisitors. It is the ultimate goal of the Xanthites to harness the power of Chaos for Mankind. They believe that Chaos cannot be defeated, for it is merely a reflection of humanity itself. However, those energies and powers created by its existence can be turned back for the benefit of humanity, rather than being an enemy. This does not mean that they advocate giving in to Chaos, but rather to capture the essence of Chaos and turn it to useful rather than destructive purposes. In the same way as the Warp (and so Chaos) allows Warp travel, Astrotelepathy and psykers to work on Mankind's behalf, so too can other facets of Chaos be controlled, tamed to the Emperor's Will by the Xanthites.

Xanthites investigate all aspects of the Warp and Chaos, investing its power into themselves where possible, destroying it only when necessary. They will use Chaos-tainted artefacts, daemon weapons, books of Chaos lore and other heretical items, utilising the powers and abilities of these weapons and tools to combat the incursions of Chaos, heretics and aliens.

Within the Xanthites there are those whose beliefs go even further, and are known as Horusians. The Horusians look to the Primarch Horus who was a mighty being invested with immense Chaos power, and see an opportunity wasted. They believe that a new Horus could be created, invested with great energy from the Warp, but one who would unite all of Mankind for its betterment, rather than enslaving it to Chaos. Most other Inquisitors consider the Xanthites, and particularly Horusians, to be walking along the edge of a precipice. Xanthites are commonly seen amongst the Inquisition as arrogant and dangerous, toying with powers they do not fully comprehend. Puritanical Inquisitors have a particular loathing for Horusians, who they see as the most dire heretics with their belief that they can create a new Emperor. However, as one of the oldest philosophies of the Inquisition, and including among their number some of the most learned and powerful Inquisitors, it is a brave or rash Inquisitor who will stand alone against the Xanthites. Most often, as was the case with Xanthus himself, a cell of Inquisitors will form a common cause against a particular Xanthite in an effort to expose his perceived heresies and to deal justice.

Their dealings with daemons and the Warp leads many Xanthites and Horusians to become members of the Ordo Malleus, and they quite frequently build up associations with Chaos cults. They have been known to create sects of their own which are concerned with unravelling ancient mysteries and delving into arcane lore and knowledge.

Recongregators

According to the Recongregation philosophy, the Imperium has become corrupt and decaying. It no longer serves the purpose for which it exists, and works in spite of its massive organisations rather than because of them. Over time the morass of politics, factions, bureaucracy and the immense edifices of the

I have smelt the foetid breath that issues from the mouth of hell itself.

I have heard the silent voices that make your spine tingle with dread.

Imperium must be pulled apart and reassembled in a new fashion that works better for Mankind. If the Imperium is allowed to continue to stagnate, it will eventually fall apart and humanity will fall prey to the unnumbered perils that it faces. Recongregators attempt to destabilise the Imperial organisations from the inside, replacing corrupt and/or conservative leaders and men of power with people who have more radical views and a will to change. Most are wary of too much upheaval though, preferring not to destroy something utterly, but to subtly change it and shape it to their will. Too much direct action risks bringing about the premature downfall of the Imperium, and the commensurate disaster that that will bring.

As might be expected, Recongregators are mostly found within the Ordo Hereticus, where they can learn of individuals who may be useful to their plans. Recongregators often help anti-Imperial sects and covens, often altering the cult's philosophies to match their own if possible. They are not above extreme action when necessary, if this will promote the required response and change they desire.

As can be imagined, Recongregators have frequent run-ins with those who believe in the Amalathian philosophy, as the two beliefs are diametrically opposed. This can lead to conflict between Inquisitors of the two concepts, with one working to destabilise or overthrow a particular person's or organisation's power, and the other striving to maintain it.

Istvaanians

The greatest conflict to engulf humanity was the Great Heresy which began with the Primarch Horus' virus-bombing of Istvaan III. Although the Horus Heresy saw the destruction of entire worlds and devastation on an unprecedented and unrepeated scale, there are some Inquisitors who see it as one of the moments during which the Imperium and Mankind's future was forged. From the Horus Heresy came the great military changes that saw the break up of the Space Marine Legions and the division of Navy and Guard, the Emperor's Ascension and the creation of the Ministorum and many other events which shaped the Imperium of the present.

It is the goal of the Istvaanians to strengthen humanity through adversity, believing that humanity is at its strongest in times of turmoil and conflict. From periods of greatest upheaval have come the greatest leaps forward in technology, faith and galactic dominance. Did not the Horus Heresy weed out those Marines disloyal to the Emperor? Did not the Age of Apostasy herald the coming of Sebastian Thor and the reformation of the Ecclesiarchy? Did not the great battles fought by Macharius' armies shine like a great torch in the dark times of the early 41st millennium! These are the arguments they put forward. The Istvaanians claim that only when it is hardest tested does Mankind show the true strength that lies within it. To this end, the Istvaanians endeavour to propagate strife and conflict for Mankind's own greater future. Istvaanians fan the fires of war and hatred so that Mankind will stay vigilant, that its warriors will be skilled and ready, and so none will believe that they have done all they can. They are a bombastic and obvious creed, flaunting their warmongering ways, instilling those nearby with fiery zeal to fight for themselves and the rest of Mankind. They pit faction against faction, world against world, so that the survivors will be the stronger for it.

Istvaanians will stir up trouble wherever they go, working on the phobias and prejudices of Imperial commanders, military officers and the general populace to breed superstition, suspicion and violence. They work well with destabilisation and terrorist cults and foster relationships with violent pro-Imperial cults. Quite often they will build up the power of these secret societies and sects, only to reveal the threat that they pose to the authorities, urging the faithful to bring torch and sword to purge the corruption within. Istvaanians are found in all Ordos of the Inquisition, each extolling the terrors and dangers posed by the forces they face.

Other members of the Inquisition do not trust Istvaanians, always questioning their motives and agendas. Opposing Inquisitors argue that, rather than strengthening Mankind, the Istvaanians' destructive activities weaken and destabilise the Imperium, threatening the bastion on which Mankind's survival is based. All too often, an Inquisitor may be investigating a heretical cult or individual who is bent on opposing or destroying the Imperium, only to find they are sponsored or led by an Istvaanian who has fostered such rebellion for their own ends. Many such encounters end in physical conflict, as Istvaanians are nothing if not callous and bloodthirsty.

Primary conclusions

As you can imagine, tense situations and open conflict can occur when members of factions with opposing viewpoints meet, and the secretive nature in which our agents must operate makes all but sweeping judgements impossible. There have been occasions in the past when outright war within the Inquisition itself has occurred, though these are thankfully rare and have always been hidden from the populace at large. As with all such philosophies, however, an idea can never truly be killed, hence the bitter extremes some Inquisitors will employ to eradicate what they, rightly or wrongly, perceive as heresy within our own ranks.

In all, such dedication is to be encouraged, and diversity of thought and initiative has always been more valued in our organisation than adherence to written creeds and rules. Careful manipulation of our agents and information regarding the factions is desired, and we should continue to observe rather than dictate, as has always been our way in such matters.

I remain, as ever, your most faithful servant and Guardian.

NAME OMITTED..INVALID SECURITY CLEARANCE...REMAIN AT TERMINAL FOR VERIFICATION.....

I have entered the realms between worlds where there is no time or place.
I have clashed with creatures the sight of which would sear your soul to the core.

INQUISITOR QUIXOS

By the age of one hundred and seventy six, Inquisitor Quixos had been responsible for the tracking down and punishment of 1,800 heretics, mutants and aliens. In the course of carrying out his duties on Lackan XV, Quixos was wounded by a daemon, part of its claw shearing off and embedding in his heart. Although he vanquished the daemon, Quixos found that any attempt to remove the piece of claw would kill him. In time, he learnt that the claw's presence acted as a link to the Warp, increasing his psychic potential, although it also slowly corrupted his body. Intrigued by this, Quixos took it upon himself to further investigate the benefits that could be gained through the use of Chaos energy, earning himself something of a reputation as a rogue element amongst several other Inquisitors.

When in his early two hundreds, Quixos encountered the Mystic Path, a organisation of traders and nobles from Maginor, who were using certain Warp-related items to improve their influence and increase demand for their goods. Rather than summarily destroying the cartel, Quixos observed their practices, which their forefathers had passed down to them for several generations. Quixos was further convinced that the energy of Chaos could be harnessed in a correct fashion, that it was not intrinsically evil in itself, but was put to evil ends by wrongdoers. For several years, Quixos built up a relationship with the Mystic Path, handing several other artefacts to them for investigation. It was these experiments that were first to lead Quixos into direct conflict with another Inquisitor.

Inquisitor Helgrund spent nearly the first three decades of his Inquisitorial vocation tracing the ancient grimoire known as the Malus Codicium. When he discovered its resting place was deep within the bowels of the Library of Othella on Zandrini Prime, he was sure his quest was over. He was dismayed to discover that a mysterious individual, only months before, had removed the Malus Codicium from the vaults. The text deals with the conjuration of entities from Warpspace, and the zealous Helgrund was determined that it should be destroyed. If it had fallen into the hands of a worshipper of the Dark Gods, the secrets it contained could unleash devastation and ruin upon a whole world. Further months of tireless endeavour brought Helgrund to Maginor and the Mystic Path.

What Helgrund found appaled him. This sect wantonly used cursed artefacts, glorifying in their depravity. He was sure it was they who had stolen the Malus Codicium. With a vengeance, Inquisitor Helgrund set about destroying the Mystic Path, torturing and interrogating the Chaos worshippers he hunted down, following the trail of corruption. After his pogrom had lasted for a week, Helgrund began to run into some truly disturbing adversaries. He fought against creatures half-possessed by daemons, as well as cultists armed with weapons that fired a bizarre, mutating projectile that rotted flesh upon impact.

Helgrund and his followers fought their way to the unholy shrine of the Mystic Path, beset by mutants and psykers and other abominations against the Emperor. Helgrund, aided by the several Redemptionist Priests in his retinue and an arc flagellant released to him by the Cardinal of Magin set about cleansing the mountain fastness of t Mystic Path with fire and blade. He was utte horrified to find, at its centre, a fellow Inquisit deformed of body and driven insane by the lure Chaos. Vowing to rid the galaxy of such a perver guardian of the Emperor, Helgrund launched ferocious and merciless attack.

Quixos was astounded by such inexperienced Inquisitor, and considered him an educated upstart. His great works had already bor much fruit, particularly the two Daemonhosts in entourage; one a vessel for the daemon Cheruba the other for an entity he hadn't quite identified was known as Prophaniti. They had assisted him the crushing of several anti-Imperial cults in sector, their daemon-powered strength and abiliti an invaluable aid in combat. He had also master the art of creating Soulguards – individuals who we psychic vacuums that could absorb magic a protect those nearby from the baneful energies Chaos.

The confrontations that followed were foug bitterly, first one side than the other gaining advantage, until finally Quixos and Helgrund clash in personal combat. Helgrund wielded a migh force hammer, charged with faith and purity, wh Quixos' daemonblade contained the ferocity Kharnagar the Deathly, a being he had defea some decades earlier and whose essence had be bound into a sword during Quixos' rec experiments. The two battled long and hard, so Inquisitors having since likened it to the fi between Horus and the Emperor at the birth of Imperium.

They traded heavy blows, each summoning mer powers to blast the other, shredding the minds those nearby with flickering warp energies. Helgr called upon the Emperor's blessings and drove h at Quixos, his force hammer smashing through foe's psychic shields and warp-wards. But Qui was not done, invoking the full power of Kharna he drove his daemonblade into Helgrund's g causing him to explode into flames and immolat

For another century, Quixos continued his resea and his findings greatly aided him in his que against the enemies of the Emperor. On Danakir his channelling of the daemon Diabolan allowed to breach the defences of the Ork stronghold Mekrok, whilst many a daemonic foe immune mortal blades was felled by Kharnagar. Finally opponents within the Inquisition united against h and Inquisitor Eisenhorn declared Quixos and all works Heretic and Extremis Diabolus in 342.M He was hunted down and executed by a cell of Inquisitors led by Eisenhorn three years later.

Yet there are still those who would say that Qui was right, for he slew many daemons and follow of Chaos, some say turning their own power aga them. But there are those who say that nothing or good can come from Chaos, and he was not more than a pawn for the warring Dark Gods. He been cursed by Chaos from the start on Lackan his association with daemonic entities and muta were proof of his corruption.

I have bested horrors that chill with a gaze and tempt unreasoning terror.

I have faced death eye to eye and blade to blade.

The distant lantern light bobbed and wove amongst the stacks of the library like a will-o'-the-wisp. Inquisitor Blayde stepped silently after it, his robes brushing against the packed shelves of leather-bound tomes. The flickering candle stopped twenty yards ahead and the Inquisitor's keen hearing picked up a sibilant muttering and the sound of a heavy volume thudding on to wood. Hastening forward, he stopped at the edge of the circle of light.

The lamp had been placed on the edge of a rickety wooden table, next to the open book. His quarry was bent over the grimoire, face hidden behind the hood of his deep red cloak. A pale, skeletal finger traced along the lines of spidery writing as he read, his lips whispering the words.

"Possscession isss but the gateway ssswinging in one direction. Hmm..." the intruder hissed to himself.

"That is a forbidden text," Blayde announced, stepping into the yellow glow and laying the blade of his sword across the open pages.

"Forbidden for whom?" the figure replied, a withered hand reaching to his chest and raising a golden amulet cast in the sigil of the Inquisition.

"You cannot be trusted," Blayde told the cowled stranger. "You have... strayed."

The other man stood up and his cowl fell about his shoulders to reveal a scarred face. His eyes glowed red in the dim light and the right side of his face was a twisted mass of throbbing veins and open sores.

"Ssstrayed?" the hideous Inquisitor replied with scorn, his voice hissing between pointed fangs. "You are not old enough to even ssee the path, never mind who might be ssstraying."

"You are corrupted," Blayde told him, raising his sword to the guard position. "You have stepped too far down the path; you have been turned by that which we seek to destroy."

"My loyalty remainsss firm, young Adept," the other man assured him with a dismissive wave of his hand. "The Emperor protectsss me from thessse corruptionsss. I ussse their power againssst them – it makesss me ssstronger, the better to fight them."

"What Chaos touches, it corrupts," Blayde stated firmly. "You have become something deplorable, you have betrayed the Inquisition with your misguided course."

"Betrayed the Inquisssition?" the stranger snarled. "I do not expect one ssso young to undersssstand my sssacrifice. Of the two of usss, which knowsss the perilsss of Chaosss the better? You, who hasss not experienced itsss lure and fought itsss temptationsss? Or myself, who daily wressstlesss with the beassst we all ssstrive to defeat? You cannot undersssstand the power I now control, a power I can ussse for the Emperor."

"You cannot control Chaos," argued Blayde, taking a step back, contempt written across his face. "How many have you cleansed who began their path to damnation with such follies in their mind?"

"They were not protected by the Emperor," the stranger said confidently, staring proudly at Blayde with his crimson eyes. "A gun is not evil if a man choosssesss to kill another with it. The power of the Warp can be a force for the benefit of the Emperor and Mankind. A force we need to possssessss if we are to prevail. Why fight with only one arm?"

"You are no longer human," Blayde accused his fellow Inquisitor. "How can you dare to claim to protect a humanity you have forsaken yourself!"

"I have indeed become sssomething other than a mere man," the scarred man replied, turning his chilling gaze on Blayde. "Asss the Emperor himsssself ssshowsss uss, if my sssacrifice protectsss the humanity of othersss, I am willing to make that trade."

"You have gone too far!" Blayde spat, assuming an aggressive stance, swordpoint lowered towards the horrific face of the other man.

"The Emperor ssshall decide which of usss isss wrong!" snarled the other, whipping a rapier from its sheath and lunging at Blayde.

I have stared into the eyes of insanity and met their all-consuming stare.
I have done all this for you; for your protection and the guarantee of a future for Mankind.

WARRIOR BANDS

Although an Inquisitor is himself a mighty warrior and scholar, he is yet a man, with a man's limits. Untold are the foes that he must face, uncharted are the perils he must dare and the obstacles to be overcome. Thus it is that an Inquisitor will often seek the aid and accomplice of others. As in all things, the reasons why this may be so are uncounted, as unnumbered as the Inquisitors themselves. Many Inquisitors see their followers as mere tools, with skills and abilities which they do not possess and so must utilise from others. Some may see their disciples as a band of companions, brave souls who share their great burden of the protection of the Emperor and Mankind. Others yet simply yearn for understanding, so that although they must ever work unseen and thankless, they know that another is aware of their great works. For some, the association with fellow men acts as a reminder to them of their duty, embodying the people they seek to defend, reminding them of the common humanity which they themselves must sacrifice to succeed. An Inquisitor has, in theory, the whole of humanity to command to their cause. And yet, the nature of his tasks mean that all too often he must rely upon his own strengths and resources. If he fears a planetary ruler to be under the influence of the malign beasts of Chaos, to whom can he turn? If the populace of a world has risen in revolt against the Emperor, who will provide him with succour? By necessity the Inquisitor works mostly in the darkness and shadows, his presence not recognised, his works unseen. Thus the Inquisitor and his warrior band know that they must stand alone against the horrors of the galaxy, for they can trust no one else.

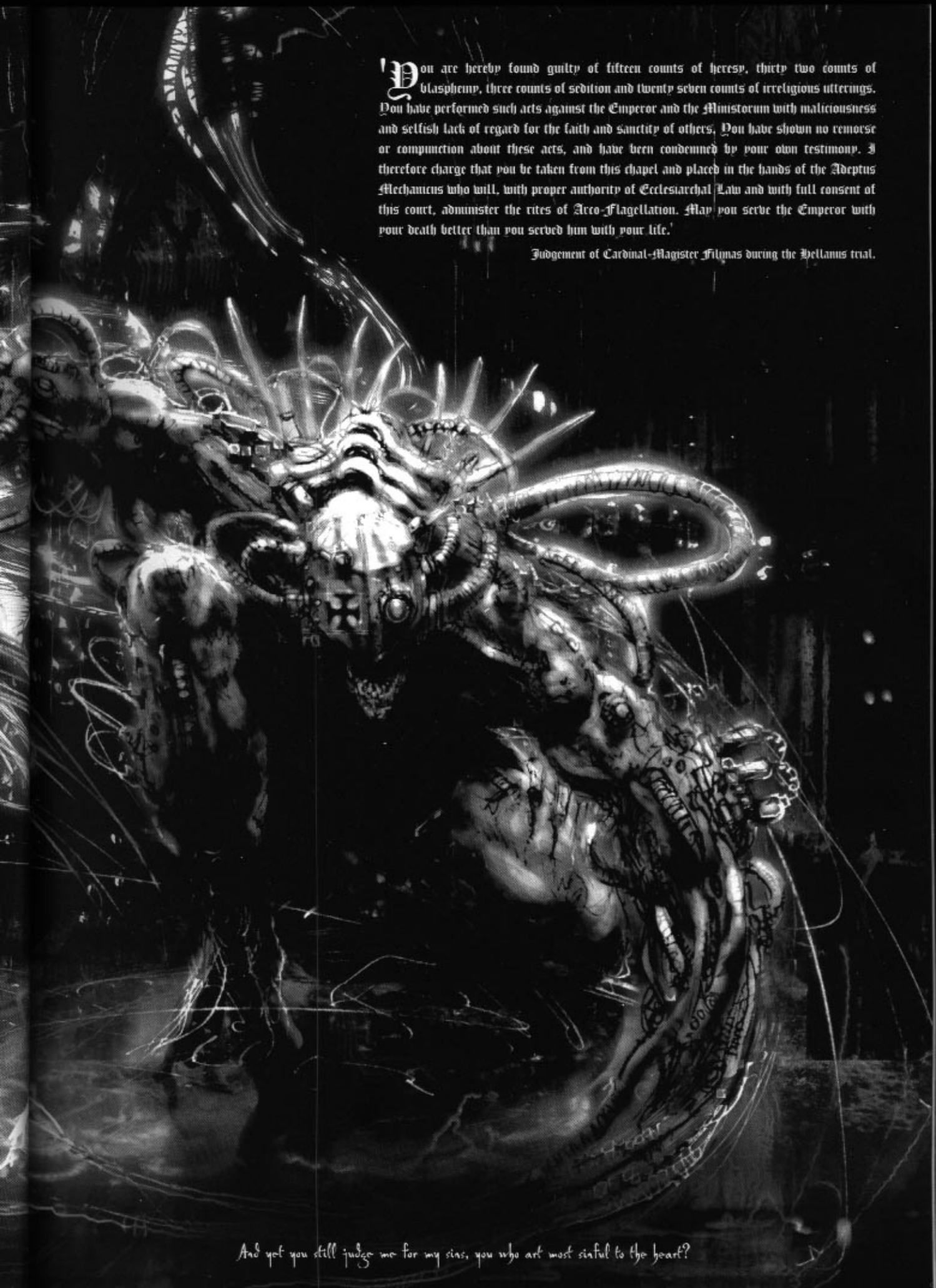
There are many ways a person's path may cross that of an Inquisitor and their fates become intertwined. There are those who have been rescued by their master, snatched from death and torture at the hands of evil minions or vile aliens. Some may once have fought against him but, in seeing his grim task and ordained duty, converted to the path of wisdom and seek redemption in his service. An Inquisitor can make use of any man or woman, even those who are otherwise shunned and anathematised by society and their peers can find a purpose within the Inquisition. Those most specialised of servants, and the most dedicated, may be recruited, or even created, by the Inquisition itself for the aid of its servants and agents. On occasion an Inquisitor may combine forces with a man or woman whose quest or goal matches their own, using their common cause to bind them to one another. Rarely, but not without precedent, the higher authorities of the Inquisition may assign a follower to an Inquisitor for a particular task, or with a mission of their own which coincides with the Inquisitor's. And then there is that fawning and sycophantic breed that latch on to the more overtly operating Inquisitors, forming a sometimes welcome, but often despised, entourage. If an Inquisitor takes up the great works of another Inquisitor, who perhaps has died before his mission is complete, he may take on those individuals who followed his predecessor.

Thus can it be seen that a complex web of fate and design binds the Inquisitor to his fellows and followers, each in their own way reacting to their situation as their personality and morals demand.

And yet you accuse me of being a madman, you who have never had your sanity tested so sorely.

What right have you to call me heretic and blasphemer, who have not heard the whisper of dark gods in your ear?

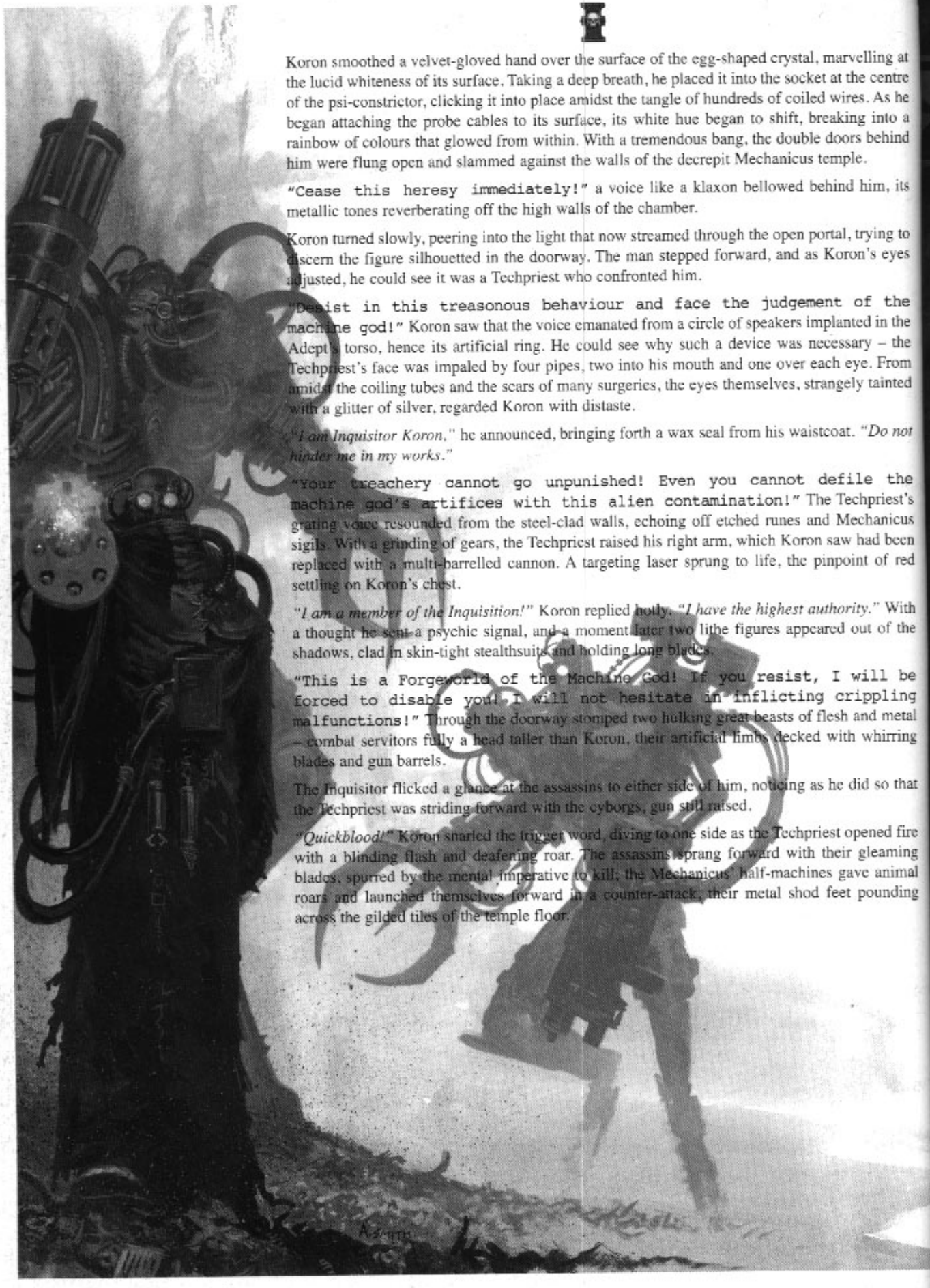
You are weak. Vulnerable. Human in your frailty. I am strong, and yet still you judge me.



'You are hereby found guilty of fifteen counts of heresy, thirty two counts of blasphemy, three counts of sedition and twenty seven counts of irreligious utterings. You have performed such acts against the Emperor and the Ministorum with maliciousness and selfish lack of regard for the faith and sanctity of others. You have shown no remorse or compunction about these acts, and have been condemned by your own testimony. I therefore charge that you be taken from this chapel and placed in the hands of the Adeptus Mechanicus who will, with proper authority of Ecclesiarchal Law and with full consent of this court, administer the rites of Arco-Flagellation. May you serve the Emperor with your death better than you served him with your life.'

Judgement of Cardinal-Magister Filmas during the Hellanus trial.

And yet you still judge me for my sins, you who art most sinful to the heart?



Koron smoothed a velvet-gloved hand over the surface of the egg-shaped crystal, marvelling at the lucid whiteness of its surface. Taking a deep breath, he placed it into the socket at the centre of the psi-constrictor, clicking it into place amidst the tangle of hundreds of coiled wires. As he began attaching the probe cables to its surface, its white hue began to shift, breaking into a rainbow of colours that glowed from within. With a tremendous bang, the double doors behind him were flung open and slammed against the walls of the decrepit Mechanicus temple.

"Cease this heresy immediately!" a voice like a klaxon bellowed behind him, its metallic tones reverberating off the high walls of the chamber.

Koron turned slowly, peering into the light that now streamed through the open portal, trying to discern the figure silhouetted in the doorway. The man stepped forward, and as Koron's eyes adjusted, he could see it was a Techpriest who confronted him.

"Desist in this treasonous behaviour and face the judgement of the machine god!" Koron saw that the voice emanated from a circle of speakers implanted in the Adept's torso, hence its artificial ring. He could see why such a device was necessary – the Techpriest's face was impaled by four pipes, two into his mouth and one over each eye. From amidst the coiling tubes and the scars of many surgeries, the eyes themselves, strangely tainted with a glitter of silver, regarded Koron with distaste.

"*I am Inquisitor Koron,*" he announced, bringing forth a wax seal from his waistcoat. "*Do not hinder me in my works.*"

"Your treachery cannot go unpunished! Even you cannot defile the machine god's artifices with this alien contamination!" The Techpriest's grating voice resounded from the steel-clad walls, echoing off etched runes and Mechanicus sigils. With a grinding of gears, the Techpriest raised his right arm, which Koron saw had been replaced with a multi-barrelled cannon. A targeting laser sprung to life, the pinpoint of red settling on Koron's chest.

"*I am a member of the Inquisition!*" Koron replied hotly. "*I have the highest authority.*" With a thought he sent a psychic signal, and a moment later two lithe figures appeared out of the shadows, clad in skin-tight stealthsuits and holding long blades.

"This is a Forgeworld of the Machine God! If you resist, I will be forced to disable you! I will not hesitate in inflicting crippling malfunctions!" Through the doorway stomped two hulking great beasts of flesh and metal – combat servitors fully a head taller than Koron, their artificial limbs decked with whirring blades and gun barrels.

The Inquisitor flicked a glance at the assassins to either side of him, noticing as he did so that the Techpriest was striding forward with the cyborgs, gun still raised.

"*Quickblood!*" Koron snarled the trigger word, diving to one side as the Techpriest opened fire with a blinding flash and deafening roar. The assassins sprang forward with their gleaming blades, spurred by the mental imperative to kill; the Mechanicus' half-machines gave animal roars and launched themselves forward in a counter-attack, their metal shod feet pounding across the gilded tiles of the temple floor.

Only the insane have strength enough to prosper; only those that prosper truly judge what is sane.

CORE RULES

Introduction

Welcome to the dark world of Inquisitor. This is a narrative wargame that allows you to play the pa of a bold hero or cruel villain in the horrifying universe of the 41st millennium, battling in the dar and forgotten shadows of the galaxy.

In Inquisitor each player controls one or more characters, who are represented by large-scal miniatures that move and fight over a tabletop battlefield. The rules that follow allow you to recreat the bitter struggles fought all across the galaxy in the dark future of Warhammer 40,000.

WHAT IS A NARRATIVE WARGAME?

Many of you reading this book will have played a tabletop game before, but you should be warned that Inquisitor is quite unlike any Games Workshop game you may have played previously. This is because Inquisitor is a narrative wargame, and works considerably differently to games such as Warhammer and Warhammer 40,000. While in Inquisitor players do have objectives to achieve and there can be winners and losers, the main aim of the players is to use the rules and miniatures to create characters and a story on the tabletop.

You will not find any army lists or points values in Inquisitor, because with Inquisitor it is the task of one of the players to choose the forces and work out what they are trying to achieve in the game. This player is responsible for devising a scenario for everyone to play using the Inquisitor rules. There are hundreds of possible scenarios and countless different characters, some examples of which are given later. The Inquisitor rules allow the characters in the game to try to do just about anything, and one player adjudicates how these are resolved. As you can imagine, this player has a lot of power and responsibility, and is known as the **Gamesmaster**.

If you attempt to play Inquisitor from just a competitive standpoint, you will find that much of the enjoyment of playing the game will be lost. With Inquisitor it is possible to make all-conquering heroes who cannot be destroyed, and warrior bands which are far superior to anything they might meet. But that is not the point of playing Inquisitor. Where is the fun in a comic or movie character who is invincible? Even Superman is susceptible to kryptonite. Do we not enjoy seeing our action heroes on the brink of defeat, broken and battered, only to rise against the odds and win through! This is because the challenge of Inquisitor is to create this kind of exciting story, not to win the game simply by designing the hardest characters possible.

WHAT IS A GAMESMASTER?

Put simply, the Gamesmaster is the player who runs the gam Sometimes the Gamesmaster (or GM for short) has characters control in the game but, more often than not, he will be additional player, like an impartial referee. As noted above, t GM writes the scenario and helps create the characters t players will be using, and ensures that the game they have creat runs smoothly. There are whole sections dedicated to creati characters and devising scenarios later in this book, which w hopefully provide some guidance and ideas for budding GMs.

Most importantly, the GM is an adjudicator and umpire. decides the chances of success and failure of a character actions, and makes sure that the players keep up with the recor keeping necessary for the game. Being a GM is more than bei an administrator though. The GM may control hidden creatur and forces, and is always aware of what is going on even wh the other players may not be. He is the narrator in a way, guidi the players through the story that unfolds as they move and fig with their characters on the tabletop. Throughout these rules, y will find references to the GM making decisions about vario rules, alerting the players to different options or hazards and on. It may seem scary to be the GM at first; it carries a lot responsibility, but it is highly rewarding and this book w provide you with all the help you need to get started.

HOW TO USE THIS BOOK

The Inquisitor rulebook is divided into several distinct section The first part is the **Core Rules** which details the basic mechani of playing a game of Inquisitor. As part of the core rules there a also rules for various special abilities and psychic powers yo characters may possess. The **Armoury** section is next, with rul for over a hundred different weapons and pieces of equipmen from the humble lasgun to extravagant psychic-familiars such the psyber-eagle.

A large part of this book is given over to showing a selection the strange and wondrous characters of the **41st Millenniu** Included in this section are fifteen characters we have creat which you may like to use in your games, or to serve inspiration for characters of your own devising. Throughout t book are short sections dedicated to helping budding players a GMs get started, with advice on creating characters and writi scenarios, running campaigns and so on. To get you going, the is also a scenario, High Noons, which uses a selection

I answer that, with regard to heretics, two points must be observed: one, on their own side; the other, on the side of the Imperium. On their own side there is the sin, whereby they deserve not only to be separated from the Imperium by excommunication, but also to be severed from the world by death. For it is a much graver matter to corrupt the faith which quickens the soul, than to forge money which supports temporal life. Wherefore if forgers of money and other evil-doers are forthwith condemned to death by the secular authority, much more reason is there for heretics, as soon as they are convicted of heresy, to be not only excommunicated but even put to death.

Inquisitor Vercilius

characters included in this book. Perhaps most importantly, at the back of this volume is an extensive index and reference section, which will prove invaluable during play and when looking up weapons and abilities. There is also a character reference sheet we have prepared, which you can photocopy and fill in with details of your own Inquisitor and his warrior band.

WHAT YOU NEED

For a start, you will need two or more players, with a selection of miniatures to represent their characters. You will also need a battlefield to fight over. Any firm, level surface will do, such as a tabletop or an area of floor – most kitchen tables will do fine! It's a good idea to use an old sheet or blanket to protect the table from scratches and chips. Some players make a special gaming board from chipboard or some similar material, which they can place on top of a table to extend their playing area. On this surface you place the terrain around which the battle is fought, such as hills, fences, ruined buildings and vegetation. You can find out more about characters and the battlefield in the **Painting and Modelling** section later on.

As well as players, characters and a battlefield there are a few other things you will need. These include at least one measuring device (such as a retractable tape measure or ruler). You will also need some ordinary six-sided dice and some ten-sided dice, and you will find Games Workshop's special Scatter dice useful for determining random directions. Each character in the game needs a character sheet to be filled in (see the section on Creating Characters later on) and you'll need a pen (or preferably a pencil and eraser) to make notes during the game. There is also quite a bit of maths involved with Inquisitor, so you may find a calculator handy.

Here are a few additional items you'll need to play Inquisitor.

Dice Rolls

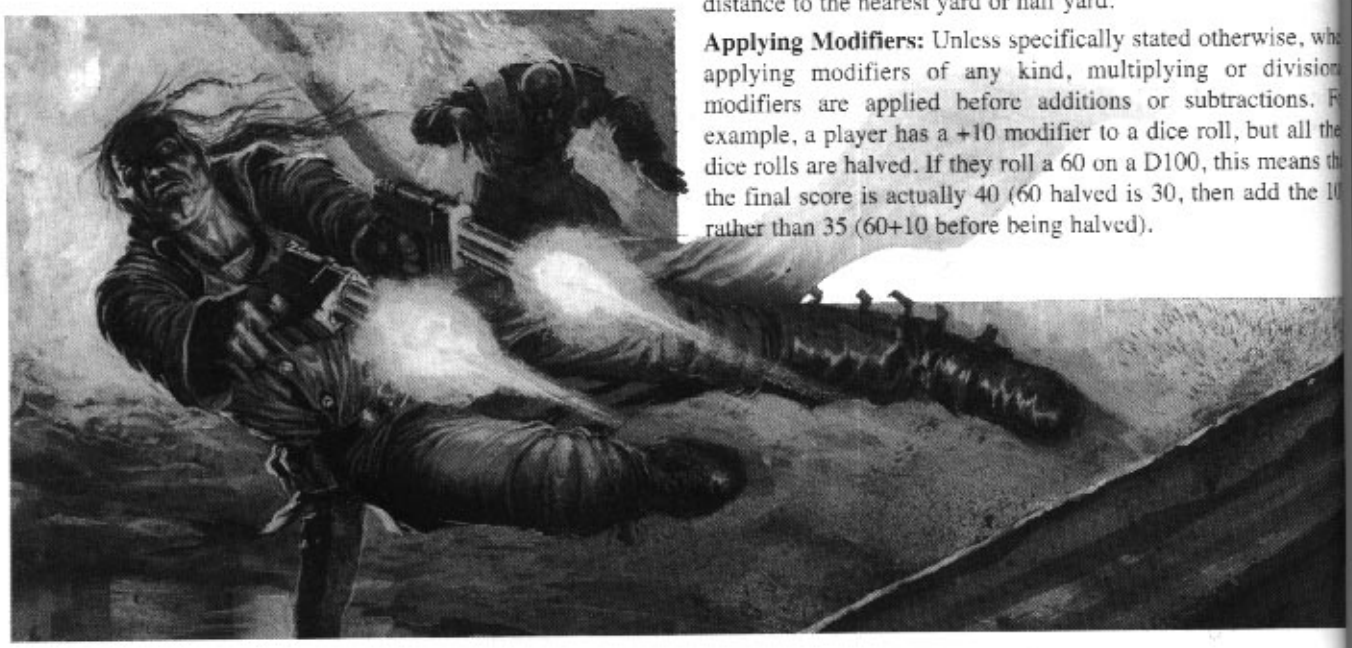
Inquisitor uses two types of dice, which are rolled frequently throughout the game to determine the success of a player's actions, random events, etc. These are a normal six-sided dice and a ten-sided dice (referred to as a D6 and a D10 respectively). A D10 is usually marked with a '0' on one face, and when rolled as a D10 this counts as a score of 10. As most of the Inquisitor game system is based on percentage chances, players will often need to roll a percentage dice as well (a D100). You don't need a 100-sided dice though! To roll a D100, you need two D10s of different colours, or one marked 00, 10, 20, etc. One is the 'tens' dice and the other is the 'units' dice, and when rolled together they will give you a score between 1 and 100. For example, a roll of a 5 (or 50) on the 'tens' dice and a roll of a 7 on the 'units' dice gives a score of 57, while rolls of 0 and 9 respectively will give a score of 9. A roll of two zeroes is a score of 100 when rolling a D100.

Sometimes you will need to modify the result of the dice roll. This is noted as D6 or D10 plus or minus a number, such as D6+1 or D10-2. Roll the dice and add or subtract the number to the score to get the final result. For example, D6+2 means roll a six-sided dice and add 2 to the score, giving a total between 3 and 8.

You may also be told to roll a number of dice together, which is written as 2D6, 3D10 and so on. Roll the indicated number of dice and add the scores together, so that with a 2D6 roll, two dice are rolled and are added together for a score of between 2 and 12, 3D10 adds together the scores of three dice for a total of 3 to 30, and so on. For example, a 2D6 roll of a 5 and a 3 are added together to score 8. Another method sometimes used is to multiply the score of a dice by a certain amount. Therefore, D6x5 means roll a dice and multiply the score by 5, giving a range of between 5 to 30.

Sometimes a combination of these methods may be used, such as 2D6+5 giving a score between 7 and 17, or 3D6-3 which will total 0 to 15.

In a few rare circumstances you may be told to roll a D3. Since there's no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus, a 1 or 2 = 1, a 3 or 4 = 2 and a 5 or 6 = 3.

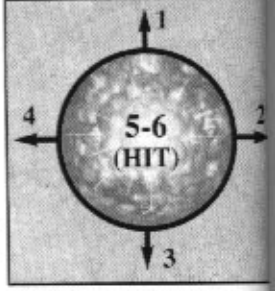


Scatter dice

A few weapons are fairly random in their accuracy and requi you to roll the Scatter dice to determine where they land. Th Scatter dice is marked on four sides with an arrow, and on tw sides with a special 'Hit' symbol. Simply roll the Scatter dice ne the target point, the arrow shows in which direction the shot h deviated. Also note that there is a small arrow on the Hit side determine the direction.

Although we recommend a Scatter dice as the best way for determining random direction, you can achieve a similar result with a D6. Place the scatter diagram opposite next to where the shot was supposed to land and roll a D6, the shot scatters in the direction indicated by the clock face. This method isn't quite as random as a Scatter dice but will suffice in most circumstances.

Scatter Diagram



Re-rolls

In some situations the rules allow you a 're-roll' of the dice. Th is exactly as it sounds – pick up the dice you wish to re-roll a roll them again. The second score counts with a re-roll, even if means a worse result than the first, and no single dice can re-rolled more than once, regardless of the source of the re-roll

Other conventions

Throughout this book, a number of basic conventions are used

Fractions: All fractions are mathematically rounded off. Th means that fractions of less than half are rounded down to t nearest whole number, while fractions of half or more a rounded up.

Distances: All distances in Inquisitor are given in yards, a players can adopt whichever ground scale they feel suitable. Th games we play generally use a ground scale of 1 inch equalli 1 yard. We also feel it is convenient to measure all fractions distance to the nearest yard or half yard.

Applying Modifiers: Unless specifically stated otherwise, wh applying modifiers of any kind, multiplying or divisio modifiers are applied before additions or subtractions. F example, a player has a +10 modifier to a dice roll, but all th dice rolls are halved. If they roll a 60 on a D100, this means th the final score is actually 40 (60 halved is 30, then add the 1 rather than 35 (60+10 before being halved).

A SAMPLE INQUISITOR TURN

GM Graham has written a scenario for Rowland and Phil. Rowland's warrior band, consisting of the characters: Witch Hunter Tyrus, Sergeant Stone, Devotee Malicant and Enforcer Barbaretta, are hunting down Phil's characters in a forge-mine on the world of Karis Cephalon. Phil's Inquisitor, Lichtenstein, with his followers Magos Dimitri, Servitor-Warrior Gryx and the Daemonhost Ghaustos are attempting to commune with an ancient daemon trapped beneath the planet's surface. We join them as Malicant has fired on Dimitri while Sergeant Stone has just bounced a couple of shots off of Lichtenstein.

Graham: Lichtenstein is the fastest character. What's he up to, Phil?

Phil: I'm tempted to leave him chanting, ignoring the bullets whizzing past in a cool manner, but I think I'd better do something about the guy who just blasted at him. Lichtenstein's allowed five actions, so he'll turn on the spot, aim at Sergeant Stone and then fire his stubber on semi auto as many times as he can.

Graham: That's one action to turn, one to aim, leaving you three shooting actions. Make your Action rolls. *[Phil rolls some D6s].*

Phil: Okay I've made three passes. That gives me the turn, aim, and then two shots for semi auto. I don't suffer any negative modifiers for that because Lichtenstein has Rock Steady Aim. *[He turns the character around to face toward the target].*

Graham: Make your first roll to hit then. *[Graham measures the range to the target, while Phil looks up some details on Lichtenstein's character sheet].*

[Phil rolls to hit with each shot, determining that Lichtenstein has hit his target in the chest and right leg. He does enough damage to take Sergeant Stone out of action].

Phil: Good shooting!

Graham: Okay, Tyrus is next, what do you want him to do, Rolly?

Rowland: I guess he doesn't know what's going on outside yet, so he'll just continue walking up through the rooms leading towards Lichtenstein and the Daemonhost.

[Rowland rolls some more dice and Tyrus ends his turn just behind one of the doors to the outside].

Graham: Barbaretta has the next highest Speed, so she can go now.

Rowland: Ghaustos is going to kill her with his psychic powers unless she does something real quick. She'll aim her combat shotgun at him for one action and then spend three actions firing. *[Rowland makes his action rolls].* She's only got one action this turn.

Graham: She's slowed down from the Bloodfreeze attack last turn I suspect, so she only manages to aim at her foe this time around. The aim bonus will carry over to next turn if Ghaustos stays in sight though. It's Magos Dimitri next, I believe.

[Phil resolves some shooting from the Adeptus Mechanicus character, who fails to hit his target, Devotee Malicant].

Rowland: Malicant wants to get over there and chop them up with his Eviscerator! Bawling *'For the Emperor! On wings of fire I fly!'* he legs it along the gantry and then tries to leap over to where the Magos and Inquisitor are. *[Rowland rolls his dice and in the event Malicant cannot jump far enough to cover the distance, which sends him crashing to the floor beneath, knocking him out].*

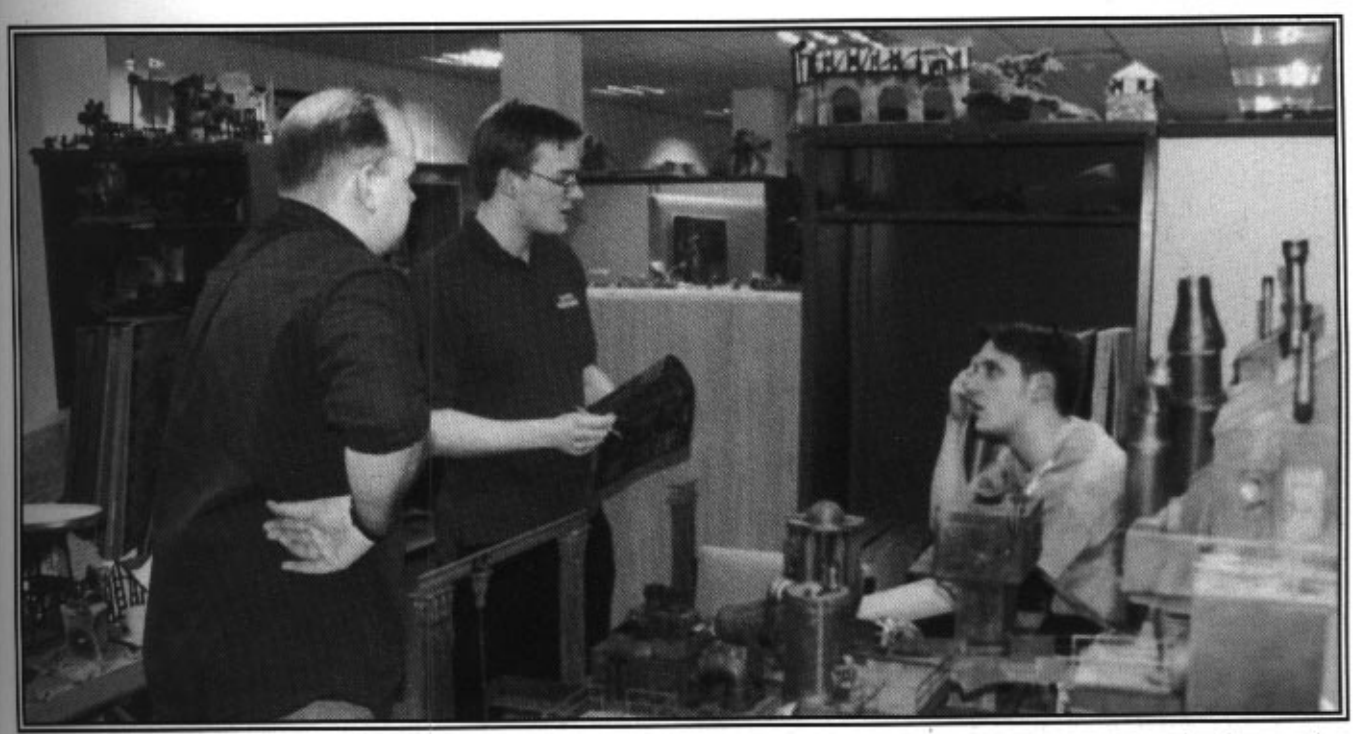
Phil: That's a bit unheroic...

Graham: I think, spurred with such fiery zeal, Malicant would make a bit of extra effort. Let's say that he just about makes the jump, but has to let go of his pistol and is clinging precariously to the railing. He's still in the fight for now, but he's hanging around in the open, and is a bit of an easy target.

Rowland: Where'd his laspistol end up?

[Graham determines a random direction and tells them the laspistol preceded Devotee Malicant through the railings and skittered along the gantry behind Dimitri].

Graham: Right, who's next?



Above: Phil tries to use telepathy to convince Graham and Rowland that he did manage to roll a 6.

Characters

The miniatures which we use in a game of Inquisitor each represent an individual character. Thes vary from mighty inquisitors of the Imperium to scabrous mutants dedicated to overthrowin Mankind's rule.

Every character is slightly different, with their own strengths and special talents. These unique qualities are represented in two ways: by the character's **profile** and his **special abilities**.

A character's profile shows such things as how good at shooting he is or how brave he can be. Every character in the game has a profile, and a basic knowledge of what the various numbers represent is necessary to understand the Inquisitor game system.

Special abilities, on the other hand, are tricks and talents that a character may have which makes him slightly different to another character who, on the face of it, looks the same. Special abilities sometimes allow a character to bend the rules in certain ways, so they are examined at the end of the **Core Rules** section (page 54) but for now we will concentrate on profiles.

CHARACTER PROFILES

Each of our characters has a physical and mental profile whic shows their ability to perform various tasks, withstand damag etc. A profile is made up of five physical and four menta characteristics. Between them, these define a character's prowes in various areas. All characteristics are normally rated with score between 1 and 100, with 1 being the worst and 100 bein the best. These show the limits of a human character, and so it possible for characters who are not human or who hav superhuman capabilities to exceed this.

The nine characteristics are as described on the next pag (frequently they are abbreviated to the letters shown in bracket

Physical Characteristics

Weapon Skill (WS): The character's ability when fighting at close quarters with an enemy. A competent human's WS would be between 50 and 60, while an expert swordsman may have a WS of 80 or more.

Ballistic Skill (BS): This is the character's innate skill when firing a ranged weapon. Most humans would have a BS of between 30 and 40, though a dedicated marksman might well have a BS twice this.

Strength (S): This shows how physically strong a character is. It affects how much damage is done when using certain weapons such as swords and fists, as well as a character's chances of smashing down a door, etc. Particularly hefty weapons require a minimum Strength to use effectively, and if a character is not strong enough, his chances of hitting will be reduced. A fit human (such as a soldier) would be Strength 50, whilst a biologically enhanced Arco-flagellant may have up to Strength 200!

Toughness (T): This is the character's ability to withstand damage, including his capacity to ignore pain as well as his physical hardiness. A normal human might have a Toughness of 40 to 50, while a Space Marine would have a Toughness of well over 100.

Initiative (I): Initiative is probably the most important characteristic in Inquisitor. It is a combination of many factors, including the character's reaction time, his observational abilities and general dexterity and agility. It is used to determine how quickly a character can act, and how much he can do. It is also used for determining if he can react to a sudden threat and how nimble he is at performing physical activities, such as jumping and dodging. Initiative is a measure of a character's general ability to perform any physical activity. A normal human would have an Initiative of 30 to 40, a trained soldier 50 to 60, whilst a super-fast assassin might have an Initiative of 100 or more.

Mental Characteristics

Willpower (Wp): This is the character's strength of mind. It is mostly used to unleash and resist psychic powers, but is occasionally called into play when trying to intimidate an enemy, etc. An ordinary Imperial citizen would have a Willpower of around 35 (fairly weak-willed), while a hardened leader would have a Willpower of 80 or more. A powerful Inquisitor would most likely have a Willpower even higher than this.

Sagacity (Sg): This is the character's intelligence, education and powers of problem-solving. When faced with a lock code to decipher, or an unfamiliar weapon, it is the character's Sagacity that will be used. Most educated humans of the 41st millennium (who are quite few and far between!) would have a Sagacity of 50 to 60. A Tech-adept or military commander might have a Sagacity of 80 or more.

Nerve (Nv): Nerve is the character's ability to keep calm in stressful situations. It is used when a character wishes to ignore danger and continue with a task, or to test to see if he ducks behind cover when shot at. Most ordinary folks would have a Nerve of 20 or less, a trained Imperial Guardsman would be in the 40 to 60 range, whilst a character in a chemically-induced frenzy has a Nerve value of 120 or more.

Leadership (Ld): Leadership serves a two-fold purpose. Firstly, it represents a character's own discipline, and therefore his ability to follow orders, stay in a fight, etc. In essence, when a character's Nerve fails, his Leadership comes into effect. It also shows the character's ability to command others. An average Imperial soldier would have a Leadership of about 70, while a Space Marine Captain might have a Leadership of up to 100.

Characteristic tests

Quite often a player will be called upon to make a **characteristic test** for one of their characters. To make this test, the player rolls a D100 and compares it to the characteristic being tested. If the roll is equal to or lower than the characteristic score then the test is passed; if it is higher, the test is failed.

Other details

The characteristics show the basic make-up of a character, but there are a couple of other factors that need to be known about a character.

Speed: Each character has a Speed value, which determines when they can act in a turn and how quickly. Speed is equal to the character's Initiative divided by 20, plus 1. For example a character with Initiative 76 has Speed 5 (76/20=4+1=5). A character's speed can change quite a lot during a game; most usually it goes down due to injuries.

Handedness: Most characters will be right or left handed. It is important to know which hand your character favours, as any actions he tries to perform with his off-hand will be a little bit harder (try writing with your off-hand and you'll see what a difference it makes!).

For each character you also need to keep track of things such as their weapons and equipment (including ammunition left and what type/s of armour they are wearing), the injuries they have received, and any special skills or psychic powers they may have. A character sheet is given later for you to photocopy and use for your games (see page 181).

Sample profile

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Shyloque	76	80	55	62	70	81	86	80	85

From his profile we can see that Shyloque is a fairly versatile and powerful character. He is good in close combat and quite an exceptional shot. He is not as strong and tough as say, a Space Marine, but can certainly endure worse injuries than a normal human. Mentally, he is very strong, as you might expect from one of the Imperium's hidden guardians. He is very brave and intelligent, though lacks the discipline of a more highly ranked Inquisitor.

As he has an Initiative of 70, this gives Shyloque a Speed of 5 – (70/20)+1.

Actions

The following sections deal with the basic rules systems and mechanics that enable you to play game of Inquisitor. Here you will find out how characters move around the battlefield, shoot at eac other, get injured and perform all the other actions that might happen in bitter close-quarter comba

THE TURN SEQUENCE

In a real-life combat a lot can happen in a short space of time, much of it almost simultaneously. However, to try and play a game like this would be extremely difficult. For this reason a game of Inquisitor is broken down into turns during which the characters move and fight. Each turn represents roughly ten seconds of 'real time'. Once every character has had the opportunity to move and fight then the turn ends.

Although much of a combat appears to happen at the same time, much of it is actions and reactions that happen in a sequence. Characters who are quicker on the uptake and physically faster can do more in a turn than a slower adversary. To represent this, each character has a **Speed value**, which shows how soon they can act and how much they can do. During the turn, the players count down the Speed values of the characters, from highest to lowest. When a character's Speed or lower is called out, he can act (a character can choose to delay his actions until a lower Speed value is called out). If opposing players wish for two or more characters to act at the same time, the characters act in order of their Initiative, from highest to lowest (roll a D6 each if there is still a tie, the highest scoring player can go first).

Once a character has completed his actions, continue with the other characters who can act at that Speed and then move on to the next Speed down. Once you declare Speed 1, this is the last chance for any character to act that turn. A character can only be 'activated' once per turn. Once every character has had the opportunity to act, then proceed to the between turns segment and then the next turn starts, starting with the highest Speed character and working down again. It's a good idea for the GM to check at the end of the turn to ensure that all the characters have had the opportunity to act, starting with the highest Speed character.

***Example:** Inquisitor Shyloque, with Initiative 70, can perform his actions any time after Speed 5 is called. He may want to act as soon as possible, or he could wait until later in the turn to see what happens. If another character wishes to act at the same time as him, he will go after a character with Initiative 71 or higher, while characters with Initiative of 69 or lower will take their turn after him.*

Between Turns

There is a tidying up period at the end of every turn for things such as recovering from injuries, working out additional damage on burning characters, etc. Once these 'between turn' events are resolved the next turn starts. In the reference section at the back of this book is a list of things that you should work out between turns.

ACTION ROLLS

When it comes to a character's chance to act, he can perform number of **actions**. This could be walking a certain distanc firing a weapon, leaping over a wall, climbing a ladder hundreds of other things. Within the ten or so seconds a tu takes, some characters will spend a lot of the time working o what to do, hesitating and changing their mind, while others wi react instantly and quickly. The characters' differing Spee reflect this. A character with a high Speed acts quickly an decisively and so can do quite a lot during the turn, while slow Speed characters will dither around and perform proportionatel fewer actions.

The number of actions a character may attempt to perform equal to his current Speed, so that higher Speed characters c attempt to do more in a turn than lower Speed character However, a character cannot attempt more than six actions in turn, regardless of what his Speed is.

In this book are many, many examples of the different actions character will want to attempt in the course of a game. Howeve players are inventive people and are bound to want the characters to do things not covered here, in which case it is th task of the Gamesmaster to adjudicate how many actions it wi take. In these rules, it is assumed that each action is two or thre seconds of activity, which is a good guide for how many actio a particular activity will take.

The player declares all of the actions the character wants t attempt that turn, in the order they will be performed. The play then rolls a number of D6 equal to the character's current Spee This is called an **Action roll**. For each D6 score of 4 or more, th character performs one of the declared actions, in the order the were declared. The required Action roll may be modified up o down due to a character's special abilities and other factors.

Note that the player rolls a number of dice equal to the character Speed, not the number of actions attempted. This means th although characters with a Speed of 7 or higher can still onl perform six actions per turn, they are rolling more dice and so a more likely to succeed.

***Example:** Shyloque may perform five actions when it is his turn. The player declares that Shyloque is going to open a door and move through it (one action), close the door behind him (one action), ready his bolt pistol (one action) and then cover a window on the other side of the street (one aiming action). He does not use his final action. As Shyloque is Speed 5, the player rolls five D6 and scores 2, 3, 4, 4 and 6. This is three successful actions, so Shyloque manages to go through & close the door and ready his bolt pistol. However, he doesn't have time to start aiming towards the window this turn.*

Risky actions

Some actions are more likely to go disastrously wrong than others, certain weapons use highly unstable energy sources which might explode, and so on. Performing such an action or using such an item carries an element of risk, and so is known, obviously enough, as a **Risky action**. If the player rolls more 1s than he does 6s when a character is attempting to perform a Risky action, then the character has fouled up. It is up to the Gamesmaster to point out if a character is attempting a Risky action. Some examples include:

Sprinting across rubble, debris, slippery ice, etc.
The character falls flat on his face! The character is prone and stunned for the rest of the turn.

Firing a plasma weapon
The weapon catastrophically misfires. Roll a D6:

D6	*Result*
1-2	***Explodes!*** *The character counts as shooting himself in the firing arm. Resolve damage and injuries in the normal way. The plasma weapon is destroyed.*
3-4	***Critical overheat.*** *The character drops the weapon and takes 2D6 damage to his firing arm. The weapon is too hot to be picked up for D10 turns.*
5-6	***Overheat.*** *The character drops the weapon.*

Throwing a grenade
The grenade goes off prematurely! Roll a D6:

D6	*Result*
1-2	*The grenade explodes in the character's hand. Resolve its effects centred on the character.*
3-4	*The character drops the grenade. It scatters D10 yards in a random direction from the character before exploding.*
5-6	*The grenade is a dud and does not explode.*

Other things may happen such as a character burning out the circuits on an electronic lock he is trying to break, or a character stumbling whilst jumping through a window is perhaps stuck as he jumps through, and so forth.

If a character is performing normal actions before the Risky action (such as moving before firing a plasma weapon) then these actions are completed successfully before the Risky action fails (in this instance the character would move before the plasma gun explodes). If the player doesn't pass enough Action rolls to reach the Risky action (eg, they succeed with two Action rolls, but their Risky action is the third action) there is no additional downside – the character simply performs the number of normal actions allowed.

Drawing & changing weapons

Normally a character has two hands (some aliens may have more, while wounded characters may have less). Generally a character can carry something in each hand, which you should note on the character's playsheet. Some items listed later in the Armoury require both hands to hold, or use to full effect, and this is noted in the description of the item.

It normally takes one action to change what the character is holding or using. Some particular weapons or wargear may require more than this, as noted in their description. A character can swap which weapons are in which hand as part of this action.

Example: *Shyloque is holding a plasma pistol in his right hand, which needs to spend the next four turns recharging. He draws his bolt pistol with his left hand, but as he is right-handed, he would prefer to have the bolt pistol in his right hand. He is allowed to swap the pistols as part of the same draw action, so that he ends up with his bolt pistol in his right hand and his plasma pistol in his left hand. If Shyloque later wanted to swap the pistols back again, this would take one complete action to do.*

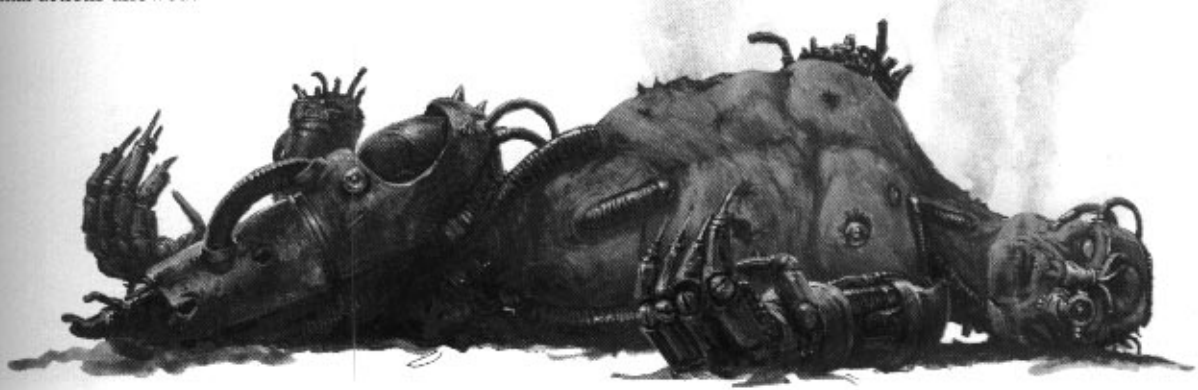
Alternatively, as a single action Shyloque could holster the plasma pistol and draw both his bolt pistol and his power sword, and is free to decide which weapon is being held in which hand.

Combined Actions

It is quite possible for a character to combine actions together, such as shooting and jumping, or opening a door whilst sending a telepathic message. Performing another action whilst moving is dealt with in the next section.

If a character is combining an action which requires some kind of test, his chances of success are halved if he tries it whilst performing another action. Obviously only certain actions can be combined together, for example, a character using his hands to climb a ladder cannot reload a gun at the same time. As usual, the GM should adjudicate whether a character would be physically capable of performing the combined action.

Example: *Shyloque is trying to use his* choke *psychic power on an enemy, which normally would have a 76% chance of success. However, he is trying to do this whilst climbing up a wobbling ladder, which requires much of his concentration. His chance of using the* choke *power is halved to 38%.*



Pause for breath

Pause for breath is a special type of action that represents the character pausing for a moment to look around and take stock of what is going on before proceeding. Each pause for breath allows the player to suspend nominating any remaining actions for that turn. The player does not need to declare any actions that the character will perform after the pause for breath, until all of the preceding actions have been resolved.

Example: *Shyloque is facing a renegade Space Marine charging towards him with a vicious chain-axe. He wants to shoot him with his plasma pistol, but if that fails to stop the brute, he wants to leave his options open. The player decides to shoot the plasma pistol and then pause for breath. This will allow him to decide Shyloque's other actions after finding out what effect the plasma pistol shot had. In the event, Shyloque misses with the plasma pistol and then pauses for breath. The player opts for Shyloque to run away, drawing his power sword as he does so.*

A character can pause for breath as many times as they like, in effect using a pause for breath action to declare a subsequent action as a pause for breath. A character could therefore perform an action, pause for breath, perform another action, pause for breath again and then execute another action, and so on.

No matter how many actions are declared, the player still make the Action roll with one dice per point of the character's Speed t determine how many actions will be available that tur Obviously, pausing for breath is most useful for higher Spee characters who are likely to have the spare actions at the end t their turn.

Changing actions

Sometimes things won't happen as a character expected – the gun jams, their grenade goes off next to them, their target knocked out of sight, etc. On occasion it will be ridiculous for character to carry on with their declared actions – for example, he declares all of his actions shooting a particular target, which then knocked out of sight. In these circumstances the GM ma allow the character to change his actions. The character must pas an Initiative test and, if successful, he can re-declare any action not yet spent this turn, but must spend his next action as a paus for breath action. If it is failed, then the sudden turn of event flummoxes him and his turn ends. GMs should be wary abou letting players change their characters' actions too often; th players should learn to plan for the consequences of their actio rather than rely on the goodwill of the GM!

The Turn Sequence

Characters act in order of Speed value.

Characters with same Speed value act in order of Initiative.

Characters with the same Initiative value roll a dice to see who acts first.

A character can opt to delay his actions until a lower Speed.

Actions

Declare the actions you want your character to perform that turn (maximum number of actions is equal to Speed, to a maximum of 6).

Make an Action roll. Roll a number of D6s equal to the character's Speed value. Each score of 4 or more means one of the declared actions may be performed in the order they were declared.

Pause for breath

Making a pause for breath action allows you to delay declaring what actions the character is going to do until all preceding actions have been resolved.

Interrogator Gravier and his former master the heretic Defay, by Adrian Smith

Movement

In Inquisitor, our characters are likely to move around quite a lot, trying to get a good shot at th enemy, charging into close combat or leaping from roof to roof in a daring chase. In this section ar the rules for regulating how our characters move across the battlefield.

STANCE

The dynamically posed Inquisitor miniatures we use to represent our characters are not capable of the full range of movement of that a real person has – they cannot duck behind walls, lean out of a window, jump down from a ledge, etc. However, just because the miniatures cannot do this, this does not prevent our characters doing so!

A character can be in one of three positions: **standing**, **kneeling/crouching** or **prone**. It takes one action to change stance, and this may be freely performed as part of a combined action with no penalty to the chances of the other action. This means that normally a character can decide what stance his character is in at the end of each action.

For example, if a player declares that his character is going to sprint to a wall and dive to the ground, the character will end up prone at the end of the action. The next turn the character could stand up and shoot, or some other combination.

Facing

A character can obviously only face in one direction at a time. If a character moves, he will end up facing in the direction he moves in unless the player specifically states that he is going to stop at the end of the action and turn around.

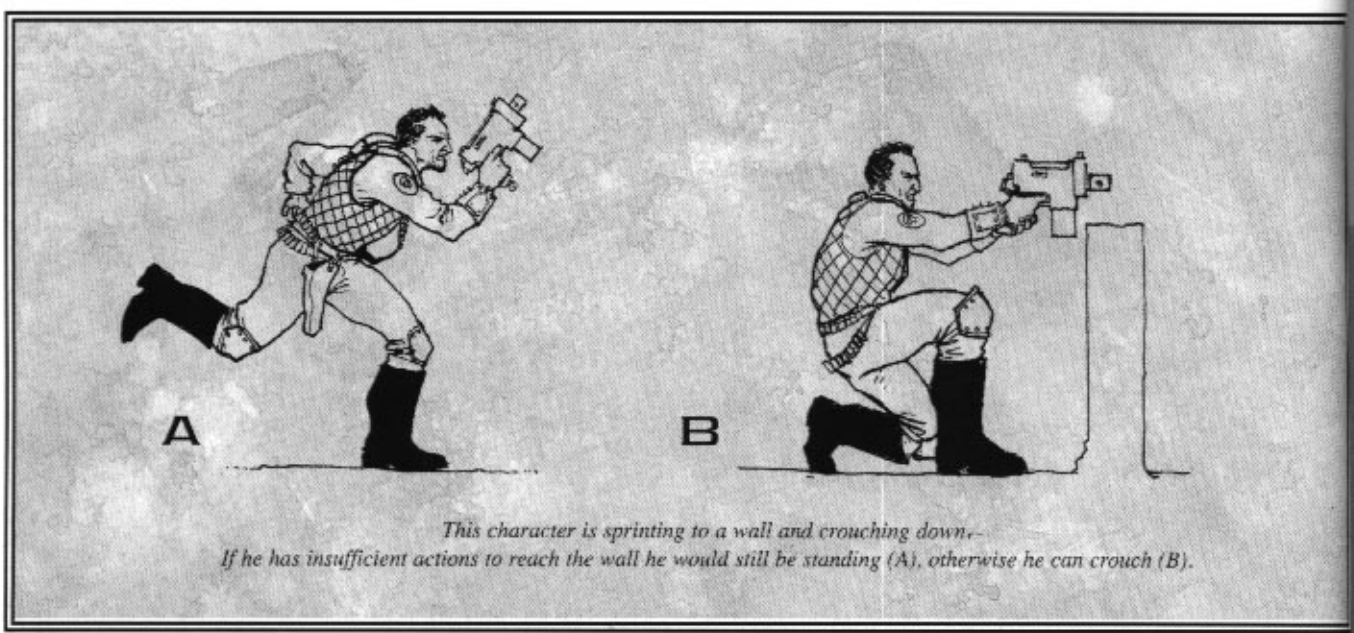
Similarly, a character shooting at someone will face in the direction he fired towards unless the player specifically states otherwise.

DECLARING MOVEMENT ACTIONS

Movement actions work slightly differently to other actions because the player declares where he wants the character to move to, and how fast, rather than how many actions he will spend performing the movement. For example, you may declare that a character is going to sprint to the corner of a particular building or run across a room, rather than saying he will walk for two actions. Once the character's actions have been declared and the Action roll made, measure how far it is to the specified destination and, using the movement rates given opposite, work out how many of the character's actions the movement has used up. The character then continues with any other declared actions up to the number of actions allowed by his Action roll.

***Example 1**: The player declares that Shyloque is going to run to the corner of a building further up the street, and then fire his bolt pistol as many times as possible at an enemy around the corner. After making Shyloque's Action roll, the player finds that Shyloque can perform four actions. The distance to the corner of the building is 11 yards, so Shyloque must run for two actions to reach it (each running action covers 6 yards). He then has two actions remaining in which to shoot at his foe.*

***Example 2:** If Shyloque had declared he was running to the corner, firing twice and then ducking back, his four actions would be to move to the corner of the building (two actions) and fire twice (two actions). He wouldn't be able to duck back.*



This character is sprinting to a wall and crouching down.
If he has insufficient actions to reach the wall he would still be standing (A), otherwise he can crouch (B).

MOVEMENT RATES

Below are the distances covered in **one** action of various types of movement.

Sneaking

A character can try and move quietly, to avoid detection by the enemy and maximise the available cover. A sneaking character takes one action to cover every 2 yards. Sneaking is a Risky action and if the action is failed, the character will be heard and seen as if walking normally. Sneaking around is dealt with in more detail in the Awareness section later (page 52).

Crawling

The character gets down on his belly and wriggles like a snake! Crawling is very slow, but the character can make the most use of whatever cover is around, and presents a difficult target even when in the open. It takes one action to crawl 2 yards.

Walking

The normal method of moving, the character proceeds at a reasonable pace, and is very aware of his surroundings. Note the character will make use of available cover – he is not out for a pleasant evening stroll! A character takes one action to walk 4 yards.

Evading (dodging and weaving)

A character evades to avoid incoming shots, ducking and jinking to throw off the enemy's aim. He is aware of his immediate surroundings, looking for useful cover and enemies, but is concentrating on being a hard target rather than what else is happening around him. It costs one action to move 5 yards when evading

Running

Somewhere between walking and sprinting, a character who is running can cross the ground quickly, and still remain reasonably aware of what's going on. A running character uses one action for 6 yards covered.

Sprinting

The character puts his head down and legs it! A character who is sprinting is only really aware of what's directly in front of him, and makes little use of cover along the way. A sprinting character moves 10 yards per action and cannot combine this movement with any other action (see combined actions later).

Movement rates summary

Sneaking	2 yards
Crawling	2 yards
Walking	4 yards
Evading	5 yards
Running	6 yards
Sprinting	10 yards

Jumping

A character can jump horizontally a number of yards equal to his Strength divided by 20. Add 50% if the action before the jump was spent sprinting. For example, a Strength 80 character who spends an action sprinting before the jump can therefore go 4+2= 6 yards. Jumping is a Risky action and if it is fumbled the character only jumps a distance equal to a percentage roll of the maximum distance they could achieve. Following the previous example, if the character messed up the jump and then rolled 48% on a D100, he would only jump 3 yards instead of 6 yards (potentially very dangerous when trying to jump over a deep drop!).

For details of jumping up onto and off of things, see the Terrain section overleaf.

Dragging

A character can drag a prone character or heavy object 1 yard per action. If two or more characters are dragging the same object, then all the characters move in each character's turn. Normally a maximum of three characters can drag an object at any one time.

***Example:** Two characters are dragging a stunned comrade. In the first character's turn, the character gets three successful actions, and all three of them move 3 yards. In the second character's turn, the character gets two successful actions and so the whole group moves a further 2 yards that turn.*

The GM may want to increase or decrease the distance an object can be dragged depending on its size and weight (dragging a stunned Space Marine in his power armour is a lot harder than pulling a robed adept into cover, for example). Also the character's own position will be important, so characters who are trying to drag an object whilst prone (crawling, in other words) can only move 1/2 yard per action. A character who is dragging something along the ground will obviously be bent over or crouched, and so may not be seen (or be able to see) if behind a wall or other obstacle.

TERRAIN

Combats don't normally take place over flat featureless plains, and so your Inquisitor battlefield is likely to be littered with all kinds of obstacles and terrain. Terrain can seriously affect movement, but provides cover and, when used well, will greatly extend the life expectancy of your character. There are all sorts of pieces of terrain, the most common examples of which are covered below. As you might expect, it is the GM who must decide what different effects the terrain has on movement, and must ensure that the players are aware of this at the start of the game.

Difficult Ground

Difficult ground is a term which covers all kinds of rough terrain that may slow movement. This includes scrub, rocky scree, steep slopes, woods and undergrowth. With the exception of crawling, reduce all movement rates by 1 yard per action when a character is moving through difficult terrain. Also, remember that sprinting across or through difficult terrain is a Risky action and the character will fall over if they bodge it.

Slopes and cliffs

Shallow slopes present no difficulty or danger to characters moving up or down them, but steep slopes are another matter entirely. As a rough guide, a slope at a 30° angle or steeper is considered to be steep. A steep slope halves all movement rates going up the slope, except crawling. If a character attempts to move down a steep slope at any faster than a walk, this is considered to be a Risky action. If he messes up the Risky action, he falls over and rolls to the bottom of the slope. A character who falls down a slope is stunned for one turn, and an additional turn for every full 5 yards he tumbled. Steps and stairways are treated as steep slopes unless particularly shallow.

A slope that is getting close to vertical (about 80° or so) is considered to be an obstacle.

Obstacles

Distinct vertical features such as walls, fences, rock faces, a wrecks are known as obstacles. It takes one action to jump ove low obstacle (up to 2 yards high). It takes two actions to jum over a high obstacle (up to 4 yards tall) – one action to get on t of the obstacle and another to drop down. Crossing these sorts obstacles are Risky actions and the character will fall prone on t side they started from if they mess it up.

A character may jump down a maximum of 4 yards. This is Risky action. If completed successfully then the character lan on his feet and takes no damage. If the Risky action is messed then the character must test for falling damage as if he had be knocked off. Jumping down further than this will cause damage see the Injuries section on page 46.

Obstacles over 4 yards high must be climbed, at a rate of 2 yar per action. A character who is climbing anything without prop rungs, or a rope, is taking a Risky action and will fall if h fumbles his Action roll (or may not climb at all that turn if startin the action on the ground).

A character who is pinned whilst climbing cannot move, but mu still spend his next available action recovering (see the Shootin section on page 37 for details of pinning). A character who suffe knockback or is stunned whilst climbing will fall and suffe damage as normal.

Doors & other structural features

Moving through a doorway takes no additional time unless it closed or the character wishes to close the door after he h moved through. If this is the case, it takes one action to open close a door. Climbing through a window counts as movin across an obstacle, and similarly will take an extra action if t character needs to open or close it. In the case of locked door gates and windows, there are two options available – force t lock or attempt to pick/decode it. Forcing a lock requires Strength test. The sturdiness of a lock and the door or gate represented by a negative modifier to the Strength test. F example, an ordinary deadlock would be -10 or -15, a barred do -25 to -35, while a reinforced bunker door would be up in t -60 to -80 range! Forcing open such a feature is a Risky actio and if failed the character is stunned for the rest of that turn. course, the character could try to attack the door itself, using rul given later in the Grenades and Explosives section on page 82.

Similarly, picking a lock requires a Sagacity test, with appropriate modifiers for the complexity of the lock. A straightforward key lock would be -20 or so, while a complex keypad would tax the hardest brains and would be -80.

A character can jump through a closed window as a Risky action. If messed up, the character will end up prone on the other side of the window and be stunned for D3 turns (he may also suffer damage from falling depending on how far up the window is!).

Water

Water can have a whole gamut of effects on characters, depending on how deep it is, whether it is flowing (like a river) or still (like a pool), and so on. Water which is no deeper than half a yard is treated just like difficult ground. Water that is up to chest height (about a yard and a half) can be waded across at a rate of 2 yards for each successful action, or it may be swam. Water deeper than this must be swum across. A swimming character moves 3 yards per action. However, swimming is a Risky action and if failed means that the character flounders around for the turn and does nothing.

A character who is pinned whilst swimming or wading is not knocked prone, but must spend his next action recovering as normal. A character stunned whilst wading or swimming flounders around on the spot but suffers no additional ill effects. A character who falls unconscious whilst in water is assumed to float, but see the panel on drowning below. A stunned or unconscious character can be fished out of the water using the normal rules for dragging other characters. A character cannot be knocked back whilst swimming, and will halve any knockback distances if wading.

This assumes that the character is swimming across a pool or lake. A stream or river (or sewer effluent outflow pipe perhaps!) with a strong current will move a swimming character D3 yards downstream at the start of every turn (or D6 yards for rapids and other raging torrents). A character wading across such a feature must pass a Strength test or he loses his footing and must swim, drifting as described (take the test before declaring actions for the character). He can spend actions attempting to right himself, in which case he must pass another Strength test to be successful.

Drowning

Drowning isn't a very heroic way to go, and so I'd recommend that GMs don't worry about it. However, for those GMs who like such niggly details, a character who is stunned or unconscious whilst in water must pass a Toughness test at the end of every turn or drown.

COMBINED ACTIONS WITH MOVEMENT

A character can often perform some other type of action whilst moving, such as firing a weapon, loading a weapon, unsheathing a sword, talking on a comm-link, and so forth. If the character is trying to move other than at a sneak, walk or run, (eg, trying to crawl, jump, evade or perform some other movement action) then the normal rules for combined actions apply – that is, all percentage chances of performing the other action are halved. If the character is sneaking, walking or running, then rather than being halved, the chances of performing the combined action are reduced by 2% for every yard already moved this turn. Note that this is based on the total distance moved this turn, not just during the same action, so a character who spent one action walking and then another action walking and using a psychic power would suffer -16% (8 yards moved) to his action.

Example: *Inquisitor Shyloque is leaping over the gap between two gantries and firing his bolt pistol at a cultist beneath him. Standing still, his chance of hitting the cultist would normally be 70%, but this is halved to 35% for being a combined action.*

MOVEMENT SUMMARY

Stance

A character can stand, kneel/crouch or lie prone. Changing stance may be performed free with an action with no penalty.

Declaring Movement Actions

Player declares where character is moving to. Once his actions have been declared and an Action roll made, measure distance moved and work out how many actions it took, depending on actions' movement rates.

Movement Rates

Sneaking & crawling: 2 yards; *Walking:* 4 yards; *Evading:* 5 yards; *Running:* 6 yards; *Sprinting:* 10 yards.

Jumping: Number of yards equal to Str/20. Add 50% if action before jump was spent sprinting. Risky action. If failed character only jumps distance equal to percentage roll of the maximum distance he could achieve.

Dragging: Prone character or heavy object can be dragged 1 yard per action.

Terrain

Difficult ground reduces all movement (except crawling) by 1 yard per action. Sprinting across difficult ground is a Risky action (character falls over if failed).

Steep slopes halve all movement rates going up, except crawling. Moving down a steep slope faster than walking is a Risky action (character falls over and is stunned for one turn plus one turn for every 5 yards tumbled).

Takes one action to jump over low obstacle (up to 2 yards high). Takes two actions to jump over high obstacle (up to 4 yards high). Risky action to cross (character falls prone if failed).

One action to jump down up to 4 yards. Risky action (character falls).

Obstacles over 4 yards must be climbed. (2 yards per action). Climbing anything without rungs, rope, etc, is a Risky action (character falls if failed).

If pinned whilst climbing, character cannot move. If knocked back or stunned whilst climbing, character falls.

Water no deeper than half a yard is counted as difficult ground. Water up to chest height can be waded across (2 yards per action) or swam. Deeper water must be swum across (3 yards per action). Risky action (character flounders if failed).

A pinned swimmer is not knocked prone, but must spend next turn recovering. Character stunned while swimming flounders. A character who falls unconcious will simply float.

Character cannot be knocked back whilst swimming and halves knockback distances if wading.

Combined Actions with Movement

If sneaking, walking or running, the chances of performing a combined action other than shooting are reduced by 2% per yard that has already been moved this turn.

If performing any other type of move, chance of performing other action is halved.

Shooting

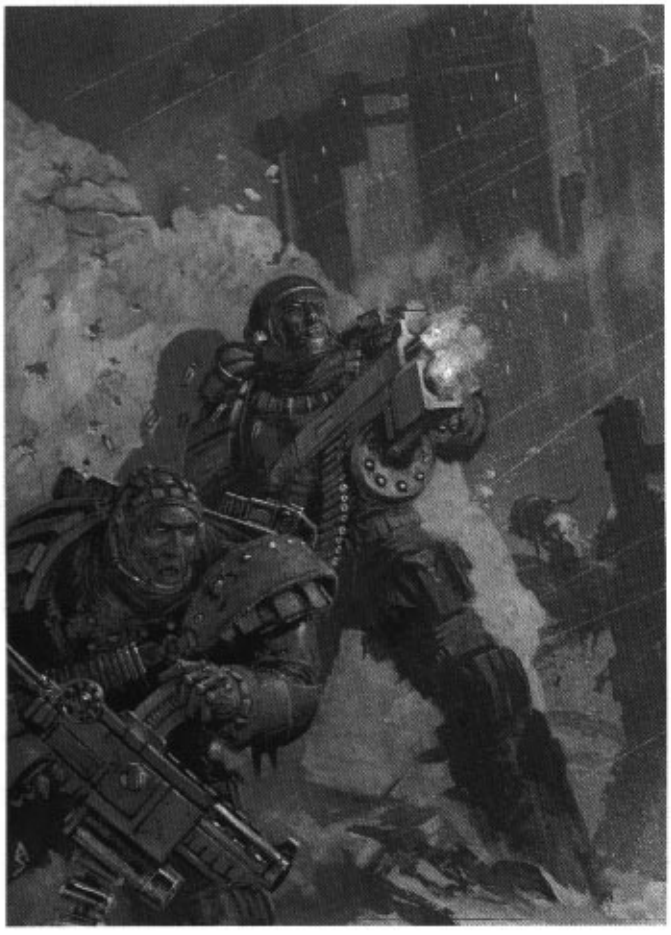
In this section, we'll look at how our characters can shoot at one another with rifles, pistol grenades, rocket launchers and other ranged weapons.

WEAPON PROFILES

Some weapons have a higher rate of fire than normal, others are more accurate at long range, while some need to be reloaded frequently. Just as with characters, these individual traits and characteristics are listed in a weapon's profile. The profile is broken down into:

TYPE: There are three types of ranged weapon: **pistol**, **basic** and **heavy**. Pistol weapons are fired in one hand and may be used in close combat. Basic weapons are normally fired two-handed but can be fired one-handed usually with less chance of hitting. Heavy weapons weigh so much they require two hands to fire.

RANGE TYPE: Each weapon has a **range type**, used to determine how accurate it is when firing at a distance. Different range types have varying characteristics, so that certain weapons may suffer a consistent loss of accuracy while others have a dramatic drop in effectiveness past a certain range. Some, such as sniper rifles and heavy weapons, can actually be more accurate over long distances than close up. Certain weapons have a maximum range, in which case this is given in brackets after the range type.



FIRING MODE: This is either **single shot**, **semi-automatic** or **fully automatic**.

A single shot weapon fires once per shooting action.

A semi-automatic shot fires the number of times given in the brackets in its description. Some semi-auto weapons have two numbers, divided by a slash (eg, 2/6) which indicates the minimum and maximum number of shots available when firing semi-auto.

Fully automatic shots are resolved slightly differently to normal shooting and is dealt with in the Special Weapon Types rules at the end of this section.

Some weapons have multiple firing modes, and the player must state which mode is selected when declaring the character's actions for the turn (on some weapons it may require an action to change the setting, as noted in the individual descriptions). For each shot fired, remember to mark off a shot from the weapon's loaded ammunition.

ACCURACY: This is the weapon's innate accuracy and will improve or reduce the character's chance of hitting the target.

DAMAGE: This is the number of Damage dice rolled if the target is hit (see the Injuries section later).

SHOTS: This is the number of shots the weapon can fire before it needs reloading. For example, a bow has one shot, while a bolter may have a magazine of 20 shots.

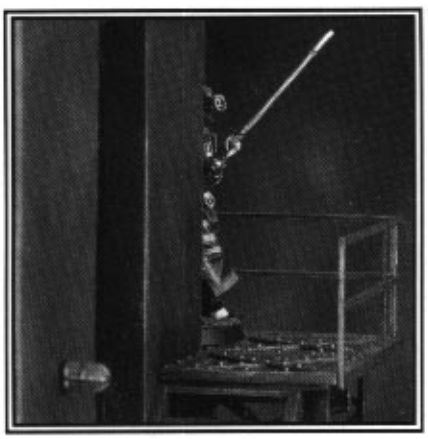
RELOAD: This is the number of actions that must be spent reloading the weapon. If the number is in brackets, this is the number of shots that may be reloaded per action (a character can reload two combat shotgun shells per action, for example). If the number is underlined, then it needs to recharge, in which case the number is the number of *turns* that the weapon cannot be used for. However, recharging normally happens automatically and does not require any of the character's actions to complete. Reloading actions can be split over a number of turns. For example, most weapons require two actions to reload – one to remove the magazine/power pack and one more to insert a new one. Therefore it is possible to spend one action in one turn reloading, and then finish the reload at a later point if necessary. Where this is impossible, it is noted in the weapon's description. If a weapon cannot be reloaded, an X is given in this characteristic.

WEIGHT: This is how heavy a weapon is. If a weapon's weight is higher than the character's Strength, his chances of hitting with it are reduced.

In addition to this basic profile, a weapon may have a number of special rules. For example, some weapons may suffer no penalties to their chances of hitting due to the character moving, while others may use the Special Weapon Types rules on page 37.

LINE OF SIGHT

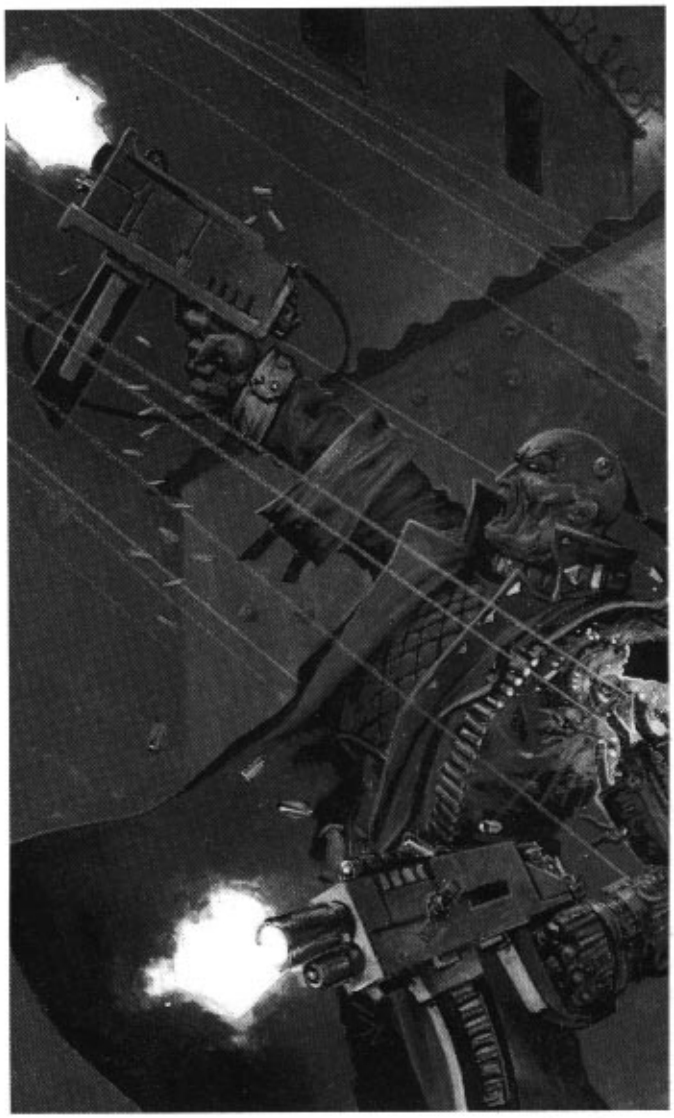
The most basic principle of shooting is that you need to be able to see your target to shoot at it! Actually, some weapons don't, but they're an exception. Being able to see your target is called having a **line of sight**. If a character does not have a line of sight to his target, then he cannot shoot at it! Line of sight is fairly simple to work out – draw an imaginary line from the character to the target. If there's anything blocking this line, then the target cannot be seen! Much of the time it will be obvious if a target can be seen, though sometimes it'll be necessary to get down and have a 'model's eye' view to see if it has a line of sight. If you can see only a small part of the enemy, such as the tip of a weapon, or a foot poking around a building, then this isn't really enough for a line of sight. If you can see at least the whole of one hit location (see the Injuries section on page 46 for details of hit locations), or more than one hit location, then the character has line of sight, but the target will be harder to hit (see Cover on page 47).



The Inquisitor in this photo can't really be seen – he's unlikely to wave his sword around if he was hiding behind a wall!

Here the Inquisitor can clearly be seen.

Remember, though, that since the miniatures we use in Inquisitor are not capable of the same range of movement as the characters, a degree of imagination and interpretation is required. For example, it may be clear that a line can be drawn to a character over an intervening wall, but if the character is supposed to be crouching, there's a good chance he won't be seen. Similarly, a character can look around the corner of a building, through a window and so on without exposing himself fully. On page 47 in the Injuries section are a collection of diagrams which show how much of a character can be seen whilst doing common actions, and you should use these as a guide for determining line of sight. As always, the GM is the final arbiter of any decisions regarding line of sight or a lack thereof.

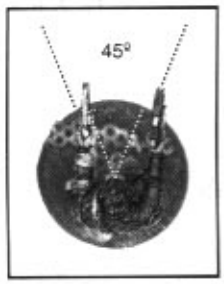


Some terrain may obscure line of sight but not block it completely. The most common terrain of this type are trees and bushes which, although individually might not cover up a character, may completely hide a character from view if he is deep enough within a cluster of bushes or a wood. Basically, such terrain can be broken down into three types of density: **light**, **medium** and **heavy**. Light density terrain can be seen into up to 8 yards; medium density terrain blocks line of sight after 6 yards; heavy density terrain blocks line of sight after 4 yards.

Other types of terrain will normally either block line of sight totally or provide some kind of cover to the character, as discussed later. For more details about what characters can and can't see, see the section on Awareness on page 52.

Arc of vision and facing

Our Inquisitor characters don't have eyes in the back of their heads (well, not many do!) and so are restricted in what they can see and shoot at by the direction they are looking in. This arc of vision extends out 45° in the direction the character is facing, and any targets must lie within this arc. A character can turn and fire as part of the same action without penalty.



HITTING THE TARGET

Being able to see a target doesn't necessarily mean you'll hit it! If a character wants to shoot another character, he must make a successful To Hit roll. A character's BS gives the basic percentage chance of hitting a target at range. This chance is modified as detailed below. Once the modified To Hit roll has been worked out, you must roll equal to or less than this score on a D100 to hit. If the roll is over the required score, the shot misses.

Salvoes of Fire

The results of a single firing action are taken to happen almost simultaneously, and so any effects from firing (such as injury or knockback) are applied at the end of the action. This means that any hits from a character firing on full auto or semi-auto can all potentially hit the target, even if the target is subsequently knocked out of sight or otherwise becomes an ineligible target.

Automatic hits and misses

In some cases, blind luck will help more than any amount of aiming and preparation, on the other hand, there is no such thing as a sure shot. To represent this, any unmodified To Hit roll of 01-05 always hits the target, regardless of the required score. Similarly, any unmodified roll of 96-100 will always miss the target.

TO HIT MODIFIERS

When shooting, read through the following list and apply all relevant modifiers to your BS. All penalties and bonuses are cumulative.

Weapon Accuracy

Add or deduct the Accuracy modifier as shown in the weapon's profile.

Range

Measure the distance between the character and the target – this is the **range**. Cross-reference the range with the Range type, given in the weapon's profile, on the Range Modifiers chart (see page 36). The result is the modifier to your To Hit roll.

Movement

When firing as part of a combined action with movement, [-] each yard the firing character has walked, sneaked or ran [in] action, there is a -5% to hit penalty. For example, a character [wh] walks 4 yards as they are shooting will suffer a -20% chance [to] hitting. If the character evaded or moved in any other way, [they] follow the normal rules for combined actions – the chance of [the] shot hitting is halved, regardless of the type of movement. [The] modifier is doubled if the character is firing a heavy weapon.

The target's movement also affects the chances of hitting. [The] modifier is determined by the target's last action. If he did [not] move at all or only crawled in his last action, then there is [no] modifier. If he walked, the firer suffers a -8% chance of hitting [him], if he ran or sprinted there is a -12% modifier to hit him [as] a -20% penalty if the target evaded. If the target moved in [some] other fashion (he jumped for example) then the modifier is [equal] to -2% for every yard the target moved in his last action.

Aiming

The firing procedure opposite shows a character loosing off a [shot] with his weapon without taking any particular time to aim it. This sort of shooting is often referred to as a **snap shot**, and is not [very] accurate but can be done quickly. A character can, however, [take] more time over his shot, to increase his chances of hitting. This is done by spending actions aiming before taking a shot. The number of actions spent aiming represents varying degrees of preparedness on the part of the character.

One aiming action shows the character raising his weapon to [eye] level before shooting (as opposed to firing 'from the hip').

Two aiming actions represents the character bringing his weapon up and then spending a couple of seconds aiming at the target.

Three or more aiming actions shows that the character is tracking the target over quite a period of time (in combat conditions, even ten seconds is a long time!).

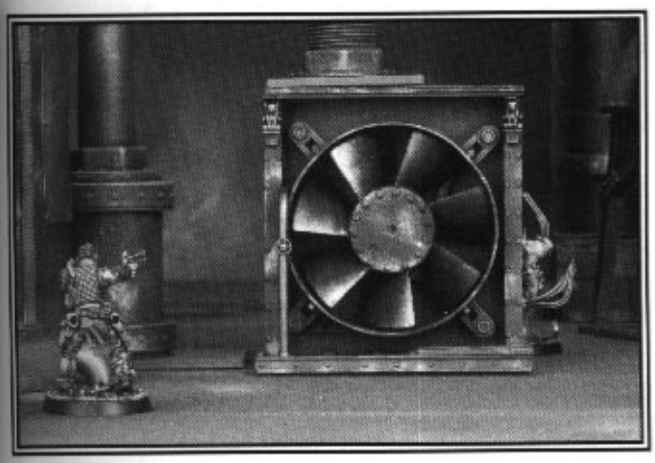
Aiming gives a character a +20% bonus to his To Hit roll. This is cumulative, so if a character aims twice before shooting he gains a +40% bonus to his to hit chance, and so on. Aiming bonuses do not carry over from turn to turn.

If there is a closer enemy character within 5 yards, and the character is not aiming at that character, he must pass a Nerve test to aim (with a -10% modifier for each additional enemy character within 5 yards).

If the test is failed, the character immediately fires at the closest enemy in sight, counting it as a snap shot.

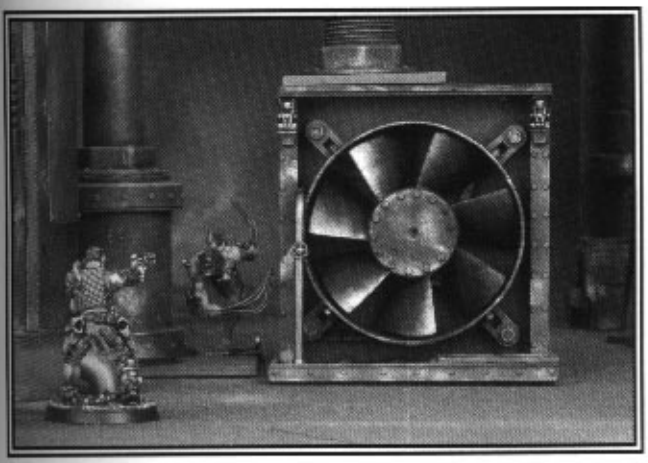
Covering fire/overwatch

As well as aiming at a target in sight, a character can also choose to cover an area of the battlefield, waiting for an enemy to present himself. This is often referred to as **overwatch**. The character must specify which area within his line of sight he is aiming at. This area could be anything, such as a window, a gap between two buildings, even the space around a friendly character, but shouldn't be more than about 4 yards across. If covering an area the character may take a shot as soon as a target appears in the area he is aiming at. This shot is treated in all respects as a snap shot, so the aiming does not grant any positive modifier to the shot, and the chances of a placed shot are not increased (see Placed Shots on page 37).



Example: In the photo above, 'Slick' Devlan opts to aim at the gap on the opposite side of the street.

In the photo below, as soon as Damien 1427 moves into view through the gap, 'Slick' opens fire.



Losing your aim

As soon as the aiming character moves, or fails a Nerve test, is hit by an enemy or shot, or does anything other than aim or fire a single shot at the target, any aiming bonuses are lost. Note that as long as the target does not spend more than one action out of view, aiming is not lost due to enemy movement (although any movement will incur the usual to hit penalties for the distance moved). If the target spends more than one action outside the aiming character's view, the benefits of aiming are lost.

Secret aiming

When covering an area or tracking a distant target, it is sometimes worthwhile writing down or telling the GM who or where is being aimed at rather than declaring this out loud. If possible, you can also make the Action roll in secret, under the GM's scrutiny.

This ensures that the other player(s) do not know for sure where your characters are aiming, or if at all, and helps them resist the temptation to make their characters act in response to information they don't have – this avoids characters walking the long way out of a building, for example, rather than coming out of a doorway being covered by an enemy character. If this isn't possible (you don't have an independent GM, for example), then players must remember that their characters may not be aware of where the enemy is aiming or if they are being targeted. This is covered in more detail in the Awareness section later on.

The Archeaoxenan is a treasure-hunter who seeks out lost alien technology in the hope of trading it with Imperial officials and the Priesthood of Mars. He is an expert on alien histories, and has a view of the cosmology of the galaxy that frequently gets him dubbed a heretic by the Ministorum, or dangerously well-informed by the Inquisition. He is not adverse to breaking a few Imperial laws if it gets him where he wants to go. Frequently caught smuggling forbidden artefacts, he normally has powerful patrons to look after him.

Rested weapon

A character may spend one action resting his weapon against a suitable surface. Note that this may be a horizontal surface such as a window sill or crate, but can easily be a vertical edge as well, such as a doorway or the corner of a building. A character with his weapon rested gains a +10% chance to hit. If the character moves at all, changes weapon or fires anything other than a single shot, then his weapon no longer counts as being rested at the end of the action. The benefits of resting a weapon can be combined with aiming.

Target size

Obviously, shooting a barn door is easier than trying to pick off a fly, and the size of the target will affect a character's chances of hitting. Target modifiers for specific creatures or other things the characters will want to shoot should be decided by the GM. As a rule of thumb, if the target is roughly 10-50% of the size of a human, there should be a -30% to hit modifier. Conversely, targets over 50% bigger than a human are easier to hit with a +30% modifier. Targets bigger or smaller than this should be adjudicated by the GM. Note that this does not mean a character can attempt to aim at a specific location on an enemy character and suffer the small target modifier!

Other modifiers

The burst of fire from a semi-automatic shot can produce a lot of recoil, and so is less accurate than a single, well-placed shot. However, this is often more than made up for by the weight of fire! A semi-auto shot suffers a to hit modifier equal to -10% for every shot taken. For example, when firing semi-auto (4), all four shots suffer a -40% chance of hitting.

If the character is firing with their off-hand, they suffer a -20% chance of hitting.

A character can fire a weapon in each hand as part of a single action. However, if they do so, they suffer an additional -20% chance of hitting with both weapons.

A weapon's weight can also affect the accuracy of a shot. Compare its weight with the Strength of the character. If the weight is higher, the character suffers -1% for each additional point of weight. When firing with one hand, halve the character's Strength when working out this modifier (as you will see, weapons intended to be used in both hands can be quite heavy).

To hit modifiers summary

Weapon's Accuracy	+/-%
Range modifier (see table below)	-?%
Firer Movement modifiers	
Each yard firing character walked or ran as part of combined action.	-5%
Firing character performs some other combined shooting action.	Halved (after all other modifiers)
Target Movement modifiers	
Target walked last action	-8%
Target ran or sprinted last action	-12%
Target evaded last action	-20%
For every yard moved if other type of movement except crawling	-2%
Stability modifiers	
Each successful action spent aiming	+20%
Weapon is rested	+10%
Per shot on semi-auto	-10%
Target size modifiers	
Large target (50% bigger than human size)	+30%
Small target (less than 50% of human size)	-30%
Other targets at GM's discretion	-??%
Other modifiers	
Firing with off-hand	-20%
Firing with two weapons as one action.	-20%
Character Strength less than weight of weapon (Half Strength if firing one-handed)	-1% per point difference

Range modifiers

Type	Range (yards)														
	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71+
A	0	-10	-20	-30	-40	-50	-60	-70	-80	-90	-100	-110	-120	-130	-140
B	0	-5	-10	-15	-20	-25	-30	-35	-40	-45	-50	-55	-60	-65	-70
C	0	-10	-10	-10	-20	-20	-20	-30	-30	-30	-40	-40	-40	-50	-50
D	0	-5	-5	-10	-10	-15	-15	-20	-20	-25	-25	-30	-30	-35	-35
E	0	0	-5	-15	-30	-45	-60	-75	-90	-105	-120	-135	-150	-165	-180
F	0	0	0	0	-15	-15	-30	-30	-45	-45	-60	-75	-90	-105	-120
G	0	-10	-10	-10	-10	-10	-20	-20	-20	-20	-20	-30	-30	-30	-30
H	-5	-5	0	0	+5	+5	+10	+10	+5	+5	0	0	-5	-5	-10
I	-50	-40	-30	-20	-20	-10	-10	-10	0	0	-10	-20	-30	-30	-30
J	0	0	-10	-10	-20	-20	-30	-40	-50	-60	-70	-90	-110	-140	-170

So great has been the calamitousness of these times, and such the inveterate malice of the heretics, that there has been nothing ever so clear in our statement of faith, nothing so surely settled, which they, at the instigation of the enemy of the human race, have not defiled by some sort of error. For which cause the holy Inquisition hath made it Its especial care to condemn and anathematize the principal errors of the heretics of our time, and to deliver and teach the true and Imperial doctrine; even as It has condemned, and anathematized, and decreed.

Declaration of the Inquisitorial mandate.
Inquisitorial representative, Senate Imperialis

PLACED SHOTS

There is a chance that a character lands a hit just where they wanted it. This is called a **placed shot**. A character scores a placed shot if his To Hit roll was equal to or less than one tenth of the To Hit number required. For example, if a character has a 66% chance of hitting, any To Hit roll of 7% or less is a placed shot (66/10=7). When a character scores a placed shot the player may add or deduct up to 20% from the Hit Location roll (see page 46 in the Injuries section). They may decide how much to add or deduct after they have made the Hit Location roll and found out where the shot landed (this is very useful for hitting characters behind lots of cover!). Note that a character who can only hit with the minimum 5% chance detailed above (because normally he would need less than 5%) cannot make placed shots.

In addition, a character's odds of making a placed shot after aiming is greatly increased. Instead of 1/10th of the To Hit number being a placed shot, when the character has aimed at least once at his target before shooting, this chance is increased. The chances of a placed shot then becomes the To Hit number required minus the range to the target. For example, if the target is 25 yards away, and the To Hit number is 75%, then any roll of 50% or less (75-25) indicates a placed shot.

PINNING

Every time a character is fired at by enemy shooting, he must pass a Nerve test or be pinned. If the shot failed to hit the character (was blocked by cover for example, or simply missed), there is a +20% modifier to their Nerve value for the test. The Pinning test is taken after the effects of the hit have been resolved. A character who is pinned will dive D6 yards towards the nearest cover (if in the open) and fall prone. Note that the character is pinned on his character sheet. Pinned characters must spend their next successful action recovering from pinning, and this cannot be combined with any other action. Later actions in the turn they recover must be declared at the start as normal. Note that there is no automatic failure for Pinning tests, so characters with a Nerve value of 100 or more will never be pinned unless other modifiers apply.

A player can normally opt for a character to automatically fail a Pinning test, in which case they will act as if they had failed their Nerve test, although characters under the influence of certain psychic powers and psychological effects may be not be allowed this option. This is noted in the relevant descriptions.

SPECIAL WEAPON TYPES

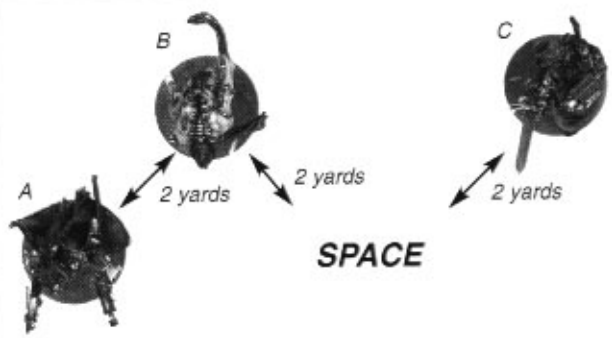
The shooting rules presented up until now have been for fairly standard weapons that fire a single shot. The following rules cover weapons with a higher rate of fire, that fire explosive munitions or shoot in some other exotic manner. Some of these weapon types alter the way that shooting is resolved.

Semi-auto

Semi-automatic weapons allow the character to fire a burst of shots in rapid succession, laying down a hail of fire. The recoil from such shooting is harder to compensate for, and so individual semi-automatic shots are less accurate than a single shot, but overall the massed effect can be more effective at close range. When firing on semi-automatic, the weapon fires a number of times equal to the semi-auto value. If the weapon has a spread of semi-auto rates, the player must declare how many shots are fired when it comes to the shooting action (they don't have to declare the exact number at the start of the character's turn). Each shot suffers a -10% to hit penalty for every shot fired (so a semi-auto (3) weapon suffers a -30% chance of hitting). A character can aim before firing on semi-auto, but any aiming bonuses are lost after the first semi-automatic shooting action. The rules for placed shots apply to semi-auto aimed and snap shots as normal.

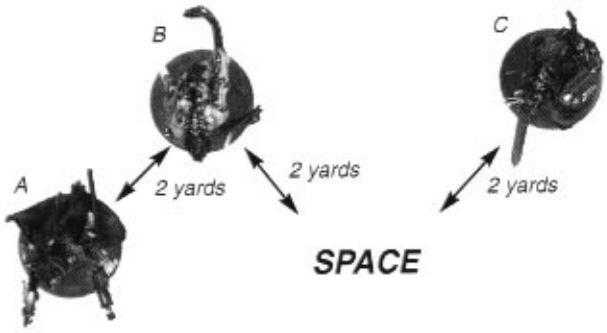
Full auto

Firing on full auto means squeezing the trigger and letting rip in a pretty random fashion. This works in a very different way to normal firing, to represent its particular advantages and disadvantages. To fire on full auto, nominate a target group. All characters in the target group must be within 2 yards of another character in the group, and they must be within the character's arc of fire. If you wish, you may elect to fire at 'spaces', in which case the empty space counts as another character in the target group. Obviously, the space cannot be hit and any shots against it are wasted. This can be seen in the diagram below:



Target B is 2 yards from target A, and 4 yards from target C. To include C in the target group, the player can elect to fire at the 'space' between B and C, treating the target group as 4 characters instead of 3.

Once the target group has been established, roll to hit against each character in the target group. Each weapon has a full auto value in brackets, which is the number of shots fired in a full auto action. The number of shots must be divided as evenly as possible between the characters (and spaces) in the target group, starting with the closest character.



If a full auto (10) weapon were fired at this group, characters A and B would be fired at three times each, while the space and character C would be shot at twice each.

The To Hit roll needed is equal to the firer's BS divided by 5, with no other modifiers. If a character has a full auto weapon, it's a good idea to note their full auto To Hit roll in the notes box of their character sheet.

Once any hits have been determined, proceed as normal with rolls for hit location and injury. All characters in the target group must take a Pinning test when fired at by a full auto weapon (the spray of fire would make anyone nearby duck for cover!), and characters who were not hit do not gain the normal +20% modifier to their Nerve.

Full auto shots never make placed shots.

Flame weapons

Some weapons, instead of firing a projectile or bolt of energy, spray a fountain of liquid over an area. The most common examples of these are flamers, which gout burning incendiary fuel, though some rarer ones may fire clouds of acid, gas or other substances.

Due to their nature, it is highly inadvisable to fire flame weapons whilst moving quickly, and so they may only be fired as part of a combined action if the character is walking.

When the Senatorum Imperialis was convened on the first anniversary of the Emperor's Ascension, none dared question the grim-faced man who joined them for the first time. None were brave enough to ask what exactly were these 'Holy Orders of Emperor's Inquisitors' he represented. It was enough that the Primarchs avowed he had the Emperor's blessings.

Flame weapons are worked out in a similar fashion to full au weapons, in that a single shooting action can be used to targe group of enemies. All of the same restrictions on target groupi apply, but only roll to hit each potential target once. The chanc of hitting are equal to one quarter of the firer's BS with no oth modifiers. Any character hit actually takes a number of hits fr the sheet of flame or cloud of toxins, as determined by the ran and noted on the Flame Weapons chart below. Roll locations a damage for each hit individually. Any character within a targ group must test for pinning, and characters who are not hit do n gain the normal +20% modifier to their Nerve.

Ammunition is counted off for each burst of fire, and is not bas on the number of characters targeted or the number of h inflicted. A character firing a flame weapon cannot make place shots!

Flame Weapons chart

Range (yards)	No. hits
2-5	D6+2
6-10	D6
11-15	D3+2
16-20	D3
21+	1

Blast weapons

Some weapons fire explosive shots, such as grenades and rock launchers. These work in a slightly different fashion from norm firing, as it's more important to know where an exploding sh has landed if it missed its target! Designate the target point t character is aiming for with a counter, coin or some other mark This target point can be a character, a terrain piece or even an ar of empty ground. Roll to hit as normal. If the weapon hits, th blast explodes centred on the target point. If it fails, it scatters a random direction D10 yards, plus 1 yard for every 10%, or pa of 10%, that the character failed their To Hit roll by. The bla cannot scatter by more than one quarter of the range to the targ point.

***Example:** If the character had a 45% chance of hitting and rolled 78, this is a difference of 33%, or D10+4 yards scatter. If the character was firing at a point 30 yards away, the shot could not scatter by more than 7½ yards (one quarter of the total range).*

Blast weapons have two additional characteristics: **area** and **bla** value. These show how big and devastating an explosion the make. The area is the distance from the aiming point that th grenade's blast extends. Any character within the blast are automatically suffers a number of hits equal to the blast valu minus the character's distance from the centre of the blast. So, character 3 yards from the centre of an explosion with a bla value of 6 would suffer 6-3=3 hits. The total number of hits halved if the character is prone. Roll location and damage f each hit as normal. All characters within the area of effect of blast weapon are automatically pinned, regardless of their Ner value or any other special rules – they are thrown to the groun so violently, being brave doesn't come into it!

Throwing knives, axes, stars & other objects

Although the 41st millennium has given rise to many awesome weapons of destruction, often a well placed throwing axe can end a deviant's heresy as surely as a plasma gun! Thrown weapons are resolved exactly like other shooting with the exception that a character can draw and throw such weapons with a free hand as part of a single action. In addition, thrown weapons have a maximum range equal to half of the character's Strength minus the weapon's weight, (A weapon with Weight 10 thrown by a character with Strength 50 would therefore have a maximum range of 50/2-10=15 yards). This is the range at which they have a reasonable chance at hitting; at further ranges the attack automatically misses. If characters wish to throw other things (chairs, barrels, small alien mammals) then the GM should give them a weight characteristic and probably a hefty accuracy penalty and a poor Range characteristic (such as an A, E or J).

GMs may want characters to be able to pick up a thrown weapon and use it themselves, or they can be recovered by their original owner. If this is the case, a thrown weapon which hits is assumed to be lying next to (or in!) the target. If it misses, mark a spot D6 yards away in a random direction to show where it has ended up.

Throwing grenades & other explosives

Grenades, demolition charges and similar weapons are a variant of blast weapons, known as **thrown blast weapons**. Characters equipped with these may throw them a distance up to no more than half their Strength minus the grenade's weight in yards. It takes one action to draw and prime a grenade, and one action to throw it. Throwing a grenade is a Risky action. If the Risky action is failed, the grenade goes off prematurely! Roll a D6:

D6	Result
1-2	*The grenade explodes in the character's hand. Resolve its effects centred on the character.*
3-4	*The character drops the grenade. It scatters D10 yards in a random direction from the character before exploding.*
5-6	*The grenade is a dud and does not explode.*

Assuming that the character doesn't blow himself sky-high with his own grenade, mark the target point which the character is aiming for as you would with other blast weapons, then measure the range.

If this is greater than the character's maximum range with the grenade (half his Strength minus the grenade's Weight), the throw automatically misses. In this case, move the aiming point directly back towards the throwing character until it is in range. The grenade then scatters 2D10 yards from this point. Assuming the target point is in range, follow the normal to hit procedure for blast weapons given above.

Indirect fire

Some weapons can be fired or lobbed at a trajectory that takes them over intervening terrain, allowing the character to fire at points outside their line of sight. Such weapons are said to be capable of **indirect fire**. Indirect fire is resolved as normal blast weapon fire (or thrown blast weapon fire), except that the shot automatically scatters D10 yards. Add +1 to the D10 roll for every 10% or part that the To Hit roll is failed by, and deduct -1 from the D10 roll for every 10% or part that the To Hit roll is passed by. For example, if you need a 76% to hit and roll a 54, this is a difference of 22, so the shot only scatters D10-3 yards. Treat totals of less than zero as no scatter.

Scattering restrictions

The GM should be prepared to use a bit of judgement and common sense when calculating scatter for blast and thrown weapons. For example, generally it is assumed that such attacks won't scatter out of line of sight of the firer – grenades don't pass magically through walls. In this circumstance, move the centre of the blast back towards the aiming point until the firing character can see it.

With indirect fire, this isn't necessary, although you should look out for other obstructions to such plunging fire, for example, walkways, bridges, etc. It is possible that scattering indirect fire will land on these instead of the ground (or vice versa if aiming at a character on a roof, for example).

SHOOTING SUMMARY

Line of Sight

Character must have line of sight to shoot at target.

Terrain: Light density terrain: 8 yards; Medium density terrain: 6 yards; Heavy density terrain: 4 yards.

Facing: Characters have 45° arc of vision. Can turn & fire as part of same action.

Hitting the Target

Make a To Hit roll. Roll equal to or less than character's BS after modifications to hit.

Unmodified roll of 01-05 always hits. Unmodified roll of 96-100 always misses.

To Hit Modifiers

Weapon accuracy: See weapon's profile.

Range: Cross-reference range with the weapon's Range code on Range Modifiers chart.

Movement: Each yard character walked, sneaked or ran this turn incurs a -5% penalty if firing as a combined action.

If performing any other type of move, chance of hitting with weapon is halved. This modifier is doubled if character is firing a heavy weapon.

Aiming: Gives +20% to To Hit roll. Cumulative. If there is a closer enemy within 5 yards, character must make a Nerve test if he wants to aim at another target (-10% modifier per extra enemy within 5 yards). If character fails this test he immediately fires a snap shot at the closest enemy instead.

Overwatch: Character may specify an area to aim at, not more than 4 yards across. May take a snap shot as soon as an enemy enters the area.

Rested weapon: +10%.

Target size: Less than half size of human -30%. More than 50% bigger than human +30%.

Semi-automatic: -10% per shot taken for each shot.

Firing off-hand: -20%.

Firing weapon in both hands: -20% to hit with both weapons.

Weapon's weight higher than character's Strength: -1% for each additional point of weight.

Placed Shots

If the To Hit roll is equal to or less than one tenth of the hit number required then the player may add or deduct up to 20% from the Hit Location roll.

An aiming character scores a placed shot if his roll To Hit is equal to or less than the hit number required minus the range to the target.

Pinning

Each time a character is fired at he must make a Nerve test or be pinned. If shot failed to hit the character, add +20% to his Nerve for the test.

A pinned character dives D6 yards towards nearest cover if in the open and falls prone. Next successful action must be spent recovering.

Close Combat

Though the warriors of the 41st millennium can wield highly destructive ranged weapons, a batt will often be resolved by a bitter face-to-face struggle with swords, chain-axes and pistols. Th section deals with such close combat.

WEAPON PROFILES

As with guns and grenades, close combat weapons are rated by a series of characteristics:

Reach: This is an indication of how long the weapon is, or from how far away the character can make its attack. The longer a weapon's reach, the harder it is for an enemy with a shorter weapon to defend against it. Weapons with Reach 4 or more may be used to attack when the combatants are at arm's length (see Stepback later for details of fighting at arm's length).

Damage: This is the number and type of Damage dice rolled if the target is hit.

Parry penalty: Some weapons are better designed for blocking enemy attacks and launching a counter-attack. The parry penalty of a weapon reduces a character's chances of parrying a successful enemy attack and launching a counter-attack.

INITIATING CLOSE COMBAT

Warriors don't just wander into close combat with each other, one of them will purposefully initiate the fighting. In Inquisitor, a character can elect to make a special charge action, in order to initiate a close combat. A character who is charging makes run actions until they are within range of the declared enemy, and then makes one close combat attack as part of the last run action. A character who is armed with a weapon of Reach 4 or greater can stop once they are within 3 yards of their enemy and fight at arm's length (see Step Back opposite). Characters without such a weapon must get within 1 yard of their enemy.

Note that this is like any other run action and the character is treated as running in all respects, even if they only start a couple of yards away from their target. During a charge, the 'free' attack suffers no penalty for being a combined action, and in fact gains a +10% chance of hitting, as noted below.

A character can change weapons as part of a charge action (drawing a sword for example) but if he does so he loses the +10% charge bonus.

Continuing close combats

When two characters are within 1 yard of each other, they are s to be in **close combat**. Once a character is engaged in cl combat, the action sequence is altered slightly.

A character which is in close combat does not have to declare of his actions at the start of his turn, instead he may declare action after the last action has been resolved. This means tha character who declares a charge as an action while partw through a turn does not have to declare any other actions for t turn just yet.

At the start of a turn in which a character is already in cl combat, roll the character's Action dice as normal to see h many actions he can perform that turn. Then declare his fi action and resolve it, then the second and resolve its effects, a so on.

In close combat, there are far fewer options available to character. The most common are listed below, though a play may devise something new and interesting which he would li to attempt, which the GM should adjudicate as normal. T character who is taking his actions is known as the **attacke** while the other character is the **defender**.

Attack

The most straightforward close combat action – the charac simply attempts to hit his opponent! If a character is carrying close combat weapon in each hand, he may attack with both part of one action, though his chances of hitting are reduced explained in the section on to hit modifiers. A character who is arm's length may only make attacks with weapons with Reach or more.

Circle

The character sidesteps quickly to attack the exposed side or re of their enemy. A character who circles may be moved up 2 yards to their left or right, but may not move further away fro or closer to his enemy. It is easier to hit the enemy when attackin from the side or rear, as shown in the To Hit modifiers given lat Note that the attack must be made as another action, you *do n* get to attack as part of a circle action.

Advance and attack

A character who is at arm's length can bound forward to g within striking range. When he advances and attacks, t character closes in 2 yards on the defender and may make anoth attack as part of a single action with no penalty. The combatan are no longer at arm's length.

Step back

The character takes a couple of steps back to put a little more distance between him and his adversary. This is usually prior to firing a pistol or trying to break from combat. When a character elects to step back, he is moved 2 yards directly away from the defender. Also, a character may dodge when being attacked, in which case the combatants will end up more than 1 yard apart. In this situation, the characters are still engaged in close combat, but are too far apart to attack each other except with pistols and very long weapons. They are said to be fighting 'at arm's length'. Stepping back doesn't finish a close combat – the only way to end close combat is to make a specific break from combat action, as described later. You cannot simply step back and then step back again.

If the characters are at arm's length, the attacker may either break from combat, circle, fire a pistol, attack with a weapon of Reach 4 or more, or advance and attack.

Fire pistol

Pistols may only be fired at the enemy in close combat when the combatants are at arm's length. Firing a pistol in such close confines requires a cool head more than accuracy, and so the attacker rolls to hit using his WS rather than BS. Other than this, there are no modifiers. The defender may only parry using a dodge, and he moves 2 yards to the left or right (chosen by the defending player) instead of away from the attacker (because they are already at arm's length). The defender gains the +20% dodge bonus to his parry (see page 43), but no other modifiers are applied for weapons, higher ground, etc. There are no placed shots when firing a pistol in close combat.

Break off

A character may spend an action breaking off from combat. To do this he must pass an Initiative test and adds +20% to his Initiative if the combatants are at arm's length. If the character passes, he makes one run action out of the combat, in a direction nominated by the attacking player but not taking him past his foes unless this is otherwise impossible.

If this break off move is used to take the character within 1 yard of another enemy (or 3 yards if armed with a Reach 4 or greater weapon), it is treated as a charge and he may make an attack against this fresh foe just as if he had charged.

If the test is failed, the character fails to find an opportunity to get away and the action is wasted. In addition, breaking from combat can sometimes invite disaster. If the character scores more than double his Initiative for the test, he fails as described and the enemy gets a free action, just as if he had made a counter-attack.

A defender can always elect to allow the attacker to break from combat without a test once the opposing player has announced their intentions.

Facing and positioning

The attacker can automatically turn to face his opponent as part of an action, without any penalty. A defender will turn to face the character who last attacked him, after the attack To Hit roll is made. A character who is prone must spend an action getting to his feet before he can make any attacks. A character who is prone at arm's length may still fire a pistol.

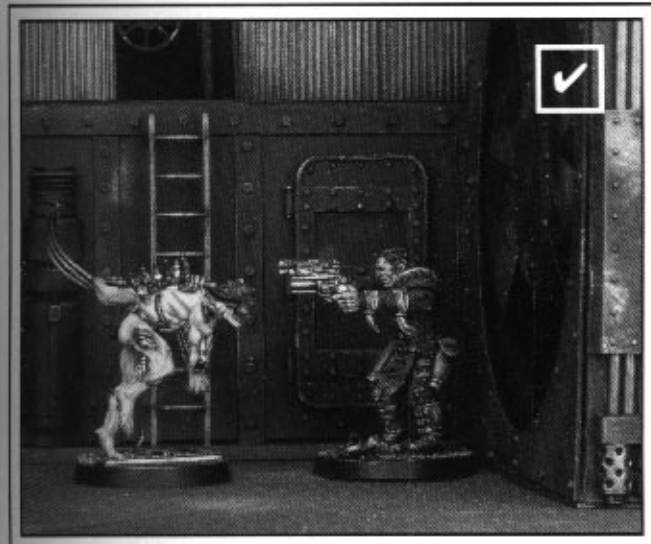
Example close combat actions

Shyloque elects to fire his pistol at his enemy and then charge into close combat. Since he is initiating close combat there is no need to declare any further actions.

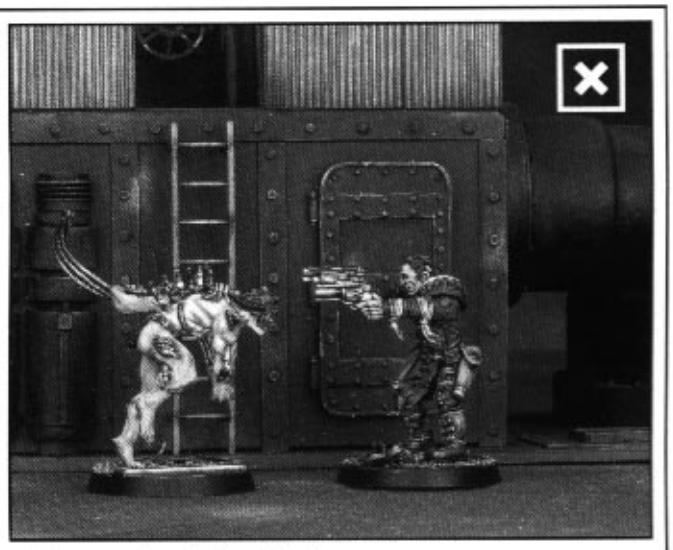
On rolling the Action dice, the player manages to score three actions, so Shyloque fires his pistol and then charges. He does not have to declare the final action as he is entering close combat.

Shyloque runs to within 1 yard of the enemy and makes an attack. Assuming the target survives, Shyloque can now declare and make his third action.

In their next turn, both players simply roll their Action dice at the start of their character's turn and nominate each of their actions as and when they perform them.



'Slick' can break off past his foe as he has no other route.



'Slick' cannot break off past his foe.

MAKING CLOSE COMBAT ATTACKS

A character may make one close combat attack for each action he spends. He can only make attacks within the 45° arc of vision to his front. A character holding a close combat weapon in each hand can make one attack with each weapon as part of a single attack action, with the penalty noted below. The basic percentage chance of a close combat attack hitting is equal to the character's WS. This to hit chance is modified as shown below. If the attacker rolls equal or less than the required score he has scored a hit.

Automatic hits and misses

As with shooting, there's always some luck involved in hitting your enemy in close combat, regardless of how skilled you are. Any unmodified close combat To Hit roll of 01-05 always hits, regardless of the score needed, and one of 96-100 always misses.

Charging

The shock and sheer impetus gained when charging into an enemy allows a character to literally bowl his enemy over, giving him a distinct advantage. A character's chance to hit is improved by 10% if the attack is part of a charge action and he did not draw a weapon as part of his charge action.

Weapon Reach

It is easier to hit your enemy if the weapon you are using is longer than theirs. For every point of Reach which the attacker's weapon has over the defender, he gains a +10% chance to hitting, or, for every point lower, he suffers a -10% to hit penalty. For example, a weapon with Reach 2 against a weapon with Reach 3 suffers a -10% to hit modifier.

Positioning

Being higher than your adversary is a distinct advantage in close combat, especially if your opponent is lying on the ground. If the defender is prone, the attacking character gains a +20% bonus to his to hit chance. A character who is at least 1/2 yard higher t than the defender benefits from a +10% to hit modifier.

Note that a character does not also gain the higher groun advantage against a prone opponent. Remember, unless he has Reach 4 weapon, a character cannot attack from a distance mo than 1 yard away.

Two weapons & off-handed attacks

Only the most skilled fighters can fight effectively with tw weapons, or with a weapon in their off-hand. To represent this character attacking with his off-hand suffers a -20% chance hitting, and suffers a -20% hit modifier if he attacks with mo than one weapon as part of a single attack action.

Enemy size

As you can imagine, the larger your enemy is, the easier it is put a sword into him. Similarly, smaller foes are harder to strik Target modifiers for specific creatures or other things t characters will want to hit should be decided on by the GM. As rule of thumb, if the target is roughly 10-50% of the size of human, there should be a -30% to hit modifier. Converse targets over 50% bigger than a human are easier to hit, with +30% modifier. Targets bigger or smaller than this should adjudicated by the GM. Note that this does not mean a charact can attempt to aim at a specific location on an enemy charact and suffer the small target modifier!

Critical hits

There is a chance that a close combat attack will strike home wi particularly deadly force, and this is known as a **critical hit**. T chance of a critical hit is one tenth of the attacker's requir To Hit number. For example, if a character has a 55% chance hitting, any To Hit roll of 6% or less inflicts a critical hit. Critic hits do double damage, doubled after any dice are rolled an modifications for Strength and weapon are made, but before ar deductions for armour, etc. Characters that can only score hi with the minimum 5% chance cannot inflict critical hits.

Close combat modifiers summary

Reach Modifiers	
Each point of weapon Reach difference	+/-10%
Charging Modifiers	
Character charged this action (without drawing a weapon)	+10%
Positioning modifiers	
Defender is prone	+20%
Attacker is on higher ground	+10%
Target size modifiers	
Large target – 50% bigger than human size	+30%
Small target – 10%-50% of human size	-30%
Other sizes	GM's discretion
Other modifiers	
Attacking with off-hand	-20%
Attacking with two weapons	-20%

PARRYING

A fighter doesn't stand idly by while a frothing berserker attempts to lop his limbs off with a chain-axe! To represent this, a character hit by a close combat attack has a chance to parry it. The chance of parrying an attack is equal to the defender's WS for the first parry in a turn. The defender's basic WS is then halved again for each successive parry in one turn, so that the second parry is at half his WS, the third is at a quarter of his WS, and so on. This is further modified as shown below. If the defender rolls equal to or less than the required number then the close combat attack is parried and has no effect.

Automatic parries and misses

Any unmodified parry roll of 01-05 always stops the attack, regardless of the required score. Any unmodified roll of 96-100 always fails to stop the attack.

Parry penalty

Some weapons are intrinsically better or worse for parrying with. For example, the long, balanced blade of a sword is excellent for warding off enemy blows, while a heavy, clumsy axe is much more difficult to wield defensively. To represent this, all weapons have a parry penalty which is applied to all attempts to parry with the weapon.

Reach

As with hitting the enemy, a character attempting to parry gains or loses 10% for every point of difference between the Reach value of his weapon and that of the attacker's.

Positioning

A character who is at least 1/2 yard higher up than his attacker gains +10% to his chance of parrying. A defending character who is prone suffers -20% to his chance of parrying.

Side and rear attacks

A character who has to turn before parrying is at a severe disadvantage, and will be hard-pressed to stop a surprise blow. A character who is attacked outside of an arc 90° to his front must turn to face his attacker if he wishes to parry. If the character has to turn, he suffers a -20% chance of parrying, while if he has to turn over 90°, he suffers an additional -20% chance, for a total parry modifier of -40%.

Off-hand

A character attempting to parry with a weapon in his off-hand suffers a -20% chance of doing so.

Dodging

A character can elect to dodge as part of a parry, in which case the procedure for parrying is followed as normal except that the defender does not use the parry penalty of his weapon and gets a +20% modifier to his chance of success.

A character who dodges is moved 2 yards directly away from his attacker and may not make a counter-attack. If the defender is prone, he rolls 1 yard to the left or right, (controlling player's choice). If a character dodges while at arm's length (see above) he is moved 2 yards to the left or right instead, but must remain within 3 yards of the attacker.

This movement takes place whether the defender avoids the attack or not. If a character successfully dodges, he does not count as parrying the attack (for example, against power weapons which can destroy weapons which parry them).

Parrying with two weapons

A character with two close combat weapons has a choice of different ways to parry. He may parry with both at the same time, in which case roll to parry once, but with a +20% chance of parrying. Use the best reach and parry penalty for determining the parry chance, and the best counter-attack chance (see overleaf for details of counter-attacking). Alternatively, the character may use one weapon at a time, in which case he makes a normal parry. However, in this case, you count the number of parries made by each weapon in the turn, rather than the character, to determine what proportion of the defender's WS is used. For example, a character with a sword and short sword who parries with the short sword can still use his full WS to parry the next attack with the sword. The second parry with each weapon would be at half WS, and so on.

If a character elects to parry with one weapon against one attack, and both weapons against the next attack, both weapons count as being used the same number of times that turn, using the highest number of times. Following the above example, if the character parried with the short sword and then with two weapons, both the short sword and the sword count as having already been used once that turn.

Parry modifiers summary

Reach	+/-10% per point of Reach difference
Weapon's parry penalty	-?%
Defender on higher ground	+10%
Defender prone	-20%
Turned to parry	-20%
Turned over 90° to parry	-20%
Parrying with two weapons	+20%
Parrying with off-hand	-20%
Dodging	+20% (no weapon penalties)

COUNTER-ATTACKS

It is possible that a character will parry so well that he makes an opening for a counter-attack. The chance of a counter-attack is equal to the Parry roll which is required minus the weapon's parry penalty. For example, a character armed with an axe (parry penalty -15%), who has a 55% chance of parrying, will counter-attack if he rolls 40% or less on his parry roll (55-15=40).

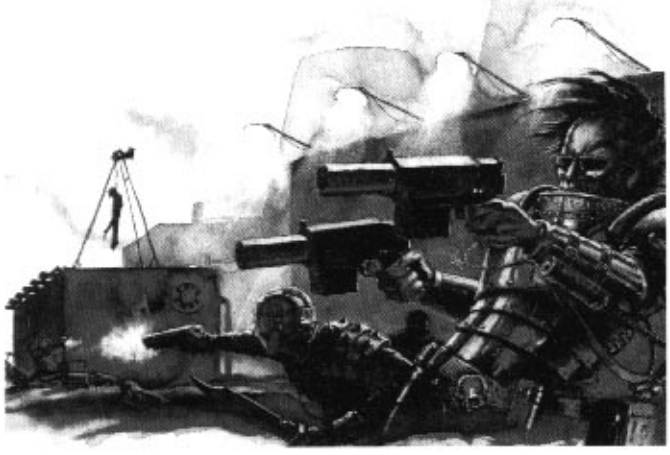
A counter-attack is worked out just like an ordinary close combat action, so you can attack, fire a pistol (if at arms' length), advance and attack, step back, break from combat, and so on. If you elect to attack, roll to hit as normal, the enemy gets a chance to parry, has a chance to counter-attack himself, and so on. A counter-attack, just like a parry, is a free action and does not use up any of the character's actions that turn and can be done even if the character has already used all of their actions for that turn. The counter-attack does not have to be with the same weapon that made the parry. For example, a character could parry with a sword in one hand and attack with an axe in the other as a counter-attack. Note that a character who can only parry with the minimum 5% chance detailed above (because normally he would need less than 5%) cannot make counter-attacks.

SHOOTING INTO CLOSE COMBAT

Firing into a close combat is a risky business, as the characters fighting dodge back and forth and get mixed up with each other. If a character fires into a close combat and hits, randomise which of the combatants have actually been struck. When the characters are at close quarters (within 1 yard of each other) there is an even chance for every character involved. For example, if there are two characters fighting roll a D6. On a 1-3: the other character is hit, on a 4-6: the target takes the shot. If one of the characters were prone there is less chance of hitting him so this roll becomes 1-2: the prone character is hit, 3-6: the other character is struck.

This can be adjusted in a number of ways depending on how many characters are fighting and how close they are to the target. So, with three combatants all at close quarters, on the roll of a 1-2 the target is hit; on a 3-4 enemy 1 is hit; on a 5-6, enemy 2 is hit. If fighting at arm's length there is only a one-in-three chance of the wrong target being hit, so a roll of 1-4 means that the target is hit; on a 5-6, their adversary. If fighting more than one opponent at arms' length, randomise which opponent is hit on a roll of 5 or 6.

There are no placed shots when firing into close combat.



ENDING A COMBAT

There are two ways in which a close combat will end: a charact breaks from combat, or a character is defeated. When a comb ends and a character has actions left that turn, the character's ne action must be spent as a pause for breath action. This then allow him to declare any other unused actions for the turn, as describe earlier. At the start of the next turn, a character can declare an perform actions as normal.

Additionally, if the combatants end up more than 3 yards apa (because of knockback for example), the attacker has a choic He can either end the combat as described above, or he can us his next action to charge, following the normal rules for charging

Unarmed attacks & improvised weapons

Unless specially trained, a character not armed with a dedicat close combat weapon can be at a real disadvantage against properly armed opponent. A character who is not holding an kind of weapon, or just a pistol, is considered to be unarmed. A unarmed attacks have Reach 0. Unarmed characters can onl parry armed attacks (including improvised attacks) with a dodg

A character who is carrying a basic weapon or other similar solid object has an improvised weapon – he can attack with th butt of his rifle, hit the enemy with a chair, etc. Similarly, character with a weapon of Reach 4 or higher who is not fightin at arm's length and this is not the first round of a combat coun as having an improvised weapon (they can only use the spe haft, etc). A character with an improvised weapon has a Rea of 1 and a -30% parry penalty.

Example: Close combat

Shyloque (WS 76) is fighting with his power sword against an ex-Imperial Guard Sergeant armed with a halberd, who is following a rival Inquisitor. The Sergeant charges him and has one extra action left. As part of his charge, the Sergeant makes his attack. He has a WS of 63, is charging and has a longer reach weapon. This takes his total to hit chance to 83 (63+10+10). Unsurprisingly, the Sergeant hits Shyloque.

As this is his first parry, Shyloque uses his full WS of 76. The parry penalty for a power sword is -15, and he has a shorter weapon. This gives him a parry chance of 51% (76-15-10), and a counter-attack chance of 36% (51 minus a further 15). Shyloque gets lucky and rolls under his counter-attack chance, and will hit the Guardsman on a roll of 66 or less (WS 76-10 for shorter reach). He hits and the Guardsman must parry. The Guardsman's parry chance is his full WS minus the halberd's parry penalty, plus the bonus for having a longer Reach. This gives him a total of 58 (63-15+10) and a counter-attack chance of 48. Rolling a 50, the Guardsman parries the counter-attack but does not get to counter-attack himself.

The Sergeant still has one action left and decides to attack again. This time he has no charging bonus, so he simply has +10% to his To Hit roll for his longer weapon, giving him a 73% chance of a hit, which he duly makes. This is Shyloque's second parry this turn so he starts with only half of his WS (38) before applying any modifiers. This takes his parry chance to 13% (38-15-10) with no chance of a counter-attack. As you might expect, Shyloque fails to parry this time and is hit.

Multiple Combats

Life would be a lot more simple for the GM if all of the characters in a game squared off one-against-one, but unfortunately, a canny player will probably want to jump on an enemy with more than one character at a time. When more than two characters are fighting each other, this is known as a **multiple combat**. Multiple combats can get quite mixed up, but if you follow the guidelines below, things should hopefully go smoothly.

As you might expect, a degree of improvisation or interpretation on the part of the GM may be necessary now and then.

The easiest way of dealing with a multiple combat is to view it as a set of ordinary close combats happening in the same place. A character who is attacking can divide his actions between any of the other combatants, and so might choose to attack one enemy with his first action and then another with the second, and so on.

To count as being at arm's length, a character must be more than 1 yard away from all the enemies he is fighting. However, he can attack an enemy at arm's length with a weapon of Reach 4 or more even if he is within 1 yard of another opponent. It is important to remember that an attacker faces towards the character he last attacked.

Similarly, when being attacked by more than one character, a defender follows all of the normal rules. This means that he can only parry or counter-attack if he is the target. It also means that he counts the number of parries **that turn** for working out his parry chance, not the number of parries against a particular opponent.

This means that it is possible to swamp an enemy who would otherwise be very hard for your characters to hit in close combat.

CLOSE COMBAT SUMMARY

Initiating Close Combat

Make a Charge action. A character with a weapon with Reach 4 or more can stop within 3 yards of the enemy and fights at arm's length. Other characters must stop within 1 yard of the enemy.

A character in close combat declares actions one at a time. Roll the Action dice to see how many actions he can perform that turn.

Actions that can be performed in combat

Attack: A character at arm's length may only make attacks with weapons with Reach 4 or greater.

Circle: Move character 2 yards to his left or right, but not further away from or closer to his enemy.

Advance and attack: Character at arm's length closes in 2 yards and makes another attack. Combatants are no longer at arm's length.

Step back: Move character 2 yards away from enemy. Combatants are now at arm's length.

Fire pistol: May only be fired at arm's length. Attacker rolls using WS rather than BS. Defender may only parry by using a dodge, and moves 2 yards left or right instead of away from attacker.

Break off: Character must pass an Initiative test (+20% if at arm's length). If he passes, makes one run action out of combat. If he rolls more than double Initiative, enemy gets a free action.

Facing and positioning

Attacker can automatically turn to face his opponent as part of an action.

A prone character must spend an action getting to his feet before he attacks. A prone character at arm's length may fire a pistol.

Making Close Combat Attacks

One attack per action. Attacks may be made only against enemy 45° to the front of a character.

Must roll equal to or less than WS after modifiers to score a hit.

Unmodified roll of 01-05 always hits. Unmodified roll of 96-100 always misses.

Modifiers:

Charging: +10%

Weapon reach: For every point of Reach which the attacker's weapon has over defender he gains +10% to hit. For every point lower he suffers -10% to hit.

Positioning: If defender is prone attacker gains +20% to hit. A character who is at least a yard higher up than defender has a +10% to hit.

Two weapons and off-hand attacks: -20% if attacking with off-hand and -20% if using two weapons.

Enemy size: Less than half size of human: -30%. More than 50% bigger than human: +30%.

Critical hits

Critical hit scored if roll one tenth of the attacker's required to hit number.

Critical hits do double damage, doubled after dice are rolled and modifiers added, but before deductions for armour.

Parrying

Parry an attack by rolling equal to defender's WS for first parry. WS halved for second parry and halved again for each subsequent parry.

Unmodified roll of 01-05 always succeeds. Unmodified roll of 96-100 always fails.

Deduct weapon's parry penalty from percentage score needed to successfully parry.

Weapon reach: For every point of Reach which the defender's weapon has over attacker he gains +10% to parry. For every point lower he suffers -10% to parry.

Positioning: If defender is prone he loses -20% to parry. A character who is at least a yard higher up than attacker has a +10% to parry.

Side and rear attacks: If character is attacked outside of an arc 90° to his front he must turn to parry and suffers -20% to parry. If he has to turn over 90° he suffers -40% to parry.

Off-hand: -20% to parry with a weapon held in off-hand.

Dodging

Can elect to dodge as part of a parry. Does not use parry penalty of weapon but adds +20% to chance of success. Whether successful or not, dodging character moved 2 yards directly away from attacker. May not counter-attack. If defender is prone, he rolls 1 yard left or right. If a character dodges at arm's length, he moves 2 yards left or right, remaining within 3 yards of attacker.

Parrying with two weapons: May parry with both at same time (+20%) or may use one weapon at a time. Count number of parries made by each weapon in the turn rather than total number of parries made by the character to determine proportion of WS used.

Counter-Attacks

If a parrying character rolls equal to or less than the score he needs to parry minus his weapon's parry modifer, he may counter-attack. This is a free action, worked out just like an ordinary close combat action.

Ending a Combat

Combat ends when a character breaks from combat, is defeated or if the combatants end up more than 3 yards apart.

When combat ends and a character has any actions left that turn, his next action must be a pause for breathe action.

Unarmed attacks and improvised weapons

A character not holding any weapon or just a pistol is considered unarmed. He has Reach 0 and can only parry armed attacks with a dodge.

A character with a basic weapon or improvised weapon has a Reach 1 and a -30% parry penalty. A character with a weapon with Reach 4 or more not fighting at arm's length and not in first round of combat counts as having an improvised weapon.

Injuries & Recovery

A character hit by a bullet or sword may only suffer a scratch or might be seriously incapacitated. In this section we look at how the results of being injured affect the characters.

HIT LOCATION

Being shot in the arm and being shot in the head are two very different things, and it can mean the difference between life and death! When a target is hit you must determine where they have been hit and what damage they have suffered. To determine the hit location, roll a D100 and consult the Hit Location table below.

Close combat hit location

A character who hits his opponent in close combat is more likely to strike him in the upper body or head, and so adds +20% to the Hit Location roll. If the defender is at a lower level, add a further 10% to the dice roll. If the defender is at a higher level, make the roll without modification.

DAMAGE ROLLS

A blow may only inflict a glancing hit or it may be a solid impact which causes considerable damage. Inquisitor represents these vagaries by giving weapons a random Damage value, specified in their profile as a number of dice to roll. Once you have determined where the target has been hit, roll the number of dice indicated to determine how much damage has been inflicted on the character.

Damage from close combat & thrown weapons

Most close combat weapons have a Damage value such as guns. However, unless otherwise noted, an additional point of damage is done for every full 10 points of Strength over 50 the character has. Ie, a Strength 80 character would do an amount of damage equal to the weapon's damage value plus 3.

Unarmed close combat attacks inflict D3+1 damage for additional Strength as noted above. Improvised weapons do D3+2 damage, plus the Strength bonus.

Thrown weapons such as daggers and spears also gain this Strength bonus.

Hit Location Table

1-15	Right Leg
16-30	Left Leg
31-35	Groin
36-40	Right arm
41-65	Left arm
66-80	Abdomen
81-95	Chest
96-100	Head

Armour

Few warriors go into battle without some form of protection. Armour offers some measure of this to a location that it covers, and the protection it offers is represented by its value. The higher the Armour value on a location, the less damage will be suffered if that location is hit. Once the amount of damage has been rolled, deduct the Armour value of the location from this to find out the number of Damage points that have actually penetrated through the armour to hit the character.

***Example:** A character has a carapace breastplate, which has an Armour value of 6. If he suffers a hit to his chest, doing 13 Damage points, this is reduced by 6, so that only 7 points of damage actually go through and hits the character in his chest.*

Sample Armour Values

Robes, heavy coat, etc	2
Flak	4
Carapace	6
Powered	10
Shield	4
Open helmet	5
Closed helmet	6

Force fields

Not all armour uses physical means with which to protect its wearer. Some characters are protected by special wards, psychic shields and other energy defences, all categorised as **force fields**.

These are treated exactly like armour, but have a random value which is generated for every hit. Simply roll the indicated number of dice every time the location takes a hit.

Force fields usually extend several feet from the character's body, and so provide no protection in close combat unless the characters are at arm's length.

Example Force Field Values

Refractor field	D10
Conversion field	3D6

Cover

If the location hit is behind some form of cover, then the shot may be blocked or deflected by the intervening feature. What locations are covered depends upon the character's position and pose. The most common situations are shown in the diagrams below, and the GM should decide which locations are covered if necessary. Cover is essentially another layer of armour, and works in exactly the same way. Some examples include:

Type of Cover	Armour Value
Wooden fence	2
Crate	3
Barrel	5
Brick/stone wall	8
Rockrete	10
Plasteel	12
Armaplas	15

COVERED LOCATIONS

Standing behind cover – groin and legs hidden

Looking over cover – head exposed

Looking around corner – head exposed

Standing in window – abdomen, one arm, chest and head exposed

Firing around corner – chest, head and arm exposed

Crouched behind cover – abdomen, groin and legs hidden

Firing prone – one leg and groin hidden

Crouched in window – abdomen, groin, and legs hidden

EFFECTS OF INJURY

Being injured has a number of different effects on a character. These are split into two main types: **location injury** and **injury total**.

Location injury is representative of the amount of physical trauma suffered by each of the character's hit locations. While injury total represents his overall state of health, blood loss, pain and other general discomfort.

Location injury

A character can sustain a certain amount of injury to a location before his abilities are impaired. The amount of damage he can withstand is based upon his Toughness, and is known as his **Base Injury value**. This value is equal to the character's Toughness divided by 10, so a character with Toughness 76 has a Base Injury value of 8.

In addition, each location has a number of injury levels which may be inflicted: **Light**, **Heavy**, **Serious**, **Acute** and **Crippled** (Note: The head and groin do not have a Serious injury level). If a hit inflicts damage up to the character's Base Injury value it does one level of damage, if it inflicts damage up to twice their Base Injury value it does two levels of damage, and so on.

***Example:** Shyloque has Toughness 62, and so has a Base Injury value of 6. A bolter hit does 13 Damage points to his chest. The first 6 points of damage inflict a light wound whilst the second 6 Damage points take this up to a heavy wound and the remaining 1 Damage point knocks this over into a serious wound.*

Injury levels are calculated from Damage points inflicted from individual hits. Therefore it is only the injury level which needs to be recorded on a location, not the individual Damage points inflicted.

***Example:** To follow on from the first example above, Shyloque now has a serious wound to the chest. It doesn't make any difference whether he has 13 Damage points or 18 Damage points in his chest, only that he is seriously wounded. If Shyloque was later hit in the chest again, up to 6 Damage points would take him up to an acute injury and 7 or over would elevate his injury to crippled.*

Immediate & persistent injury effects

The effects of location injury are split into **immediate** and **persistent** effects.

Immediate effects are applied as soon as the injury is inflicted but, once applied, are not applied again.

Persistent effects continue to affect the character for the rest of the game, unless the injury is recovered from (see Recovering later). Note that only the persistent effects from the current injury level are applied, although in some cases the specific location may state that there is a cumulative effect on top of any lesser injury results.

Stunning

Some injuries or attacks may stun a character. A stunned charact immediately falls prone. He misses the indicated number of tur (if he has not yet acted this turn, then this turn counts as the fir turn missed). During this time he may perform no actions at a but may defend himself in close combat, When defending, he at half his normal WS and may parry and dodge as normal b may not make counter-attacks. Stunned characters do not tak Pinning tests (unfortunately for them sometimes).

Bleeding

Some injury results indicate that the character is bleeding. In fa the character was probably bleeding a long time ago, but th represents heavy bleeding that could eventually kill the charact if allowed to carry on unchecked. A bleeding character adds additional D3 Damage points to his injury total at the end of ever turn, after rolls for recovery are made (see Recovery later). Not that this does not do additional damage to the location, but th character will receive D3 damage from each and every locatio that is bleeding at the end of every turn.

INJURY TOTAL

So what happens to all those Damage points? Well, ever character has an injury total, where you record all of th Damage points suffered by the character. This represents h overall pain and disablement.

Effects of injuries

As well as the effects given on the Location Injury tables, the are three other ways for injury to affect a character:

System shock

More often than not, a character suffering a lot of damage will fa unconscious from instant pain and shock. This is known a **system shock** and is the most likely cause of a character falli casualty. Divide the character's Toughness by 5. The result is h System Shock value. If he suffers a number of Damage poi from one hit equal to or greater than his System Shock value, h must pass a Toughness test or be taken out of action for th remainder of the game. Note that this is damage which is adde to his injury total, after deductions for armour, etc. It is possibl for a character to test for system shock several times in the sam turn, due to receiving multiple hits or injury results.

Consciousness

Even if he does not succumb to system shock, sooner or later pain and loss of blood will cause a character to black out if he continues to be injured. A character's **Consciousness value** is equal to half his Toughness value. If the character's injury total exceeds his Consciousness value, then he passes out and is taken out of action.

Instant Death

Sometimes, a character will suffer so much injury that he will simply die – his mangled corpse a testimony to his stubbornness to give in, if nothing else! If a character's injury total is ever greater than his Toughness then he is dead, with no chance of recovery at all!

GOING OUT OF ACTION

When a character falls casualty he is said to be out of action. This can happen in a number of ways – by failing a System Shock test, by falling unconscious or by suffering automatic system shock because of a location injury. A character who is out of action cannot normally recover and plays no further part in the game, although his position may be pertinent and so the miniature should be left lying in place where the character fell. A character who is out of action is at the mercy of other characters, and can be captured, executed or otherwise suffer immense mischief at the hands of the enemy, so be careful. Remember that sometimes it is better to run away and fight another day!

A character who is out of action can be dragged away as noted in the Movement section. A character out of action who is attacked in close combat is hit automatically in a location chosen by the attacker, counting every hit as a critical hit.

RECOVERY

Although a character may be injured, some effects may be temporary, or he may receive medical treatment to aid him. To represent this, characters get a chance to recover from their injuries. At the end of every turn, an injured character may take a Toughness test. This test represents the character's raw fortitude and determination – disregarding his suffering to get on with the fighting! If he passes this Recovery test, D3 Damage points are removed from his injury total. Add +1 to this score for every full 10 points his Toughness value is over 50 (a character with a Toughness value between 60-69 recovers D3+1 Damage points, a character with a Toughness value between 70-79 removes D3+2 points, and so on). This automatic recovery has no effect on location injury effects.

A character may also spend actions endeavouring to recover, representing him using improvised bandaging, tying a tourniquet with a belt, or just gritting his teeth and ignoring the pain! You must specify a location he is trying to recover first and then make a Toughness test. If this test is passed, the character recovers damage from his injury total as detailed above. In addition, the specified location is healed back one injury level. A character cannot normally reduce a location's injury level by more than two from the worst injury suffered to that location so far during the game. For instance, once a location has been injured to Acute level, the best it'll ever get in that game is a Heavy wound.

Other characters may help an injured character to recover by spending actions as above.

Unless otherwise noted, a character can always attempt to recover at the end of the turn, even if stunned or otherwise unable to perform any actions. An out of action character does not normally get to recover – when a character's down, he stays down!

Applying injury effects from recovery

When a character recovers an injury level from a damaged location he does not suffer any immediate effects again, and his level of persistent effects drops to that given for the injury level he has recovered to. For example, if a character recovers from a Serious arm injury to a Heavy arm injury, he does not have to test for dropping his weapon. In the same vein, a character who is recovering to a light head wound would not be immediately stunned for D3 turns.

What do the injury levels mean?

The different injury levels represent various amounts of damage. Of course the exact type of damage depends on the location hit and the weapon being used.

Light damage represents fairly minor cuts, abrasions and bruising, nothing that will bother a hardened warrior much.

Heavy damage is nastier, representing a serious cut, sprains and torn muscle.

Serious injuries include damage to bone, internal organs and so on, and may well include heavy bleeding.

Acute injuries are those which render the character almost incapable, and may well be serious fractures, dislocations, vicious exit wounds and extensive muscle damage.

Crippling injuries are just that – crippling! A character who suffers a crippling injury is likely to become a casualty, and in some cases will die immediately. The limb or internal organs are so seriously damaged they cease to work, and the character will be severely stunned from the shock, even if he manages to hold on to consciousness.

DAMAGE TABLES

Head Damage Table

Any character that is hit in the head, regardless of the damage actually inflicted, must pass a Toughness test or is stunned for one turn.

Injury	Effects
Light	*Immediate* – Character is stunned for D3 turns.
Heavy	*Immediate* – As Light plus character adds D6 to his injury total. *Persistent* – Character suffers -1 Speed.
Acute	*Immediate* – Character automatically suffers system shock.
Crippled	*Immediate* – Character is dead, dead, dead!

Abdomen Damage Table

Injury	Effects
Light	*Immediate* – Character adds D3 to injury total.
Heavy	*Immediate* – As Light plus character falls prone. *Persistent* – Character is at -1 Speed.
Serious	*Immediate* – As Heavy. *Persistent* – As Heavy & character is bleeding.
Acute	*Immediate* – As Heavy plus character is stunned for D3 turns. *Persistent* – As Serious.
Crippled	*Immediate* – As Acute. *Persistent* – As Serious & character is knocked prone and may only crawl.

Arm Damage Table

Injury	Effects
Light	*'Tis nothing!* – Character suffers from no additional effects.
Heavy	*Immediate* – Character must immediately pass a Strength test or drop any object held. If it is only held in this hand, halve his Strength for the test.
Serious	*Immediate* – As Heavy. *Persistent* – Character's WS and BS are halved when using the injured arm (either on its own or with the other arm. Also add +D3 damage to his injury total. His Strength for this arm is halved, which means that when using both hands, the character's Strength is three quarters of its normal value, and when using this arm only, it is one quarter (rather than half).
Acute	*Immediate* – Character automatically drops anything held. *Persistent* – Character's arm cannot be used and is also bleeding.
Crippled	*Immediate* – Character must test for system shock. *Persistent* – As Acute.

Chest Damage Table

Injury	Effects
Light	*Immediate* – Character falls prone.
Heavy	*Immediate* – As Light. *Persistent* – Character is at -1 Speed.
Serious	*Immediate* – As Light. Character stunned for D3 turns and adds D3 to his injury total. *Persistent* – As Heavy.
Acute	*Immediate* – As Serious. *Persistent* – As Serious plus character is bleeding.
Critical	*Immediate* – Character automatically suffers system shock.

Groin Damage Table

Injury	Effects
Light	*Immediate* – Character falls prone.
Heavy	*Immediate* – As Light plus the character is stunned for D3 turns. *Persistent* – Character suffers -1 Speed.
Acute	*Immediate* – As Heavy. *Persistent* – As Heavy. Character adds D3 to his injury total and is bleeding.
Crippled	*Immediate* – Character automatically suffers system shock.

Leg Damage Table

Injury	Effects
Light	*Just a scratch!* – Character suffers from no additional effects.
Heavy	*Persistent* – Character reduces Speed by -1.
Serious	*Immediate* – Character falls prone and adds +D3 to his injury total. *Persistent* – As Heavy plus the character has all his movement rates halved.
Acute	*Persistent* – As Serious & character may only crawl. Character's leg is bleeding.
Crippled	*Immediate* – Character must test immediately for system shock. *Persistent* – As Acute.

INJURIES/RECOVERY SUMMARY

Hit Location

When a target is hit roll D100 and consult the Hit Location table.

In close combat, add +20% to the roll. If the defender is at a lower level add a further +10% to the dice roll.

Damage Rolls

Roll the number of dice indicated on the weapon's profile to determine how much damage has been caused.

An additional point of damage in close combat is done for every full 10 points of Strength over 50 a character has. Thrown weapons also gain this bonus.

Unarmed attacks do D3+1 damage. Improvised attacks do D3+2 damage.

Deduct the Armour value of the location hit from the Damage roll to determine how much damage has penetrated through any armour or force fields. Force fields cannot be used in close combat.

If location hit is behind cover, the cover counts as another layer of armour.

Effects of Injury

Location injury: Character's base injury value is his Toughness divided by 10.

If a hit inflicts damage up to a character's base injury, it does one level of damage to that location.

Each level of damage has an immediate and persistent effect. Immediate effects only apply as soon as the injury is inflicted. Persistent effects continue to apply until the injury is recovered from.

Stunned: A stunned character must miss the indicated number of turns. He may only defend himself in close combat, at half normal WS, and may not counter-attack. Stunned characters cannot be pinned.

Bleeding: Add D3 Damage points to a character's injury total at the end of every turn for each bleeding wound.

System shock value is Toughness divided by 5. If a character suffers Damage points from one hit equal to or greater than this value he must pass a Toughness test or is taken out of action.

Injury total: Record all Damage points suffered by the character.

Consciousness: If injury total is equal to half a character's Toughness then he is out of action.

Instant death: If injury total is greater than a character's Toughness then he dies.

Recovery

At the end of every turn, each injured character makes a Toughness test. If this is passed he recovers D3 Damage points. Add +1 to score for every full 10 points of Toughness above 50.

A character may spend actions attempting to recover. Specify the location attempting to be healed and make a Toughness test. He recovers D3 Damage points as above and the specified location is healed back by one injury level.

A character cannot normally reduce injury level by more than two levels from the worst injury suffered in that location.

A character may spend actions to help another character recover.

Awareness

As well as charging about with guns blazing, your characters may want to sneak around, trying n to be seen or heard. This section deals with how characters can be aware of each other's presenc or not...

Awareness is one of the most difficult things to write rules for. In essence, a person can only react to things which he is aware of. However, a gamer is omniscient and omnipresent – able to see everything that is going on all across the tabletop. The principle behind these awareness rules is that players should not move and perform actions with their characters which draws upon their knowledge as a player rather than what the character would reasonably know. Good intentions are the best start, but it is still easy to get carried away in the heat of battle and start reacting as a player rather than from a character's point of view. In this respect, the GM must be strict about how players perform actions with their characters.

The most common aspect of awareness that players forget abo is the most basic one – does this character know where anyo else is? For example, a player may know that an enemy berser is charging around a hill to the right, but does the character know Is it reasonable that he would decide to go on overwatch *just case* a mad berserker comes charging around the corn Probably not. On the other hand, if he heard someone scuttli across a slate roof, or pounding over rockrete, he would ha reason to be suspicious.

Overall, a character shouldn't do anything concerning oth characters unless he is aware of them and what they are doin Note that this applies to friendly characters as well as enemies.

VISION

A character will be aware of everything in the open and that h has a line of sight to, unless he is shooting, aiming, fighting close combat or otherwise engaged in some activity which wou require all of his attention.

a) A character may be aware of a character that is within line sight, but who is not in the open, depending on how much th other character is moving and whether he is specifica looking around. A character can spend one or more actio specifically looking around, in which case he can take Initiative test. A character is automatically assumed to do th as part of a pause for breath action. If the Initiative test passed, he will be aware of characters in cover nearby and forth. He may see some characters and not others – fo example, a character who is crouched still behind a cra would be harder to see than a character running through th woods. The more actions the character spends looking, th more likely he is to see someone.

b) The amount of cover a character is in will determine how eas he is to spot. A good rule of thumb is to apply a -5% modifi to the enemy's Initiative test for every location a character ha hidden behind cover. For example, a character crouching dow behind a wall is hiding his legs (-10%), groin (-5%) an abdomen (-5%) for a total modifier of -20% to spot him. I only his head were poking over the wall this would become total of -35% to spot him (2 x arms, 2 x legs, groin, chest an abdomen).

c) The speed a character is moving at will make him more or le visible – movement catches the eye more than anything els Add 2% to a character's chance of spotting someone for ever yard the other character moved this turn (or last turn if h hasn't acted yet this turn).

d) The range to a character will also affect how easily he can b seen. For every full 10 yards over 20 yards, apply a -5 modifier to the chance of spotting a character.

e) A character looking in a specific direction or into a certain piece of terrain has more chance of spotting someone hidden there. GMs should be careful with this though, so that players have a good reason for their characters searching somewhere particular, avoiding the *'my character's going to look closely into those woods with the Inquisitor in'* routine. A character looking at a particular feature has an additional +20% chance of spotting anyone inside or behind it.

f) Looking around can be combined like other actions, but remember that his chances of seeing anyone will be halved because it is a combined action (or reduced by 2% for every yard moved if walking, sneaking or running).

g) Distances at which other characters can be seen vary according to conditions, and should be outlined by the GM at the start of the game – eg, if set at night, during heavy rain, in a badly lit underground catacomb, etc. Some example effects are:

Night time – All line of sight is reduced to one tenth of the character's Initiative.

Weather – Depending on the severity of weather conditions, range modifiers can be doubled, tripled or even quadrupled. Ie, light rain is double range, heavy rain triple range, and a raging thunderstorm quadruple.

h) A character who is aiming is only aware of things between him and his target or within 2 yards of his target.

i) Characters in close combat are only aware of their opponent(s).

j) A character immediately becomes aware of any character who fires within his line of sight, unless the firer is firing a weapon fitted with a flash suppressor or similar device.

HEARING

A character can hear other characters up to certain ranges. This is the range at which he can determine the approximate location of the noise's origin. He may well be able to hear this noise at longer ranges, but will be unable to determine from which direction it came from.

As with vision, hearing is affected by other factors – a character firing a gun on full auto is unlikely to hear someone running behind him, a thunderstorm will halve all of these ranges, and so on. Similarly, a character running across metal decking will make more noise than one sneaking through a snow drift. As with looking around, a character can spend actions listening, in which case he takes an Initiative test. If passed, the range at which he can hear something is increased by 50%.

Hearing Ranges

Pistol shot	100 yards
Basic weapon shot	150 yards
Heavy weapon shot	200 yards
Character sneaking	1 yard
Character walking/crawling	5 yards
Character jogging	10 yards
Character sprinting/evading	15 yards
Smashing glass	50 yards
Door banging	30 yards
Shouting heard	30 yards
Shouting understood	20 yards
Conversation	Distance between talking characters

Helmets & Awareness

Although they offer added protection to the most vital area on the body, helmets do have their downsides too. They restrict a character's field of vision, making it harder to spot foes, as well as muffling sound so that enemies out of sight cannot be heard. For these reasons, many characters forego the protection of a helmet in favour of being more able to respond to the movements of the enemy.

In game terms, helmets have the following effects on a character's abilities:

A character in an open helm suffers an additional -15% to any vision-based awareness tests.

If they are wearing a closed helm this increases to -25% to any vision-based awareness tests.

A character in an open helm suffers -25% to all hearing-based awareness tests.

This is increased to -35% for characters with closed helms.

Also, deduct one quarter (rounding to the nearest half yard) to all hearing distances. This is the same for both closed and open helms.

For example, a character with a helmet on will only hear a pistol shot up to 75 yards away rather than 100 yards.

Other senses

Characters may also smell or feel other characters (an Ork upwind is very distinctive!) but this is unlikely to be used very often. The GM should adjudicate when such circumstances are appropriate.

Other types of awareness

Characters can call to one another (or use a comm-link or similar device), in which case they can make other characters aware of things that they can see and hear. Each action spent communicating in such a fashion would allow the character about two to three seconds of speech. For example, one action might allow *"There's one up on the tower!"*, while it would require two actions to say *"There's a cultist with a missile launcher climbing up the ladder to the third storey of the tower."*

Backstabbing

Normally a character can only initiate a close combat with a charge action. However, there is one other way to attack a character in close combat and that is to backstab. Because the only way a character can get within 1 yard of the enemy without them becoming aware is to sneak, a character can only backstab an enemy by sneaking into close combat with them from outside their arc of vision. If the sneak action is successful and the enemy remains unaware, the character can make a special backstab attack. Roll to hit using the attacker's WS as normal, but with no modifiers. If the roll is missed, the character still hits, with normal rolls for damage, and so on. If the attacker successfully hits, they automatically inflict a critical hit (double damage) and can add or deduct up to 20% from their Hit Location roll, just as with a placed shot in shooting (in addition to any other modifiers). Backstab attacks cannot be parried! If the defender survives the backstab and is still standing (lucky them!) they immediately turn to face their attacker and normal close combat ensues.

Special Abilities

Special abilities show innate talents, learnt skills and other capabilities a character may posses which cannot be reflected in his profile. This section includes many examples of different speci abilities, but GMs should feel free to invent their own for characters they have created for a scenari

There are three basic categories of special abilities. **Talents** are skills which the character may have been born with, or has learned through experience and training. **Psychic** abilities are special powers of the mind which a character can use. **Exot** abilities are innate gifts or strange mutations possessed by t character which are truly amazing and bizarre!

TALENTS

ACROBATIC

The character is highly agile and is able to leap a startlingly far distance, performing somersaults and other astounding feats. An *acrobatic* character adds another D6 yards when jumping, and may jump over other characters. The character can leap directly upwards D3+3 yards and reduces the percentage chance of an action combined with a jump by a quarter rather than by half.

A character with this talent may also jump over his opponent as a close combat action (like an extravagant circle move) – place him on the opposite side of his opponent, 2 yards away.

AMBIDEXTROUS

The character can use his left and right hands with equal effectiveness and so suffers no extra penalty for performing an action with his off-hand (in fact, he doesn't have an off-hand he's so good!).

BLADEMASTER

The character has superb knife-fighting skills, able to do things with a blade that make it deadlier than a sword. A *blademaster* can dart in and out of combat with astounding speed, cutting deep gouges into the enemy. If a character with this talent is attacking or parrying with knives he counts as having a Reach 4 weapon and all hits count as critical hits.

CATFALL

A character who can *catfall* is adept at twisting and turning to land on his feet, or is able to roll to reduce damage when he hits the ground. A character with *catfall* rolls a D100 when he takes falling damage, the result as a percentage is the amount of damage actually taken (eg, if he rolls 50 then he only takes half damage).

In addition, the character has a percentage chance of landing on his feet, rather than prone, equal to his Initiative characteristic. A character who lands on his feet is not stunned.

DEADEYE SHOT

The character is an expert with firearms, and is able to fire a shot with startling precision, picking out enemies from behind cover or targeting weak points in their armour. A *deadeye shot* can always add or deduct up to 10% from a shooting Hit Location roll. If the character succeeds in making a placed shot this is cumulative, so he may add or deduct up to 30% from the Hit Location roll.

DEFLECT SHOT

The character uses his extremely fast reflexes to deflect incomi fire with a parry from his weapon. A character can only u *deflect shot* when armed with a power weapon or force weapo If the character is hit by enemy shooting, he can try to deflect If he can roll under the enemy's To Hit roll on a D100, the shot deflected and has no effect. For example, if the opposing playe rolls 56 to hit, a roll of 55 or less will deflect the shot. If t deflecting character can roll 1/10th or less of the enemy's To H roll, the shot is rebounded straight back at the firer who is h instead! To follow the previous example, any Deflect roll of 6 less will rebound the shot. A character can attempt to deflect number of shooting hits per turn equal to his Speed. A charact cannot deflect a deflected shot!

Deflect shot may be used against pistol shots in close comb instead of dodging, but not against shooting hits from outside t close combat.

DODGE

The character can throw himself out of the path of laser bolts an bullets. He may attempt to *dodge* one enemy shooting action pe turn (all of the shots from a single action). If the character c pass an Initiative test, the amount he passes by is a furth negative modifier to the firer's chances of hitting. Declare that th character is trying to *dodge* before the enemy makes a shooti To Hit roll.

A character who has both *dodge* and *deflect shot* must use on ability or the other; he cannot try to use both against the sam shot.

FAST DRAW

This character's hand moves as a rapid blur, slipping a pistol fro his holster and loosing off a shot in the blinking of an eye. A character who is able to *fast draw* may ready and fire a pistol one action.

FEINT

The character has perfected the art of deceiving his opponent close combat, with a mixture of body language and fake strike Once per turn the character may make a *feint* instead of anothe close combat action. The character rolls to hit as normal, and the *feint* hits it is successful. No damage is done but a successf *feint* means that the enemy counts as having attempted tw additional parries that turn. A *feint* may not be parried or dodge

FIRST STRIKE
A character with *first strike* can draw and strike with a blade in one smooth attack. He may ready and attack with a close combat weapon as one action, and still gains the +10% to hit bonus for charging even if he changed weapons during the charge.

FORCE OF WILL
The character is stubborn and determined, able to face down foes and creatures that would turn normal men insane or fleeing in terror. A character with *force of will* is immune to the effects caused by *fearsome* and *terrifying* opponents (see pages 62 and 63 in the Exotic abilities section) and automatically passes any such tests required.

FURIOUS ASSAULT
The character can launch himself into close combat with startling speed and ferocity, unleashing a storm of wild blows upon the enemy. A character with *ferocious assault* can make two attacks in close combat for every attack he could normally make when he charges. If he does this he loses the normal +10% To Hit bonus.

GUNFIGHTER
A character who is a gunfighter has great coordination and reflexes. He may fire two weapons at once without penalty, one in each hand, although normal modifiers for using a weapon in his off-hand still apply. Both weapons must be fired at the same target. If combined with *fast draw*, the character may draw and fire two pistols as one action.

HEROIC
The character is a natural hero, willing to brave tasks that would leave normal mortals quivering in fear. A *heroic* character may re-roll a single '1' rolled on his Action dice. For example, if the character rolls two 1s and a 6, the first 1 may be re-rolled. The result of the re-roll, even if it is another 1, is the final score.

HIPSHOOTING
The character is adept at firing on the move, able to draw a bead to his target with unerring accuracy. A character with *hipshooting* does not suffer any shooting to hit penalties for moving during a combined movement and shooting action.

LEADER
The character is able to inspire courage in those around him, urging them on with brilliant speeches, good advice or outright threats. Any other friendly character within 6 yards of a *Leader* may use the *Leader's* Leadership value instead of their own Nerve characteristic when taking Pinning and similar Nerve based tests.

Similarly, any friendly character within 6 yards of a *Leader* counts as having a Leadership equal to the Leader's. A Leader must use their own Nerve characteristic for Pinning and other Nerve tests.

LIGHTNING REFLEXES
A character with *lightning reflexes* thinks on his feet with outstanding speed, able to assess a combat situation and come up with the best course of action in moments. A character with *lightning reflexes* gets a free pause for breath action every turn, in addition to his normal actions. He must still declare when he'll be using this free action at the start of the turn, but, as with other pause for breath actions, he can wait until that point during the turn before declaring any subsequent actions.

MEDIC
The character is wise in the ways of first aid and healing. If the character attempts a recovery action on another character, the character may add +10 to his Toughness for the test.

NERVES OF STEEL
The character is completely unperturbed by danger, free of thoughts concerning his personal safety. A character with *nerves of steel* will never take a Pinning test.

QUICKLOAD
This character can pluck a magazine or fuel cell from a gun, take one from his belt and slam it into place in one easy action. A character with *quickload* takes half as many actions as normal to reload a weapon. With weapons that load a certain number of shots per action (like a shotgun) the character may load twice as many shots per action than normal. Obviously, this skill has no effect on weapons which need to recharge.

ROCK STEADY AIM
The character can keep a careful aim, even in the most intense and dangerous situations. A character with *rock steady aim* can keep his weapon aimed and still move at a walk (no faster and no jumping or crawling). If he uses this skill, he is assumed to only have a maximum of one 'level' of aiming (ie, a +20% to hit) regardless of how many actions he spent aiming before moving. He also does not lose his aim for firing on semi-auto but the above limit of +20% to hit applies. He will still lose his aim if any of the other situations listed in the Shooting section arise (failing a Nerve test, for example).

TRUE GRIT
A character with *true grit* has enormous reserves of courage and an indomitable constitution, which means he will battle to his last breath. A character with *true grit* can attempt to recover even after going out of action. If he passes out due to his injury total passing his Consciousness level, then roll for recovery at the end of each turn as normal. If his injury total passes below his Consciousness level then he regains consciousness and can carry on from the start of the next turn. If he went out of action due to system shock, then make a Recovery test as normal, except that on a successful test he does not regain any points from his injury total. Instead he recovers his wits and may act normally from the following turn. All other injury results and effects remain the same.

PSYCHIC ABILITIES

There is a class of special abilities called psychic abilities, or psychic powers. These represent the many and varied powers of the mind which a character can use by tapping into the power of warpspace. The powers available to a particular character are specified as part of the scenario – even the most powerful psyker won't know all of the following psychic powers.

Using Psychic powers

A character can spend one or more actions using a psychic power. Such a power requires one action to use, unless otherwise stated in the individual descriptions that follow. A character can spend additional actions previous to using an ability to concentrate, improving his chances of using the power successfully (like aiming before taking a shot).

As with shooting and close combat, a test is required to successfully employ a psychic ability. The basic percentage chance of an ability working is based upon the character's Willpower. This chance is increased and decreased as follows. Many psychic abilities have additional modifiers, as noted in their individual descriptions.

Concentration
Characters can concentrate before using a psychic power, much like aiming before a shooting action. Each action spent concentrating adds +10% to the character's chance of success. A character can concentrate for several actions, even from turn to turn, but his concentration is lost as soon as he performs any other action, is pinned or stunned, or does anything else other than concentrate.

Ranged
Most psychic powers can work over a distance, but the further from a target the character is, the harder the psychic power is to unleash accurately. Powers which are described as *ranged* suffer a -1% penalty for every yard between the psyker and the target.

Line of sight
It is easier to target a psychic power at an enemy you can actually see. If a character has line of sight to his target, he has an extra 20% chance of using the power successfully. If the ability has to be at a target within line of sight, this modifier does not apply.

Difficulty rating
Some powers require more energy from the warp, are harder to channel or difficult to control once summoned. This is represented by the psychic power having a difficulty rating. Some have a rating of 0, in which case there is no modifier, otherwise deduct the difficulty of the power from the chances of success.

Psychic Test Modifiers Summary

Each action spent concentrating	+10%
Ranged Power	-1% per yard between psyker & target
Target in line of sight *(Only for abilities that do not require line of sight)*	+20%
Difficulty rating	-?%

Automatic success & Failure

Any unmodified roll of 01-05 always succeeds, regardless of the psyker's Willpower and modifications, while a natural roll of 96-100 always fails.

Psychic overloads

If a psyker fails a test, there is a chance that he will suffer mental damage from the powers unleashed in his mind. For every full 10% that a psyker fails a Psychic test by, he loses D10 from his Willpower characteristic.

Risky action

Using any psychic power is a Risky action, as detailed in the Actions section earlier. If a psychic power is not achieved, the psychic power automatically fails and the psyker immediately loses 2D10 Willpower.

Psychic Bolts

Psychic bolts are a special type of shooting attack. All of the normal shooting rules apply to a psychic bolt, unless otherwise stated in the individual description.

Nullification

Psychic abilities can be nullified – thwarted by the mental energies of another psyker. Any enemy psyker may attempt to nullify the power. This is a free action and so does not stop the enemy character from taking any further actions that turn and can be done even if the psyker has already used up all of his actions for the turn. The other player must declare that he is attempting to nullify the power when you declare that your psyker is using the psychic ability. The nullifying psyker takes a Willpower test. The amount he passes the test by is a negative modifier to the psyker's chances of using his power. For example, if a psyker with a Willpower of 75 rolls 56, this is a negative modifier of -19 to the enemy psyker's Willpower roll. Nullifying a power has the same risk of psychic overload (see above) as using a psychic power.

Persistent Abilities

Some psychic abilities are described as **persistent**. These have a continuing effect from turn to turn, rather than being resolved instantaneously. At the start of every subsequent turn, the psyker must pass an unmodified Willpower test to keep the ability working. If the test is failed then the power's effects end immediately. This test does not use up the psyker's actions in any way, and the psyker is free to perform any other actions during the turn.

As soon as a psyker is taken out of action, any persistent powers which he currently has in effect are automatically ended immediately.

An enemy psyker may spend actions attempting to nullify persistent powers which are currently in effect. He takes a Willpower test and, if he is successful, the ability immediately ceases to function.

Disciplines

Although the powers of psykers are many and varied, they usually fall into one of several disciplines. Psykers usually specialise in one type, but can learn powers from other categories as well. The GM should bear this in mind when creating a character for a scenario, but shouldn't be bound by it – the disciplines help to theme a character's psychic abilities and shouldn't be seen as constraints if you want to create a more mixed character.

Untouchables are psychic blanks, with little or no registering presence in warpspace, rendering them virtually immune to psychic powers. But similarly they are soulless individuals whose presence gives those nearby a disturbed feeling. The most extreme Untouchables are the Pariahs, who have a negative presence in the warp, absorbing psychic energy. They cause fear and revulsion in all who meet them and are used by the Culexus Temple of the Officio Assassinorum to annihilate enemy psykers.

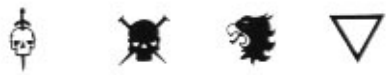
Miscellaneous Powers

Not all psychic abilities can be placed within a single discipline, some are commonly found amongst psykers of all different backgrounds and skill.

DETECTION – Difficulty: 0
The character scans his surroundings for the mental signature of his enemies. The character is immediately aware of everyone within 2D6 yards. This can be increased, adding +5 to the Difficulty level for every extra D6 yards the characters wishes Detection to cover.

GAZE OF DEATH – Difficulty: 10
Dark bolts of energy spring from the psyker's eyes, scything through the enemy. Gaze of Death is a psychic bolt with the following profile:

	Type	Rng	Mode	Acc	Dam	Shots	Reload	Weight
Gaze of Death	Special	5	semi (5)	–	2D6+3	–	–	–



Biomancy

Biomancers specialise in manipulating biological energy and processes with the power of their mind. This allows them to change or influence the physical form of themselves or their enemies.

BLOOD BOIL – Difficulty: 1/2 target's Toughness
The psyker reaches into his enemy's body with his mind, rapidly accelerating the target's pulse and pushing his blood pressure to near lethal levels. In the most spectacular successes, the victim's heart and brain explodes! This is a *ranged* ability. Pick an enemy character who is within sight of the psyker. The victim suffers injury to the head and chest equal to one level on the Damage tables for every 20% or part that the test is passed by. For example, if the psyker passes by 32%, this would be level two on the Head and Chest damage tables – Heavy wound to the chest and an Heavy wound to the head!

Armour and force fields have no effect on *blood boil*.

CHOKE – Difficulty: 1/2 target's Toughness
With a simple gesture, the psyker reaches out with his powers and pinches tight on the enemy's windpipe, choking him of breath. This is a *ranged* power. The victim is stunned for D6 turns. If the number of turns rolled is greater than the victim's Toughness divided by 10 then he falls unconscious for the remainder of the battle.

ENFEEBLE – Difficulty: 1/2 target's Toughness
The Biomancer drains the vigour from his victim, making him feel weak and incapable. This is a *ranged* and *persistent* power. The amount the psyker passes his Psychic test by is the amount deducted from the victim's Strength while the power affects him. For example, if the Biomancer passed by 33%, the victim is at -33 Strength until the power is nullified.

Characters reduced to Strength 0 or less collapse unconscious immediately.

HAMMERHAND – Difficulty: 5
The character uses his innate knowledge to harden the flesh and skin of his fist, strengthening the tendons and muscles in his arms. A character may only use this *persistent* power on himself.

When the character makes an unarmed attack, he counts as using an improvised weapon and his Strength is doubled.

REGENERATE – Difficulty: 20
Reaching into the very cells of the recipient, the psyker knits together flesh and binds wounds with his mental power. The psyker must touch the character he wishes to cast *regenerate* on, and so must be within 1 yard (or use it on himself). If this is used successfully, the recipient counts as having just made a successful recovery action (ie, one location healed one level and D3 from his Injury total).

STORM OF LIGHTNING – Difficulty: 5
Bolts of bio-electrical energy leap from the psyker's fingertips, jumping from enemy to enemy. *Storm of lightning* is a psychic bolt with the following profile:

	Type	Rng	Mode	Acc	Dam	Shots	Reload	Weight
Storm of Lightning	Special	10	full auto (8)	–	2D6+4	–	–	–

WARP STRENGTH – Difficulty: 5
The psyker invigorates the target with psychic energy, letting the power of the warp flow through muscles, tendons and bones, giving him amazing strength. This is a *persistent* power. If used successfully, the recipient increases his Strength by a value equal to the amount the Psychic test was passed by. For example, if the test was passed by 12%, the recipient increases his Strength by 12 whilst the power lasts.

Telepathy

Telepaths are psykers whose expertise lies with influencing the minds of others. They can send psychic messages, create emotion in their targets or read the thoughts of their adversaries.

DEMORALISE – Difficulty: 0
Using his incredible empathic abilities, the psyker reaches into the mind of his victim and fills him with thoughts of panic and fear. This is a *ranged* power. The victim must pass a Nerve test or be pinned, just as if he had been hit with a shooting attack, with an additional negative modifier to his Nerve value equal to the amount the Psychic test was passed by.

DISTRACTION – Difficulty: 10
The psyker interferes with his target's perceptions, causing him to see something in the shadows and distracting him from the battle. The victim counts as being stunned for one turn, but does not fall prone.

EMBOLDEN – Difficulty: 15
The psyker bolsters the courage of a nearby character by instilling images of heroic action into his mind. This is a *persistent* and *ranged* ability. Pick a friendly character. This character adds +50 to its Nerve characteristic. The psyker may not declare himself as the target for this power.

ENFORCE WILL – Difficulty: 1/2 target's Willpower
The psyker uses mental prompting to force an enemy to perform a simple action against his will. This is a *ranged* power. Choose an enemy character, if the Psychic test is successful the psyker may force the enemy character to immediately perform one action. This forced action cannot be something that would directly kill or injure the target character, such as shooting himself or stepping off a cliff, but it could force him to fire on his comrades, step into view or drop his weapon.

MESMERISM – Difficulty: 20
The psyker reaches into the mind of the victim, using his mental powers to entrance the enemy. This power is a *ranged* and *persistent* ability which can be used on one enemy character within line of sight of the psyker. Whilst the power is in effect, the targeted character may do nothing at all and counts as being stunned (he does not fall prone). He may attempt to break free of the psyker's control at the start of every subsequent turn and will succeed if he can pass a Willpower test.

MIND SCAN – Difficulty: 10
The psyker reaches into the enemy's thoughts, discovering his intended course of action. This power is used on a single enemy character and is a *ranged* ability. The psyker counts as having the *dodge* special ability against any shooting attacks made by the target, until the end of the next turn.

In addition, the psyker doubles his chances of parrying close combat attacks by the character until the end of the next turn. In some scenarios a successful *mind scan* may reveal information relevant to the psyker's objective, such as revealing the holding place of a prisoner, location of a secret entrance to the enemy camp, etc.

Astrotelepaths are capable of using the warp to communicate over long distances. They are physically blind but possess a sixth sense more accurate than eyesight.

PSYCHIC SHRIEK – Difficulty: 5
The psyker musters the power of his mind and then launches it into the enemy's brain, overloading his senses and nervous system. *Psychic shriek* is a *ranged* power. The enemy must take a Willpower test. If he fails, he is stunned for one turn for every 10% (or part) that he fails by. If he rolls more than double his Willpower then he collapses and become a casualty.

PSI-TRACK – Difficulty: 15
The character can use his mental powers to trace the minds of others nearby. When *psi-track* is used, the character immediately becomes aware of all the characters currently on the table, including those who are hidden, tracking down one in particular. This is a *persistent* power and the player must nominate one character for the psi-tracker to focus on. Whilst the power lasts the psi-tracker is constantly aware of the targeted character's location and actions, and also becomes aware of any actions performed previously (ie, he'll know where he has been and what he has done). He loses contact with other characters immediately (ie, he'll be unaware of any actions performed subsequent to using the power). Note that it can only detect creatures with a living mind, and will also tell him if the character is daemonic, a psyker or has psychic equipment (such as a force weapon or daemonblade).

PUPPET MASTER – Difficulty: 20
Reaching out with his mind, the psyker tries to manipulate the actions of his victim. *Puppet master* is a *persistent* power, in addition the psyker may do nothing else whilst using *puppet master*. The victim must take a Willpower test, and if he fails he is partially taken over by the psyker. He may attempt to break free of the psyker's control at the start of every subsequent turn and will succeed if he can pass a Willpower test. Whilst under the psyker's control, the victim counts as being on the same side as the psyker. However, the control is not complete and the controlled character deducts 1 from his Speed and has an additional -25% from any rolls required to perform actions whilst under the influence of the psyker.

TELEPATHY – Difficulty: 5
The psyker can place messages directly into the minds of those around him. There are two ways to use *telepathy* – *placed sending* and *broadcasting*. When using *placed sending*, the telepath picks out an individual and transmits his mental message to him and him alone. A *placed sending* is a *ranged* ability and if successful, the psyker may communicate a message he would normally be able to say in a single action (see the Awareness section for suggestions of how much can be said in an action). When *broadcasting*, the psyker sends out a general signal that can be picked up by everyone within range. When *broadcasting*, the range of the message is a number of yards equal to the amount the test was passed by – eg, if the Willpower test was passed by 38, everyone within 38 yards would 'hear' the message. The player may specify a maximum range before the test is taken, but this incurs an additional -10% modifier to the test.

TERRIFY – Difficulty: 10
The psyker places images of the target's worst nightmare into his mind, causing him to flee in terror. This is a *ranged* ability. The target must take a Nerve test immediately as if he was confronted by a *terrifying* character (see the Exotic abilities section, page 63), with a negative modifier equal to the success of the test.

The martyrdom of Inquisitor Hand, by Kev Walker

Telekinesis

Psykers who are adept at telekinesis are able to manipulate the material universe, breaking the laws of physics to move themselves and other objects around. The powers of telekinetic psykers vary tremendously, from those who can hurl vehicles about, to psykers who have the focus and control to jam gun triggers and other small mechanical parts.

MACHINE EMPATHY – Difficulty: 5

A psychic power often associated with the machina-mentors of the Adeptus Mechanicus, *Machine empathy* allows the psyker to use his mind to tamper with mechanical, electrical and electronic systems. The most common use is to cause enemies' weapons to malfunction. *Machine empathy* is a *ranged* power. Pick a weapon or piece of equipment as the target. For every 10% of part that the Psychic test is passed, the target object is rendered totally useless for that many turns. If the psyker's Willpower test is 1/10th or less than the required score, the target is permanently affected. *Machine empathy* can also be used to open or lock mechanical doors, operate machinery and fire emplaced weapons, and so on, at the GM's discretion. The more complex the activity attempted, the greater the difficulty modifier the GM should impose on the Psychic test.

PSYCHIC IMPEL – Difficulty: 0

The psyker uses a powerful telekinetic push to fling the enemy to the ground. This is a *ranged* attack that can be used on a single enemy character within line of sight. The target suffers 2D10 yards of knockback and falls prone (see the Additional Rules section on page 180 for details of how knockback works).

PSYCHIC SHIELD – Difficulty: 15

The psyker summons a corona of psychic power to ward away any incoming shots and blows. This is a *persistent* power. The psyker counts as having an extra 1D10 force field armour on all hit locations.

PSYCHIC WARD – Difficulty: 10

The psyker shields himself in a psychic aura that deflects the enemy's attacks. This is a *persistent* power. The psyker counts as having an extra 1D6 force field armour on all locations.

TELEKINESIS – Difficulty: Object's weight

The character can move physical objects around with the power of his mind, moving them aside or hurling them at opponents. This is a *ranged* ability. The GM must decide how much the object to be picked up weighs, as this affects how difficult it is to move. Inquisitor uses an abstract Weight value for weapons, but the Weight for other objects can be found by comparing them with weapons of an equivalent size, so a pistol-weighted object would be around about 10 to 15, an object the size of a rifle, anything between 20 and 50, and so on. The weight of the item is the Difficulty level for modifier purposes. The object can be moved a distance up to a number of yards equal to the psyker's Willpower divided by 10. Alternatively, the object can be hurled through the air, in which case use the rules for thrown weapons in the Shooting section on page 39, using the starting point of the object and the psyker's Willpower instead of his Strength. Such an object that hits someone does damage equal to its weight on the chart below, with a Strength damage bonus using his Willpower (+1 for every full 10 points over 50).

For example, if someone with a Willpower of 88 hits someone with a thrown crate, which the GM rules to weigh 60, it does 2D6+3 damage.

Telekinesis Damage Table

Weight	Damage Caused
1-15	D3
16-25	D6
26-45	D10
46-70	2D6
71-90	3D6
91+	2D10

Pyromancy

A pyromancer is a master of fire and flame, able to create infernos out of thin air. Pyromancy is one of the most common and spectacular forms of psychic ability, although its uses are fairly limited.

BLINDING FLASH – Difficulty: 0
The psyker summons up his mental energy and releases it in a blaze of power, blinding anyone unfortunate enough to be looking at him. Pick a point anywhere within line of sight of the psyker as the source of the *blinding flash*. This is a *ranged* ability. Any character, friend or foe, who has a line of sight to the *blinding flash* (not including the psyker) must pass an Initiative test to cover their eyes or be stunned for D3 turns (note that he is not knocked prone).

BURNING FIST – Difficulty: 0
The character's hands are wreathed in spitting flames, which can cause targets they hit to catch fire. This is a *persistent* power. Any unarmed close combat attacks made by the psyker while he has burning fists can set fire to his target using the rules for a flamer on page 70.

FIREBALL – Difficulty: 5
The psyker's hands are engulfed with writhing flames, which he can hurl at the enemy. *Fireball* is a psychic bolt and has the following profile:

	Type	Rng	Mode	Acc	Dam	Shots	Reload	Weight
Fireball	Special	C	single	–	3D6+4	–	–	–

FIRESTORM – Difficulty: 10
This is a more spectacular form of *Fireball*, causing a raging inferno to explode around the target. This is a psychic bolt with with Area: 4 and Blast: 5 and has the following profile:

	Type	Rng	Mode	Acc	Dam	Shots	Reload	Weight
Firestorm	Special	B	Single	–	D10	–	–	–

A Warp Seer is a prophet who uses the time-distortion of the warp to foretell the future, in co-ordination with the Emperor's tarot. They have an annoying habit of telling people when and how they are going to die.

Daemonology

Daemonologists study all things to do with Chaos and the warp. They are masters at manipulating the interactions between warpspace and realspace, allowing them to do amazing feats such as teleportation. However, daemonology is the most difficult discipline to master, and many who have tried have perished or been driven insane.

BANISHMENT – Difficulty: 20
The daemonologist opens up a temporary portal to the warp which will draw power from psykers and banish daemonic beasts back to the stuff of chaos they sprang from. *Banishment* is a *ranged* ability. If successfully used, it has the following affects on the target. Daemonic creatures must pass a Willpower test, with a negative modifier equal to the amount the Psychic test was passed by. If failed, the daemonic character automatically adds D3 to his injury total for every 10 points or part he failed the test by. If he scores more than double the roll required he is banished back to the warp instantly. Against a psyker there is a chance, equal to the amount the test was passed by, of the target losing a random psychic ability.

INSTABILITY – Difficulty: 20
The psyker can 'phase' the molecules of his body slightly into warpspace, enabling him to pass through solid objects. This is a *persistent* power. Whilst unstable, the psyker does not interact with the physical world in any way at all. He may move through objects, even other characters, and cannot be hit by shooting or any other normal attacks. Psychic attacks and weapons (such as psycannons) affect the unstable psyker as normal. However, he is also totally unable to attack himself, operate machinery or communicate with other characters. The unstable psyker cannot use any other psychic abilities whilst unstable, as the resultant back-flows of warp energy would tear him apart. An unstable psyker glows slightly, adding +20% to the chances of any character spotting him.

SANCTUARY – Difficulty: 10
The psyker creates a zone of power around him which can repel daemonic creatures. *Sanctuary* is a *persistent* power. If successfully invoked, it creates an area around the psyker with a radius equal to the psyker's Willpower divided by 10. Any Daemonic creature inside the zone or trying to enter it must pass a Willpower test. If failed, he immediately adds D3 to his injury total, is knocked to the outside edge of the zone away from the caster and stunned for the rest of the turn. Any daemonic creature within the range of *Sanctuary* at the end of a turn suffers D3 additional points to its injury total.

TELEPORTATION – Difficulty 20
The psyker uses the power of the warp to displace himself or another person (or an inanimate object up to man-sized in weight and volume) to another part of the battlefield. This is a *ranged* ability. In addition, deduct 1 from the chance of success for every half yard the character wants to move the target. However, if the test is failed, the target is teleported in a random direction from his current position, for a distance of 1 yard for every 10%, or part of, by which the test was missed. If this would result in the target finishing in impassable terrain (such as inside a solid object) it is destroyed outright.

VORTEX OF CHAOS – Difficulty: 25
The psyker opens up a gateway between the real world and warp space, creating a swirling vortex that sucks in everything in the surrounding area. *Vortex of Chaos* is a *ranged* power. Mark the target point, the vortex extends D3+1 yards out from that point. Any character even partially within the area of effect must pass a Strength test (rolls of 96+ automatically fail) or be sucked in. A character trapped by the *Vortex of Chaos* has a 10% chance of being ripped apart and destroyed, otherwise he is deposited back onto the tabletop 2D10 yards away in a random direction, and is stunned for D6 turns.

EXOTIC ABILITIES

DAEMONIC

Daemons are creatures of the warp, not the material realm, and are bound to the flow and flux of Chaos. They are fantastical beasts which do not adhere to the normal laws of physics and nature. Similarly, individuals possessed by a daemon gain some of their powers, and some of their weaknesses.

Daemonic characters have one or more daemonic attributes, some examples of which are given below.

Invulnerable: The character is almost impervious to harm except from blows to the heart or head. The character counts double Toughness when working out damage to any location other than the chest or head. However, his Toughness is halved when working out damage to these locations.

Shadow: The character is not wholly corporeal, being partly present in the warp and realspace at the same time. The character counts as having D6 force field armour on every location except when against psychic attacks. All psychic attacks do double damage, after any deductions for armour, etc.

Impervious: The character is highly resistant to normal attacks, but very vulnerable to attacks from silver and/or holy weapons. Except against silver and/or holy attacks, the character can never suffer more than one level of damage from any one hit, and never has more than +10 points added to their injury total from a single hit. However, silver and/or blessed attacks always do an extra level of location injury and an additional D10 points are added to the character's injury total.

Cloak of Darkness: The character is surrounded by a swirling miasma of power, frequently referred to by Inquisitors as a cloak of darkness. A character with a *cloak of darkness* is near impossible to spot in dark conditions, and even in ordinary light all enemy are at half chance to see him. However, sunlight harms him, so at the end of every turn that the character is in direct daylight, he adds D6 points to his injury total. Photon flash flares count as frag grenades against characters with this ability.

Void-chill: Some daemonic creatures possess a characteristic which has been described as 'the icy chill of the void'. Their blood is frozen in their veins, and the air is misty and freezing nearby. Such creatures do not show up on heat-detection auspexes and sights, and any character fighting them in close combat must past a Toughness test at the end of every turn or add D6 to his injury total from frostbite. These daemonically cold creatures, as might be expected, are easily hurt by heat-based weaponry such as flamers, plasma and melta weapons, and pyromancy psychic attacks. Such attacks do an extra D10 damage to the creature.

The infil-traitor has been adapted by mind-scrub technology, so that his brain is a blank, and can be psychically implanted with the thoughts and memories of another. Until a pre-designated trigger, such as a keyword, psychic message or event, he will believe that he is the personality implanted, and no amount of psychic probing or interrogation can prove otherwise. When the trigger is given, he will single-mindedly seek to complete the mission objective that has been imprinted on his subconscious, usually sabotage, assassination or returning to his masters with the information he has learned.

POSSESSION

Some characters gain this ability by being possessed by an entity of Chaos. If they are no longer possessed for any reason (such as the daemon being banished) the character is stunned for D6 turns and permanently loses any associated abilities.

FAMILIAR

The character has a psychic-symbiote called a *familiar*, which often takes the form of an animal, bird of prey or cybernetically augmented or mechanical creature. The character is mentally linked with the *familiar*, and so can command it, see and hear through its senses and use its powers. Some examples of these are given in the Armoury section later. The controlling character must spend one action every turn ordering the *familiar*, otherwise it does nothing that turn. The master is aware of everything the *familiar* is, and vice versa. If the *familiar* is injured, psychic feedback will hurt the master as well. Every time the *familiar* suffers damage, add +D3 to the main character's Injury total.

FEARSOME

The character is immensely *fearsome* to fight against, either from his hideous appearance, a psychic projection or the sheer aura of dangerous menace that surrounds him. An enemy character who wishes to charge a *fearsome* character must pass a Nerve test to do so. If he fails, he stands rooted to the spot for the rest of his turn. Characters charged by a *fearsome* adversary, or fighting against one at the start of a turn, must pass a Nerve test. If they fail, they reduce their WS by 20 for the remainder of the turn. A character who is *fearsome* is immune to the effects of other *fearsome* characters, and treats *terrifying* characters (see below) as if they were *fearsome*.

FRENZY

Frenzy is not so much a special ability as a psychological effect, which a character may suffer from for a variety of reasons, such as combat drugs, psychic attack or mental conditioning. A character with *frenzy* must always move as rapidly as possible towards the closest visible enemy and attack him in close combat. He can only attack in close combat (or step forward and attack if necessary) and must continue to fight until his opponent has been taken out of action. If there are no enemies within sight, a *frenzied* character will act at half Speed until an enemy can be seen.

REGENERATION

The character can heal wounds and injuries that would leave ordinary mortals crippled and dying. His flesh and bones can knit themselves together, sealing gaping cuts and restoring mangled limbs. A character with *regenerate* gets a free location recovery action at the end of every turn he is still conscious (see Recovery in the Injuries section on page 49). Also, a character with *regenerate* is not limited to healing himself to a maximum of two injury levels below the worst injury on a location – it is possible for a location to go from being crippled to undamaged!

SPIT ACID

The character produces toxic and corrosive saliva, which can be used to attack opponents. A character with *spit acid* can use this skill as a close combat action. Roll to hit as normal, counting the spit as having a Reach of 4 (so it can be used at arm's length). It can be dodged but not parried. Roll for hit location in the same way as other close combat attacks. The attack does an amount of damage equal to D6, plus the character's Strength divided by 20, (ie, a Strength 80 character does D6+4 damage).

TERRIFYING

A terrifying character is the embodiment of your worst nightmares. They are peril incarnate, exuding an almost tangible aura of death and destruction. All characters with the *terrifying* ability follow the rules for *fearsome* characters except that all Nerve tests are taken with an additional -40% modifier. Any character who rolls double their modified Nerve value or more will immediately begin to flee. Starting with his next action, he must attempt to get away from the *terrifying* character as quickly as he can, including breaking from combat if necessary. Characters fleeing in this way can stop themselves by passing a Nerve test taken at the end of every turn. A *terrifying* character is immune to the effects of other *terrifying* or *fearsome* characters.

VAMPIRISM

The character can leech power from his enemies by drinking their blood, absorbing their psychic aura or otherwise drawing energy from them. This can only be done by physical contact. To use this skill, the victim must be stunned or out of action. If only stunned, the character must make a successful unarmed close combat attack to touch his opponent. A successful *vampirism* attack adds D6 to the victim's Injury total (with no deductions for armour or other defences) and deducts the same from the Vampire's Injury total. This doesn't allow the Vampire to have an Injury total below 0 and has no effect on location injuries.

WORD OF THE EMPEROR

The character is well versed in all the blessings and liturgies of the Emperor, and speaks as if with his voice. The character may spend actions preaching the word of the Emperor, filled with fiery zeal and dedication. Any enemy character within earshot must pass a Nerve test or spend their next successful action recovering from their nervousness. Daemonic creatures which hear the *Word of the Emperor* must pass a Willpower check or they are stunned for D3 turns.

WYRD

A Wyrd is a character who has an innate psychic power that they can use almost at will. You must specify which psychic power(s) the Wyrd benefits from. For example, a character may have Wyrd-Telepathy. Wyrd powers function just as normal psychic powers except that the Wyrd always counts as having a Willpower of 100. Using a Wyrd power is not a Risky action and the Wyrd cannot suffer psychic overloads.

MIXING SPECIAL ABILITIES

Different special abilities can be combined in interesting ways to create new powers, particularly exotic abilities. For example, a character may have *vampirism* and *regeneration*. However, he can only use his *regeneration* ability at the end of a turn in which he has made a successful *vampirism* attack. Another idea is for a character with a *familiar* to become subject to *frenzy* should his *familiar* be destroyed, or vice versa.

Additional bonuses and caveats can be placed on special abilities, such as a *leader* whose ability extends to 12 yards, or a character which has *ferocious assault* but only when he is fighting with axes.

Other abilities are open to some interpretation by the GM, such as whether a character with *first strike* and *feint* can draw a weapon and make a *feint* action, or whether he can only attack as part of his *first strike* skill.

Even without modification, certain combinations of abilities can be used to create very skilled characters, such as giving a gunslinging bounty hunter *hipshooting*, *fast draw*, *gunfighter* and *ambidextrous*. More examples can be found in the Characters section later.

Slick Devlan dived behind the stack of crates as the ground where he had been stood a mere fraction of a second earlier was peppered with bullets. That was too close for comfort! If he hadn't seen the brief glint of metal reflected by the bright sun, he would now be riddled with holes. Taking full advantage of the cover that the sturdy ammunition boxes provided, he risked a glance to see if he could spot his would-be assassin. From a second level window Slick caught a flash of movement. Looking to his left he saw that Inquisitor Eisenhorn had seen the stranger too and was swiftly running across the deserted plaza to intercept him. Slick raised both of his guns and fired a short volley of shots towards where he had seen the mysterious sniper. He knew that the figure would have long since gone, but at least it would provide some form of covering fire for the venerable Inquisitor. This guy was ancient and Slick was always amazed at the speed with which he covered the open square, he doubted even he could run that fast. He'd heard some wild rumours speculating on the Inquisitor's age and even though Eisenhorn had confirmed these tales, Slick found it hard to believe that the man was hundreds of years old.

A puzzled frown crossed his face, why would anyone come to this deserted hell hole. The rendezvous had supposedly been a secret, or at least that is what he'd assumed. A quiet scuffling behind Slick broke his train of thought and with lightning quick reflexes he spun round, as he did so he let his guns blaze in a fury of firepower. If someone was sneaking up from behind they'd not live to regret it. His shots hit home into the leg of a large grizzled looking man wielding an even deadlier looking glaive. His assailant went down and Slick aimed his twin pistols to finish this beast of a human off. Shoot first, ask questions later – that was Slick's way of thinking. This man was truly a tough guy, even with a leg full of lead he stood back up and looked more annoyed than mortally wounded.

"Goodbye friend!" Slick said, his sights lined up squarely at the scarred man's forehead. Not even this thug would get back up with his brains spread across the dusty floor he mused to himself, gently squeezing the triggers. A look of horror crossed his face as the firing cock clicked ominously onto an empty chamber. His opponent stared him in the eye, a grim smile crossing his battle savaged face. Raising his glaive menacingly he charged straight at the hired gunslinger...

Eisenhorn reached the concrete arched doorway pausing for a brief moment to catch his breath. From the cracked stone plaque above the main entrance he could just make out that the building once used to be the Judicial Chambers. That had been before the people of Galdas had risen up in rebellion against the corrupt tyrannical government. Even now in its ruinous state, the building was of vital importance to the Imperium and by the looks of things whoever had fired at him knew of the secrets contained within. Whoever it was had to be stopped before they posed a danger to Eisenhorn's mission.

The stranger had locked the door from inside, but it posed little problem to the Inquisitor. Aiming a well placed kick at the thick wooden beams, the bionic callipers supporting his aged legs smashed the door open with a loud crack. Sprinting up the dust covered marble stairs he made his way to the judicial office located on the upper level. Bounding through the door his suspicions as to the identity of the mysterious assailant were confirmed...

"Gruss!" Eisenhorn's voice betrayed his deep contempt for the Machine God Cultist. Before him stood a tall, red robed being, the cog wheel symbol of the Adeptus Mechanicus hung from a chain around his neck. Four metallic tentacles sprang out from under his robes. They moved independently of each other, writhing like some strange steel serpents they connected themselves to a series of sockets located on the far wall. "Good afternoon Eisenhorn. So good of you to join us." Magos Delphan Gruss's voice was metallic in tone coming from a small synthesiser wired into to a speaker system on his chest.

"Give me one reason why I shouldn't cut you down you where you stand traitor." Eisenhorn shouted at the Tech Priest drawing a sharp steel blade of ancient design.

"You need me, Eisenhorn. If you stand any chance of getting past the security fields to the lower levels then you'll be wise to keep your distance." As much as it enraged Eisenhorn he knew that there was some truth in Gruss's words. The secret passage to the underground vaults was bound to have some kind of security defence. Only the Tech Priest would have the necessary encryption decoder sequences needed to shut it down. As Eisenhorn stepped back from the red robed priest he noticed a shadow cross the far wall. Spinning round with remarkable speed he raised his blade just in time to parry the downward arc of a glaive. Even before the sparks from the two blades impacting had died Eisenhorn's lightning senses told him this brute of a man was far too strong to fight. Reaching deep within the channels of his psyche he concentrated on finding a pathway into this warrior's subconscious. Pushing past the strong mental barriers that his opponent had formed he sent a suggestion into the warrior's mind.

ARMOURY

Armoury

In this part of Inquisitor you will find the rules and profiles for a great many weapons and items of wargear used in the galaxy of the 41st Millennium.

Although the following descriptions of weapons and equipment are extensive, they are in no way exhaustive. GMs should feel free to invent new weapon variants, wargear and armour types for specific scenarios and characters.

SPECIAL AMMUNITION

Some weapons can be loaded with special ammunition variants for certain circumstances or targets. Special ammunition is normally taken on a round-by-round basis rather than as complete reloads. There are three ways in which special ammunition can be used. Firstly, individual special rounds can be loaded as a normal reload action and the special ammunition is fired with the next shot. Secondly, they can be pre-loaded into a magazine, in which case the player needs to note down which shots in a magazine are special ammunition so they will be fired when they are reached. For example, a character with a combat shotgun may note that the third and fifth rounds in the chamber are Executioner rounds. A character can remove or move the position of a special round as a reload action. Thirdly, a few Rare weapons may have multiple magazines and a shot selector, in which case it takes one action to use the shot selector and the player declares what type of ammunition from those loaded will be fired next.

RANGED WEAPONS

LAS WEAPONS

Las weapons are the most common type of weaponry found in the Imperium, as they are cheap to manufacture and easy to maintain. They also benefit from being easy to recharge, and ammunition shortage is rarely a problem. Las weapons work by firing a blast of highly charged light which transforms into heat and kinetic energy upon impact, causing tissue damage and burning.

Las weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Laspistol	Pistol	E	single	–	2D6	30	2	15
Lasgun (MP)	Basic	C	single	–	2D6	60	2	25
Lasgun (NP)	Basic	E	single/ semi (2/3)	–	2D6	50	2	30
Lasgun (TP)*	Basic	E	single	–	2D6	60	2	25
Long rifle	Basic	H	single	+5	D10	40	2	40
Multi-laser	Heavy	H	semi (4/6) full (12)	-10	3D6	30	3	65
Lascannon	Heavy	I	single	-10	4D10	20	6	75

MP – Mars Pattern *NP – Necromunda Pattern* *TP – Triplex Pattern*

** Triplex pattern lasguns have different energy settings. You may increase the damage to 2D6+3 but the shot counts as two shots of ammo, or up to 2D6+5 at the cost of four shots of energy per shot fired. This is the maximum damage a Triplex pattern lasgun can do. It takes one action to change the energy setting.*

STANDARD PROJECTILE WEAPONS

After las weapons, bullet or shell-firing weapons are the most popular sidearm of choice amongst Imperial servants and outlaws alike. Some put up with the higher cost of ammunition and maintenance difficulties for the psychological effect caused by the roar of battle they make when fired!

Special ammunition

Flechette – Upon firing, flechette rounds fragment into jagged shards that splinter across the target. Flechette rounds hit D3 locations and do D6 damage.

Dumdum – These bullets are designed to shatter inside the victim, causing terrible damage. Any location wounded by a dumdum round automatically starts bleeding as well (see page 48 of the Injuries section).

Man-stopper – Shaped to provide maximum penetration, these bullets are often made from denser materials than normal bullets. A man-stopper round does an additional D6 damage but has an extra -5% accuracy modifier.

Shotgun ammunition

Scatter – A standard shotgun ammunition variant, scatter shells spray a wide area with small pieces of shot. A character hit by a scatter shot takes damage to D3 locations. Maximum range is 25 yards, accuracy goes down by -5, damage is D6+3.

Executioner – Executioner rounds are most commonly used by agents of the Adeptus Arbites. They contain a tiny artificial guidance system that allows them to home in on their target, but it takes a moment for them to acquire their target and so are more accurate at longer ranges. Executioner rounds have Range: H and 3D6 damage.

Hellfire – These bullets contain a small phial of acidic toxins that burn the flesh and affect the victim's nervous system. Hellfire ammunition does an extra D6 damage if not stopped by armour, cover, etc.

Inferno – Containing a phosphorous gel that ignites on contact, Inferno shells may set a character on fire, using the same rules for a hand flamer (see page 70).

Standard weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Autopistol	Pistol	A	single/ semi (4)	–	2D6	20	2	20
Autogun	Basic	C	single/ semi (4)/full (10)	–	2D6+2	30	2	30
Revolver	Pistol	E	single	–	2D6+2	6	(3)	15
Stubber	Pistol	F	single semi (2)	–	2D6+2	15	2	15
Heavy stubber	Heavy	C	semi (4/6)/ full (10)	–	3D6	40	3	45
Assault cannon	Heavy	C	semi (6)/ full (15)	–	2D10+2	45	6	75
Hunting rifle	Basic	G	single	–	2D6+4	10	(2)	40
Naval pistol*	Pistol	A	single	-5	2D6+4	6	(1)	25
Duelling pistol	Pistol	E	single	+10	2D6	2	(2)	20
Shotgun**	Basic	E	single	–	2D6+2	1	(1)	30
Sawn-off shotgun**	Basic	A	single	-10	2D6+2	1	(1)	25
Pump action combat shotgun	Basic	E	single/ semi (2/3)	–	2D6+2	8	(2)	35
Automatic combat shotgun	Basic	C	single/ semi (2/5)	–	2D6+2	20	3	40

** A Naval pistol is very solid and can be used as an improvised weapon in close combat.*

*** Double-barrelled shotguns can fire at semi (2), have shots: 2 and reload: (2).*

BOLT WEAPONS

Bolt weapons launch a projectile with a mass-reactive warhead. Each bolt is rocket-propelled and explodes inside the target, causing considerable damage with its distinctive cracking detonation. Almost exclusively used by the shock troops of the Legiones Astartes, bolters can occasionally be found in the hands of other Imperial servants. Bolt ammunition is fairly rare, and only a criminal with good connections would be able to maintain a bolter or bolt pistol.

Special bolt ammunition

Kraken Penetrator round – Containing a solid adamantium tip, penetrator rounds are designed to punch through even the toughest armour with ease. Halve the Armour value of any location hit by a kraken shell, before making deductions from the damage inflicted.

Metal Storm frag shell – Rather than exploding inside its target, the frag shell detonates a few yards from impact, showering the target with shrapnel. A metal storm round hits D3 locations on the target, and does D10 damage.

Inferno shell – Inferno shells ignite on detonation, and targets hit may catch fire just as with a flamer hit (see page 70). Inferno shells do 2D10 damage.

Hellfire shell – Hellfire is the name for a variety of toxic acids that can cause horrendous tissue damage. Hellfire bolt rounds do an extra D10 damage if not stopped by armour, cover, etc. Hellfire shells do 2D10 damage.

Stalker silenced shell – Stalker shells replace their explosive charge with a gas-powered ignition, making them silent and removing any muzzle flare. Stalker shells do 2D10 damage, but do not reveal the the firer's location (see the section on Awareness, pages 52-53).

Bolt weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Bolter (Mk II straight mag)	Basic	D	single/ semi (2)	–	2D10+4	15	2	40
Bolter (Mk III belt feed)*	Basic	F	single/ semi (2/4)	–	2D10+4	30	4	40
Bolter (Mk IV sickle mag)	Basic	F	single/ semi (2)	–	2D10+4	20	2	40
Bolter (Mk IV drum mag)*	Basic	F	single/ semi (2)	–	2D10+4	40	3	45
Bolt pistol	Pistol	J	single/ semi (2)	–	2D10+4	12	2	25
Storm bolter	Basic	F	semi (2/4)	–	2D10+4	30	3	55
Bolt carbine	Basic	E	single	–	2D10+4	20	2	35
Heavy bolter	Heavy	I	single/ semi (4)	–	3D10	40	4	70

** Firing a drum-fed or belt feed bolter is a Risky action. If failed, the bolter jams – the shot is wasted and it takes two actions to clear.*

MELTA WEAPONS

These weapons use a magnetic containment beam to create microwave agitation which vapourises the target in a blast of intense heat. They are inaccurate, get few shots and are difficult to reload, but are immensely destructive at short range.

Melta weapons lose 1D10 of damage for every full 10 yards to the target. For example, a meltagun does 5D10 damage. At 32 yards it loses 3D10, and therefore does 2D10 damage.

Melta weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Meltagun	Basic	J	single	-5	5D10	5	6	45
Inferno pistol	Pistol	E	single	-10	4D10	3	4	25
Multi-melta	Heavy	A	single	-5	7D10	5	8	75
Thermal lance	Basic	B	single	–	4D10	1	4	45
Plasma weapons								
Plasma gun	Basic	D	single	-10	3D10+5	1	3	55
Plasma pistol	Pistol	A	single	-15	3D10	1	4	25
Plasma blaster	Basic	B	single	-15	3D10+5	1	2	60

PLASMA WEAPONS

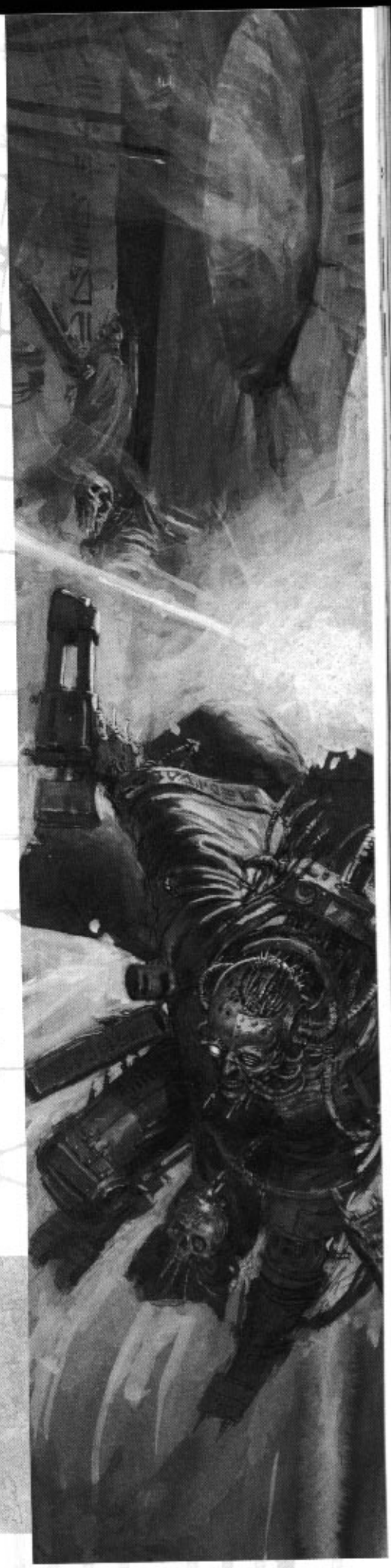
Plasma weapons store highly unstable energised photohydrogen, which is unleashed with a devastating blast of energy. They are difficult to manufacture, arduous to maintain and frequently malfunction. Even if the weapon doesn't explode, cooling vents are built in to evacuate excess heated gases, which can cause considerable damage to an unarmoured user.

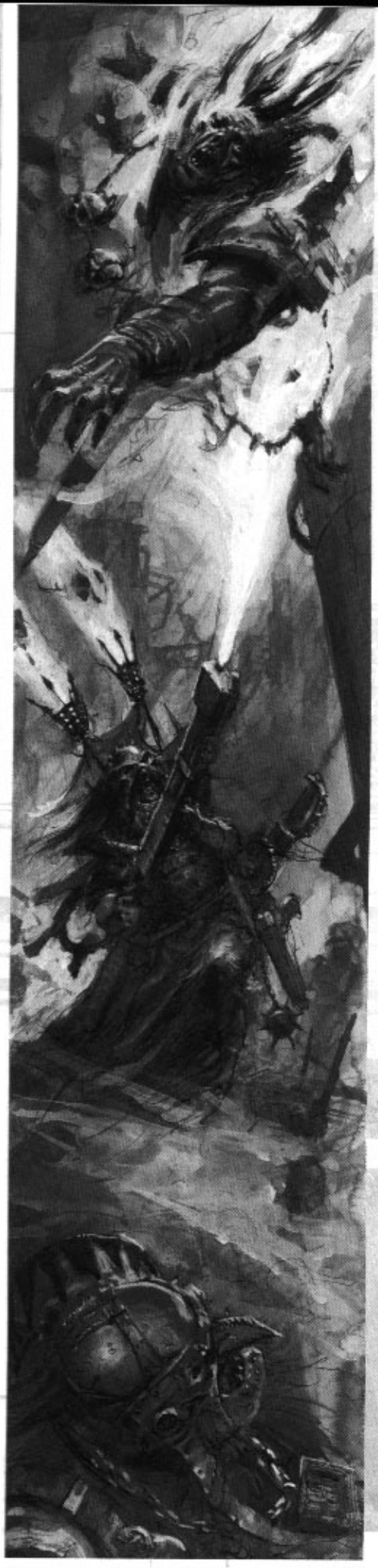
Plasma weapons can be fired on a sustained setting. In this case they fire at semi (2) and have Shots: 2, but do D10 less damage. It takes one action to change the setting.

Firing a plasma weapon is a Risky action. If it goes wrong, roll a D6 and consult the table below.

Plasma Malfunction Table

D6	RESULT
1-2	**Explodes!** The character counts as shooting himself in his firing arm. Resolve damage and injuries in the normal way. The plasma weapon is destroyed.
3-4	**Critical overheat.** The character drops the weapon and takes 2D6 damage to his firing arm. The weapon is too hot to be picked up for D10 turns.
5-6	**Overheat.** The character drops the weapon.





FLAMER WEAPONS

Flamers gout a burning incendiary fuel, dousing their targets in white-hot flames. They are useful for flushing enemies out of cover, and the liquid chemical they fire can adhere to the target, setting it alight.

Flamers are a flame weapon. In addition, each location hit by a flamer weapon has a 50% chance of being set on fire. If a force field absorbs all the damage from a flamer weapon, there is no chance of the target catching fire.

At the end of every turn, there is a 25% chance that the location stops burning (roll before recovery). If it does not, then the location suffers damage again (use the Damage value of the weapon that set them alight), with the usual deductions for armour (but not force fields). In addition, there is a 25% chance that the fire spreads to another random location (it can be imagined that the fire can leap across the body as the character flails around).

A burning character may do nothing else except put the fire out. Each action spent putting the fire out has a 25% chance of succeeding. Specify the location the character is trying to smother before rolling any dice for the success of the action. Other characters within 1 yard may also spend actions to help the burning character, and they too have a 25% chance of putting each fire out.

Flamer weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Hand flamer	Pistol	(15)	flame	–	2D6	4	6	25
Flamer	Basic	(25)	flame	–	2D6+4	6	8	40
Heavy flamer	Heavy	(35)	flame	–	3D6+4	8	8	60
Flame cannon	Basic	(30)	flame	–	3D6	4	X	50
Exterminator	*	(25)	flame	–	2D6+4	1	X	+10*

**An exterminator must be fitted to a basic weapon and adds +10 to its weight; ie, a Necromunda Pattern lasgun with an attached exterminator becomes Weight 40.*

To live is to sin, and to be a sinner is to be cleansed. Only the fiery wrath of the Emperor, as pronounced and executed by his mortal followers, can save humanity from destroying itself in a morass of carnal wantonness and tolerant servitude to those who have been corrupted. The Redemptionists will bring fire and they will bring death, and those who oppose them are sinners themselves for they shield the dark and unholy from the righteous works of the Redemptionists. Repent and join, or be cursed and die.

THROWING WEAPONS

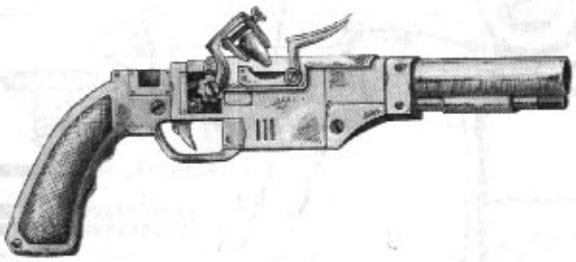
Sophisticated weapons such as plasma guns and melta weapons are not always available and are hard to maintain, and when caught in a tight spot a well-thrown knife can be just as effective. Such weapons arouse little suspicion on many Imperial worlds and so are frequently carried by individuals who must on occasion operate without attracting the authorities' attention.

Throwing weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Throwing axe [1]	Thrown	E	single	-10	D10	–	–	15
Throwing knife [1]	Thrown	E	single	-5	D6	–	–	10
Throwing star [1]	Thrown	E	single/ semi (2) [2]	–	D3+1	–	–	5
Javelin [3]	Thrown	A	single	-5	2D6	–	–	20
Bolas [4]	Thrown	E	single	-10	D6	–	–	20

PRIMITIVE WEAPONS

On many worlds of the Imperium, technology has almost been completely lost. In these places, the lasgun is replaced by the bow, and the crossbow replaces the bolter. As crude as they may seem, these weapons can still be dangerous in the right hands.

Primitive weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Bow [5]	Basic	F	single	-5	2D3	1	1	15
Crossbow [6]	Basic	B	single	-5	2D3+2	1	2	25
Musket	Basic	A	single	-10	3D3	1	4	50
Blackpowder pistol	Pistol	E	single	-10	2D3+1	1	3	25
Sling [7]	Basic	J	single	-15	D6	1	1	5



[1] Throwing axes, knives and stars can be used in close combat as improvised weapons.

[2] A character may throw up to two throwing stars per action following the rules for semi-automatic shooting.

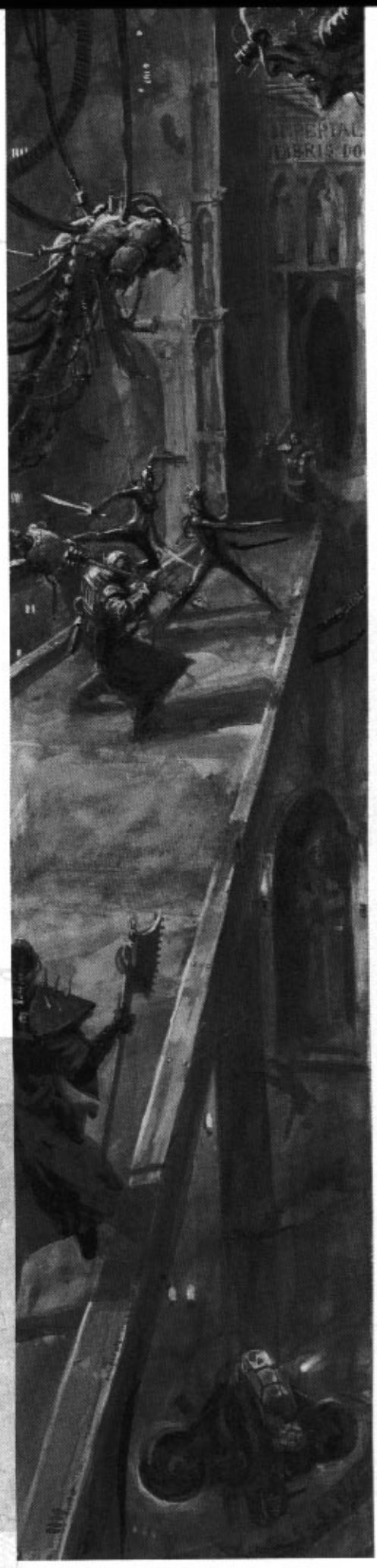
[3] Javelins used in close combat count as short spears.

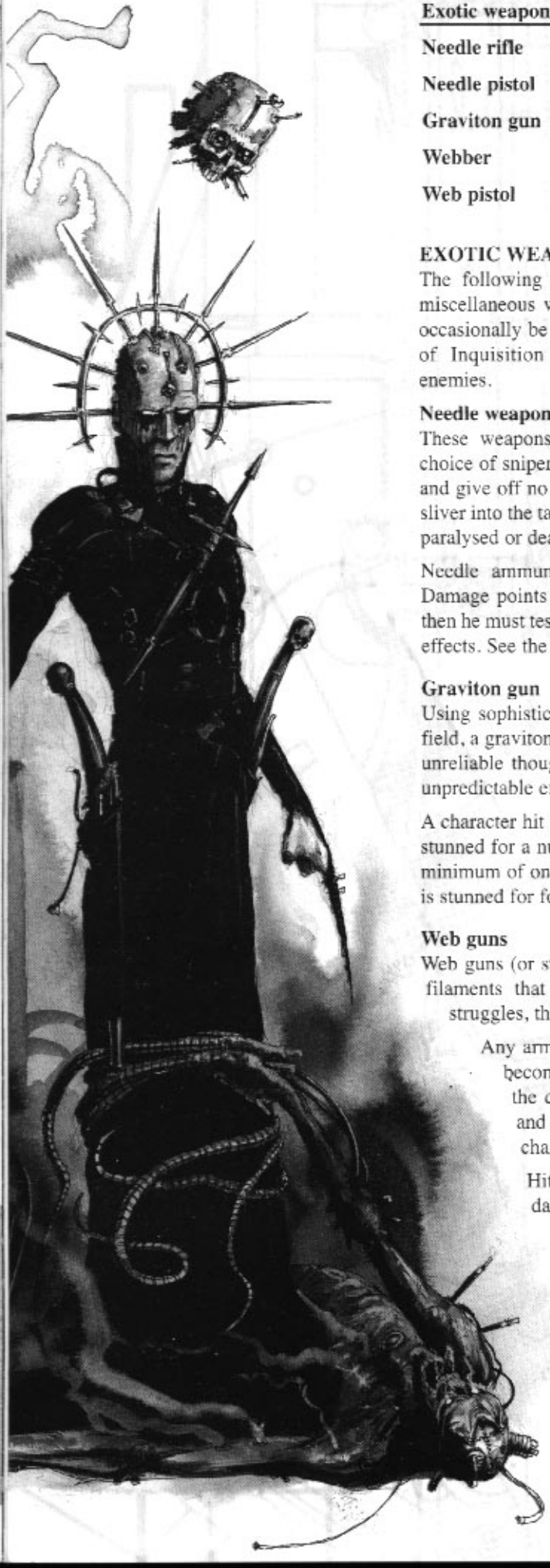
[4] If a bolas hits, it has a 75% chance of entangling the location. If it entangles the legs, the target is knocked prone. If it entangles an arm, that arm cannot be used. If the head is entangled, the bolas causes an additional D6 damage at the end of every turn (before recovery) due to choking. This damage ignores up to 4 points of armour. Other locations are not entangled, although they take damage as normal from the hit. It takes one action to disentangle a bolas.

[5] A bow can never be fired one-handed!

[6] A crossbow can either be hand drawn or cranked. It takes one action to draw the string and another to load the bolt. For hand drawn crossbows the character must pass a Strength test to successfully set the string, otherwise he must try again with subsequent actions until the string is drawn.

[7] Slings suffer triple the normal penalties for moving and shooting as a combined action.





Exotic weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Needle rifle	Basic	I	single	+5	2D6	6	4	30
Needle pistol	Basic	E	single	–	2D6	6	4	15
Graviton gun	Basic	C	single	–	X	6	4	55
Webber	Basic	(25)	flame	–	X	4	3	40
Web pistol	Basic	(10)	flame	–	X	3	2	25

EXOTIC WEAPONS

The following are a selection of miscellaneous weapons which can occasionally be found in the hands of Inquisition agents and their enemies.

Needle weapons

These weapons are the preferred choice of snipers, as they are silent and give off no muzzle flash whatsoever. Instead needle weapons fire a crystalline sliver into the target which delivers a paralysing or lethal toxin, rendering the victim paralysed or dead in a matter of seconds.

Needle ammunition contains a toxin or viral agent. If a target suffers any Damage points from a needle shot (ie, after deductions for armour and so forth), then he must test to see if he is affected by the toxin, in addition to any normal injury effects. See the section on gases and toxins on page 89.

Graviton gun

Using sophisticated field technology to create a localised anomaly in the gravity field, a graviton gun pins the firer's target to the ground. These weapons are highly unreliable though, and many prefer the surety of a definite kill to this weapon's unpredictable effects.

A character hit by a graviton gun suffers no damage. However, he counts as being stunned for a number of turns equal to 3D10 minus one-tenth of his Strength, to a minimum of one turn. For example, a Strength 75 character who rolls 12 on 3D10 is stunned for four turns (12-8=4).

Web guns

Web guns (or stranglers as they are known in some regions) fire a mass of sticky filaments that rapidly expand to entangle their target. The more the victim struggles, the more the filaments contract, tightening their grip.

Any arm or leg that is hit by a webber or web pistol has a 75% chance of becoming entangled and rendered useless (treat as crippled, except that the character will not lose any additional Damage points, won't bleed and doesn't have to test for system shock). This is reduced to 25% if the character has any type of force field on the location.

Hits to the head, chest, abdomen and groin can cause additional damage from asphyxiation and constriction. At the end of every turn, each such webbed location has a 50% chance of suffering D6 damage, which ignores up to 4 points of armour.

A character can spend actions in an attempt to tear the web off, in which case he must pass a Strength test with a -25 modifier (rolls of 01-05 always succeed, 96-100 always fail).

If this test is failed, the webbing reacts and does D6 damage to the location, ignoring up to 4 points of armour. Other characters may also spend actions trying to pull webbing free, using the same rules as above.

Exotic weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Handbow	Pistol	E	single	–	2D3+2	1	2	15
Bolas launcher	Basic	A	single	–	D6	4	6	25
Neural shredder	Pistol	(20)	flame	–	X	5	X	25
Psycannon	Basic	F	semi (2/4)	–	2D10+4	30	3	45

Handbow
A form of small crossbow, the handbow is favoured by many assassins because it is easy to conceal as separate components before being assembled. Quite often a handbow will fire poisonous or explosive-tipped quarrels.

Bolas launcher
Frequently used by law enforcement agents and bounty hunters alike, a bolas launcher enables the firer to take an enemy in alive for questioning, ransom or reward.

If a bolas hits its target, it has a 75% chance of entangling the location. If it entangles the legs, the target is knocked prone. If it entangles an arm, that arm cannot be used. If the head is entangled, the bolas causes an additional D6 damage at the end of every turn (before recovery) due to choking. This damage ignores up to 4 points of armour. Other locations are not entangled, although they take damage as normal from the hit.

It takes one action to disentangle a bolas.

Neural shredder
Sometimes called a neuro-disruptor, the neural shredder projects a resonant wave of electromagnetism that is pitched to scramble the electrical signals of the target's brain, incapacitating or even killing him outright.

A target that is hit by a neural shredder must pass a Willpower test for every hit taken. If failed (rolls of 96+ always fail) the target loses 4D10 Willpower and Sagacity (roll separately for each) and 2D10 Initiative (remember that this may reduce his Speed). A target who is reduced to 0 Willpower or less is rendered unconscious.

Armour has no effect on a neural shredder, but the amount rolled for force fields acts as a bonus to the character's Willpower. If a target is hit more than once by a single shot (because it is a flame weapon), the tests are taken sequentially – in other words, if the target loses Willpower, his reduced Willpower is used for subsequent tests from the same shot.

Psycannon
Using modified bolter technology, a psycannon is named after its special ammunition. Much like psyk-out grenades, a psycannon uses an anti-psychic substance (some say it is a by-product of the Golden Throne that sustains the Emperor) to cause serious injury to targets of a psychic disposition. It is almost a badge of office for the daemon-hunting Ordo Malleus, who make the widest use of this weapon.

A psycannon causes triple damage against daemonic creatures, and double damage against psykers, after deductions for armour, etc.

Alien weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Hrud Fusil	Basic	D	single	-10	2D10+5	1	3	45
Kroot long rifle	Basic	C	single	–	3D6	1	2	35
Necrontyr gauss flayer	Basic	F	single	-5	D10	1	2	45
Xenarch death-arc	Basic	E	full (6)	–	D10	24	6	35
Eldar shuriken catapult	Basic	A	semi (4/8) full (16)	–	2D6	80	3	25

ALIEN WEAPONS

Some agents within the Ordo Xenos acquire weapons which are of non-human origin and are prepared to use them. Also, some aliens are willing to trade their armaments with humans who care more about survival than legalities.

Hrud fusil

The Hrud are a mysterious, nocturnal race who use a warp-plasma based weapon known as a fusil.

The Hrud fusil follows the same rules as are given for a plasma weapon (see page 69).

Kroot long rifle

An entire race of mercenaries, the Kroot employ a range of basic but effective weaponry, using a laser-based charge to deliver a powerful punch.

Kroot long rifles are fitted with combat blades which means that they can be wielded in close combat just like a halberd (see page 76).

Necrontyr gauss flayer

Little is known about the ancient race of the Necrontyr except that they are highly advanced. The gauss flayer appears to operate by atomic disintegration, stripping away armour and flesh in molecule-thick layers until the target is wholly atomised.

A gauss flayer causes permanent and irreversible damage. The first points of damage inflicted on a location will remove points of armour, as if it were ablative armour (see page 84 of the Armour section). Any location injury, and Damage points on a character's injury total caused by a gauss flayer cannot be recovered or healed except by characters who can *regenerate*.

Xenarch death-arc

The Imperium has had little contact with the shadowy Xenarch of the Northern Rim, but their electrical weapons are highly prized, utilising charge cells and capacitors far beyond anything that the Adeptus Mechanicus can manufacture.

All of the hits on a character from a death-arc combine their damage together against a single location – roll once for location, roll all of the damage and then make deductions (ie, 3 hits causes 3D10 damage against a single location).

Eldar shuriken catapult

The ancient Eldar race are masters of many forms of technology. One of the more common Eldar sidearms to turn up in the hands of an arms dealer is the shuriken catapult. It fires a rapid hail of razor-sharp discs that slice through flesh, its magazine containing solid core ammunition, good for several bursts of fire.

Digital weapons

Digital weapons, or digi-weapons as they are commonly known, are miniaturised guns which are so advanced that they can be worn on the finger like a large ring, yet pack the punch of a pistol. The most compact are those manufactured by the brightly-haired, ape-like aliens known as Jokaero, whose creations are sought after across the Imperium.

You can get digi-versions of hand flamers, inferno pistols, las pistols and needle pistols. However, their Shots characteristics are halved and they cannot be reloaded.

A character can wear up to one digi-weapon per finger (not thumbs), and they can be fired even if the character is holding something else in the same hand. The Weight is equal to 4 for every digi-weapon on that hand, plus anything else being carried. For example, a character with three digi-weapons and a bolt pistol would fire any of the weapons with a Weight of 37 (25+4+4+4). A character may only fire one digi-weapon per action. Other than this, they follow all of the normal rules for pistols and so can be used in close combat, etc.

"The Emperor shall come again. Once more His mortal shell shall be invigorated by His Divine Will. His great spirit can be brought back from heaven and he shall throw away the shackles of the Golden Throne and step forth once more to finish the Great Crusade to make the galaxy humanity's forever."

The Resurrectionists, one of the oldest and most heretical cults, springing from a common foundation with the Holy Inquisition itself, follow this creed. They believe that certain rites and rituals can return the Emperor's soul to his body, imbuing it with true life again.

Such an occurrence, should it ever happen, would be Mankind's downfall, as a schism of believers and disbelievers would tear the Imperium apart. The Resurrectionists have powerful allies, in the Ecclesiarchy, the Adeptus Terra and even amongst the Inquisition itself.

Inquisitor Erasmus purges the Sect of the Dark Light. by David Gallagher

CLOSE COMBAT WEAPONS

STANDARD WEAPONS

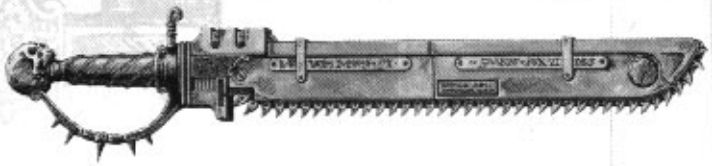
Blades and bludgeoning weapons are common all across the Imperium, and many conflicts are resolved using three feet of well-placed steel.

CHAIN WEAPONS

Chain weapons have a set of motorised biting teeth that saw and slash through the enemy, and a blow can cause terrible damage.

Standard weapons	Reach	Damage	Parry penalty
Knife	1	D6	-25%
Short sword	2	D10	-15%
Sword	3	2D6	-10%
Axe	2	2D6+2	-15%
Flail [1]	2	D6+1	-40%
Spear [2]	4	D10 [2]	-15%
Staff [2]	4	D6 [2]	-15%
Halberd	4	D10+2	-15%
Hammer [3]	2	D6+2	-20%
Falchion [4]	3	3D6	-15%
Great axe [4]	2	3D6+2	-20%
Great hammer [4]	2	2D6+2	-15%
Bastard sword	Can be used either as a sword or falchion.		
Knuckle dusters	0	As unarmed +3	-35%
Armoured gauntlet	0	As unarmed +4	-30%
Improvised (rifle butt, etc)	1	As unarmed +3	-20%

Chain weapons	Reach	Damage	Parry penalty
Chainsword	3	2D10	-15%
Chain-axe	2	2D10+2	-20%
Eviscerator [5]	3	2D10+2	-20%



[1] A flail causes D3 hits for every blow landed (roll location for each hit separately).

[2] Spears and staffs only add Strength bonuses to their damage when wielded in both hands.

[3] Count double damage from hammers for the purposes of knockback (see page 180).

[4] If a character with a Strength of less than 75 wields a Great axe, Great hammer or falchion, it does half damage and is at a further -15% to hit and parry. Halve the Strength of characters using such weapons in one hand. Great hammers count double damage for the purposes of knockback.

[5] If a character with a Strength of less than 75 wields an eviscerator, it does half damage and is at a further -15% to hit and parry. A character wielding an eviscerator one-handed halves their Strength.

POWER WEAPONS

These weapons are surrounded by a disruptive force field that allows the user to slice through the thickest armour and lop off limbs with a single blow. They are highly prized, and are often a badge of office for senior Imperial servants.

If a power weapon is parried, or successfully makes a parry, there is a 75% chance that the opponent's weapon is destroyed. Power, shock, Daemon, or force weapons cannot be destroyed in this way. Note that this does not apply if the target dodged.

SHOCK WEAPONS

Charged with electrical energy these cause severe burns on impact and can disrupt the nervous system.

All hits from shock weapons stun the target for one turn unless he passes a Toughness test (rolls of 96+ always fail). This is regardless of armour, but does not occur if all of the damage is stopped by a force field. Note that a target is only stunned once per turn in this way, regardless of number of hits inflicted, though this can be prolonged indefinitely if the character continues to be hit in subsequent turns.

Power weapons	Reach	Damage	Parry penalty
Power sword	3	3D10	-15%
Power axe	2	3D10+4	-20%
Power fist [1]	1	2D10+5	-25%
Chainfist [2]	1	2D10+4	-25%
Power halberd	4	4D10	-20%
Power hammer [3]	2	2D10+4	-25%
Power knife	1	3D6	-30%
Frost blade [4]	3	4D10	-20%
Shock weapons	**Reach**	**Damage**	**Parry penalty**
Shock maul	2	D6+3	-20%
Neural whip [5]	4	2D6	-50%
Electro-flail [6]	2	2D6	-40%

[1] A character that is armed with a power fist has the option of grabbing their opponent and crushing them. If he opts to do this, there is a further -20% chance to hit.

However, if the blow hits (and is not parried) the power fist's Damage value goes up to 4D10! If not used to grab, a power fist counts double damage for the purposes of knockback.

[2] Against immobile targets, a Chainfist does an extra 3D6 damage.

[3] Power hammers count double damage for the purposes of knockback.

[4] The profile shown is for a frost blade wielded double-handed. It can be wielded single-handed with the profile of a normal power sword.

[5] There is an extra -20% modifier for attempts to parry against a neural whip.

[6] An electro-flail does D3 hits for every hit that lands (roll location for each hit).

DAEMON WEAPONS

Daemon weapons, as one might suspect, have the spirit of a daemon bound into them. They are treated as a standard weapon of their type (ie, you don't get daemonic power weapons, for example) and have one or more of the following properties. As a guide, a weapon with a daemonic beast enslaved to it will have one property; one with a daemonic servant or lesser daemon will have two properties; one with a daemon prince will have four or five properties; one with a greater daemon will have up to six properties. Daemonic weapons also have their own Willpower value. This is 50+D10 for daemonic beasts, 70+2D10 for daemonic servants and lesser daemons, and 80+4D10 for greater daemons and daemon princes. If ever the wielder's Willpower drops below that of the bound daemon, he must pass a Willpower test at the start of every turn or succumb to the daemon. The GM should control daemon-influenced characters, who will act in a suitably self-sacrificing and chaotic fashion (see the psychic power *Enforce Will* on page 58 as a guide of what a character will and won't do under daemonic influence).

Daemonic Properties

***Bound*:** The weapon is psychically bound to the character and cannot be parted from them. It can be called to the wielder's hand by a thought and the character may draw the weapon at any time without using up any of their actions (it jumps from its scabbard into the character's hand). If the weapon is dropped, lost, etc, the character can command it to fly back to his hand for the cost of one action. For each turn the character is separated from his weapon, he must pass a Willpower test or add +D6 to his Injury total.

***Breathe*:** The scaled blade and ether-shark hilt allow the wielder to breathe anywhere, even in a vacuum. The wielder cannot be affected by any type of gas weapon, cannot drown, etc.

***Brain Leech*:** Seared in the flames from a hundred burning books of forbidden lore, this weapon seeks out knowledge and steals it. If an enemy is wounded by the *Brain Leech* (after any deductions for armour, etc) he loses 4D10 from his Sagacity.

***Corrupter*:** Quenched in the bile of a daemon and consecrated on an altar of plague victims, this daemon weapon spreads contagion with every blow. Any character taking damage from this (after deductions for armour, etc) must make a note that he is infected. He must pass a Resistance test at the start of every subsequent turn (see the section on toxins & gases on page 89 for Resistance tests) otherwise he adds +D3 to his injury total. For each additional corrupting hit suffered, there is a -5% modifier to the Resistance test.

***Daemonbane*:** The daemon within the weapon is extremely jealous and will attempt to banish any other daemons it comes into contact with. If a daemonic character takes any damage from the weapon (after deductions for armour, etc) the daemon inside the blade will immediately attempt to use the *Banishment* psychic ability on them, following all of the rules given on page 60 in the Psychic Powers section, and using its own Willpower value. *Daemonbane* weapons cannot be wielded by daemonic characters.

***Deathlust*:** The wielder is filled with a terrible hunger for battle, charging into the enemy with no concern for his own survival. The character gains the special abilities *Furious Assault* and *Frenzy* (see pages 55 and 62 respectively). This only affects him while the weapon is held. Once drawn, the character must pass a Willpower test, with a negative modifier equal to half the daemon's Willpower, to sheathe the weapon again (rolls of 01-05 succeed, rolls of 96+ always fail).

***Deflection*:** The weapon feels lighter than air, and can be wielded with incredible speed. When holding the weapon, the wielder may use *Deflect Shot* and counts as Speed 6 for working out how many times it can be used per turn.

***Enfeeble*:** The weapon draws the life force from those it strikes. Any character who takes one or more points of damage it (after deductions for armour, etc) loses D10 Toughness for each point of damage taken (ie, 4D10 Toughness are lost if 4 points

of damage are inflicted), as if afflicted with the *Enfeeble* psychic power (see page 57). This penalty lasts until the end of the next turn. If a character inflicts a critical hit with the weapon, then half of the Toughness reduction lasts for the rest of the game.

***Entrance*:** The glimmering weapon catches the eye, stealing thought from those who look upon it. Any enemy fighting in close combat with the character with the *Entrance* blade must pass a Willpower test at the start of the combat and the start of every subsequent turn. If failed, then his WS is reduced by an amount equal to half the daemon's Willpower (to a minimum of 10) for the rest of that turn (or until the close combat has ended if this is sooner).

***Fiery Blast*:** The weapon draws upon energy from the warp and unleashes it as a sheet of flame. Once per turn the weapon may be used as a hand flamer (see page 70).

***Flight*:** The weapon can be hurled through the air, flying after its target, before returning back to the wielder's hand. The weapon can be thrown like a throwing axe (see page 71), except that it retains its own Damage value. It automatically returns to the character at the end of the next action (ie, it can't be used in the next action).

***Gnawing*:** The daemon hungers for flesh, and rips and rends those which it strikes with thousands of ethereal fangs. Any character taking damage from this weapon (after deductions for armour, etc) takes an additional D6 damage to the location.

***Lashing*:** The weapon writhes like a living snake, able to strike out at enemies from several yards away. A character with a lashing weapon may use it to attack an enemy at arm's length, and counts as Reach 4 when used in this way.

***Magic Absorption*:** The weapon is a channel into the warp, drawing away harmful psychic energies. Any psychic ability (from a friend or a foe) cast on the character while the weapon is drawn has a 90% chance of being instantly nullified with no effect at all.

***Magical Force*:** The daemon trapped within the weapon can use its magical powers to inflict more damage. The weapon counts as a force weapon of its type (see page 80), but uses the daemon's Willpower rather than the character's.

***Mind Stealer*:** The weapon was doused in a thousand starving souls so that it thirsts for the spirits of those it strikes. Any character who receives damage from the weapon (after deductions for armour, etc) must pass a Willpower test (rolls of 01-05 succeed, rolls of 96+ always fail) or lose D10 from all of his mental characteristics (roll once for all). Test each time he takes damage. If any characteristic is reduced to 0 or less, the character falls unconscious.

***Resurrection*:** The daemon draws energy from the warp to invigorate the bearer. The character gains the *True Grit* and *Regenerate* special abilities (see pages 55 and 62 respectively) whilst holding the weapon.

***Screaming*:** When unsheathed the weapon shrieks and clamours with unnatural joy. A character wielding a drawn *Screaming* weapon counts as having the *Fearsome* ability (see page 62). Note however that they do not ignore *Fearsome* characters themselves, or treat *Terrifying* characters as *Fearsome*.

***Warpflame*:** The daemon weapon is surrounded by a flickering corona of unnatural fire. Any target hit by the weapon may be set on fire as if hit by a flamer (see page 70).

***Vampyre*:** Imbued with a craving for fresh blood, this weapon drinks deep from its victims each time it strikes. In addition to other injuries, a character who takes Damage points from this weapon (after deductions for armour, etc) adds a further D10 to his Injury total (not to location injury).

Alien weapons	Reach	Damage	Parry penalty
Agoniser	1	4D6	-25%
Venom talon	2	2D6	-20%
Lacerator	1	2D6+5	-25%
Combat accessories			
Bayonet (use only when charging)	Varies	D6	-20%
Chainblade	Varies	2D6	-20%

ALIEN WEAPONS

Dark Eldar Agoniser

Agonisers are employed by the alien pirates commonly called Dark Eldar. They overload the nervous system with shocks of energy, causing physical trauma and unbearable pain. Agonisers are a type of shock weapon (see page 77).

Scythian venom talon

The Scythians are a race of warrior-monks, dedicated to a peculiar form of armed martial arts. The dagger-like venom talon is one of the more basic weapons they use, able to incapacitate a foe with the slightest scratch.

A venom talon is loaded with a toxin or viral agent. Any character taking damage (after deductions for armour, etc) must test to see if they are affected. See the section on toxins and gases for details (page 89).

Galthite lacerator

Resembling a fist, a lacerator from the Galthite race of the Oenorian Inner Systems is festooned with many razor-sharp blades that slice through flesh with ease.

Any location hit by a lacerator actually takes D3 hits.

COMBAT ACCESSORIES

Bayonets and other combat attachments are frequently used by the Imperium's military forces, and are quite often found elsewhere.

A combat accessory adds +10 to the weight of the weapon. The accessory's reach is dependant on the length of the weapon (the miniature is the best guide for this) but a good benchmark is:

Pistol – Reach 2; **Basic** – Reach 3; **Heavy** – Reach 3 or 4.

FORCE WEAPONS

These channel the mental energies of the wielder, and can only be used by psykers. If used by a non-psychic character they count as an ordinary weapon of their type. A psyker may choose to use the weapon in this way when the attack action is declared.

If the target is hit by a force weapon the psyker may take a Willpower test. If the test is passed, the weapon does an additional D10 damage. Force weapons do double damage against daemonic characters (after deductions for armour).

Force rods and force staffs allow a psyker to channel his powers through them, so that ranged attacks can be directed with better accuracy. Halve any range penalties for psychic powers if the character has a force rod or staff.

Force weapons	Reach	Damage	Parry penalty
Force sword	3	2D6+2	-15%
Force axe	2	2D6+4	-20%
Force rod [1]	2	D6	-30%
Force staff	4	D10	-10%
Force halberd	4	D10+2	-15%
Force hammer [2]	2	D6+4	-25%
Nemesis force halberd	4	D10+4	-15%
Rune axe [3]	2	2D6+4	-20%
Rune staff [3]	4	D10	-10%

[1] When not used by a psyker, a force rod is an improvised weapon.

[2] Force hammers count double damage for the purposes of knockback.

[3] Rune weapons do an additional 2D6 damage on a successful Willpower test, rather than D10.

GRENADES & EXPLOSIVES

In this section we break down the weapons into two parts – the way the ammunition is delivered and what effect it has. If the character has a grenade, use the profile for the grenade type. If he is firing a rocket or using a grenade launcher then the Range, Mode and Accuracy of the launcher apply, rather than that of the grenade.

LAUNCHERS, GRENADES, MISSILES AND ROCKETS

The most common type of launcher is the grenade launcher, used to lob grenades further and higher than they can be thrown. Rocket and missile launchers fire more directly, and can often fire ammunition with a more devastating effect than grenades.

In the 41st Millennium, grenades and missiles don't necessarily just explode and shower shrapnel over the target. Some contain small field generators, while others contain gases and toxins to disable the enemy.

Anti-Plant
These destroy all vegetation within their area of effect. They have no effect at all against non-plant targets.

Gas
There are many different kinds of toxic gases used in the 41st Millennium, refer to page 89 for specific effects.

Any character within a gas cloud when it is released, or within its area of effect at the start of a subsequent turn, must take a Resistance test.

The gas disperses at the end of every turn, adding a +10% Resistance modifier each time (ie, in the third turn characters have +20% to their Toughness test, and so on) until it reaches +50%. Gas may disperse more quickly or slowly in certain conditions, at the GM's discretion.

Smoke
Any character firing through smoke suffers an additional -50% to hit and can't make placed shots. The smoke disperses at the end of every turn, reducing this modifier by 10% each time (ie, in the second turn it is a -40% to hit and so on) until it has no effect. Smoke may disperse more quickly or more slowly in certain conditions, at the GM's discretion.

Launchers	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Grenade launcher [1]								
single shot	Basic	J	single	-10	*	–	(1)	25
drum mag	Basic	J	single/ semi (2)	-10	*	6	5	30
Auxiliary grenade launcher [2]	X	E	single	-15	*	2	X	+10
Missile launcher	Heavy	I	single	-5	*	6	10	65
Rocket launcher	Heavy	A	single	-10	*	8	8	60
Disposable rocket launcher	Heavy	A	single	-5	*	1	X	30

[1] Grenade launchers may fire indirectly.
[2] An auxiliary grenade launcher can be fitted to any basic weapon and adds +10 to its weight. It may be used to fire indirectly.
** Special: See description of grenade for details.*

Grenades/missiles	Type	Range	Area	Blast	Dam	Shots	Rld	Wt
Frag	Grenade	E	3yds	4	2D6	**	**	5
Super-frag [3]	Blast	X	6yds	7	D10	**	**	8
Plasma	Grenade	E	2yds	6	3D10	**	**	8
Krak	Grenade	E	1/2yd	8	2D10	**	**	5
Super-krak [3]	Blast	X	1/2yd	6	3D6	**	**	8
Anti-plant	Grenade	E	4yds	*	*	**	**	10
Gas	Grenade	E	4yds	*	*	**	**	5
Smoke	Grenade	E	4yds	*	*	**	**	5

[3] Super-frag and super-krak can only be fitted into rockets and missiles.
** Special: See description of grenade for details.*
*** See description of launcher for details.*

Grenades/missiles	Type	Range	Area	Blast	Dam	Shots	Rld	Wt
Blind	Grenade	E	4yds	*	*	**	**	5
Tanglefoot	Grenade	E	2yds	*	*	**	**	12
Stasis	Grenade	E	2yds/3yds	*	*	**	**	15
Haywire	Grenade	E	2yds	*	*	**	**	12
Photon flash	Grenade	E	*	*	*	**	**	8
Psyk-out	Grenade	E	3yds	4	*	**	**	15
Explosives								
Demolition charge	Grenade	2	5 yds	7	3D6	**	**	20
Melta bomb	Grenade	–	–	–	D3x20	**	**	15

Blind
Line of sight cannot be traced through the area of a blind grenade. The grenade's area of effect shrinks by 1 yard at the end of every turn.

Tanglefoot
Any character caught in a tanglefoot field immediately falls prone. The tanglefoot field has a 50% chance of cutting out at the end of every turn, otherwise characters inside the field will be knocked prone and can't stand up (they can crawl, shoot, etc).

Stasis
A stasis grenade has two areas of effect. Characters in the smaller of the two fields can do nothing at all. Neither can any outside forces interact within them – they cannot be shot, attacked, targeted by psychic powers or anything else. Characters in the larger of the two fields are reduced to being Speed 1 whilst in the outer field. A stasis grenade has a 25% chance of reducing its areas of effect by 1 yard at the end of every turn (so after two reductions, the inner field disappears).

Haywire
Haywire grenades affect any item of electrical equipment within their area of effect, including all energy weapons, power and shock weapons, suppression shields, force fields, etc. This also includes bionics, scanners, targeters and other pieces of equipment. Such items simply cease to function within the haywire field. Powered armour is also affected, reducing the wearer to Speed 1 whilst in the field.

Note that non-energy weapons, such as autoguns, bolters and crossbows are unaffected by the field. The haywire field has a 25% chance of dissipating at the end of every turn.

Photon Flash
Any character, friend or foe, who has a line of sight to the grenade's detonation point (not including the thrower) must pass an Initiative test to cover their eyes or be stunned for D3 turns (note that they are not knocked prone).

Psyk-out
Any daemonic character caught within the area of effect of a psyk-out grenade immediately adds 2D10 to its Injury total (not location injury). For each 'hit' a psyker suffers from the grenade, he must pass a Willpower test or forget a randomly determined psychic power for the rest of the game. All rolls of 96+ automatically fail.

OTHER EXPLOSIVES

Demolition charge
The maximum range a demolition charge can be thrown is equal to a quarter of the character's Strength.

Melta bomb
Melta bombs cannot be thrown. They must be attached to their target (taking one action). They can only be attached to inanimate objects. Melta bombs have no blast area and do one hit on their target with the Damage value shown.

SETTING TIMERS

Occasionally a character will wish to set a delayed explosion. Many explosives have a set fuse and cannot be adjusted, so the GM must decide which grenades and explosives have variable timers as part of writing the scenario. They must also specify the minimum and maximum time that the explosive can be set at.

It takes one action to set a timer. Declare (or write down) how long you want to set the fuse for. This is specified in game turns, starting with the beginning of the next game turn. So, a one turn fuse explodes at the start of the next turn, a two turn fuse explodes at the start of the turn after next, and so on.

At the start of the relevant turn, work out the explosion as normal. Remember to mark the point where the explosive is situated – you may want to inform only the GM where it is if your character is trying to leave a booby trap.

BLOWING THINGS UP!

A character may wish to blow up something other than an opposing character, ie. breaching a wall or destroying a communications relay. Most objects are too sturdy to be damaged by casual fire or thrown grenades, although some lightweight materials, such as a wooden fence, might be breached with these weapons. To work out how damaged the object is, use the following method:

Look up the object's Armour rating (some examples are given in the Injuries section, see page 46). To destroy the object you must score more than double this value.

For walls and similar obstacles, this is enough to open a hole large enough for a man-sized creature to crawl through. If the attack scores more damage than triple the object's Armour value, it opens a hole large enough for a man-sized creature to walk through.

GETTING IT WRONG!

Throwing a grenade is a Risky action. If the character fails to throw the grenade, roll a D6 and consult the table below:

Fumbled Grenade Table

D6	Result
1-2	The grenade explodes whilst in the character's hand. Resolve its effects centred on the character.
3-4	The character drops the grenade. It scatters D10 yards in a random direction from the character before exploding.
5-6	The grenade is a dud and does not explode.

Inquisitor Augustus battles the Creeping Shadow cult, by David Gallagher

ARMOUR & FORCE FIELDS

Armour is divided up by location, and it is possible for a character to have different types, or no armour at all, on different body locations.

All armour has a basic Armour value which is deducted from the Damage rolls to that location, as described in the Injuries section on page 46. In addition, some types of armour have extra effects or benefits.

SPECIAL ARMOUR TYPES

Ceramite

This is a ceramic-based armour which is made to absorb and reflect heat. Armour with a ceramite coating counts as being D6 higher against the following weapon types: **plasma**, **melta** and **flamer** (Roll for each time the location is hit).

Reflective

Often called reflec armour, this contains micro-crystals which help to redirect and dissipate laser bolts, lessening the intensity of their impact. Such armour counts as being D6 higher against las weapons (rolled each time a location is hit).

Ablative

Usually layered on top of other armour, this shatters or burns easily, dissipating the energy of a blow or shot. Ablative armour points are taken from the Damage roll against that location like normal armour, but each ablative point only works once, and Armour points deducted from Damage rolls are taken off the location's Armour value. Eg, a location has 6 pts of armour, 3 pts of which are ablative. It takes 7 pts of damage, allowing 1 pt through. The ablative armour is destroyed and the location now only has 3 pts of armour.

Bonded

It is possible to have armour that combines the effects of more than one special armour type (eg, reflective & ceramite). In this case all additional effects are used. The extra properties of bonded ablative armour are lost when its last Armour point is destroyed.

ARMOUR TYPES

Flak armour – *Armour value: 3*

This consists of layers of padded and reinforced material. Primarily designed to protect against shrapnel and richochets, it provides only minimal defence against a direct hit.

Carapace armour – *Armour value: 6*

Carapace armour is made up from a solid outer layer on top of a flexible underskin. These plates are constructed from metal, high-density plastics or more exotic substances such as ceramite and plasteel.

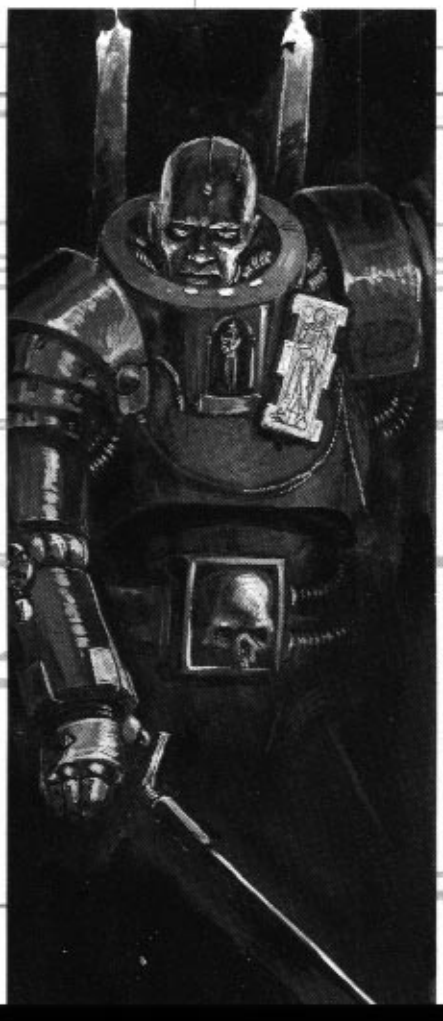
Power armour – *Armour value: 10*

Having an endo-skeletal array of actuators and muscle-like fibre bundles, power armour not only enables the wearer to be protected by heavy armour plating, but actually boosts their strength.

Power armour increases a character's Strength by a fifth (this has no effect on bionic arms).

Mesh armour – *Armour value: 4*

Uncommon within the Imperium, this armour is made up of lots of small rings or scales, each interconnected so that the impact of a shot or blow is spread over a wider area to absorb and dissipate damage.



Helmets

Helmet designs vary all over the Imperium, from the crude metal pot helmets of feudal worlds, to the visored plasteel helms of the Adeptus Arbites.

***Open helmet** – Armour value: 5*

***Closed helmet** – Armour value: 6*

SHIELDS

Shield protection

Characters carrying a shield gain additional armour on certain locations. This is always the carrying arm. In addition, unless the player specifies otherwise, the shield will also cover the character's chest and abdomen. If a character wishes, he can protect two other locations instead (such as the chest and other arm) but this must be declared beforehand. Obviously the locations covered must be adjacent to each other – you can't protect your head and legs at the same time, and a character who protects his head won't be able to see very much.

Common Armour values for shields are:

Wooden/plastic: 2 Armour points

Reinforced wooden/plastic: 3 Armour points

Metal or armaplas: 4 Armour points

Like other types of armour, shields may have extra properties as listed below.

Shield bash attacks

Characters with a shield can make a special shield bash attack in close combat.

It is resolved as any other attack except that it cannot be parried, only dodged. The target takes the amount of damage shown and is automatically knocked back D3 yards.

Buckler

***Reach:** 1 **Dam:** D3 **Parry:** **

First parry uses full WS, second uses 3/4 WS, third uses 1/2 WS, fourth and subsequent parries use 1/4 WS.

For counter-attack chances, bucklers count as having a -10% parry penalty. A buckler only protects the carrying arm.

Shield

***Reach:** 1 **Dam:** D6 **Parry:** **

First parry uses full WS, second uses 9/10ths WS, third uses 8/10ths WS, fourth uses 7/10ths WS and so on, down to a minimum of half WS.

For counter-attack chances, shields count as having a -5% parry penalty.

Some types of shields have additional properties:

Suppression shield

Suppression shields are a type of shock weapon – a character hit is stunned for one turn, in addition to any other effects. As a shock weapon, a suppression shield cannot be damaged by parrying power weapons.

Mirror shield

A mirror shield gives the character the *Deflect Shot* ability against all types of energy weapon (see page 54).

Storm shield

A storm shield generates a 2D10 force field over the protected locations and can be used to parry power weapons without risk.

FORCE FIELDS

As noted in the Injuries section (see page 47), force fields have a random Armour value which is rolled each time the location is hit. Note that force fields normally cover all locations, but it is possible to have small force field generators that only cover a few body parts, or perhaps even just one. Since the field is at some distance from the wearer, it does not protect from attacks made in hand-to-hand combat.

Refractor field

Refractor fields give D10 protection. A refractor field glows slightly and so doubles the chances of any character seeing the wearer.

Conversion field

A conversion field gives 2D6 protection against all types of hits. If the amount of damage absorbed by the field is 8 points or more, its reaction is equivalent to a photon flash flare going off, centred on the target character (note that they are immune themselves). See page 82 in the section on grenades for details of photon flash flares.

Displacer field

Displacer fields work slightly differently from other force fields in that they will either activate and take the character out of harm's way, or they won't have any effect at all. The more powerful a hit, the more likely the field is to detect the attack and activate.

The field has a basic 50% chance of activating, with a bonus to this chance equal to the damage rolled. If the field activates, the wearer is teleported D10 yards in a random direction and the attack has no effect. If it does not activate, then the field has no effect whatsoever and the injury is resolved as normal.

The displacer field will not teleport the wearer to a place it is impossible for them to enter and survive (such as solid cliff face, into empty space or another character's position) and will stop them 1 yard short if this would be the case. They may however pass through terrain and other characters before materialising again.

Pentagrammic wards

These are a special type of psychic field, sometimes known as a Shield of Faith, which protects the wearer from daemons. Any daemonic character halves all of their characteristics whilst within 5 yards of pentagrammic wards.

Hexagrammic wards

These wards protect against psychic attack. A psyker that is targeting a character with hexagrammic wards halves his Willpower for his Psychic test. The wards also count as D10 force field armour against psychic bolt attacks.

BIONICS & IMPLANTS

Some characters may have artificial limbs and organs to replace diseased or damaged parts, or simply to improve their abilities. Bionics include partial and full replacements of body parts, brain implants, cybernetic weaponry and other devices. Bionics is not an exact science in the Imperium, and many are clumsy and inefficient machines, while the best can replicate or even improve upon the performance of the original limb or organ. For the sake of space, where this makes a difference the bionic is rated as **crude**, **average** or **advanced**. Of course, some bionics may be crude in one respect and advanced in others, and so on, so GMs creating characters should feel free to mix and match abilities. For example, a bionic leg may well add +1 to a character's armour in that location but may also cause him to suffer -1 yard to his Movement rates.

BIONIC PARTS

Although bionic parts are not living as such, many of them do use the user's bloodstream, their nerve endings, etc. This means that they suffer injuries just like their flesh and blood versions.

Single Leg

Crude – Reduce all Movement rates except crawling and climbing by 1 yard.

Average – +1 armour.

Advanced – Add 1 yard to all Movement rates, except crawling and climbing, and +2 to the leg's Armour value.

Pair of legs

Crude – No effect

Average – +1 armour and add 1 yard to all Movement rates except crawling and climbing.

Advanced – +2 armour and add 2 yards to all Movement rates except crawling and climbing.

Arm

Normally the Strength of one arm is equal to half a character's Strength value, but a bionic arm has its own Strength. The character's Strength in his other arm is therefore equal to his total Strength minus the Strength of the bionic arm. In campaigns, a character who has an arm replaced with a bionic arm will therefore have a Strength equal to half his original Strength plus the bionic arm's Strength.

Crude – Strength 20-30 and reduces WS and BS by 10.

Average – Strength 30-60 and +1 armour.

Advanced – Strength 70+, +2 armour and may be used to parry when unarmed.

Head

A bionic head is really just an armoured head unless the character also has implants in his brain, dealt with separately. Bionic heads should be rated in terms of additional armour on the head location, ranging from +1 for a head partially covered in crude bionics, to +5 for a head totally covered in advanced bionics.

BIONIC ORGANS

Lungs

Crude – +5% resistance to gas weapons.

Average – +20% resistance to gas weapons.

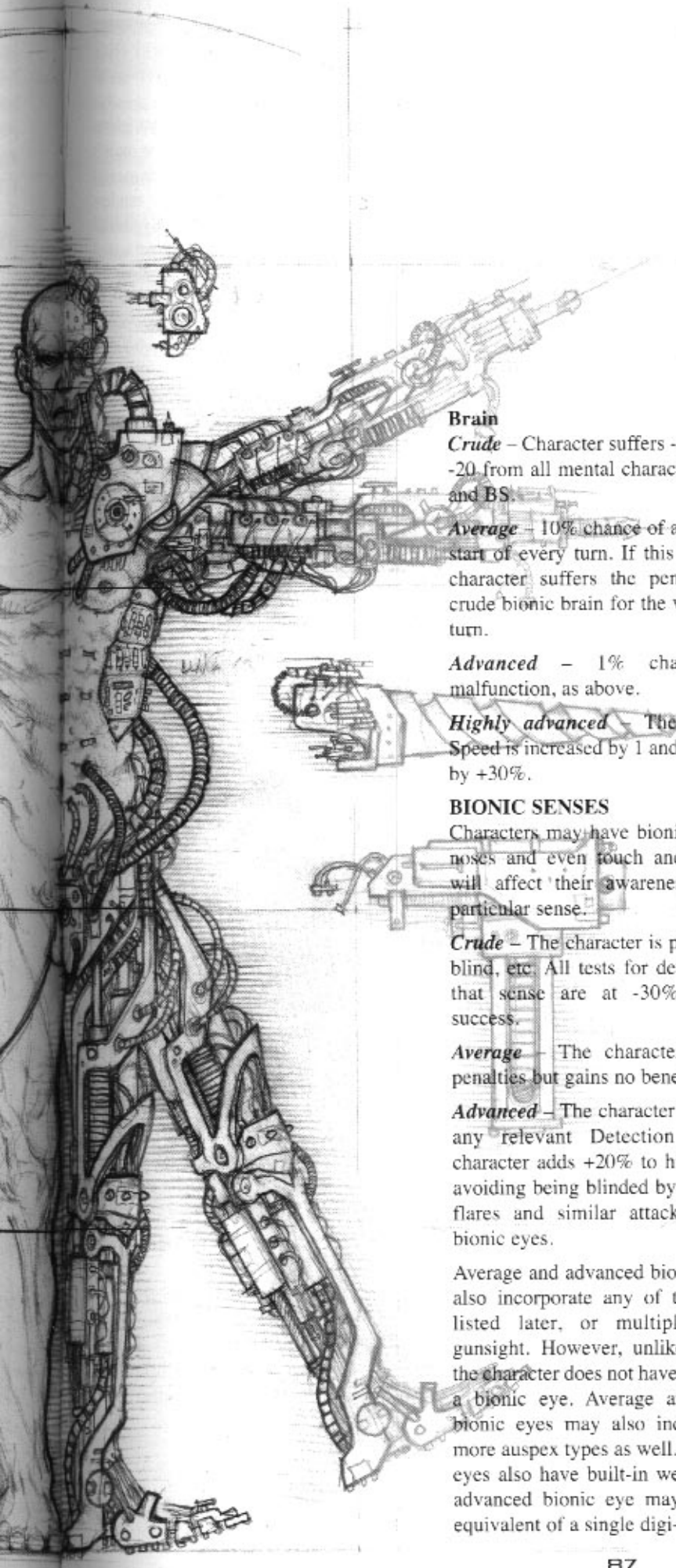
Advanced – +40% resistance to gas weapons.

Heart

Crude – Character suffers -1 Speed and -10% Toughness.

Average – No effect.

Advanced – Character has +20% to all gas and toxin Resistance rolls.



Brain

Crude – Character suffers -1 Speed, and -20 from all mental characteristics, WS and BS.

Average – 10% chance of a glitch at the start of every turn. If this happens the character suffers the penalties for a crude bionic brain for the whole of that turn.

Advanced – 1% chance of a malfunction, as above.

Highly advanced – The character's Speed is increased by 1 and his Sagacity by +30%.

BIONIC SENSES

Characters may have bionic ears, eyes, noses and even touch and taste. This will affect their awareness with that particular sense.

Crude – The character is partially deaf, blind, etc. All tests for detection using that sense are at -30% chance of success.

Average – The character suffers no penalties but gains no benefits.

Advanced – The character has +20% to any relevant Detection tests. The character adds +20% to his chances of avoiding being blinded by photon flash flares and similar attacks if he has bionic eyes.

Average and advanced bionic eyes may also incorporate any of the gunsights listed later, or multiple types of gunsight. However, unlike a gunsight the character does not have to aim to use a bionic eye. Average and advanced bionic eyes may also include one or more auspex types as well. Some bionic eyes also have built-in weapons, so an advanced bionic eye may include the equivalent of a single digi-weapon.

Auto senses

Any or all bionic senses can be incorporated into a helmet as auto-senses. This is lost if the helmet is not worn or is destroyed.

IMPLANTS

Psi-booster

A psi-booster increases activity in the part of the brain responsible for controlling psychic powers. A character with a psi-booster halves the range to his target when calculating the modifiers for a Psychic test.

MIU

A Mind Impulse Unit, or MIU, is a neural link-up between a character and a piece of equipment, allowing him to operate the machine with thought alone. MIUs are used in some types of vehicle, particularly the gigantic Titans of the Adeptus Mechanicus, and are rarely used elsewhere. Of these other uses, the shoulder-mount weapon is one of the most practical applications, allowing the character to fire a weapon whilst keeping both hands free. The shoulder mount weapon is fired exactly as normal. An MIU can also be used to control a familiar. Each MIU only performs one operation.

IMPLANT WEAPONRY

Any pistol, basic or one-handed close combat weapon can be implanted to replace a character's hand. The weapon functions exactly as normal, although the GM may decide that certain implant weapons can't be reloaded during the course of a normal game. Obviously, the character has no hand and this will limit him with some actions. Also, a character may still use their other hand to help support the weapon, and does not always have to fire one-handed (assuming they have another hand!).

MECHADENDRITES

Mechadendrites is a catch-all name that covers a variety of tendril-like prosthetics used by the Adeptus Mechanicus to aid them in construction, maintenance and research. They have small motors and actuators within their armoured tentacles and wave about the Techpriest almost with a life of their own. A character with mechadendrites adds +20% to tests taken when trying to interact with machinery, such as fixing something, picking locks, etc. The character also gains a free improvised close combat attack action once a turn.

COMBAT STIMMS, GASES, TOXINS & VIRUSES

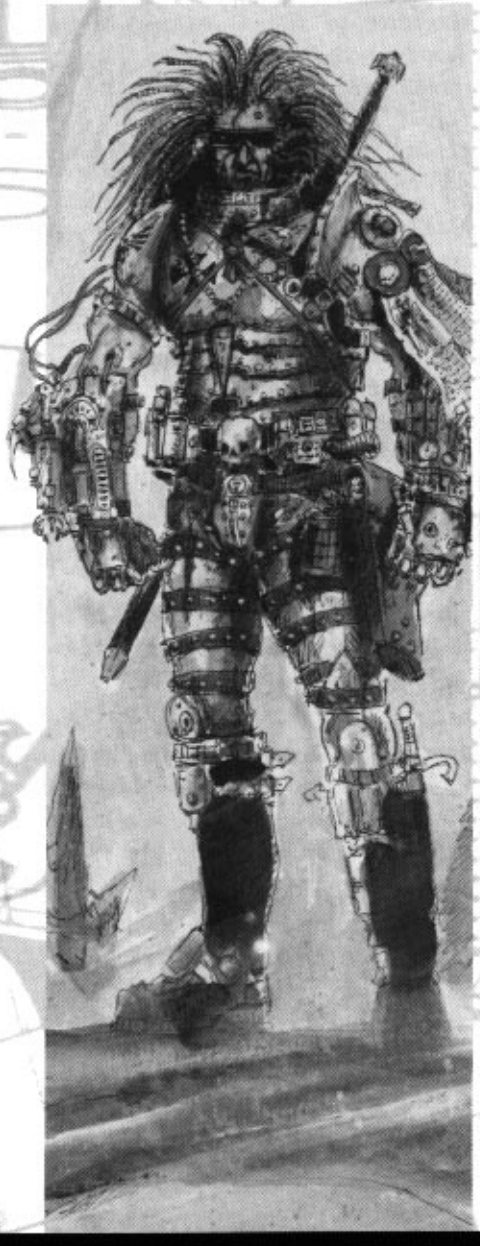
COMBAT STIMMS

Known colloquially as stimms, stimmers or just combat drugs, combat stimulants are developed to improve a character's physical or mental performance in some way. Unfortunately, such stimms are rarely without a side effect and must be administered carefully to make best use of them. There are several ways of introducing combat stimms into a character's body, as discussed below, as well as a variety of drugs which have differing benefits and shortcomings.

DISPENSERS

Inhaler

One deep breath is all it takes! Announce at the start of the turn that the inhaler is used. The effects of the stimm come into effect immediately but only last for that turn.



Injector Implant

An injector normally takes one action to activate and will continue to have an effect until it is turned off with another action. The amount of a combat stimm in an injector is measured in terms of turns worth of use.

Gland

A character with a stimm gland is permanently affected by the combat drug. It cannot be turned off and will last for the entire game. Characters with glands have counteractive stabilisers and decontaminants in their bloodstream to stave off the many debilitating effects associated with combat stimms.

A character with a gland dispenser will avoid any negative side effects of their combat stimms if they pass a Toughness test at the end of every turn.

COMMON STIMM TYPES

'Slaught

Dispenser types: *Inhaler, injector*

Short for Onslaught, this is the name given to a variety of stimms that work on the neural paths of the brain, inducing heightened awareness and reaction time. 'Slaught adds +D3 Speed but reduces all mental characteristics by D10 (roll each separately) for the rest of game.

In campaigns, at the end of the game, take a Toughness test against the character's starting Toughness value. Each reduced characteristic regains an amount equal to the difference the Toughness test was passed by (up to its starting value). Any remaining loss is permanent.

Psychon

Dispenser types: *Inhaler, gland*

Stimulating the instinctual centres of the brain stem, Psychon works by boosting strength through sudden adrenal rushes. However, it drastically reduces one's ability to make rational decisions.

A character which is under the influence of Psychon adds +2D10S and +2D10T, but is also subject to *frenzy* (see page 62).

Reflex

Dispenser types: *Inhaler, injector, gland*

This, like 'Slaught, targets the user's reaction times, speeding up their mental processes, unfortunately it also renders them highly susceptible to suggestion and psychic attack. A character using this gains the skill *Lightning Reflexes* but halves their Willpower.

Barrage

Dispenser types: *Injector*

A particularly nasty stimm generally not used on a voluntary basis because of its horrendous side effects. It works by bombarding the user with a cocktail of chemicals that power muscle strength, pain resistance and sensory acuity, but at the same time these functions are slowly destroyed by the drugs. A character on Barrage doubles their WS, S, T and I. However, every turn it is used, he must deduct -10 from all of his characteristics (including those affected by the drugs). This is a permanent loss and cannot be recovered.

Spook

Dispenser types: *Injector, inhaler*

This is used to give a short-term boost to an individual's psychic potential. A character under the influence of this is treated as though he were a psyker with one psychic power, determined by rolling on the table below (roll each turn Spook is used).

A character who loses Willpower whilst on Spook doubles the amount lost.

D6 roll	Power
1	Detection
2	Choke
3	Psychic Shriek
4	Psychic Ward
5	Gaze of Death
6	Fireball

Spur

Dispenser types: *Injector, gland.*

The character is suffused with energy and gains +40 to one of the following random characteristics – 1-2=WS, 3-4=S or 5-6=I. He must also take a Toughness test each turn while under the influence of Spur or suffer +D6 to his Injury total.

GASES, TOXINS AND VIRAL AGENTS

In the 41st Millennium, unpleasant bio-alchemical weaponry is used by a variety of individuals – generally those with few scruples or little concern about the uncontrollable nature of such weapons.

RESISTANCE TESTS

Any character exposed to a gas, toxin or virus must take a Resistance test to see if he succumbs to its effects. A Resistance test is a Toughness test, with other modifiers as appropriate from the character's equipment (unmodified rolls of 96+ always mean the character is affected). If the test is failed, then the character suffers the effects as described below. If the test is passed the attack has had no effect.

GAS, TOXIN AND VIRAL EFFECTS

Some examples of the effects of these types of weapons are given below. Some gas, toxin or viral weapons may combine the effects of several types.

Bloodfire

Until he can pass a Toughness test in the Recovery phase, the character is stunned and suffers an additional +D6 to his Injury total in every subsequent Recovery phase.

Hallucinogen

Persons affected by Hallucinogen undergo a dramatic hallucination and sense of displacement, often making them a danger to themselves or those nearby. Roll a D10 on the Hallucinogen Effects table below.

A Bombardier is an expert in grenades and other explosives, setting booby traps and such like. He carries a rapid firing grenade/rocket launcher and demolition charges.

Choke

The character is stunned for the rest of the turn and must pass another Resistance test at the start of each subsequent turn until the test is passed. If the test is failed he is stunned for that turn as well. If the character fails for five turns in succession, he falls unconscious.

Stun

The character is stunned for one turn for every 10% (or part of) that he fails his Resistance test by.

HALLUCINOGEN EFFECTS TABLE

D10 roll/Effect

1 **Bugsbugsbugsbugs!** The character drops to the floor, flailing and screaming as he tries to sweep off imaginary insects. He counts as being stunned.

2 **My hands...** The character thinks that his hands have turned to tentacles, or perhaps the flesh is slowly stripping off them in bloody lumps. Whatever his particular nightmare, the character immediately drops everything he is carrying in his hands.

3 **They're coming through the walls!** The character suddenly sees gruesome aliens bursting through the walls/ ceiling/ floor/bushes and opens fire. The character must spend the whole of his next turn using all of his actions to fire at a random piece of terrain in his line of sight. If a character is caught in this line of fire, resolve the shooting against him as normal.

4 **Nobody can see me!** The character believes he is invisible and for the next turn wanders aimlessly, pulling faces at other characters. He must spend all of his next actions walking; generate a random direction for each action.

D10 roll/Effect

5 **I can fly!** The sky looks so big and inviting, that the character flaps his arms trying to imitate a ptera-squirrel. He may do nothing in his next turn as he jumps up and down on the spot. If he is standing above ground level, he will throw himself off in a random direction – roll for falling damage as normal.

6 **They've got it in for me...** The character is overcome with paranoia, believing that even his own comrades are out to get him. The character must spend all the actions of his next turn finding somewhere to hide out of line of sight from any other characters.

7 **They got me, mother...** The character believes the gas is toxic and collapses to the floor as if dead – he is stunned for his next turn. Any other character who sees him 'die' must pass a Sagacity test or they think that the character is dead too.

8 **I'll take you all on!** The character is filled with a burning rage and a desire for violence. He is subject to *frenzy* in his next turn.

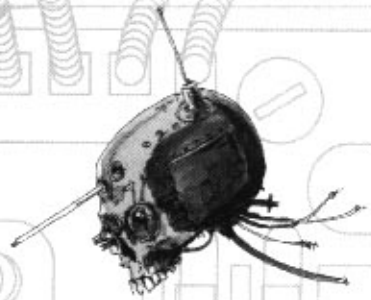
D10 roll/Effect

9 **I'm only little!** The character believes that he has shrunk to half his normal size, and everything else is so big and frightening now. All other characters are *terrifying* to the character until the end of the turn.

10 **The worms!** The character desperately tries to remove a massive fanged worm which he thinks is slowly winding its way up and around his leg. If he is currently holding a gun, he shoots himself with it, otherwise he hits himself in the leg with whatever close combat weapon he is holding.

If the character is currently holding no weapon whatsoever, he draws a random weapon from those which he is carrying and attacks himself with it.

Randomly determine which leg the character believes to be trapped by the worm and resolve an automatic hit against it.



ANTI-GAS AND VIRUS EQUIPMENT

There are a number of anti-gas and anti-toxin devices available, giving a greater or lesser degree of protection. This protection is given as a bonus to the character's Toughness for Resistance rolls.

Filtration plugs

These simple devices, sometimes called flugs, fit into the nostrils and filter the air inhaled. They are fairly effective against breathable toxins as long as the character remembers to keep his mouth shut, but have no effect on skin-absorbed poisons.

Gas Resistance bonus: *+5%*

Gas Mask

The mask covers the entire face and detoxifies the air passing into the lungs.

Gas Resistance bonus: *+15%*

Re-breather

A re-breather contains its own air supply and allows a person to survive in the most hostile conditions. However, this supply is limited and prolonged use can prove just as dangerous.

Gas Resistance bonus: *+25%*

Synskin

This is an artificial layer which is sprayed across a person's skin, forming a protective barrier between his body and the elements. It provides almost complete protection from all airborne toxins, and is available in a wide variety of colours, black being the most popular of all.

Gas Resistance bonus: *+40%*

De-tox

This is a type of combat stimm and can be used in any of the Dispensers noted above. Each dose of de-tox adds +20% to a single Resistance roll against any gas or toxin.

OTHER EQUIPMENT

GUNSIGHTS

A character only gains the benefits from a gunsight if he has aimed first.

Range finder

This sight accurately displays the distance to the target, allowing the firer to shoot at the right trajectory. A character with a range finder halves the range to his target when working out penalties To Hit for shooting.

Infrascope

An infrascope allows the user to see the heat auras given off by other people, detecting them in the darkness or through barriers. When aiming with an infrascope, the character suffers no penalties to detect or to hit other characters due to poor light and in similar conditions. A character using an infrascope can also 'see' a target within 2 yards of the other side of a wall, or similar obstruction.

Laser sight

A laser sight uses a low-powered beam to project a dot onto the target, enabling for more accurate placement of shots. A character with a laser sight increases his chances of making a placed shot by +10%.

Motion Predictor

This sophisticated gun sight has an internal metriculator which calculates the direction and movement of the target and enables the character to compensate for this. A character with a motion predictor suffers no reductions to his To Hit chance due to the speed the target is moving.

CYBER AND PSYBER CREATURES

Servo-Skulls

A servo-skull is a drone-like device created by the Adeptus Mechanicus from the skulls of pious Imperial servants, so that they may continue to labour in the Emperor's cause, even after death. They are fitted with small anti-gravity engines which enable them to float, and each is designed to perform a specific task.

Servo-skulls always remain within 2 yards of the character and will move with him. They are able to fly over obstacles, and can keep pace regardless of how fast the character moves. They count as having Speed 1 (Initiative 10) but always get one action, without having to roll. They can be shot and attacked separately (they cannot parry), and are small targets (-30% to hit). They have an Armour value of 8 but are destroyed if they take any damage. A servo-skull only has a mechanical brain, it has no mind as such, which renders it immune to many kinds of psychic powers, gases and toxins, and so on. A servo-skull performs a single function, some examples of which are:

Gun-skull – The servo-skull is fitted with a small weapon, equivalent to one of the pistol types listed earlier. It can always make one shooting action. It has a BS of 50 and will always target the closest enemy character it can see.

Med-skull – These are servo-skulls fitted with drug-filled syringes and small manipulative appendages for stitching and cauterising. The Med-skull can perform one healing action on the character as if it had a medi-pak.

Combat-skull – The combat-skull's whirling blades and lacerating knives allow it to dart forward and slash at the character's enemies. The combat-skull can make a close combat attack action against enemies in contact with the character or at arm's length. It counts as being armed with a chainblade combat accessory with Reach 1 and WS 50.

Hunter-skull – The skull is fitted with a battery of detectors to locate the character's enemies. The skull has one or more of the auspexes detailed below, and uses them once per turn as its action (it is always active, never passive) – the character is aware of anything that the servo-skull is aware of.

Psyber-eagles

A psyber-eagle is a genetically and cybernetically enhanced familiar, used by psykers to extend and channel their powers. The psyber-eagle is a *familiar* (see the Exotic abilities section on

page 62) and must remain within 10 yards of the character. When commanded, the psyber-eagle can fly to any other point on the tabletop that is within 10 yards of the master character. When using a psychic power, the character may use the psyber-eagle's position for the purposes of range, line of sight, etc. However, there is a -10% Willpower modifier when channelling through the psyber-eagle in this way. The psyber-eagle can be targeted separately and is a small target (-20% to hit in this case). The psyber-eagle has a Toughness of 50 and has the following injury results:

Superficial	No effect
Heavy	The Willpower modifier is increased to -15%.
Serious	As heavy, plus psyber-eagle must remain within 5 yards of character.
Crippled	Psyber-eagle is destroyed.

Cyber-mastiffs

Cyber-mastiff is a generic term given to a number of different artificial attack-constructs. They are also commonly known as kill-dogs, razorfangs and rending rovers. They have an in-built hunting and attack instinct, and can only respond to the simplest of commands.

The character may spend an action issuing a command to the cyber-mastiff. The possible commands are:

Fetch: The cyber-mastiff becomes *frenzied*.

Heel: The existing command is countermanded and the cyber-mastiff will return to within 2 yards of the character and stay this close if possible. They will charge any character other than their master within 10 yards.

Stay: The cyber-mastiff will not move from where it is except to charge any character other than their master within 10 yards.

Cyber-mastiffs have the following profile:

WS	BS	S	T	I	Wp	Sg	N	Ld
60	0	80	70	40	-	-	200	-

Cyber-mastiffs have 5 points of armour and the following damage results:

Superficial	No effect
Heavy	*Immediate:* Cyber-mastiff is stunned for one turn *Persistent:* -10 S and T
Serious	*Immediate:* Cyber-mastiff is stunned for D3 turns *Persistent:* As heavy, plus -10 Initiative
Crippled	Destroyed.

Cyber-mastiffs make improvised attacks in close combat. They can be fitted with additional sensors as detailed in the auspex rules below, which are always used on *passive*.

MISCELLANEOUS

Auspexes

There are a variety of scanners and detectors in use across the Imperium, which are known by the collective title of auspexes. These can be given two settings: *active* and *passive*. If on *active*, the character uses an action to activate the auspex and makes a Detection roll straight away. If on *passive*, the auspex makes a Detection roll at the start of every turn, but reduces its chances of detection by -30%. An auspex may be able to perform one or more of the following functions:

Bio-scanner

The auspex detects the life signs of biological creatures. It can detect any living creature, but cannot detect any non-organic object. Roll a D100 for the bio-scanner when you make a Detection test. This is the range in yards that it can detect any human-sized life forms. Reduce or increase this range according to the relative size of other creatures (ie, half range for smaller animals, double range for large monstrosities). Characters close to a lot of bio mass (hiding in a tree, for example) are only detected on a further 50% chance (again, adjust this according to the amount of cover, etc).

Motion tracker

As you might expect, a motion tracker detects movement, and the faster a character is moving, the more likely they are to be detected. To make a Detection roll for the motion tracker, there is a percentage chance of detecting any character or creature moving within 50 yards. The chance of detection is equal to 50%, minus the range, but plus the following modifiers:

Target is climbing, crawling, sneaking, etc	+5%
Target is walking	+10%
Target is running	+25%
Target is sprinting	+40%

Psi-tracker

This is a very arcane device that can read shifts in warpspace, essentially detecting the souls of those nearby. A psi-tracker has the *psi-track* psychic power (see page 58), and counts as having a Willpower of 75 for the Psychic test (which is how it makes its Detection test).

Medi-pak

A medi-pak (usually referred to in the Imperium as a *pharmacopoeia* or *narthecium*) contains drugs, bandages and other first aid equipment. A character with a medi-pak attempting a recovery action on themselves or another character may re-roll the Toughness test if it is failed the first time.

Web Solvent

Web solvent is used to disintegrate the sticky, constricting mass fired by webbers. Each 'dose' of web solvent is enough to free one location. It takes one action per location to use web solvent.

Psychic Hood

A psychic hood uses a complex psycho-crystalline array to boost the psychic powers of the wearer. A character wearing this may re-roll any attempts to use a psychic power or nullify an opponent's psychic powers. Obviously this is of use only to psykers!

Sergeant Stone was helpless to prevent himself from dropping his weapon. And even though every instinct of his warrior's body told him that to do so would mean leaving himself defenceless, he could not stop his fingers from relaxing and letting the bladed staff fall from his tight grip.

Eisenhorn kicked out at his opponent sending him flying backwards through one of the windows of the second storey room. Turning on the spot a surge of anger flared through Eisenhorn's normally cool emotions as he saw that Gruss had vanished. Before him an open doorway in the wooden panel off the far wall revealed a secret entrance. A narrow stairway spiralled down into the dark levels below. With no time to waste the Inquisitor bounded down the stairs after the Tech-Priest.

The central chamber of the underground bunker was dimly lit. Cautiously stepping inside, Eisenhorn cursed as once again there was no sign of Gruss. A set of lights on a control panel signalled that the systems had been made operational. The Tech-Priest was working at an incredible speed. Above the dull hum of the generator Eisenhorn heard a muffled click sounding from a corridor off the main chamber. Following the curved passageway it opened up into another smaller room at the centre of which stood Gruss, linked into a control panel.

"You're too late Eisenhorn, in seconds the precious information contained within these files will instantly be relayed to my brethren, no longer will our cults live in fear of your kind." As Gruss spoke a bolt of energy sparked where his cables were linked to the console. Eisenhorn let out a rare smile as the spark turned into a red fork of energy which ran up the length of the Tech-Priest's link. Magos Delphan Gruss's body convulsed, smoke drifting from his hood before the connection was severed and he fell to the floor.

'Did you really believe you could access such high level security information without the correct codes. The security system was set up by a far better man than you Gruss." Eisenhorn derisively laughed at the prone cultist. A recorded voice spoke out from the tannoy system on the walls.

"Security breached one minute to shut down."

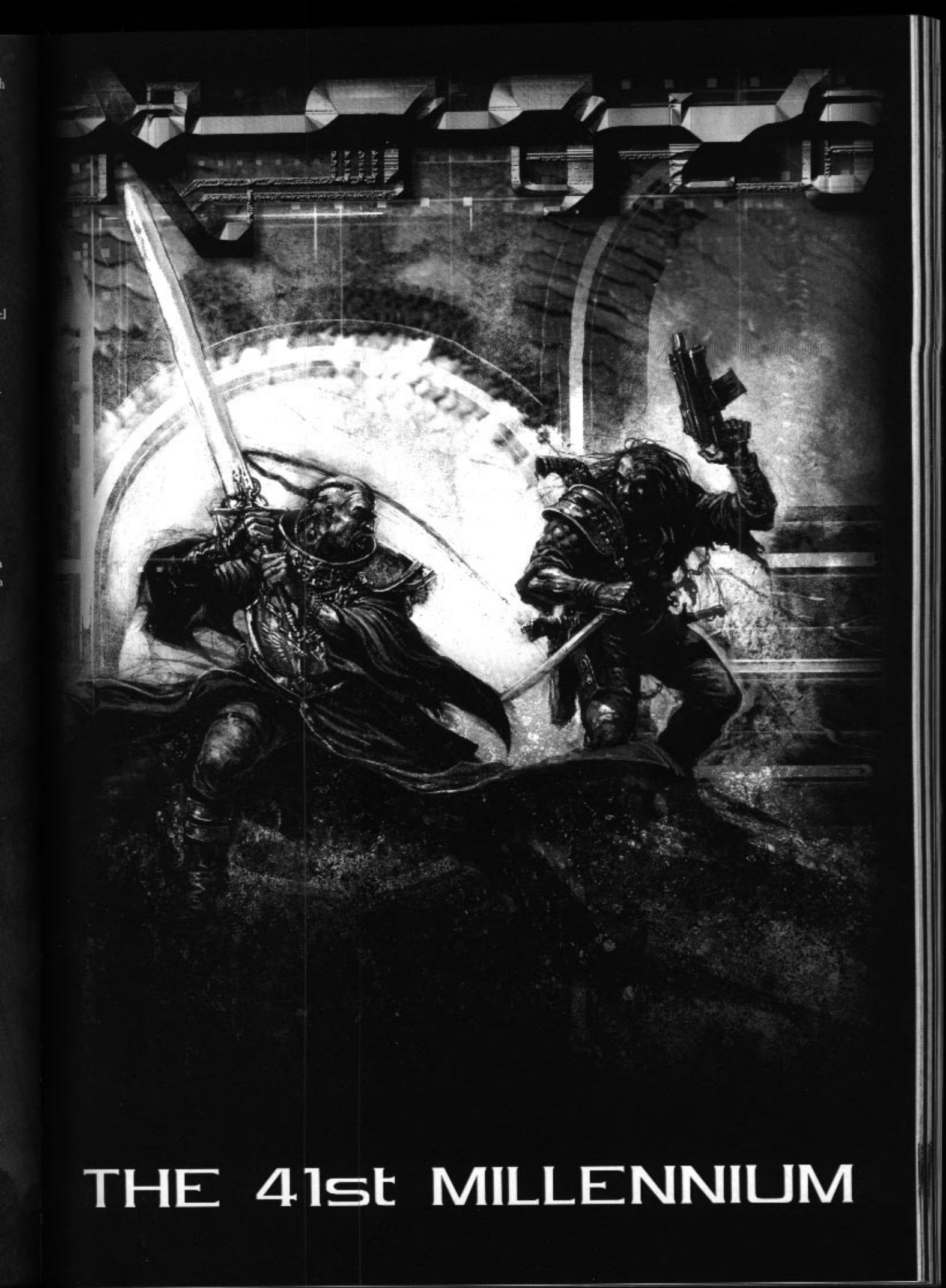
Eisenhorn turned to leave. "I had come to make sure nobody would access the information, it seems you have succeeded in my mission for me, Gruss." He said, hurriedly leaving the chamber.

The bright light of the sun glared in Eisenhorn's face as he ran from the building. Sat upon a pile of rubble, casually polishing an ivory handled pistol was 'Slick' Devlan. The Inquisitor was genuinely relieved to see him alive. As Eisenhorn ran past him the gunslinger spat out a mouthful of black Skalweed.

"Devlan, get on your feet and run." Eisenhorn shouted out, sprinting past him.

"What's the rush?" the gunslinger called, quickly jumping to his feet and following the Inquisitor. Even as he spoke his words were drowned out by a mighty explosion. A ball of flame engulfed the ruined building throwing Slick from his feet as he fled, sending him flying face first into the dusty floor.

Eisenhorn stood on a pile of rubble surveying the damage before him. All that remained of what once was the Inquisition's Central Information Storage Facility was a huge crater. With any luck Magos Delphan Gruss would have perished in the blast but something in the back of Eisenhorn's mind told him their paths would cross again.



THE 41st MILLENNIUM

Creating Characters

In this section we'll show you how to create interesting and varied characters to use in your Inquisitor games and campaigns.

Where do they come from?

This is the initial idea, the core of who the character is. Are they a Space Marine of the Adeptus Astartes or a pirate from the Colorian Asteroid Belt? Do they wield authority within the Imperium or are they slaves? Are they a loyal servant or a fugitive renegade? Are they human, superhuman, mutated or something else? These are the bare bones that you'll flesh out as you develop a character. This is the **character concept** – a basic idea of who or what they are.

If you are writing a scenario and need specific characters for that scenario, then this will be the basic concept. For example, if the scenario involves one player's warrior band escorting an important dignitary through dangerous territory, then you'll need to create the dignitary character who the player is protecting. However, is he a simpering fool who'll run at the first sign of trouble? Or is he a hardened duellist, capable of protecting himself if need be. These questions are all a part of the character concept.

How powerful are they?

Some characters are more capable than others, and you'll need to decide how powerful you want them to be. For instance, a character with a laspistol, a poor profile and no skills is definitely at the cannon fodder end of the line, while a Space Marine with characteristics over 100, lots of equipment and psychic powers is a force to be reckoned with. On pages 179-181, there's a 'ready reckoner' for judging how powerful a character is, though later on experience will prove to be the best guide in this respect. You also need to consider how important you want the character to be in the scenario – are they a major player or bit part? The more powerful they are, the more vital to the story they'll be and the more impact they'll have on the game.

What are they good at? What can they do? What are they equipped with?

Once you have decided how powerful you want a character to be, you can decide what you want them to be good at. Will they rely mainly on shooting or close combat, or a mixture of both? Are they going to be able to take lots of damage? Are they a psyker? Do they rely on their natural abilities and skills, or does the character have lots of weapons and equipment to turn them into a force to be reckoned with? Although some characters can be pretty good at everything, the most interesting characters are those who specialise in one or two areas, but have weaknesses in others. For example, a sniper character will obviously be good at shooting and detecting his targets, but is likely to get his head pulled off if the enemy manage to make it into close combat with him. On the other hand, an escaped Cyborg Pit Fighter might be a crazed opponent in close combat, but has no guns.

One way to look at this part of character creation is to split the character down into three elements – his characteristics, skills and equipment. A character's profile shows what he is innately good at. If he is a good shot with a stubborn streak, he'll have a reasonably high BS and Nv characteristics. Alternatively, a cowardly psyker would have a low Nv and Ld, but a respectable Wp. A character's skills and abilities show what they can do – and what special powers or tricks they might have. These can be used to turn what could otherwise be a fairly unremarkable individual into a person with depth of character and lots of opportunity for good gameplay. Finally, a character's weapons and equipment help define who they are too. In our previous example, if a psyker has powerful mental powers, he is unlikely to carry a lascannon around! On the other hand, an Imperial Guard Veteran with unremarkable characteristics is certainly going to earn more respect if he has a heavy flamer!

In combination with each other, a character's profile, skills and equipment will define who they are and what they can do. Unless you have a specific reason to do otherwise, these should all complement each other where possible. For example, there's little point giving a character a high WS, various close combat skills and then only giving them a knife – unless of course, you want a dedicated knife fighter!

What is their name?

Ask any writer what is one of the most difficult things they have to go through, and coming up with character names is bound to crop up sooner or later. However, a character's name is just as important as their profile and weaponry. Use dramatic, fantastic names if you can, as you might find in a graphic novel or action movie. Inquisitor Bob is not going to impress anyone, but Inquisitor Tiberian Lazarus will!

Who should design the characters?

We've assumed that the GM will design the characters used in the game as part of writing the scenario. However, much of the time your players will be using miniatures they own and as part of an ongoing campaign it's not entirely unreasonable to let them design the characters they'll use – after all, they have to live with them! You should be involved in the process though, to make sure things are kept fair and that players don't come up with a super-character who cannot be beaten. Similarly, bear in mind the abilities and equipment of characters when writing campaigns and scenarios – if you write a scenario where a character has to warn someone of an impending invasion, for example, the whole thing could be scuppered if you forgot that one of the characters involved is a telepath...

Over the following pages are presented different character types to serve as examples of the kinds of characters players may wish to create. Each type is broken down into three sections.

The first is some background that tells you a bit about where that type of character fits into the Warhammer 40,000 universe and how they can be entangled in the machinations of the Inquisition. Secondly, each contains sample profiles which show the characteristic values appropriate for that type of character, plus characteristic generators for players and GMs who want to create a character with a random profile. Finally, each character type has a named character who is ready to use, including his or her skills, equipment and special rules.

These characters are all available as part of the Citadel Inquisitor miniatures range, and can be used 'off the peg', although hopefully they will also serve to inspire you to create characters of your own.

Preacher Yakov and Investigator Malovich, by Adrian Smith

The Inquisition

The Inquisition, or the Holy Orders of the Emperor's Inquisition to give it its full name, is the most powerful organisation within the Imperium. Its agents, the Inquisitors, are the ultimate defenders of the Emperor and Mankind. They have the highest authority, second only to the Emperor himself, and no one is above their scrutiny. It is their duty to scour the Imperium, seeking out any threat from without and within, and have the power to act accordingly to combat any menace they come across. Psykers, mutation, rebellion, corruption, incompetence and alien attack are all within their jurisdiction, and their attention encompasses all from the lowliest clerk to the High Lords of Terra.

Inquisitors are highly individual, each operating in their own way, with their own style and appearance. Some flaunt their vocation openly; others work in the shadows, unseen by those they protect.

Within the Inquisition there are a number of Ordos which specialise in a particular kind of threat – the Daemon Hunters of the Ordo Malleus, the alien experts of the Ordo Xenos and the Ordo Hereticus which concentrates on heresy and insurrection by the Emperor's servants. As well as these semi-official organisations, there are a number of philosophies or factions within the Inquisition, each of which has its own view on how the Emperor and the Imperium is best protected.

Inquisitors are legendary across the civilised worlds of the Imperium, a combination of saints who inspire and horrors used to scare children into obedience. For an Inquisitor, the end always justifies the means, for they alone can truly begin to comprehend the threats to Mankind's existence and the sometimes drastic measures needed to combat them. They are utterly ruthless, loyal to their cause before anything else and empowered to use any means they deem necessary to complete their work. They

are known as witch-hunters, torturers and executioners, and they are indeed these things and many more. However, most often it is their skills as investigators that are put to use, uncovering secret plots, following the spoor of alien influence and tracking the tell-tale signs of Chaos infestation and daemonic corruption.

In appearance, Inquisitors have no uniform and are as varied as the worlds in the Imperium they operate on. They range in age from fiery young zealots to hoary veterans who have fought in the darkness for many centuries. Some wear ostentatious robes and symbols of their allegiance, those from a noble background may keep their refined and well-tailored coats and shirts, while many Inquisitors wear powered armour of some description, often highly decorated or worn under a sleeveless tabard or coat.

Inquisitors carry a wide range of weapons and wargear, and are well equipped to deal with whatever threat they may face. Many favour a combination of sword and pistol, from elegant rapiers and bolt pistols, to heavy double-handed falchions and melta pistols. In addition, they carry all manner of other gear, such as grenades, photochromatic or infra-contacts, filtration plugs, digi-weapons, personal force fields, rad and chem-counters, motion detectors, implements of restraint and interrogation, and many have bionic eyes, limbs and organs, either to improve their abilities or to replace body parts which have become damaged over decades of conflict.

Some use even more outlandish weaponry, taken from their defeated foes – alien guns, daemon-possessed weapons, distort shields and other exotic pieces of hardware. More puritanical Inquisitors consider such equipment to be cursed and heretical, but others believe that to defeat their enemies they must turn their own weaponry against them.

Inquisitors who belong in one of the Ordos may have access to equipment specialised to their task, such as the psycannons and psyk-out grenades of the Ordo Malleus, or the toxin needlers of the Ordo Xenos. Coupled with the style of their insignia and other accoutrements, an Inquisitor's dress and equipment can tell a trained eye a lot about his allegiances and beliefs.

Inquisitor Characters

Equipment: Access to all types of equipment.

Special Abilities: All Inquisitors have the following special ability: Leader.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Acolyte	75	65	60	60	70	75	75	75	75
Inquisitor	85	75	65	65	80	85	85	85	85
Lord	95	85	70	70	90	95	95	95	95
Random Inquisitor Profiles									
Acolyte	65+2D10	55+2D10	50+2D10	50+2D10	55+3D10	60+3D10	65+3D6	70+2D6	70+2D6
Inquisitor	65+4D10	60+3D10	50+3D10	50+3D10	60+4D10	65+4D10	75+3D6	80+2D6	75+2D10
Lord	75+4D10	75+2D10	55+2D10	55+2D10	70+4D10	80+3D10	85+3D6	90+2D6	80+3D10

Inquisitor Covenant

Inquisitor Covenant is one of a new breed of fiery, determined individuals dedicated to purging perceived corruption within the Inquisition itself. As an Ordo Malleus member, he has access to specific daemon-hunting equipment, such as his psycannon, and makes a particular point of destroying the daemonhosts created by his less puritanical cohorts. Currently Covenant is scouring the southern rim of the galaxy.

Equipment: Power falchion (see rules for Frostblade); MIU-linked shoulder mounted psycannon; pump action combat shotgun with 20 scatter shells and 20 Hellfire shells; bolt pistol with reload & five Metal Storm rounds; carapace armour on chest, abdomen & groin; flak armour on all other locations except head.

Special Abilities: *Ambidextrous; Deflect shot; Heroic; Nerves of steel; Word of the Emperor.*

Psychic Powers: *Psychic impel; Force ward.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Covenant	82	74	62	67	81	85	89	93	95

The Inquisition

Inquisitor Eisenhorn

Eisenhorn was once one of the most zealous and hard line Inquisitors, but his numerous exploits, including his dispatching of the 'renegade' Quixos several centuries ago, have changed him into a more pragmatic man. He has a long-standing pact with the daemonic entity known as Cherubael, and in recent times has been known to associate with all manner of mercenaries, bounty hunters, gunslingers and ne'er-do-wells. Now several centuries old, his early work still keeps him in good stead with following generations of Inquisitors, and his experience and authority gain him much respect. However, there is a growing opinion amongst the more puritan factions that he himself has now become as much of a threat as Quixos once was.

Eisenhorn is right-handed.

Equipment: Power sword; rune staff; duelling pistol with reload; haywire grenade; flak armour on all locations except head; de-tox injector implants (10 doses).

Special Abilities: *Feint, Force of will, Leader.*

Psychic Abilities: *Enforce will, Mesmerism, Telepathy, Terrify, Sanctuary, Vortex of Chaos.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Eisenhorn	74	78	60	68	69	92	91	89	91

TELEPATHY

Eisenhorn's telepathic abilities are fast becoming his greatest weapon against the aliens and heretics who oppose him. He is able to read a man's thoughts and determine his guilt, control the actions of those he fights, and render an attacker immobile with his piercing stare. Some suspect Eisenhorn of using subtle psychic manipulation on fellow Inquisitors, allaying their suspicions of his actions and directing their attention elsewhere. If this is indeed the case, then he has certainly overstepped the bounds of trust.

Telepathy is one of the most difficult disciplines to master. It requires you not only to be able to exert complete control over your own thoughts, but also the thoughts of another. Many who have latent telepathic abilities are driven insane soon after their powers develop, unable to hold out the continuing babble of voices inside their heads. The art of telepathy is made even harder because victims cannot at any time realise that they are being targeted, otherwise the link is broken – even the most weak-willed people have subconscious safeguards that prevent them from performing acts which are contrary to their own safety or code of morals.

The ultimate in telepathy is the ability to create a psychic vassal, or familiar, which is telepathically linked to the psyker. Inquisitor Eisenhorn has yet to reach this level of mastery, but given the current trend of his powers it will not be long before he has mastered this. Some hint that his connection to the daemon Cherubael has played a part in the increase of his psychic power in later decades.

The Inquisition

Witch Hunter Tyrus

Tyrus is a blatant follower of the Monodominant philosophy – a bombastic man whose bloody purges have left thousands of heretics dead in his wake. Suspicious of all psykers, even those supposedly cleared by the Inquisition, it is Tyrus' creed to hunt down and exterminate every witch, mutant and warlock in the galaxy (including alien psykers). If, along the way, this means eradicating those who would seek to protect such abhorrent creatures, then so be it. Tyrus is perhaps one of the most active Inquisitors with regards to internal policing, ferociously hunting down those whom he deems heretics within the ranks of his own organisation.

Tyrus is right-handed.

Equipment: Power armour on all locations except head; power fist; power knife; bolt pistol with reload and four inferno shells; advanced bionic eye with range finder and bio-scanner; average bionic ear.

Special Abilities: *Leader; Force of will; True grit; Nerves of steel; Rock steady aim; Word of the Emperor.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Tyrus	98	85	62	58	75	83	79	95	89

TRIALS AND ORDEALS

Tyrus is a great believer in many of the more arcane and religious trials and ordeals employed to judge the guilt or innocence of those he investigates. One of the more popular of these is the Trial by Balance, in which a droplet of the accused person's blood is placed on a set of finely-tuned scales opposite the same amount of water blessed by a member of the Ecclesiarchy. If the blood proves to be heavier, it is believed that this is because it is weighed down by the guilt of the donor's crimes and they are condemned.

The Ordeal of the Blade is another, which Tyrus most famously employed on the Sarcaphon of Gladrinus VI. A heavy, razor-sharp sword is gripped in the fists of the potential heretic, which they must hold above their head while the Inquisitor lists the accusations levelled against them in order of severity. If they can complete this feat without dropping the blade or its keen edge drawing blood, they have proved their innocence of the charges. If blood is spilt or the sword slips, the last spoken accusation and those remaining to be levelled are true. Miraculously, Sarcaphon Hydrupasta successfully endured the Ordeal for three and a half hours while Tyrus listed nearly 1,000 charges against him.

There are many other types of trial and ordeal. In Trial by Holy Seal, the accused has a wax tablet placed upon their outstretched palm and a hot seal is applied to it. If the skin beneath the wax is burnt this is an indication of guilt. If it is unharmed this is an indication of the Emperor's blessing. Other times, Tyrus has ordered those he is investigating to drink a jug of blessed water. If the accused cannot do so without choking or gagging, they are presumed guilty, having been unable to imbibe the holiness of the Emperor. Tyrus has also been known to use the Imperial Tarot, a divination process believed to be guided by the Emperor himself, to determine innocence or guilt literally on the turn of a card. Many are comforted by Tyrus' use of such traditional methods and his staunch belief that it is the Emperor who makes these judgements, not himself.

The Adeptus Astartes

The Legions of the Adeptus Astartes are more commonly known as the Space Marines – the most powerful and dreaded of all human warriors. In some respects they are not really human at all but super human – superior in almost every way to an ordinary man.

A Space Marine can live for hundreds of years. His senses are sharper and muscles stronger than those of a normal man. His body contains organs unique to Space Marines which enable him to survive poisons, heal wounds in moments, and see in the dark as if it were day.

The Space Marines are the Imperium's elite fighting troops, a core of highly mobile shock troops trained to fight on land and in space. On the battlefield they are expected to take part in the most dangerous and important attacks, to hold their positions no matter how hopeless their situation. Space Marines are entrusted with all sorts of perilous missions, such as lightning raids behind enemy lines, infiltration attacks to capture vital positions, and tunnel fights in enemy held cities.

They also undertake long voyages of planetary exploration and conquest on behalf of the Imperium, earmarking planets which are too well defended so that they can be attacked later with the support of the Imperial Guard.

Space Marines Characters

Equipment: All Space Marines wear power armour with 3 points of additional ceramite ablative armour on the chest, legs and arms. All Space Marine power armour has a built-in comm-link. Most Space Marine armour also incorporates full auto-senses and a re-breather, plus a de-tox injector with five doses.

The sample profiles below are before any modifiers for wearing powered armour. Space Marines attached to the Inquisition often have access to Rare and Exotic equipment.

Special Abilities: All Space Marines have the following special abilities: *Ambidextrous; Nerves of steel; Spit acid.*

Awareness: The enhanced senses which a Space Marine possesses, coupled with the advanced systems which are built into his power armour, mean that a Space Marine doubles his Initiative value when attempting to detect enemies and for resolving other awareness tests he has to make.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Space Marine	75	75	200	150	85	75	75	95	75
Random	65+2D10	65+2D10	185+4D10	125+4D10	70+3D10	60+3D10	60+3D10	85+2D6	70+2D6

Deathwatch Battle Brother Artemis

Like the other Ordos of the Inquisition, the Ordo Xenos have their own Space Marine Chapter – the Deathwatch. Across the galaxy, and out into the Halo stars, there are alien civilisations that threaten Mankind. Many of these are truly ancient and terrible, such as the C'tan who almost extinguished all life from the galaxy 60 million years before the Imperium existed, or the Cyranax Watchers whose terrible viral weapons can scourge entire worlds of their populations. It is the sacred task of the Deathwatch to stand sentry over these prehistoric races, ready to act should such ancient evils ever rise from their quiescence again. The Deathwatch form the first, and often only, line of defence against these inhuman horrors.

The Deathwatch are drawn from many different Chapters, who swore ancient oaths in millennia past to maintain a force of specially trained alien hunters, who stand ready to respond to the call to arms.

Originally of the Mortifactors Chapter, Brother Captain Artemis heads an Ordo Xenos kill-team, whose role it is to exterminate alien-influenced cults, as well as recovering items of alien technology and destroying infestations of creatures such as Genestealers, Enslavers and Orks. He is trained to follow the spoor of such abominations, easily recognising the taint of alien dominance, detecting the subtlest stench of an inhuman presence.

Equipment: Space Marine power armour with average sight and hearing auto senses; Mark IV boltgun with range-finder sight and shot selector; two bolt gun reloads; five rounds each of Kraken, Inferno, Metal Storm and Hellfire ammunition; three frag grenades; one stasis grenade; two plasma grenades; heat and motion-detecting auspex; bio-detection optic implant; powersword; knife.

Special Abilities: *Ambidextrous; Deadeye shot; Nerves of steel; Rock steady aim.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Artemis	72	81	202	144	76	78	85	96	71

The Cult Mechanicus holds a virtual monopoly on technology, its own tenets and beliefs permeating through their rituals into the common superstition of Imperial citizens. Although often compared to vast factories, as much as half of a forge world owned by the Adeptus Mechanicus is primarily given over to huge repositories of technical knowledge. These immense libraries and databanks of information are highly eclectic and disorganised, so that one may find a crystal storage device containing information on biogenetic engineering next to a scroll covered with designs for steam locomotives. The Techpriests jealously guard their independence and it is a rash or brave Inquisitor who dares to interfere with or investigate the Mechanicus on one of their own forge worlds. Techpriests are a holy order, who worship the Machine God and the intimate knowledge of technology that he holds. The lowest ranks of Techpriest have mainly maintenance and construction duties, but as a Tech-adept progresses and acquires greater knowledge, he is relieved from day to day tasks to study ancient texts and learn the greatest mysteries and techniques. Thus, the Adeptus Mechanicus endeavours to maintain this position of absolute knowledge and authority, and a Techpriest who feels that this is threatened will go to any lengths to protect his power, including murder, extortion, kidnapping, sabotage and terrorism.

The Adeptus Mechanicus

Adeptus Mechanicus Characters

Equipment: The Adeptus Mechanicus is very strict about any access to technology, however their storage facilities contain all manner of captured or experimental weapons and devices. A Techpriest would probably not have access to Exotic or Legendary equipment, while a Magos certainly will. Any member of the Adeptus Mechanicus would be wary of using any form of alien technology, fearing that such contact would taint them.

Special Abilities: There are no particular special abilities associated with agents of the Adeptus Mechanicus, although all such characters receive +20% to any checks relating to using or disabling machinery, locks, etc.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Techpriest	60	50	45	60	65	70	75	60	60
Magos	70	55	55	65	75	80	90	85	85
Random Adeptus Mechanicus Profiles									
Techpriest	50+2D10	55+D10	35+3D6	50+2D10	60+D10	60+2D10	70+2D6	55+2D6	50+2D10
Magos	60+2D10	55+2D10	45+3D6	55+2D10	65+2D10	65+3D10	80+3D10	75+2D10	75+3D6

To the Techpriests, flesh is merely an inconvenience; weak and frail in comparison to the mighty pistons, gears and chains of machinery. It must be sustained artificially beyond a certain point and, if one is to make most use of it, much of it needs replacing by newly grown parts or, more preferably, manufactured limbs, organs and systems. Their brains incorporate devices known as memo chips, ingrams or electrografts, which allow their memories to store an incredible amount of information and access it quickly. They are often fitted with a variety of neural plugs which allow them to 'jack in' to the network of a terminal or machine, becoming part of its operating or control system. It is not uncommon for the most senior Techpriests to have entire limbs replaced with more functional devices, such as lifting arms, augur arrays and weapons. The most aged of the Adeptus Mechanicus are many, many centuries old, kept alive by horrifically produced anti-agapic elixirs which nourish the few parts of mortal flesh left on their bodies, although the wealth of knowledge and experience crammed into their brains has entirely divorced them from reality and driven them mad.

Magos Delphan Gruss

Delphan Gruss hails from the forge world of Arenxis Minoris, far to the galactic south. After reaching the rank of Magos he spent several decades amongst the Explorator fleets where he developed a deep knowledge of pre-Imperial technology from rediscovered worlds. His research into Standard Template Construct legends has led him to believe in the existence of an artefact known as the Omnicopaeia – a data-storage device containing every STC blueprint created during the Dark Age of Technology. He has made it his life quest to find this revered item, and his search frequently brings him into conflict with local authorities, members of the Inquisition and unscrupulous treasure hunters.

Gruss is right-handed.

Equipment: Two advanced bionic arms (Strength bonus included in profile), one with breacher implant (see below); shot selector stubber with 10 extra Hellfire shells; mechadendrites; one injector dose of anti-toxin (all gases and toxins); psychon inhaler with five doses; bionic head (+2 armour), with re-breather mask and two advanced bionic eyes incorporating a motion tracker, a bio-scanner and range-finder gunsights; advanced bionic lungs (+50% resistance rolls in combination with re-breather).

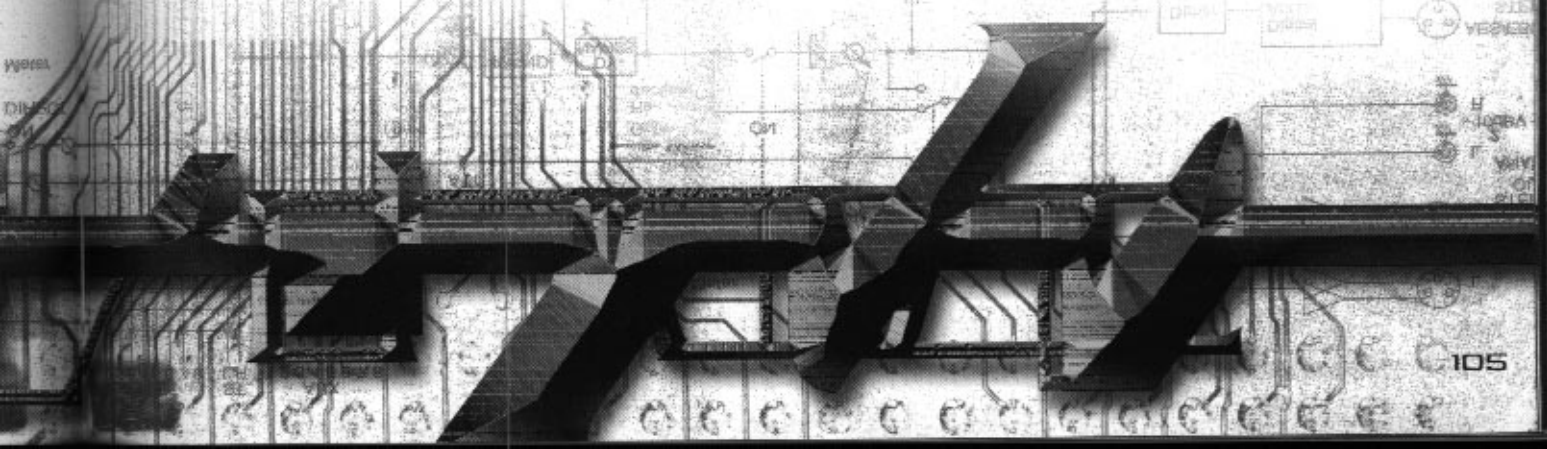
Special Abilities: *Nerves of steel; Medic.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Gruss	70	62	140	71	81	77	81	93	85

Special equipment: *Gruss' left arm has been replaced with a bionic attachment known as a breacher, designed to drill through slag piles and bulkheads, and equally capable of boring straight through a person. The power-breacher has the following profile:*

Weapon	*Reach*	*Damage*	*Parry penalty*
Breacher	*2*	*2D10*	*-25%*

A critical hit by the breacher causes an instant Crippled result to the location hit, regardless of cover, armour or force fields (increase the character's injury total by the minimum amount of damage needed to achieve this).



Rogue Traders

To limit the moral pollution caused by contact with alien and non-Imperial cultures in millennia past, the Adeptus Terra outlawed trade and dealings beyond the Imperium. Only those individuals with Warrants of Trade or similar documents are allowed to explore planets not yet under Imperial control, encounter alien civilisations and regressed human societies, and claim barren worlds rich in minerals or other resources. Such men are the Rogue Traders. Operating beyond Imperial control, they are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond his rule; others are nothing more than glorified pirates and scoundrels. Not all who claim to be Rogue Traders actually are, while many Warrants of Trade are centuries old – handed down through family generations, exchanged in gambling dens, stolen from their rightful owners or have otherwise fallen into the hands of those who might abuse the power they bestow.

Rogue Traders exude confidence, they are highly charismatic, often charming and roguish, skilled diplomats (some would say confidence tricksters) and hardened killers when the situation demands. Rogue Traders will often gather an entourage of hangers on and companions much like an Inquisitor does, and this may contain alien warriors, mutants and other undesirables, which many Inquisitors would take to marking the Rogue Trader out as a heretic. Many Rogue Traders have highly unstable personalities – some destroy worlds on a whim, or experiment with alien species out of macabre curiosity.

Rogue Traders often dress extravagantly and flamboyantly – like Inquisitors each one has their own style and manner. They carry the best weapons and equipment they can acquire, including all manner of alien weapons and gadgets. Jokaero digital weapons are popular – miniature lasers and needlers that are worn as rings but contain the same power as a pistol. They might be carrying C'tan phase weapons that can bypass armour, Ha'Kaidan neuro-stars, or one of a million other pieces of strange and bizarre wargear.

It is not uncommon for a Rogue Trader to have once been a high ranking member of the Adeptus Terra, perhaps ousted from power and falling back to trading to regain his position and authority. Such Rogue Traders often wear the finery of Imperial aristocracy mixed with garments from worlds beyond the Emperor's rule, often sporting a weapon from military service such as a Naval cutlass or Officer's sabre. They might also carry ornate duelling pistols in lacquered holsters, or ancient-looking hunting rifles slung rakishly across the shoulder.

Rogue Traders usually return to Imperial space every few years, to unload their exotic wares and resupply, recruit and rest until their next foray into the darkness. During these periods they may have encounters with members of the Inquisition. Any Inquisitor who hears news of a Rogue Trader in his locality will more than likely seek him out to find out what he has discovered. Rogue Traders wield incredible power and it is easy for them to forget that once back within the Imperium they do not have free rein to act as they wish, and this will also draw attention from the Inquisition. Many Rogue Traders dispute the right of the Inquisition to persecute them, as they see it. As men who have wandered amongst alien stars and conversed with all manner of cultures, Rogue Traders are susceptible to all kinds of heresies, from wayward philosophies to infection by alien creatures or possession by warp entities that live in the darkness between stars. All these factors can lead to violent confrontation, particularly if the Rogue Trader has knowledge or an artefact that an Inquisitor is keen to get his hands on.

Occasionally the Inquisition may approach a Rogue Trader to work for them, either leading his own men or as a companion to an Inquisitor. Whether this works comes down to the Rogue Trader and Inquisitor involved – Rogue Traders can be highly irreverent at times, and Inquisitors with a hard-line view often take offense to jibes at the Imperium and its organisations.

Rogue Trader Characters

Equipment: Rogue Traders often have access to exotic and alien weaponry. Many flaunt their position by carrying such equipment whenever they can, and so Rogue Traders may be given any equipment the GM deems suitable.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Rogue Trader	70	65	55	55	65	75	75	80	85
Random	60+2D10	55+2D10	50+2D6	50+2D6	55+2D10	60+3D10	60+3D10	75+2D6	80+2D6

Duke von Castellan

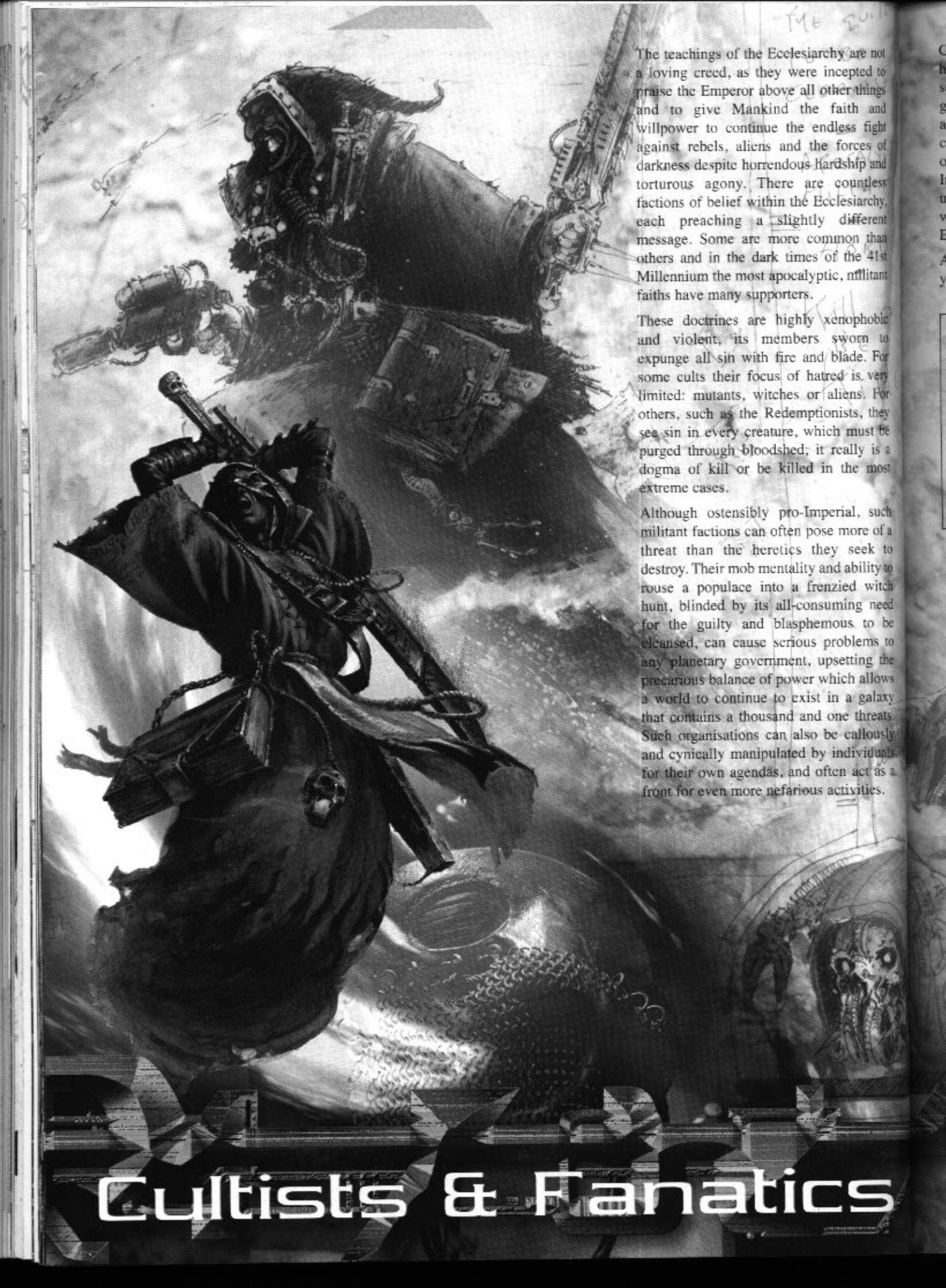
Duke von Castellan is the scion of a wealthy family on Xarxis Plethis. Having inherited the von Castellan hereditary trade license, he sold the family estates to buy a starship in order to start out as a merchant. His travels took him further and further towards the Southern rim, and he encountered no less than four non-Imperial worlds, with which he opened exclusive trade negotiations. It was at this point that Inquisitor Covenant caught up with him. In return for not being punished for failing to disclose the whereabouts of aliens, the Duke signed an agreement pledging himself and his ship to Covenant, and has subsequently answered the Inquisitor's call on several occasions. Von Castellan has little sense of honour or duty, but is scared of reprisals should he renege on his oath.

Duke von Castellan is right-handed.

Equipment: Laspistol, needle pistol with Bloodfire toxin sword, knife, 2 points of armour on all locations except head.

Special Abilities: *Feint; First strike; Wyrd – Detection.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Von Castellan	65	62	61	52	65	89	81	83	89



Cultists & Fanatics

The teachings of the Ecclesiarchy are not a loving creed, as they were incepted to praise the Emperor above all other things and to give Mankind the faith and willpower to continue the endless fight against rebels, aliens and the forces of darkness despite horrendous hardship and torturous agony. There are countless factions of belief within the Ecclesiarchy, each preaching a slightly different message. Some are more common than others and in the dark times of the 41st Millennium the most apocalyptic, militant faiths have many supporters.

These doctrines are highly xenophobic and violent, its members sworn to expunge all sin with fire and blade. For some cults their focus of hatred is very limited: mutants, witches or aliens. For others, such as the Redemptionists, they see sin in every creature, which must be purged through bloodshed; it really is a dogma of kill or be killed in the most extreme cases.

Although ostensibly pro-Imperial, such militant factions can often pose more of a threat than the heretics they seek to destroy. Their mob mentality and ability to rouse a populace into a frenzied witch hunt, blinded by its all-consuming need for the guilty and blasphemous to be cleansed, can cause serious problems to any planetary government, upsetting the precarious balance of power which allows a world to continue to exist in a galaxy that contains a thousand and one threats. Such organisations can also be callously and cynically manipulated by individuals for their own agendas, and often act as a front for even more nefarious activities.

Creeds such as the Redemptionists can be highly organised, literally acting as a separate church under the auspices of the galaxy-spanning Ministorum. Preachers and Cardinals loyal to the militant cause can supply arms and armour; although officially the Ecclesiarchy is banned by Imperial mandate from having any 'men under arms', these militias are often given weapons and accoutrements of faith by the Ecclesiarchy.

An Inquisitor, particularly one who is young or overzealous, can put such reactionary cults to good use, and on occasion it serves their purpose well to stir these hordes into a frenzy, either to achieve their aims or to provide confusion and anarchy as a cover for their own activities.

Behind his mask and robe, a Fanatic is still a man, with a man's weaknesses – petty jealousies, ambitions and opinions. Whilst the fervour of faith is upon him, the Fanatic will fight hard and strong, believing Justice, Right and the Emperor are on his side. However, once isolated from the mob, only the most strong-willed Fanatics can be of use, and it is these who will most commonly find their way into the warrior band of an Inquisitor, spurred on by his strong leadership.

Flame weapons are a weapon of choice for militant Fanatics, as the Emperor is often symbolised as the cleansing fire in these religions. Other than these, spiked maces, whirling chain-axes and chain swords and other weapons which rend and tear flesh in a scourging manner are also extremely popular.

Cultists and Fanatics Characters

Equipment: Fanatics are generally poorly equipped by the standards of a proper military force, but an indulgent Inquisitor may provide more advanced weapons and equipment from the Inquisition's stockpiles. Fanatics won't have Exotic or Legendary weaponry, and only the most favoured will have Rare items.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fanatic	65	50	50	50	55	60	55	70	55
Demagogue	75	60	55	55	60	65	65	80	65
Random	60+2D10	45+2D10	45+2D6	45+2D6	45+2D10	50+3D10	50+2D10	65+2D6	50+2D6

Devotee Malicant

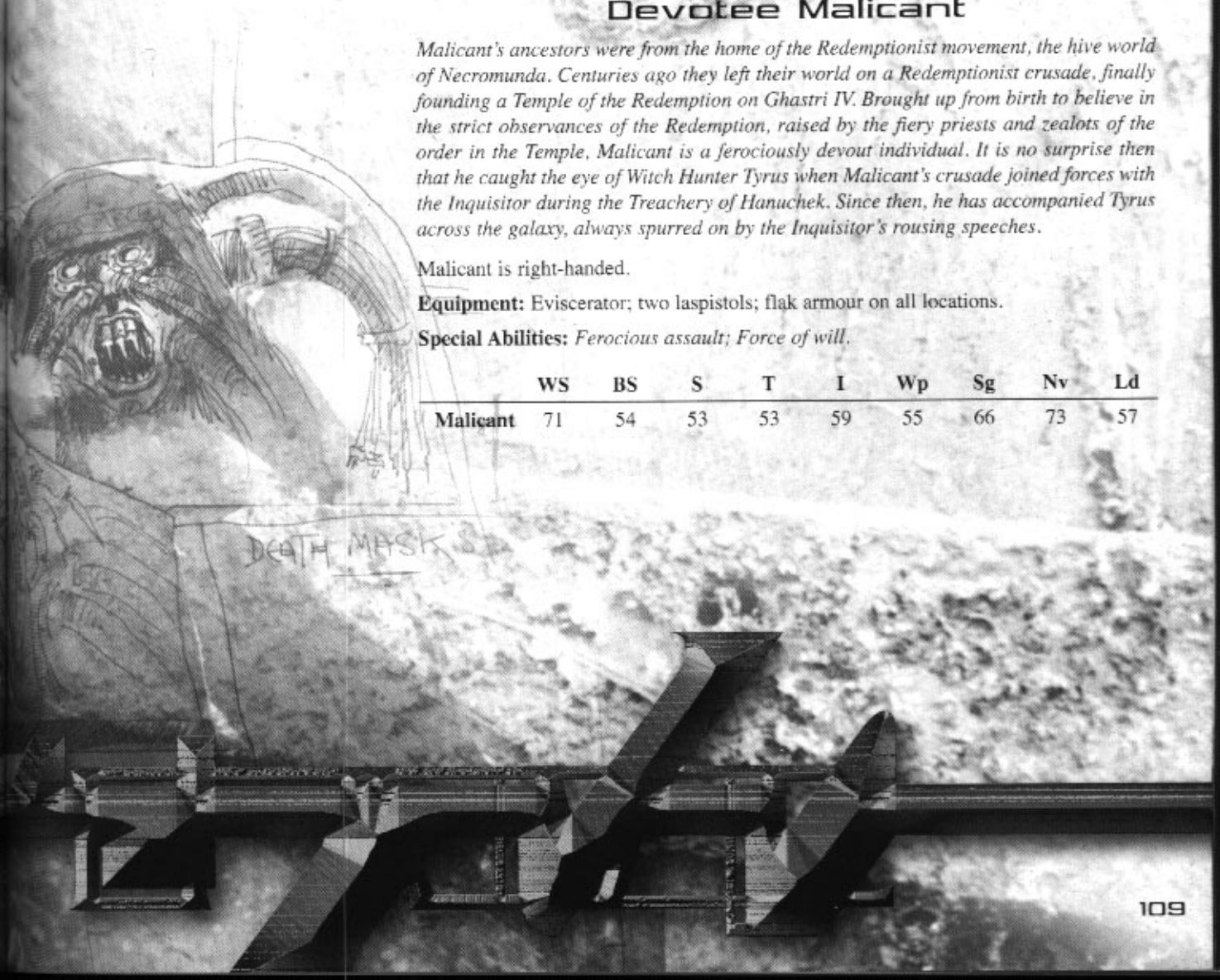
Malicant's ancestors were from the home of the Redemptionist movement, the hive world of Necromunda. Centuries ago they left their world on a Redemptionist crusade, finally founding a Temple of the Redemption on Ghastri IV. Brought up from birth to believe in the strict observances of the Redemption, raised by the fiery priests and zealots of the order in the Temple, Malicant is a ferociously devout individual. It is no surprise then that he caught the eye of Witch Hunter Tyrus when Malicant's crusade joined forces with the Inquisitor during the Treachery of Hanuchek. Since then, he has accompanied Tyrus across the galaxy, always spurred on by the Inquisitor's rousing speeches.

Malicant is right-handed.

Equipment: Eviscerator; two laspistols; flak armour on all locations.

Special Abilities: *Ferocious assault; Force of will.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Malicant	71	54	53	53	59	55	66	73	57



The Imperial Guard

The Imperial Guard forms the mainstay of the Emperor's fighting forces, and at any one time there are thousands of regiments fighting across hundreds of battlezones all across the galaxy. Drawn from almost every world in the Imperium, the Imperial Guard is an incredibly diverse military organisation. Although all Imperial Guardsmen are well drilled in battlecraft, for an Inquisitor a man must have a special gift to make him truly useful, and this is most commonly found amongst the most Veteran units in the Imperial Guard.

Such Veterans are born survivors, having lived on when hundreds, thousands or tens of thousands of others have died. Not only that, they possess an adaptability which is very useful to an Inquisitor who will travel to many different worlds and face all manner of foes. Although their individual skills may vary widely, a commonly found trait in a Veteran is the ability to forage and scavenge anything needed to survive, including looting enemy corpses. This can give them a very outlandish and rag-tag appearance, as their original uniforms and battlegear have often been added to or replaced over many campaigns with pieces of armour, stolen weapons and improvised wargear.

Veterans tend to be superstitious to a large extent, and it is not uncommon for them to carry trophies and other good luck charms, ranging from heads, hands and ears of their defeated foes to looted objects which seem apparently ordinary but for the Veteran contain some special measure of good luck or the Emperor's protection – trinkets such as necklaces of spent shell cases, holy icons, pieces of alien flora or fauna and other baubles which are attributed with powers to ensure the Veteran's continued survival.

Although a Veteran may possess a considerable array of looted weaponry, most still carry their trusty lasgun or laspistol. These weapons are built with durability and ease of maintenance in mind, and will often continue to work long after rarer and more complex weapons, such as bolters, plasma pistols and melta guns have ceased to function.

Not all Veterans are wholly sane, or even wholly men any more. Many suffer from severe battle psychosis to the extent that they hunger for battle, while others are haunted, paranoid individuals who believe that somewhere out there is the bullet or las bolt destined for them. The more dubious Imperial Commanders do not think twice about subjecting their Guardsmen to atrocities which would be considered barbaric by many, such as forced addiction to certain combat drugs, or the implantation of adrenal and endochrinal glands that turn the Veteran into a frenzied killing machine. In the most horrendous instances, the Veteran may have undergone such traumas that they are completely unhinged and unsuitable for normal service – tales abound of platoons forced to eat their dead comrades or starve; of being isolated for years at a time under continuous shelling until they are half-blind and deaf; of seeing alien and Chaotic monstrosities so hideous that they defy sanity.

Even those crippled in service can be recruited by the Inquisition, using their resources to fit them with bionics to replace shattered limbs and corrupted organs so that they may once again fight for the Emperor.

Years of strict discipline and adherence to the chain of command makes Imperial Guard Veterans ideal tools for an Inquisitor. The horrors of war and years of following orders have long since erased any thoughts of mercy or compassion and expunged the slightest trace of guilt or conscience. Veterans know that as long as they follow orders, they themselves are innocent of any sin they may commit.

Such men will follow orders to the letter, and an Inquisitor needs such ruthless and merciless servants on occasion; men who will fire on innocents if necessary, who will not baulk at killing the young, old and infirm if they are a threat. Alien domination, daemonic possession and heresy has no respect for those it affects, and an Inquisitor and his followers must be prepared to do whatever is necessary to overcome it.

Imperial Guard Veteran Characters

Equipment: Imperial Guard Veterans can pick up all sorts of things during their battles, but they are unlikely to have Exotic or Legendary equipment.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Guard Veteran	75	75	60	60	55	60	60	70	65
Random	65+2D10	65+2D10	55+2D6	55+2D6	45+2D10	45+3D10	45+3D10	65+2D6	60+2D6

Sergeant Stone, Gland War Veteran

When the forge world of Dantis III was invaded by Tyranids, Imperial Guard regiments from the nearby world of Lostok were drafted in to combat the menace. The surface of Dantis III was heavily polluted and the infestation of deadly Tyranid organisms made fighting outside the factory-complexes almost impossible. A few companies of the Lostok 23rd were modified by the Techpriests to fight in this hellish warzone, incorporating many organs and drug-secreting glands that enabled them to survive unprotected, as well as boosting their combat abilities and aggressiveness. Only three Gland Warriors are believed to have survived the conflict, and Sergeant Stone was one of them. After the successful defence of Dantis III, Sergeant Stone was amongst those taken by the Inquisition for debriefing and study, later ending up in the retinue of Inquisitor Tyrus.

Sergeant Stone is left-handed.

Equipment: Glands with de-tox, 'Slaught and Spur; duelling glaive (halberd); laspistol; two smoke grenades; knife; medikit; 2 points of armour on right arm, 4 points on left arm.

Special Abilities: Feint.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Sgt. Stone	75	78	57	63	55	58	61	69	74

The stench of human sweat mixed with the acrid smell of tank fuel. Inquisitor Tannenburg, witch hunter of the Ordo Hereticus, surveyed the scene in front of the cathedral. Upon the hill before him stood three rows of stakes, each a row of fifteen, and upon them hung the forty five members of the Coven of the Red Moon. At their feet were piles of wood, much of it furniture donated by local citizens, soaked in fuel from the tanks of the 3rd Easov protection force, which had been operating under Tannenburg's control for the past four weeks. The witch hunter felt a small amount of satisfaction at the way the locals had responded to his pleas for aid. They had begged to help, bringing forth the wicked and deceitful for examination by the Inquisitor. And they had led him to the Coven, this murderous cabal of renegades who would now pay for their heresies. Psykers, every one of them, Tannenburg thought bitterly. How could such creatures have been allowed to gather in such numbers. How many innocents had he been forced to purge over the last month because they had been tainted by the presence of these witches and warlocks. There would be a reckoning with Imperial Commander Jordic before nightfall, the Inquisitor vowed to himself. A reckoning the ruler of Easov was unlikely to survive.

The witch hunter stood on the steps of the cathedral and faced the hill, opening the large tome he carried with him. The pages crackled as he turned them, and the scrawled writing upon them was almost faded beyond legibility. He peered at the book and could feel the buzz inside his eyes as his optical booster implant activated and brought the ancient words into sharp focus.

'Upon the fourth day of Sanctustide, I, a fully ordained and approved agent of His Most Holy Emperor's Orders of Inquisitors do find you guilty of being possessed by inhuman powers. Your hexes and witchcraft have blighted the domains of His Most Holy Emperor and your lives are forfeit. Any of you now who wish to admit your guilt and crave clemency, speak now and you shall receive a swift death by my blade.'

He waited in silence for the prescribed three minutes and twelve seconds. He doubted any of them would take up his offer of mercy – to prevent the Coven members unleashing their mind powers to escape, Tannenburg had made each ingest a blessed wafer. Who could tell what waking nightmares the psykers were currently enduring upon their stakes?

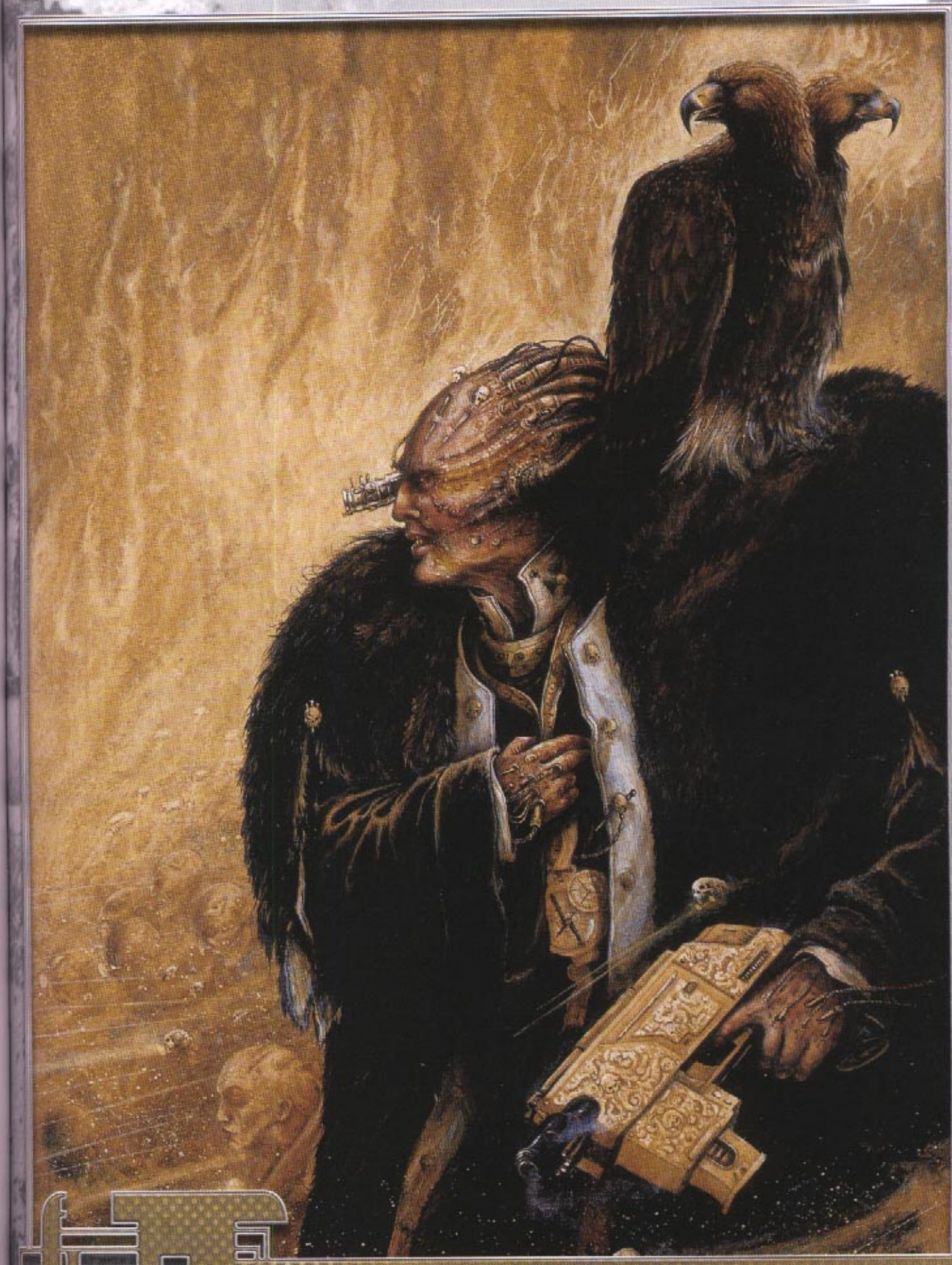
'So be it,' Tannenburg declared when the time had elapsed. He strode to the Leman Russ tank that was parked to one side of the steps, its stark white and blue livery anomalous amongst the gentle greens and greys of the cathedral gardens. He pulled himself slowly up into the turret and felt a sudden surge of stimms flow through his veins to block out the pain in his joints.

'You have the divine instrument?' he asked the commander in the bowels of the tank. The man, face pale and his hands quivering, handed the incendiary shell to Tannenburg. Taking a scriven-drill from his belt, Tannenburg inscribed the symbol of the eagle, the eye and the blade upon the shell's casing, finishing the line of symbols with his own personal rune.

'Load it,' he said bluntly, handing the shell back. Tannenburg stood up in the turret and looked toward the hill.

'Fire!' he bellowed and the Leman Russ's gun thundered, rocking the whole tank backwards with the recoil. A moment later the hill exploded into flames, which spread from stake to stake as sparks leapt onto the oil-soaked pyres. Tannenburg felt a wave of intense heat wash over him, stinging his tired eyes. In a few seconds the whole hill was ablaze with a raging inferno which towered into the sky, brighter than the setting sun. The Inquisitor leant over the turret side and shouted to his scribe, Lamont, above the crackling flames.

'Note that sentence was carried out in accordance with all proper precedents and traditions. May the Emperor forgive them, for I cannot.'



Inquisitor Tannenberg, Ordo Hereticus Witchfinder

By Brother Illuminator Blanche

COVENANT

Sculpted by Jes Goodwin: Working on Inquisitor Covenant was the first time that I had ever created a figure in this scale and there were a number of challenges to overcome. I began by sketching out the ideas behind the character, inspired from a number of sources of science fiction. However, I decided that whatever the end product it should be cloaked in the gothic darkness of the 41st Millennium. Covenant is a young noble warrior who is very pure in his beliefs, eager to battle evil across the Imperium. With this in mind I sculpted him in an aggressive duelling pose, ready to face any threat. I decided to create a clean cut and scar-free face which would stand out from the battle worn, haggard visages of most of our other heroes. As a member of the Daemon-hunting Ordo Malleus, one of the features of Covenant that had to stand out was his psycannon. Rather than sculpting a coventional pistol or rifle, I thought the shoulder-mounted design made it more of a focal point. You can see the cabling that connects the gun into his mind impluse unit receptors so that he can fire it with a thought. I imagine that as Covenant spots a psyker or possessee, the psycannon would track it.

Painted by Neil Green: In general, Covenant does not have the same air of flamboyance as older Inquisitors such as Eisenhorn do, he is much more practical in his approach. His dramatic pose was asking for a simple, crisp scheme, which also emphasises his black-and-white approach to morals and heresy. Covenant's greatcoat has the look of a military officer's, and using a combination of black, red and grey reinforces this. However, so that no one would ever confuse just where his loyalties lie, the symbol of the Inquisition is apparent in a bold and obvious way. I thought that being so youthful Covenant would have an air of proud arrogance, maybe even a touch of innocence almost, that has not yet been battered by endless decades of conflict with dark, corrupting forces. I decided to show this by painting his weapons clean as though they were new and lovingly maintained. I painted the metallic sections gold to reflect how he would insist on having access to the best weapons and equipment – nothing less would do for an Inquisitor.

ARTEMIS

Sculpted by Jes Goodwin: Even before starting the project I knew that sculpting a Space Marine for Inquisitor was going to prove a challenge. From a technical point of view it would be difficult to scale up from the 28mm Space Marines whilst still keeping a sense of proportion. Instead, I chose to down scale a seven and a half foot drawing of a Space Marine that I'd done some years earlier. The resulting figure comes out at a staggering 67mm, highlighting the true size of these enormous superhumans. One of the advantages of this size is that we can display the full detail on Artemis's power armour.

I wanted to develop a balance between the archaic gothic feel of the Space Marines with high technology. To achieve this I decided to literally split the model, sculpting one of the shoulder pads with High Gothic carvings. The other arm I left clean and smooth and added an auspex; to relay the idea of technology I had it fitted into the armour of Artemis. I also left this shoulder pad clean to allow the painter to add any detail he chooses. The boltguns used by Space Marines make use of a variety of ammunition, I created a set of clips on the gun which Artemis may choose from. If you look at his face you can see that he has a bionic eye implant. Due to the level of detail that 54mm allows I was able to create a simple set of cables running into his cranium to represent this.

Painted by Dave Thomas: Artemis is a member of the Deathwatch Chapter, who fight for the Ordo Xenos. His background places him from the Mortifactor Chapter. As such I painted the symbol of an angel holding a skull on the right shoulder pad, this represents the Mortifactors' tendency to covet the skulls of their enemies. I used a black and silver colour scheme and to emphasise the age of Artemis's power armour I painted it with metal hints showing through some of the edges of the armour. Artemis has a set of grenades clipped to his waist. I painted the frag and krak grenades in the standard red and black, however, the stasis grenade left me room to paint it as though it contains two liquids which merge on detonation to produce the stasis effect. His boltgun I painted red as an excellent complimentary colour to black and silver.

DAMIEN 1427

Sculpted by Alan Perry: One of the important aspects we wanted to show in the Inquisitor figures was dynamic action and movement. We wanted to relay a feeling that the model was in the midst of battle. John Blanche's Arco-flagellant sketch already had the character in a dynamic pose, so the best justice I could do to John's concept was to recreate it. By lowering and pitching forward the stance of the model and placing him on the balls of his feet, he looks as though he has just left the starting blocks in a sprint race. The flails are similarly flowing around the model. You can increase the movement even more by bending the flails before painting – the original shape is limited by the miniature's moulding process. It all adds to the general feel that it would take a supreme effort to stop this man/machine once he is charging forwards toward his foe. I also wanted to reinforce the idea of him being bio-engineered. For this I created a set of tubes running into his cranium and sculpted him with a skull cap that further took away the human aspect of the Arco-flagellant by hiding his facial features. By designing arcane looking syringes which are attached to his body I hoped to convey the idea that his motion is fuelled by artificial means.

Painted by Keith Robertson: The dominant feature of Damien 1427 is the large area of skin to paint, therefore the tone of his flesh is important. An Arco-flagellant is pumped with toxins and chemical stimulants so I decided to paint Damien's flesh as though it was unhealthy, almost drained of blood. To achieve this, I added green and brown glazes to the underlying flesh colour. The effect is finished off with pus, rather than blood, oozing from the incisions in his skin, and I painted purple and red glazes around these areas to suggest bruising and other tissue damage. The syringes themselves were painted with different colours to represent the varied stimulants and combat drugs pumped into Damien 1427 when his trigger word is said. I then gave each a coat of gloss varnish for a glass-like effect. Arco-flagellants are not really people, but weapons that are catalogued and brought out when needed, hence the barcode-like design painted onto Damien's upper arm.

JOSEF

Sculpted by Mark Bedford: I decided to add a unique feel to Preacher Josef by sculpting a portly model. I thought by steering away from the athletic physiques of the other characters, I would be able to give him a strong sense of individuality. Josef is a Drill Abbot and as such would have seen a great deal of action. I sculpted hints of a past injury by giving him a bionic ear, and I imagined his armoured gauntlet conceals more war wounds. Some of the other Inquisitor characters carry ancient tomes so, rather than give Josef a book, I gave him a tech-scroll reader hanging from his belt – a device which he can give to his congregation to read out psalms or vocalise hymns in his absence. He is also brimming with metaphors such as the keys which represent the keys to opening your soul to the Emperor. The symbol of the gate on the head of his hammer is a reference to the metaphorical gates which the sinner must open and pass through in order to travel the path to enlightenment. On the gauntlet itself is the Imperial Eagle, one of the most common and recognisable icons representing the mighty and eternal Imperium. Josef also carries an important relic with him in the form of a Saint's skull in an open reliquary hanging from his belt.

Painted by Keith Robertson: I avoided painting any complex colours that would suggest that Josef was a high ranking member of his order and instead kept to a simple white colour scheme. As a working preacher, often in the thick of the action rather than in some clean, hygienic pulpit, I thought it fitting to paint his robes with a dirty, lived-in feel. His armoured gauntlet and hammer, on the other hand, are symbols of his righteousness – weapons blessed by the Emperor – and so he would take great care in maintaining these. Therefore I kept the effect on these polished and clean. The same applies to the reliquary and keys. The contrast in condition between these artifacts and Josef's robes shows where his priorities really lie. To signify his increasing middle age, I painted his hair grey. At the same time I wanted to give his skin a very healthy tone in keeping with his amply-proportioned physique, using a fairly reddish colour.

VON CASTELLAN

Sculpted by Gary Morley: Duke von Castellan is based around an old role-playing character that I used in my early gaming days. I envisioned him as an old Imperial emissary who still has strong links with the Imperium but has sought his own fortune in the universe. In sculpting a Rogue Trader I was handed a pretty wide platform from which to create a figure. There are no prerequisites for the appearance of these travellers.

Being a great fan of 19th Century history I decided to use this as my starting theme by dressing him in an elegant military period costume. This suits the background of the model and hints at a mature hero who has acquired a fortune on his travels. The eye patch is a reference to the more adventurous side of his nature, a kind of buccaneer spirit. It was quite a challenge giving the coat a sense of flowing movement, normally models in such attire are sculpted as though they are on parade. I wanted to create the idea that a Rogue Trader would be constantly on the move, getting himself into, and then out of, one scrape after another.

Painted by Kirsten Mickelburgh: Von Castellan struck me as a sophisticated, charming character. The first way to reflect this on the model was to paint his clothing and equipment with very crisp, clean and neat colours. Many of the other Inquisitor figures have pallid or dirty skin tones but I thought that the Duke would consider his appearance to others to be vitally important and so painted him with a smooth and healthy complexion. He has a black coat with red trim. This is a symbol of Admiralty and part of the background of Castellan is that he has a strong link with the Imperium. Hinting that his past lies with the Imperial Fleet would give a good explanation for his adventurous, space-borne nature. The green laurel embroidery is again a subtle reference to his Imperial past. Laurels are a common theme associated with the Emperor but one that is far less known than the Eagle crest. As a Rogue Trader, the Duke would have to deal with many alien cultures that may not be too friendly with the Imperium (bearing a grudge for past wars, perhaps) and so he would naturally avoid any obvious Imperial icons of his loyalties.

EISENHORN

Sculpted by Brian Nelson: The original design came from a concept sketch by John Blanche. I was trying to develop an older Inquisitor, one who had been around for a while and was more open in his pragmatism. I achieved this look by working on a couple of levels. Every opportunity I could, I would try to emphasise his physical weaknesses. I supported his legs with callipers, suggesting that he has need of mechanical assistance. I added rods to his arms, a phial in his back and a series of tubes running into his cranium. All these create the appearance of a man who is augmented by a life support system. If you examine his head closely you can see that it is supported by a brace. He needed to be venerable rather than crippled though, as an Inquisitor would always have an air of power and authority. For this reason I didn't want him to be hunched or haggard so I sculpted him in a powerful and dramatic pose with flowing robes to suggest movement. One of the most distinctive parts of the model is his rune staff. I constructed a human sized skull with an ornate halo surround and runes engraved upon it, suggesting that it is the skull of a once great psyker which still contains some of his energy.

Painted by Dave Thomas: My initial inspiration for Eisenhorn's colour scheme would have to reflect the background elements which Brian had sculpted on the model. I decided to use a combination of purple, white and red to suggest regality. In particular, purple cloaks are often a sign of high status . For the metal, I was inspired by an antique brass fireguard, so instead of painting the gold bright and shiny, I decided to use Burnished Gold to create a more worn effect on his armour and jewellery. I avoided painting any more Imperial symbols on the figure other than those that Brian had sculpted. This helped reinforce the fact that Eisenhorn has more complex allegiances. The ornate design painted on the inside of the cloak gives the figure an element of flamboyance. By adding a touch of grey in the highlighting stage of Eisenhorn's skin, the figure looks older. My favourite effect is the marble on the scrolls and the sword case, which are an indication of Inquisitor Eisenhorn's standing.

CHERUBAEL

Sculpted by Brian Nelson: The concept behind Cherubael is that it was once a man, who now has had a daemon ritually summoned and imprisoned within him. Although it is a powerful psyker, I did not want to sculpt Cherubael in an obviously wizard-like pose, I wanted to convey the feel that Cherubael is only partially in control of its body and so arched it into a tortured position. As I did this I envisioned that its body would be crackling with energy and have shafts of light seeping out from between the bandages. This is also why he is raised above the ground, not really walking at all. You can alter the direction of his 'drift' by bending the trailing bonds. The figure is laden with Ecclesiarchal symbols, a part of the daemon-binding ritual. To add to the obvious holy icons around its neck, I sculpted pins that have been dug directly into the flesh. Cherubael is naked and his head shaved clean, another part of the ceremony in preparation for the body to become host to the daemon. I wanted to show that the outer vestiges of his humanity have been removed to allow the daemon access, which is enhanced by his emaciated appearance. The leather bonds that bind him add to overall image of being trapped and bound.

Painted by Martin Footitt: Cherubael's skin tone has been painted very pale, I added hints of blue and grey to the palette to suggest that the human body that hosts the daemon is cold and probably dead. I wanted to make as much of the figure appear inhuman as possible and so painted it with a black tongue, for an evil feel. Similarly, I painted its eyes yellow with cat-like pupils, reinforcing the idea that Cherubael is under the control of something monstrous within. Over its body are a number of symbols which I painted gold to suggest their importance in the ceremony that binds the daemon to the host's body. I also painted the parchment at his waist with lettering so that it was the actual invocation used. I thought the straps and bandages would be more practical than ornate, and so stuck with simple browns to represent leather. I decided to paint extra mystical symbols onto Cherubael's body, using runes from Eisenhorn's staff to suggest they have been painted with the Inquisitor's blood.

'SLICK' DEVLAN

Sculpted by Alan Perry: Slick Devlan came from the idea of introducing a desperado as one of the characters. He would be a gunslinger who sells his skill with a pistol to the highest bidder. Naturally, the first imagery that sprang to mind was to take elements of the Wild West hero and sculpt them with a Warhammer 40,000 slant. The easiest way to achieve this would be to have him positioned with two guns blazing towards the enemy. It is a subtly animated pose and takes its inspiration from the stances that heroes often use in action movies. I decided to give him some stereotypical equipment such as a pair of holsters at his waist and sculpted him in western style clothing, and to give him the appearance of Clint Eastwood on a rough day.

Painted by Tammy Haye: Just one look at the model and it is clear that Slick is no youth. I wanted his skin tone to reflect a weathered look, so I painted him with a sun-beaten, tanned shade to his skin. I even added a rough stubble effect to his chin to continue the unkempt, wilderness theme. I continued the weathered look throughout the rest of the model, using earthy tones for his clothes. Much of Slick's attire is leather and I would imagine he doesn't change out of his clothes too often, therefore I wanted to paint his leathers with a well-worn effect. This is especially the case with Slick's holsters and boots – I love the idea that he is an archetypal Western gunslinger and part of the mythos for me is the image of a cowboy wearing the same comfortable boots until the day he dies. A gunslinger would naturally have flash expensive guns, after all this is the way he makes his living. To show this I painted the butts of his gun to look like ivory – it is only a small touch, hardly noticeable, but one that adds a great amount of character to Slick. To get away from Slick being an out-and-out cowboy, I borrowed some other elements of Western imagery – most noticeably the Native American-style tribal patterning on his loincloth and trousers. In one part of the background in the original Rogue Trader book white was the traditional colour used by bounty hunters, so I thought it would be a suitable addition to paint Slick's armband white, to show that his guns are for hire to the highest bidder.

QUOVANDIUS

Sculpted by Michael Perry: The idea for the mutant Quovandius was based on the premise that he is a mutant who has been degenerated and debased by his genes, rather than mutated by the warping effect of Chaos. One of the first elements I did to emphasise this was to sculpt him as a hunchback. This would suggest that he was born malformed as opposed to being tainted by the touch of Chaos. To show that his deterioration isn't over yet, I decided to remove his lower jaw and sculpt some kind of tubular construction in its place, but he keeps his jaw as a trophy which he carries around with him – perhaps in the vain hope that one day it can be put back! Similarly, I sculpted his legs so that they appear mis-matched and deformed, the thinner leg needs bracing to keep it from breaking as he walks. The doll is a reminder of his human origin, a lucky talisman that symbolises his longing to cling to his humanity even though he is a mutant. As little more than gutterscum himself, it was appropriate that Quovandius had a suitably verminous companion. I suspect that the mutated rat, sculpted by Trish Morrison, is more of an equal companion than a pet!

Painted by Tammy Haye: When it came to selecting a flesh tone for Quovandius I decided to paint his skin with a really unhealthy green pallor. This makes him look as though he has been exposed to all manner of poxes, radiation and other contaminants. I emphasised some of his sores and mutations with watered down Green Ink, to suggest pus and ichor. It would be highly unlikely that a mutant would care too much about his external appearance, so I painted his clothes and bandages as though they were dirty and sullied, probably never even washed at all. To add to this I also painted a layer of rust and grime onto all of the metal parts of the model. To emphasise the doll talisman, one of the most disturbing features of the model, I painted it in very clean colours. This gives the doll a plastic feel and makes it stand out from the rest of the model as an interesting indication of his personality. His back banner was painted to make it appear as though he had just ripped off part of a sign purely because he wanted the skull symbol. He wouldn't be able to read the sign but he likes the imagery upon it.

SEVERINA & SEVORA DEVOUT

Sculpted by Brian Nelson: Originally there was only going to be one Death Cultist but Gav Thorpe had already written a short piece of text on a pair of assassins and this was part of my inspiration to design them as siblings. This would open up a whole range of possibilities, naturally the first idea that sprang to mind was to make them twins. I saw them as empathically linked, together they would work as a deadly team each one aware at all times of what the other was doing. I decided to sculpt them using the same torsos with slight modifications but to have them symmetrically opposed. This is most apparent in the faces of the two. One of the elements that really shows through on the models is the image of blades. Severina and Sevora carry numerous knives and daggers, even their stiletto heel boots are designed as razor sharp blades. I created slashes in their tight fitting bodysuits to further emphasise this element. The Death Cultists are supposed to have slight vampiric tendencies, so I sculpted a mouth piece on one of the twins to subtly hint that this was perhaps how she satisfied that particular unsavoury trait.

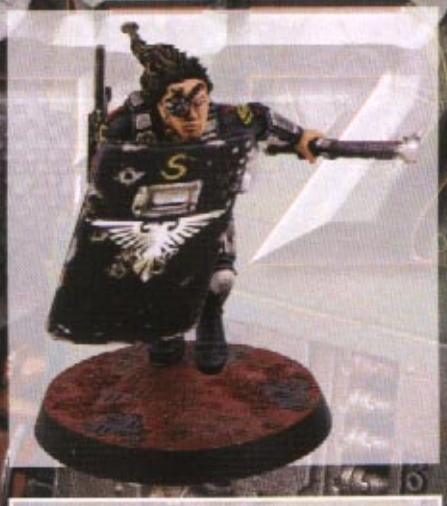
Painted by Chris Smart: The first thing that struck me as I put together the sisters was how gorgeous the models were. They would require a very simple paint job as they were dressed in simple body suits. One problem I faced was how to give what was basically two very similar figures their own unique appearance whilst still emphasising the fact that they are twins. The solution was quite simple, to paint them with a common colour scheme that was diametrically opposed. I chose to paint one in a black body suit with a red basque and the other in a red body suit with a black basque. These colours were obvious choices, black being associated with assassins and the red more commonly associated with the blood that is shed in the name of the Death Cults. Rather than leave the girls with clean blades I coated them with blood, they revel in the spilling of blood and I thought as such they would not clean their weapons. Finally to give the suits a kind of synthetic appearance as opposed to fabric I gave the models a coat of gloss varnish.

TYRUS

Sculpted by Gary Morley: Having never made any figures in power armour before, I knew that this was going to be a tough challenge. This was made even more so by the fact that I knew Witch Hunter Tyrus was supposed to be one of the toughest characters in the game. The most important aspect I had to consider first was that Tyrus, although dressed in a suit of power armour is not genetically enhanced in the same manner as a Space Marine – he is just a tall human. I therefore took a different approach when designing his armour and made it as some ancient artefact. I envisioned that it had been created from an ancient design by skilled Tech Priests each of whom has been immortalised on the collar of the suit. His power armour has been handed down from master to pupil over many millennia so I therefore put a high level of workmanship into the armour to make it look as though it had. I tried to keep the size of his powerfist down and yet still give it an air of menace, so designed a deathblade which he coats with the deadly toxins he carries in small vials. I designed his bolt pistol to be a master crafted weapon and one which has the same level of detail as his suit.

Painted by Kirsten Mickelburgh: Tyrus' armour is a display of the artisan's craft, and as such needed to look suitably ornate and impressive. I decided to paint his armour with a combination of gold and black, as these two colours work well together to create an antique feel to the suit. In order to further emphasise this, I painted a high level of scrollwork detail to give the appearance that his armour has been overlaid with an intricate gold leaf effect. The main variation to the gold and black theme is the two headed eagle crest on the shield plate. Normally an Imperial eagle is painted in silver or gold, but to reflect the fact that this is a very arcane symbol, possibly Tyrus's own personal badge, I painted it in a slightly faded red to further differ it from standard Imperial iconography. This helps to show that although Tyrus is a devout follower of the Emperor, he is still an individual with his own strengths and prejudices. I used more red on the poison phials and armour cabling. This gives Tyrus a hint of danger, which matches his somewhat zealous personality'

BARBARETTA



Sculpted by Michael Perry: After examining the rest of the Inquisitor characters, I noticed that there was a distinct lack of female characters. There was no reason as to why an Enforcer could not be female, so the original character from John's sketch got a sex change! The idea of a female Enforcer was a nice switch on the traditional image of men being the fighters. I decided to tone down the amount of armour from John's sketch and create a far more subtle figure. She is running at full pelt, her suppression shield raised to fend off attack. I really liked this idea, it conveys a sense of speed which is more in line with the Enforcers who are a fast response troop type. Because they are prone to fight in close quarter situations a power maul would make a great weapon on the model, and together with the shield combines to work off the look of riot police – someone not to mess with! Enforcer Barbaretta has a loyal companion, her cyber-mastiff. I tried to keep the look of the dog as close to a real one as possible, even adding a rib cage to it. To give it a robotic feel I squared off the features and added wiring. To fit in with Barbaretta, her cyber-mastiff has also been sculpted with a sense of speed.

Painted by Keith Robertson: The choice of colours for the model was very simple, most international police forces are recognised by their black uniforms. Barbaretta automatically stands out as a uniformed character which is very much in line with the role of the Enforcers across the Imperium. I added the red stripes to the uniform as I find red is an excellent contrasting colour, hinting at a sense of danger. To show that's she's been in action before, I painted her suppression shield with chips at the edges. For the same reason I painted her flak armour plates with an oily-looking coat of Boltgun Metal as opposed to making them bright and clean. Many Enforcers don't even leave the planet they are born on, serving the planetary governor all their life. Barbaretta, on the other hand, has been called upon by the Inquisition to help serve justice against corrupt officials. The Imperial Eagle reinforces that she is a dedicated agent whose loyalties lie with the Imperium as opposed to any particular master.

SERGEANT STONE

Sculpted by Alan Perry: John's original concept for Sgt. Stone introduced the idea of the duelling glaive, and I felt that this suggested a definite gladiatorial feel. The pose I decided on means he looks good facing off against an enemy in close combat. Part of the appeal of this character is his dubious history – he is not a run-of-the-mill Imperial soldier. To show this on the model I kept the references to his Guardsman past to a minimum. He has the boots and trousers of a Guardsman to maintain some link with his past, but the rest of him would suggest a new role for Sgt. Stone. I sculpted a number of assorted daggers onto the model to suggest an overall skill with any weapon in close combat. The metal cranium and the clamps attached to his wounds all suggest a character who is a born survivor and has been wounded many times, but perhaps is unstable and suffering from battle psychosis.

Painted by Chris Smart: I decided that I would try to keep the number of colours on Sgt. Stone to a minimum. He is a veteran trooper and would have long since learnt the importance of avoiding unwanted attention. Being an ex-military character, I decided to paint his trousers with a basic military green colour, then added highlights to create the effect of them being faded and old. I repeated this process with his boots. What little elements of the model that hinted at his Guardsman past would have to reflect that Sgt. Stone has now left the Imperial army and is pursuing a new life. I doubted that he would be overly concerned about his appearance and so built up layers of dust and dirt on the model. I also imagine him having little sleep due to battle-haunted dreams, so added a watered down blue inkwash to his eyes. I liked the image of Guardsmen having strange superstitions – the trophy of a grisly hand is an example of this. With this in mind, I decided to paint his armband as though it represented the markings of his old Company. Continuing this theme I also painted the cloth hanging from his waistband with a similar scheme, as though it were a flag from the same Company. It's subtle but important touches like this that really help to give a character their own individuality and background.

MALICANT

Sculpted by Mark Harrison: Being based on one of the Redemptionists Outlander Gangers, I wanted Devotee Malicant's pose to display a sense of haste and urgency – as though he has not got enough time to purge the Imperium of all its corruption. At the same time I wanted his stance to reflect a determination to work his Emperor-inspired duty.

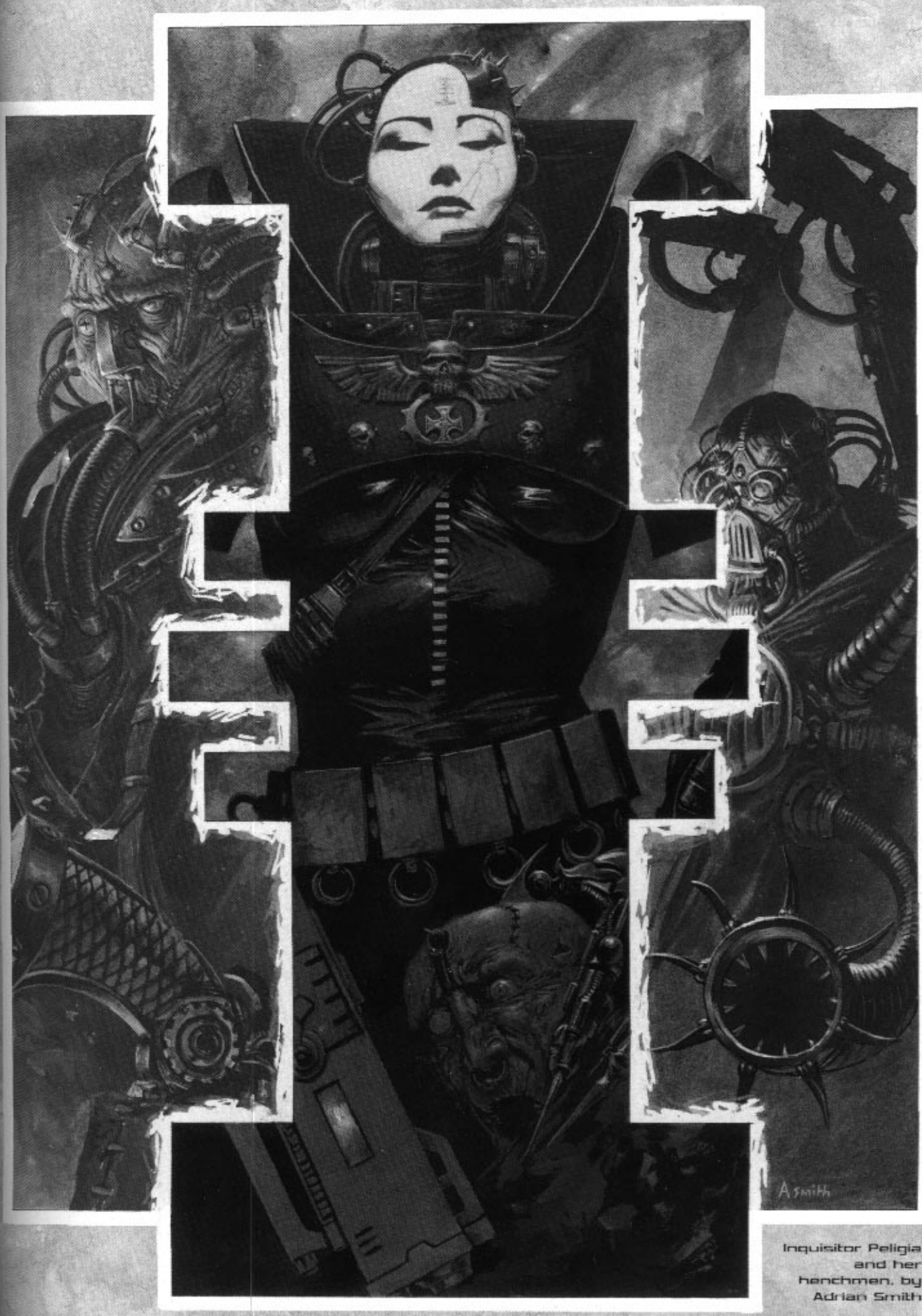
The Redemptionists are renowned for purging their victims with purifying flame, so I kept the fire motif running throughout the figure. In essence, the Redemptionists are religious fanatics and I represented this with a combination of his holy tome of hymns and prayers, and a beaded skull necklace reminiscent of a rosary. The eviscerator is the archetypal weapon for the Redemptionists, and as a focal point for the character I made this especially brutal looking – suitable for scourging even the toughest of heretics. Malicant's robe is simple, much like a monk's, and has frays around the bottom of the hem suggesting that he has more spiritual matters than his appearance on his mind: vanity is yet another sin punishable by whatever unique method he chooses!

Painted by Tammy Haye: I wanted to avoid painting Malicant in the vivid, bright reds of the Redemptionists of Necromunda because I think his background suggests something very sinister, and painted his robes a deeper, darker shade to portray this. I also wanted to avoid painting the common theme of flames all over the robes, as I think that with larger models, simplicity is best. The white on his sleeves adds a certain air of purity to the model whilst on the other hand I have painted his eviscerator with a messy oily effect, reinforcing that it is more than an ornamental weapon and has seen a great deal of use over the years. There is, though, an element of flamboyance that walks hand-in-hand with the Ecclesiarchy, so I opted to paint his mask polished gold. Firstly, this serves as a symbol of fire, the gold works well with the red of his robes. Secondly, it suggests a certain hypocrisy to his religious zeal. He may like to think he is above such sins as vanity, but in his heart he cannot avoid having at least this small element of ostentation.

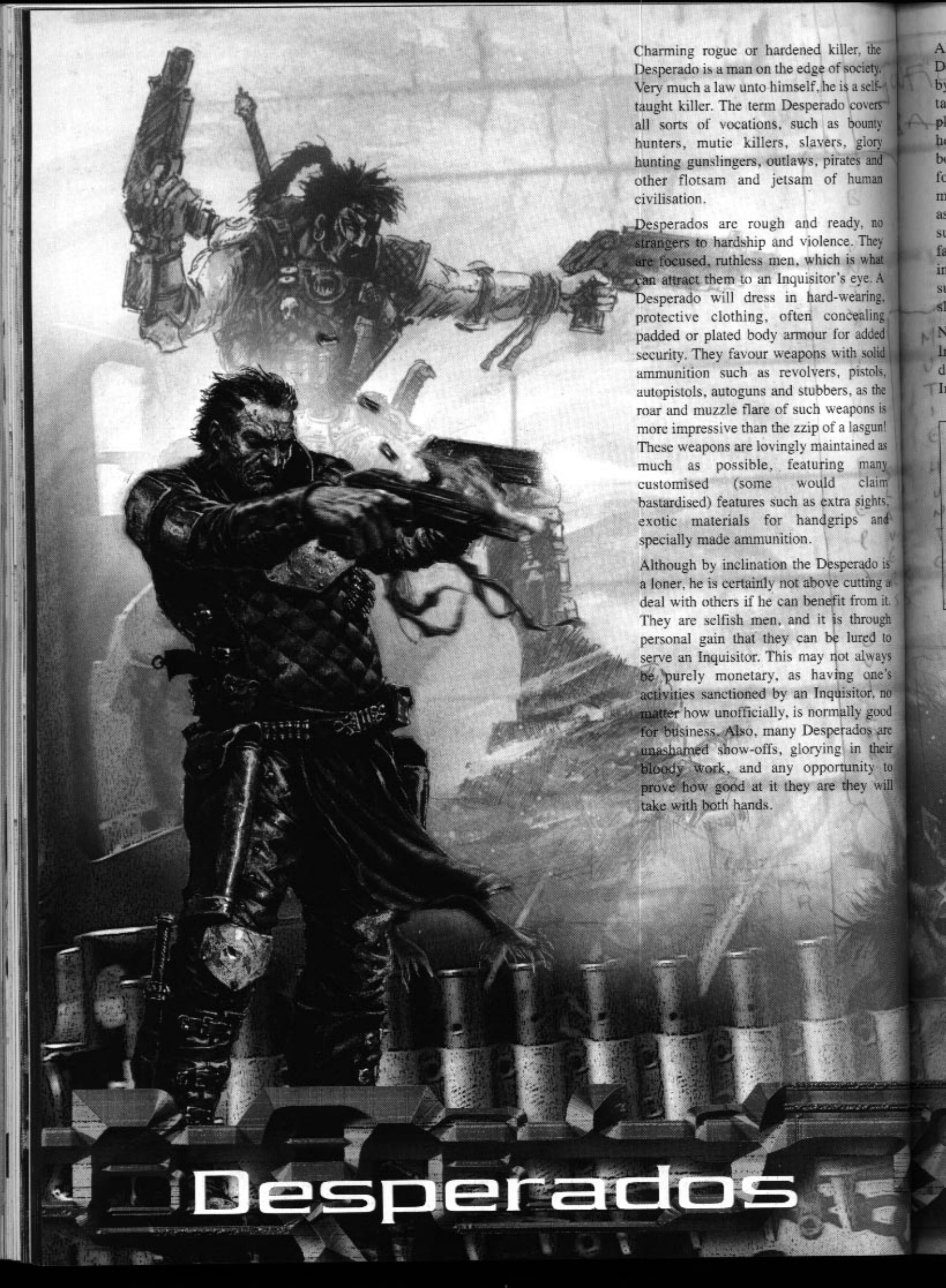
DELPHAN GRUSS

Sculpted by Gary Morley: With Gruss, I decided to opt against the trend of making the Inquisitor models with fast, flowing motions. I decided that in being more machine than man he would not have the same athletic prowess. The most obvious method to capture the essence of the Machine God within the figure was to wire him up with mechanical extensions protruding from his robes. I tried to show that these attachments are semi-independent of Gruss himself, attached to nerve endings which he controls instinctively. His human features are all masked and hidden, emphasised with the hooded and meshed head, which adds an air of uncertainty to how much of the man is left beneath the robes. The implant breacher is a simple attachment, I imagined that he has many varied tools which he can interchange at will. He also has a small speaker on his chest which enables him to spread the wisdom of the Machine God.

Painted by Martin Footitt: Delphan Gruss is one of the more influential members of the Cult Mechanicus, so I chose to move away from the traditional red robes of the Techpriest, instead giving him white robes to make him stand out from amongst the others of his order. However, I still retained the red demi-tabard to confirm his allegiance to the Machine God. The gold lettering and equipment all denote that he has risen in the ranks of his Temple. The actual banding reads that he is a protector of the faith and guardian to the Machine God in High Gothic. To give Gruss an individual look, I used Chaos Black with a gloss varnish to paint his weaponry and metallic extensions. This shows that they are made from a different material to the weaponry used by other Inquisitor characters. During his worship of the Machine God, the Magos has discovered new and more advanced alien metals with which to construct his equipment from. I wanted to include the cog symbol of the Adeptus Mechanicus, but rather than painting it too obviously, I used it as a design around the bottom edge of his hood. The little of Gruss's skin that shows is painted very pallid and sickened – I suspect he would much rather substitute weak, mortal flesh with durable and long-lasting machinery.



Inquisitor Peligia and her henchmen, by Adrian Smith



Desperados

Charming rogue or hardened killer, the Desperado is a man on the edge of society. Very much a law unto himself, he is a self-taught killer. The term Desperado covers all sorts of vocations, such as bounty hunters, mutie killers, slavers, glory hunting gunslingers, outlaws, pirates and other flotsam and jetsam of human civilisation.

Desperados are rough and ready, no strangers to hardship and violence. They are focused, ruthless men, which is what can attract them to an Inquisitor's eye. A Desperado will dress in hard-wearing, protective clothing, often concealing padded or plated body armour for added security. They favour weapons with solid ammunition such as revolvers, pistols, autopistols, autoguns and stubbers, as the roar and muzzle flare of such weapons is more impressive than the zzip of a lasgun! These weapons are lovingly maintained as much as possible, featuring many customised (some would claim bastardised) features such as extra sights, exotic materials for handgrips and specially made ammunition.

Although by inclination the Desperado is a loner, he is certainly not above cutting a deal with others if he can benefit from it. They are selfish men, and it is through personal gain that they can be lured to serve an Inquisitor. This may not always be purely monetary, as having one's activities sanctioned by an Inquisitor, no matter how unofficially, is normally good for business. Also, many Desperados are unashamed show-offs, glorying in their bloody work, and any opportunity to prove how good at it they are they will take with both hands.

Although difficult to generalise, a Desperado's equipment is mainly dictated by his trade. The gunslinger will always take the traditional two pistols, with plenty of ammo for reloads. Slavers prefer heavy mauls, nets and whips, while bounty hunters often use powerful rifles for taking their foes down from afar. The mutie hunter is usually heavily armoured, as he will often be employed to capture such beasts for freak shows and research facilities, and must therefore subdue them in close combat with a shock lance or suppression baton whilst being safe from slavering jaws and slashing claws.

Not all Desperados are human; some Inquisitors are not above using aliens to do their dirty work. Sometimes an Inquisitor must use non-humans, for although the Imperium is vast, its power does not extend beyond the patrols of its warships, and many fugitives from justice will find refuge in the wilderness zones between Imperial worlds. Some of these areas are completely no-go for agents of the Imperium; pirate-infested backwaters where traitors, malcontents and aliens gather together in drinking holes and slave markets. It is in these places where the Desperado is king, glad to carve a reputation for himself, used to the dirty, backstabbing ways of the underworld. Here rare goods can be traded, hunters gathered, slaves bought and sold, and there's always plenty of money to be made.

An Inquisitor who employs a Desperado gains himself a valuable aide. As long as the Inquisitor's offer is better than his enemy's, his follower will remain loyal – nobody risks an Inquisitor's wrath without very good reason.

Used to fighting and shows of excessive force, Desperados make perfect bully boys, and their ability to mix with the seediest cultures and societies make them great for gathering information in places where even the most experienced Inquisitor will be immediately recognised for what he is.

The Desperado, for all he might make claims of glory and honour, is a creature of the underworld and on the fringe of any society, making a trade doing what others need to have done but won't stoop to doing themselves, no matter how low-down and criminal it may be.

Desperados Characters

Equipment: Most Desperadoes prefer to use their own weapons, and the limited resources they usually have access to means that it is unlikely that they will have Rare weapons or equipment, and most certainly won't be able to get hold of Exotic or Legendary items.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Desperado	45	70	55	60	65	70	60	75	60
Random	35+2D10	60+2D10	50+2D6	50+D10	55+2D10	60+D10	55+2D6	70+2D6	50+3D6

'Slick' Devlan, Freelance Gunfighter

Lucius Devlan, or 'Slick' as he prefers to be known, earns passage from world to world by hiring out his services as a gunslinger. His charges are high, but they should be because when it comes to firing on the move and still taking down your man, Slick has carved himself a reputation across half a dozen sectors. The paths of Slick and Inquisitor Eisenhorn crossed on Proxima Finalis, when Eisenhorn hired the Desperado to provide a bit of firepower for a raid on a mutie rebel hideout. Having proved his worth to Eisenhorn, and with no better paid offer since, Slick has stayed in the Inquisitor's employ for the last couple of years.

Equipment: Stubber with one reload; revolver with 18 shells and three Manstopper shells; flak armour on all locations except head; knife.

Special Abilities: *Ambidextrous; Fast draw; Gunfighter; Hipshooting; Lightning reflexes; Quickload.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
'Slick'	45	70	60	56	73	68	64	77	60

Enforcers

The Imperium is incredibly vast, unimaginably so. It stretches to the edges of the known galaxy, its worlds thinly spread across the stars. On many of these planets, the Emperor and the Imperium he represents are but dimly remembered myths. All too often an Imperial Commander can forget the power he serves, either through incompetence or malice. This is why the Adeptus Arbites was formed. The Judges and Arbitrators of this huge organisation serve primarily to remind Imperial servants of their duties and loyalties, and to enforce the Imperial Decrees passed by the High Lords of Terra. If a Governor ever considers skipping his tithes for a year, or perhaps ignoring the request for troops from an embattled neighbour, one glance towards the armoured courthouse of the Arbites should be enough to make him reconsider.

The bulk of the Adeptus is made up of the Arbitrator enforcement officers. They are well armed and armoured, as they are often the first line of defence on a traitorous world, operating in the depths of hive cities, the shanties of mining worlds and other savage environs. If planetary control is ever lost, the Arbitrators and Judges of the Arbites are empowered to take over and rule the world in the Emperor's name until a suitable Imperial Commander can be found. Where civil unrest and crime threaten the stability of a world or the power of its ruler, the Arbitrators may be released to restore law and order.

The role of everyday control and policing usually falls to local security forces, working under the orders of the Imperial Commander and his staff. Their exact function and powers will vary from world to world depending upon the nature of the Governor. Worlds ruled by an authoritarian or paranoid regime will have many military police – secret service enforcers – watchmen and patrols, while more liberal commanders may only have a private bodyguard and a standing force to repel out-and-out insurrection and rebellion.

Both local forces and the Arbites can be requisitioned by an Inquisitor, but what if he cannot rely on these organisations as allies? What if he is investigating a Judge of the Arbites, or the Imperial Commander of a world? In these circumstances he can call upon the Enforcers of the Inquisition, often known as Wards or Protectors. These are recruited and armed by the Inquisition itself from amongst the most faithful and resolute peoples of the Imperium. The Wards can be brought in to enforce an Inquisitor's rulings, replacing local security forces or the Arbites, providing kill-teams and execution squads, and lending their firepower to purges and witch hunts.

Many Enforcers are based upon imitations of the Wards and Arbites, and can be similar in appearance. They generally wear carapace breastplates, with padded flak armour or additional vambraces and plating. This can be highly ornate on ranking officers, often gilded and inscribed with oaths of justice and Imperial commands.

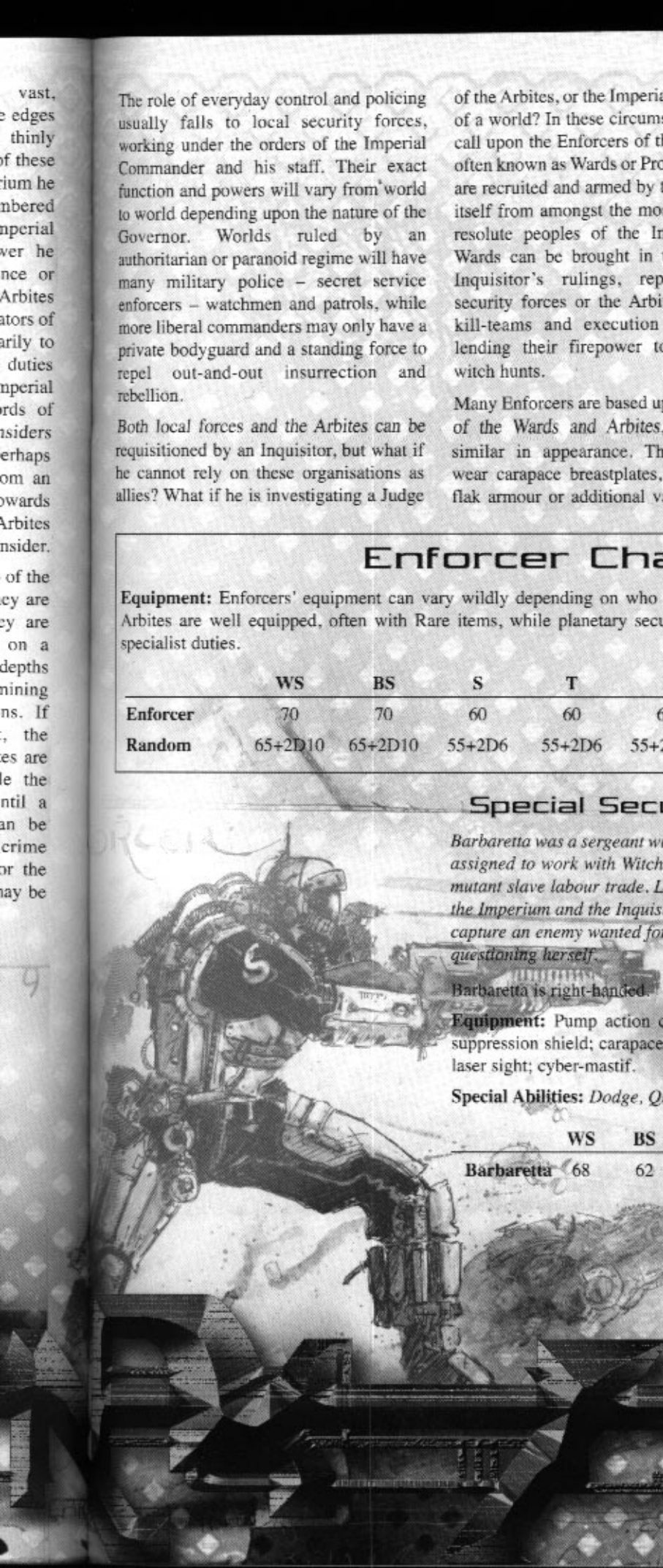
The combat shotgun of the Arbites is as much a badge of office as a weapon, and the homing Executioner ammunition they sometimes use is feared across the galaxy. Although most Enforcers won't hesitate to kill, they often carry weapons to subdue foes wanted for interrogation or trial, of which the power maul is most common. Some carry devices for ensnaring foes, such as electro-net launchers and pulse-charged bolas. They make used of cyber-mastiffs for hunting down their prey, as well as grapplehawks and stingers to catch fugitives who attempt to escape.

Enforcer Characters

Equipment: Enforcers' equipment can vary wildly depending on who they are working for. Inquisition Wards and the Adeptus Arbites are well equipped, often with Rare items, while planetary security forces will have less advanced weapons, except for specialist duties.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Enforcer	70	70	60	60	65	75	75	75	75
Random	65+2D10	65+2D10	55+2D6	55+2D6	55+2D10	60+3D10	60+3D10	70+2D6	70+2D6

Special Security Enforcer Barbaretta



Barbaretta was a sergeant with the Karis Cephalon Special Security Agents until she was assigned to work with Witch Hunter Tyrus during an investigation of Karis Cephalon's mutant slave labour trade. Loyal and headstrong, Barbaretta has an unbending faith in the Imperium and the Inquisition. Many times she has used her skills to track down and capture an enemy wanted for interrogation, and is perfectly able to carry out the brutal questioning herself.

Barbaretta is right-handed.

Equipment: Pump action combat shotgun with 12 Executioner shells; power maul; suppression shield; carapace armour on legs, chest and arms, advanced bionic eye with laser sight; cyber-mastif.

Special Abilities: *Dodge, Quickload, Lightning reflexes.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Barbaretta	68	62	56	61	65	77	79	75	78

Mutants

For millennia, Mankind has been suffering increasing instability in its gene-pool. Thousands of years of exposure to radiation, carcinogens and the warp threaten to destroy the biological foundation of Mankind itself. During the shrouded times of the Age of Strife, this mutation was left to run unchecked and even hastened by internecine wars that employed all manner of horrifying atomic, chemical and biological weapons that further seared the genetic base of Humanity. Not only that, Mankind is slowly and tortuously evolving into a psychic race and mental powers are not the only manifestation of this painful evolution.

The position of Mutants within the Imperium varies from world to world. Mutation is almost universally regarded as a sign of spiritual deviation and a punishment from the Emperor for the sins of the parents. On the least technically-advanced worlds, where feudal rulers and barbarian hordes hold sway, superstition rules over any sense of common humanity and deformed babies are slain at birth. On the more advanced worlds, Mutants may be tolerated, but nowhere are they granted the few rights and privileges enjoyed by untainted folk. They are segregated and shunned, often formed into groups of slaves and forced labour, outlawed from inhabiting the same areas as normal citizens. Other persecutions may be heaped upon them, such as involuntary sterilisation, for Mutants are at far higher risk of giving birth to mutated children. However, not all mutations turn a man or woman into a sloughing-skinned, frothing beast, and many Mutants can pass a cursory examination. Where Mutants are tolerated, it is possible for such a hidden Mutant to rise to a position of authority, either socially or militarily. In fact, many of the Imperial Commanders and noble houses of the Imperium are rumoured to harbour Mutants within their ranks, and certainly it is the case that very powerful Mutants may retain their position even if their taint is discovered or widely rumoured.

Mutants are always viewed with disgust and suspicion, they are quite frequently made scapegoats for civil unrest, crimes and other anti-social behaviour. It is not surprising then that the Mutants' dissatisfaction can erupt into insurrection and rebellion. Such revolts are almost invariably bloody as the repressed Mutants violently throw off their chains and lash out at their erstwhile masters. Whole worlds, even star systems, have fallen to Mutant rebellions, but usually the Imperial response is swift and brutal, and such Mutant empires are short-lived.

As year on year the number of Mutants increases, they become an ever larger, and more downtrodden part of the Imperial populace. They form their own sizeable communities, have their own religions and customs, and have created their own societies within the labour camps and slave pens. Puritanical Inquisitors see such gatherings as potential dangers, treating all Mutants as heretics and malcontents simply by virtue of their birth. Many, some would say wiser, Inquisitors see Mutants as another resource at their disposal. As an underclass, they are all but invisible to most Imperial citizens – the slave in the kitchens, the worker in the fields, the laboratory assistant who is ever ready to help. Their eyes and ears see and hear everything, and a Mutant populace, if won over to a cause, can provide a mass of manpower if nothing else.

As an almost universal underclass, Mutants scavenge what they can, frequently dressed in little more than rags tied with twine and rope. They are mis-shapen creatures, twisted parodies of men and women, often showing hideous scars of their abnormal growth, as well as evidence of self-mutilation and punishment from their overseers. They crawl with vermin, finding solace in the other gutterfilth of rats, bats, beetles and flies, who they often share their living quarters with.

They are normally forbidden armaments, and those they possess are crude shotguns or blunderbusses, heavy duty revolvers, chains, whips and clubs which can be easily made and concealed. Many crave for a humanity which they will never possess, and cling onto whatever fragments of normal life they can, turning children's toys into talismans, and everyday tools and utensils into ju-jus and amulets.

Mutant Characters

Equipment: Almost all Mutants come from a despised underclass of Imperial citizenry, and will therefore be unlikely to have anything other than Common equipment.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Mutant	65	40	60	60	45	50	50	50	50
Random	50+3D10	30+2D10	40+4D10	40+4D10	35+2D10	35+3D10	35+3D10	35+3D10	35+3D10

Quovandius

Quovandius was brought up in a slave mill on Thagra IV, raised from birth in dank holding pens beneath the machine rooms. When Traitor Marines of the Alpha Legion attacked Thagra, the slave mill was half destroyed by their orbital bombardment and it was Quovandius who seized the opportunity to lead several hundred of his mutated comrades to freedom. Unfortunately, freedom was not quite what it used to be, as the Alpha Legion conquered more and more of the planet. Some Mutants sided with the Chaos followers, while Quovandius and his closest friends and kin began making guerrilla raids on the traitor warriors. When Space Marines of the White Panthers Chapter arrived to liberate the planet, Quovandius and his followers were rounded up for execution, the commander of the White Panthers believing them to be guilty of treason. The intervention of Inquisitor Eisenhorn gave them a stay of execution and in return Quovandius swore an oath of loyalty to protect him from harm.

Quovandius is left-handed.

Equipment: Quovandius is armed with a shotgun with eight scatter shells, and a revolver with nine shells.

Special Abilities: *Regenerate; True grit; Fearsome.*

Psychic Powers: *Wyrd – Warp Strength.*

Crippled: Quovandius' crippling mutations mean that he is not very swift. He walks and runs 1 yard less than normal and can never sprint.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Quovandius	62	38	55	48	47	61	52	59	49

The Ecclesiarchy is a galaxy-spanning organisation based upon the worship of the Emperor. One of its many divisions is the Schola Progenium, which is responsible for the upbringing and training of orphans of those who have served the Imperium. These children are known as Progena, and most of them will end up within the Ministorum or the Adeptus Terra. Some may even find office in a planetary government, while most girls are destined for one of the Orders of the Sisterhood. Many military leaders and special forces are brought up by the Schola Progenium, including Navy officers and the elite Storm Troopers and iron willed Commissars of the Imperial Guard. It is the task of the Drill Abbot to give specialised combat training to these children. Many are Imperial Guard veterans who have been ordained as Abbots, though a few are products of the Schola Progenium themselves.

Drill Abbots are famed for their stubbornness and tenacity, coupled with a rock solid faith in the Emperor. These are the main qualities they instil in their pupils, along with the ideals of humility and sacrifice. Of course, these mental strengths are backed up by considerable combat skills, especially in hand-to-hand fighting. Drill Abbots are ferocious warriors, stirred by the endeavours of Saints from the past, their hands guided as if by the Emperor Himself.

The Ecclesiarchy

Drill Abbots are a very special type of preacher, being excused from the normal duties of delivering sermons and ministering to the faithful. In appearance, though, they wear all of the normal priestly accoutrements, including robes, symbols of faith and purity seals, and devotional scripts.

It is not uncommon for Drill Abbots to wield heavy, brutal close combat weapons such as power hammers to pulp the heads of the heathens they fight. Some wield Staffs of Belief, which are carved from trees grown in the Garden of Saints on Terra; or the vicious Axe of Retribution that has a sharded, double-headed blade that rips through flesh and inflicts horrifying injuries.

To back up these close combat weapons, a Drill Abbot will normally have at least one gun, usually a heavy duty service pistol picked up whilst in the military. This can be complemented by numerous short swords, knives or mauls, or possibly an electro-baton which delivers a numbing shock and is usually employed to discipline wayward Progena. As veterans of real combat, many Drill Abbots sport prosthetic limbs and artificial organs, usually proudly displayed as trophies of honour rather than concealed beneath synskin or clothing.

In battle, the Drill Abbot lays about himself with his hammer or staff, bellowing hymnals and curses, fired with holy ire and sacred rage. They are staunch fighters, used to the hardships of military service and the stern living conditions experienced in the Schola Progenium abbeys. They are courageous and highly disciplined, a combination of both training and their fervent faith.

Ecclesiarchy Characters

Equipment: Although the Ecclesiarchy has great wealth and resources, as an organisation it embodies Imperial superstition regarding technology and so its agents rarely use Exotic or Legendary items.

Special Abilities: Members of the Ecclesiarchy never have psychic powers.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Preacher	40	35	40	40	40	60	60	65	70
Drill Abbot	60	50	55	55	50	60	60	70	75
Cardinal	45	50	40	40	50	70	70	75	90
Random	8D10	6D10	30+3D10	30+3D10	35+2D10	50+4D10	40+3D10	60+3D6	50+5D10

Preacher Josef, Schola Progenium Drill Abbot

Based in the Schola Progenium habitat orbiting Golian, Josef Khoriv was once a petty officer in the Imperial Navy. He was part of a boarding party which freed Cardinal Symien of Ophelia from an Ork pirate ship, protecting the high ranking clergyman during their harried escape. So impressed was Symien that he had Josef transferred to Golian to pass on his skills to the potential Commissars, clergyman and naval officers in the habitat. Unfortunately, Josef's adventures weren't over, as Golian was actually being controlled by an alien-worshipping cult infected by mind-controlling creatures known as Genestealers. It was upon uncovering this fact that Josef rallied his students about him and expunged the cult from the orbiting station, earning himself the attention of the Inquisition. It was Inquisitor Covenant who arrived to investigate the incident and, like the Cardinal before him, was so impressed by Josef's resourcefulness and bravery, that he requisitioned his services.

Josef is right-handed.

Equipment: Great hammer; armoured gauntlets; advanced bionic ear; 2 points of armour on all locations except head.

Special Abilities: *Force of will; Furious assault; Word of the Emperor.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Josef	65	52	57	58	51	65	58	72	73

Arco-flagellants

The great church of the Ministorum has almost as many different ways of dealing with heretics as there are types of heresy. All their methods include torture or death (or torture and death) to physically expunge the sin from the heretic's soul so that they may strengthen the Emperor when they die. The more extravagant punishments include the Rat Pit, skin-purging, deathmasking and arco-flagellation.

In this last instance, the heretic undergoes extensive physical surgery and mental reconditioning, turning them into frenzied berserkers. The guilty person can be implanted with a variety of weapons, such as cutting claws, pneu-mattocks and the ever popular electro-flails. The Arco-flagellant is fitted with a sealed pacifier helm containing implants that connect into the cerebrum and spinal cord, which keeps them in a calm, barely conscious state. When in this mode the Arco-flagellant's mind is filled with sacred images and verses, such as symbols of the Ecclesiarchy, pictures of Saints and looped hymnals and prayers, which enter directly into the heretic's subconscious. The helm can be deactivated by means of a trigger word, releasing inhibitors and unleashing the full fury of the Arco-flagellant. Another trigger word activates the pacifier helm again, rendering the Arco-flagellant passive once more.

They are almost unstoppable once activated as their bodies are awash with combat stimulants, pain suppressants and adrenal pumps, making them virtually immune to all pain and bordering on the unkillable except when inflicted by the most horrendous injuries. Brainwave pattern regulators turn them into psychopathic maniacs, suffused with inner agony and anguish, removing any thoughts of fear or self-preservation.

Arco-flagellants are normally used by the Ecclesiarchy's fighting forces in suicide attack units. However, an Inquisitor can request (or demand if they are confident enough) that a Cardinal turn over an Arco-flagellant or two to their authority.

As the Ministorum holds those Inquisitors who possess a more radical turn of mind in some suspicion, it is usually the more puritan and outwardly pious agents of the Inquisition who will be able to include them as part of their warrior band.

An Arco-flagellant is not a subtle weapon, and they are much appreciated by the more destructive and bloodthirsty Inquisitors, who are not afraid of some collateral damage and a few innocent casualties.

Arco-flagellant Characters

Equipment: Arco-flagellants have no equipment other than that which is cybernetically implanted into their bodies, for they are living weapons and nothing more. The sophistication of their implants will vary depending on the resources of the world they were created on, but will frequently include Rare and Exotic bionics and combat drugs.

Special Abilities: *Ambidextrous; Furious assault; Fearsome; Force of will* (or, more accurately, lack of will!).

Trigger word: Until the trigger word is detected by the pacifier helm (use the listening distances in the Awareness section as a guide) the Arco-flagellant acts at half Speed and responds only to vocal commands from the controlling character. Arco-flagellants are frenzied once the character controlling the Arco-flagellant speaks the appropriate trigger word (some pacifier helms may have a telepathic pick-up instead). Any combat drug dispensers and other implants will also automatically activate at the same time. This frenzied state can be ended by the controlling character uttering the trigger word within earshot, reverting the Arco-flagellant to its dormant state.

Sample trigger words include: *Annihilatum; Dominesti; Rage; Exculpator; Sanguinatus; Shrive; Imperator Dei.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Arco-flagellant	60	20	80	80	50	100	10	160	15
Random	50+2D10	4D10	60+4D10	75+2D6	40+2D10	85+3D10	2D10	150+3D10	3D10

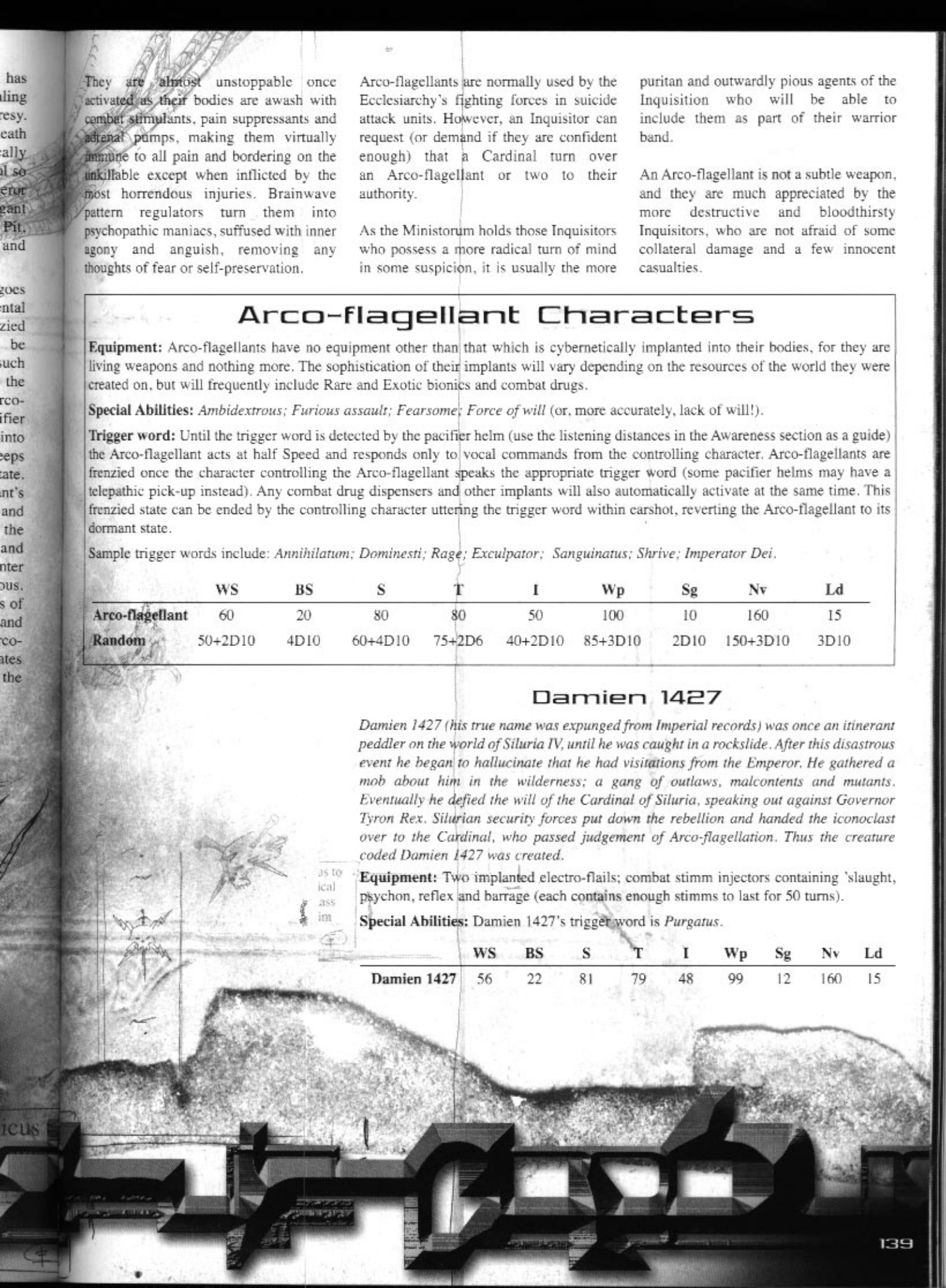
Damien 1427

Damien 1427 (his true name was expunged from Imperial records) was once an itinerant peddler on the world of Siluria IV, until he was caught in a rockslide. After this disastrous event he began to hallucinate that he had visitations from the Emperor. He gathered a mob about him in the wilderness; a gang of outlaws, malcontents and mutants. Eventually he defied the will of the Cardinal of Siluria, speaking out against Governor Tyron Rex. Silurian security forces put down the rebellion and handed the iconoclast over to the Cardinal, who passed judgement of Arco-flagellation. Thus the creature coded Damien 1427 was created.

Equipment: Two implanted electro-flails; combat stimm injectors containing 'slaught, psychon, reflex and barrage (each contains enough stimms to last for 50 turns).

Special Abilities: Damien 1427's trigger word is *Purgatus*.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Damien 1427	56	22	81	79	48	99	12	160	15



Assassins

"The Blood of Martyrs is the Seed of the Imperium..." say the holy scriptures of the Ecclesiarchy. The Imperium is founded upon death and bloodshed, and maintained only by the further sacrifices of Humanity. In the Imperium, as in any society, there are those for whom death is a way of life, and death cults of many types can be found on human worlds across the Imperium. Some are undoubtedly Chaos-influenced, unwitting pawns of men who would bargain with Khorne the Blood God. Others revel in holy slaughter, dedicating their victims' souls to Him, offering up blood sacrifices to the Emperor so that He might answer their prayers. Then there are the Death Cults that specialise in ritual murder and assassination. The art of the blade is paramount to many Death Cultists; different types of incisions, lacerations and punctures, the weapon they are inflicted with, and the body location on which they are made, all have special significance to dedicating the soul to the Emperor.

Death Cultists are quite frequently cannibals and haemavores (blood drinkers). They feel purified by eating the corpses of those they've slain, stealing their enemy's prowess and soul for themselves. Often blood is siphoned off from the dead as offerings to the Emperor, and Death Cultists will make pilgrimages to a great Cathedral of the Ecclesiarchy to present their gifts to the Emperor.

Many of the ritual weapons used and lovingly maintained by Death Cultists are highly specialised. They use all manner of blades such as knife-rings, punch-daggers, dirks, poinards, stilettos and whip-scythes to incise and lacerate. Even more fanciful and symbolic armaments include cross-shaped throwing blades, rending claws shaped like eagle talons and knives carved from the sharpened bones of the faithful or heretical. Death Cultists do not always shun ranged combat totally, and some swords and blades may incorporate mechanisms that fire flechette darts that tear flesh and smash bone, or sedative-coated needles that render their victims paralysed so they may be sacrificed later.

As one might expect, Death Cultists are expert, cold-blooded killers. They can stalk their prey for hours, even days, before picking their moment. In an explosion of power and speed they leap cat-like from the shadows, blades flashing, beheading, severing limbs and disembowelling with savage grace. Unsurprisingly, these skills can make Death Cultists highly desirable companions for an Inquisitor, particularly those who'll turn a blind eye to their somewhat exotic eating habits. Some Inquisitors may organise Officio Assassinorum training for a Death Cultist, turning an already highly efficient killer into a deadly and honed executioner.

Officio Assassinorum killers are death machines, trained in one of the hidden temples to be an expert sniper, a bio-chemically-driven frenzied killer, a shapeshifter or worse. The Officio Assassinorum is almost as secretive as the Inquisition, and the two organisations work closely with one another, which is not surprising considering their roles.

Assassin Characters

Equipment: Agents of the Officio Assassinorum have access to all manner of deadly equipment and there is no limitation to what they might be given. Freelance Assassins and Death Cultists are unlikely to have such resources and so wouldn't normally have Exotic or Legendary weapons and wargear.

Special Abilities: There is a -20% modify to any attempts to detect an Assassin.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Death Cultist	85	60	65	60	90	60	60	70	35
Officio Ass.	90	90	70	70	95	80	80	120	50
Random	75+2D10	50+2D10	60+2D6	55+2D6	80+2D10	45+3D10	45+3D10	65+2D6	30+2D6

Severina and Sevora Devout, Death Cultists

Raised from birth by an ancient sect known as the Emperor's Blades, Severina and Sevora are twin sisters who have been taught to wield a blade with astonishing speed, but are unable to read, write or speak. They communicate with an intricate sign language developed by the cult, and, when not actively hunting, they hone the ritual deathblows taught to them by the ancient masters and mistresses of the sect. Inquisitor Eisenhorn once investigated the Emperor's Blades, but finding nothing but puritanical devotion he hired the mysterious twins, taking three months to learn their peculiar language. The price he paid? At least one phial of blood from each of the twins' victims must be sent back to the cult's temple to be dedicated to the Emperor. A small price to pay for such lethal talents.

Equipment:

Severina – Sword coated with Bloodfire (takes effect if target takes damage after deductions for armour, etc); three throwing knives; advanced bionic eye with built-in digi-laser; two knives.

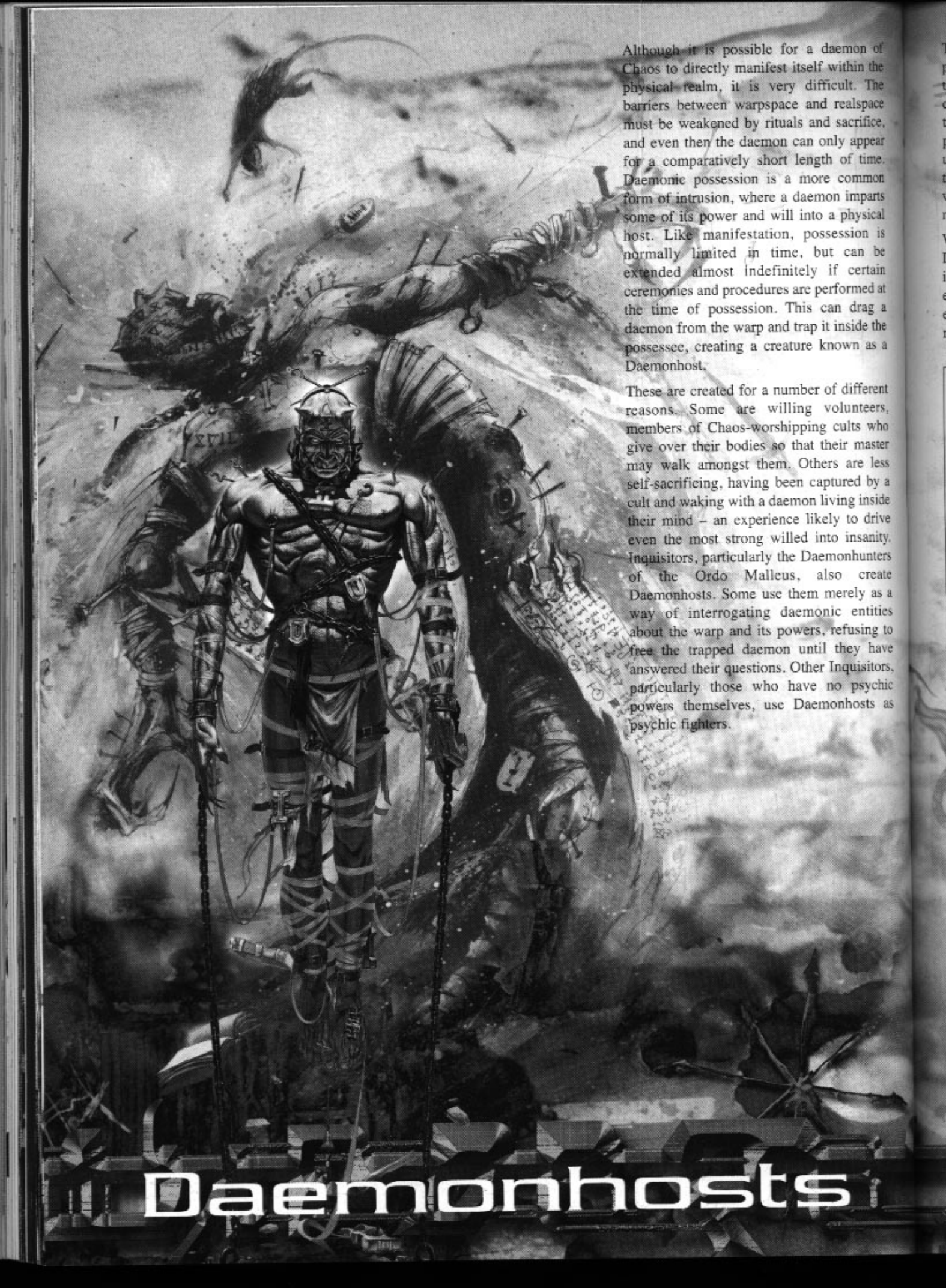
Sevora – Four knives coated with stun (takes effect if target takes damage after deductions for armour, etc); three throwing knives; advanced bionic eye with built-in inferno pistol.

Special Abilities

Both – *Acrobatic; Ambidextrous; Blademaster; Catfall; Dodge; Vampirism.*

Sign language – This counts as *Wyrd-telepathy* as long as the recipient also understands the language (ie, the other twin or Inquisitor Eisenhorn) and is looking at the sender.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Severina/Sevora	82	59	67	65	90	65	61	70	38



Daemonhosts

Although it is possible for a daemon of Chaos to directly manifest itself within the physical realm, it is very difficult. The barriers between warpspace and realspace must be weakened by rituals and sacrifice, and even then the daemon can only appear for a comparatively short length of time. Daemonic possession is a more common form of intrusion, where a daemon imparts some of its power and will into a physical host. Like manifestation, possession is normally limited in time, but can be extended almost indefinitely if certain ceremonies and procedures are performed at the time of possession. This can drag a daemon from the warp and trap it inside the possessee, creating a creature known as a Daemonhost.

These are created for a number of different reasons. Some are willing volunteers, members of Chaos-worshipping cults who give over their bodies so that their master may walk amongst them. Others are less self-sacrificing, having been captured by a cult and waking with a daemon living inside their mind – an experience likely to drive even the most strong willed into insanity. Inquisitors, particularly the Daemonhunters of the Ordo Malleus, also create Daemonhosts. Some use them merely as a way of interrogating daemonic entities about the warp and its powers, refusing to free the trapped daemon until they have answered their questions. Other Inquisitors, particularly those who have no psychic powers themselves, use Daemonhosts as psychic fighters.

The presence of a warp entity inside a physical body eventually takes its toll on the Daemonhost, but until they are finally consumed by the power raging within them, they are potent beings. Their possession and the enchantments placed upon them protect the Daemonhost from the attentions of other warp creatures, while the daemon's own powers can be manifested by the host.

When unleashing their mental powers, Daemonhosts tap directly and efficiently into the warp, allowing them to channel enormous amounts of energy, which will eventually consume them if they are not released of their possession. They appear to be caught in a gale of psychic power: eyes blazing, clothes and hair rippling in an unnatural storm, raw energy arcing from their skin, their fingertips crackling with inhuman force.

As well as this, the host may well benefit from a number of special invulnerabilities particular to daemons, and will be almost impossible to harm without certain weapons or in a certain way. Daemonhosts do however have some peculiar weaknesses brought by their unnatural union too – some can be killed with silver, others must feed on fresh blood to survive, some cannot stand daylight, while others have an aversion to symbols of faith.

No matter how strong-willed the host is, eventually the possessing Daemon will begin to corrupt the body that it inhabits. This is very much reduced if the proper rituals have been undertaken, but month by month, year by year, the Daemonhost will physically change to suit the needs of the entity residing within their soul, reflecting its inhuman nature. Its eyes will start to change, perhaps going blood red or taking on the look of a cat's or snake's eyes. Its skin will start to take on an unnatural sheen, while the skeleton may also undergo changes, resulting in vestigial horns, tails and other daemonic features.

Daemonhost Characters

Equipment: Daemonhosts do not carry much equipment, if at all, and the level of those items they do carry depends on who created them. Ordo Malleus Daemonhosts, for example, will have the best technology available, whilst a Daemonhost of a Chaos cult will carry what their masters can scavenge.

Special Abilities: Daemonic; Fearsome; Possession. Almost all Daemonhosts have psychic powers.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Daemonhost	50	50	50	50	50	90	90	90	25
Random	45+2D6	45+2D6	45+2D6	45+2D6	45+2D6	85+2D6	80+3D10	85+2D6	20+2D6

Cherubael

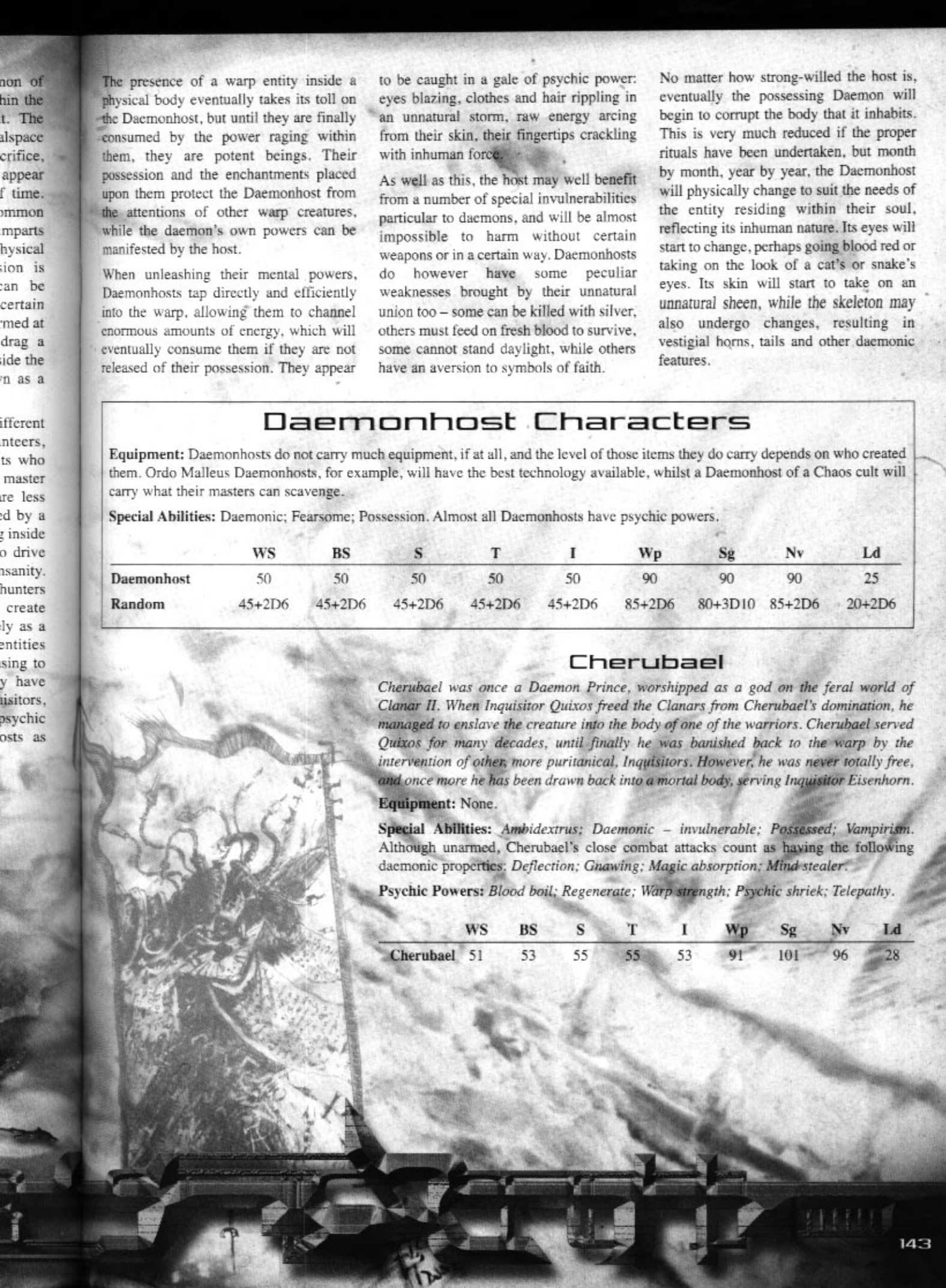
Cherubael was once a Daemon Prince, worshipped as a god on the feral world of Clanar II. When Inquisitor Quixos freed the Clanars from Cherubael's domination, he managed to enslave the creature into the body of one of the warriors. Cherubael served Quixos for many decades, until finally he was banished back to the warp by the intervention of other, more puritanical, Inquisitors. However, he was never totally free, and once more he has been drawn back into a mortal body, serving Inquisitor Eisenhorn.

Equipment: None.

Special Abilities: *Ambidextrus; Daemonic – invulnerable; Possessed; Vampirism.* Although unarmed, Cherubael's close combat attacks count as having the following daemonic properties: *Deflection; Gnawing; Magic absorption; Mind stealer.*

Psychic Powers: *Blood boil; Regenerate; Warp strength; Psychic shriek; Telepathy.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Cherubael	51	53	55	55	53	91	101	96	28



The babble of voices silenced quickly when Inquisitor Gründvald entered the circular room. This was his sanctum: his personal library and audience chamber, and here his word was law, even amongst other Inquisitors. He strode slowly around the central pit, examining in turn each of the alien skulls that adorned the wall. Here were the trophies of two centuries of hunting, of two hundred years of battling the inhuman foes who assailed the Imperium. Each had been taken in combat by Gründvald himself, and he bore the scars of those fights with dignity. One might say he seemed proud, but such considerations as pride were as alien to the learned Inquisitor as the creatures he destroyed.

After one complete circuit, the Inquisitor stopped and stood beside the table at the sanctum's centre. On it was another skull, and Gründvald picked it up in one hand and regarded it with a sneer. He held it up for all to see.

'Here is the reason I have called you to this conclave,' he declared, turning slowly on the spot so that his gaze swept across the Inquisitors assembled in the stalls around him. 'This is the latest abomination to rear its head from the depths of the galaxy.'

He paused and allowed those present to absorb his words.

'This is a Lacrymole,' he continued. 'I took this on Betacairn, the skull of their leader. A small infestation, no more than a score of them. But there will be more, be sure of that. I have studied these beasts. I have read the ancient texts of xenology. I have even consulted with Lord-Inquisitor Kryptmann.'

The atmosphere grew tenser, Gründvald could tell that the conclave were now fixated on his every word. The mere mention that Kryptmann, most experienced of all the Ordo Xenos and respected by all of the Inquisition, had taken time out of his battles against the Tyranids brought home the import of what Gründvald had to say. He cast the skull clattering back onto the desk and grabbed a sheaf of parchments. The Inquisitor glanced at his notes briefly.

'Xenomorphs,' he spat with disdain, picking up the skull once more and gazing into its eye sockets. 'Shapeshifters. Bone-eaters. They excrete a fluid which renders the victim incredibly open to manipulation. They steal aboard our vessels. They travel to our worlds in secrecy to feed upon the Emperor's servants. Well, no more, for I declare them Xenos Horrificus, an abomination that must be purged! They have incurred the Emperor's wrath and all-encompassing shall be his vengeance. Heed me well, for they who fail the Emperor in this endeavour shall answer to Him, and my own blade will usher them into the Lord of Terra's presence. Go forth from here, gather your forces and bring fire and sword and damnation upon them. Seek them out where they hide. Find their homeworlds and virus-bomb them. Search our ships and docks and cities and eradicate them where they lurk. Torch their lairs. Bring merciful death to those under their sway.'

With a snarl of disgust, Gründvald cast the skull at the wall, the fragments of shattered bone showering to the floor.

'I say it now and you know it to be true; from this day on, the Lacrymole are doomed.'

Inquisitor Grundvald, Xenoscourge of Helschen

By Brother Illuminator Gallagher

MODELLING GLOSSARY

Modelling and converting miniatures is an integral part of the Inquisitor hobby. On this page is a brief introduction to some of the tools and techniques you may wish to use when creating your own Inquisitor characters. If you have never converted a miniature before, you may be surprised at how straightforward it actually is.

Modelling knives are used for removing tiny pieces of excess metal or 'flash' from models prior to painting.

Clippers are great for snipping off small bits of metal and for cutting wire. Don't use them for cutting through anything too thick.

Modelling saws can be used for cutting both metal models as well as wood for scenery projects.

Use a **pin vice** to drill holes in just about any material (card, wood or metal for instance).

Green Stuff is a fine-textured modelling putty, used for filling in small gaps on models as well as scratch-building and converting.

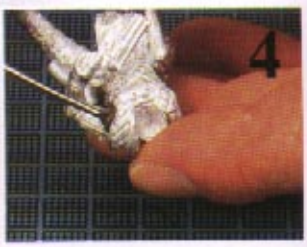
Modellers collect a **bits box** as they make more and more models. It contains any extra metal or plastic Citadel miniatures parts that can be used for conversions.

A powered **modelling drill** is great for drilling large metal parts and comes supplied with extra drill bits such as saws – a modeller's dream tool!

Here are a number of modelling techniques you will regularly use. A common conversion is to swap a model's head or weapon. To start, simply cut the part away with a saw.

To make a secure join when you swap a weapon, pin it. Drill a hole approximately 5mm deep into both pieces. Superglue some wire into one piece and then glue the other onto the end of the wire.

When posing a model it's a good idea to use Blu-tack™ to check how the model will look when glued together. This means you can make any alterations without having to pull apart glued pieces.



After putting together a miniature there can often be small, unsightly gaps. Mix Green Stuff and press it into the gap with a modelling tool, moulding it into shape and sculpting a texture if you like.

Over the following pages are featured a wide variety of Inquisitor characters by many different gamers and painters. Some characters are created by the choice of colour scheme, others by converting models with simple head swaps or more complex techniques. The scale of the Inquisitor range of miniatures allows you to model any character from the Warhammer 40,000 universe with a level of detail that will truly make your figure stand out as an individual.

Cyber-berzerker converted by John Blanche

Don't make the mistake of assuming that you are limited to using 54mm parts either. As you may notice, over the next few pages much of the massive existing range of Warhammer and Warhammer 40,000 plastic and metal components can easily be incorporated onto your figure to enable you to design your very own characters. Hopefully, the figures displayed in this section will inspire you to make your own unique characters and warrior bands. From reading the ideas behind each of the modellers' choices in designing their particular figure, we hope you'll gain an insight into the process of character creation.

John Blanche's crazed Cyber-berzerker model shown to the left was one of the first Inquisitor models he made. Created using one of the concept models that were made to check the new scale, he added the limbs taken from the Ork 28mm range which he found perfect for this scale miniature. "Just a quick search through the other ranges of models will reveal a whole treasure trove of ideas." A veteran painter, John used his normal 28mm method, painting the model with Citadel paints and inks, and was surprised at the speed and ease with which he finished it.

INQUISITOR CONVERSIONS

Markus 543 by ***Mark Bedford***

Baron Hermes De Wolfe
by ***Neil Hodgson***

Inquisitor Hoth
by ***Gareth Harvey***

Alex Boyd: My aim was to convert an ex-Imperial Guardsman who has been tainted by exposure to the corruption of Nurgle, leaving Dante's body infected and his sanity in tatters. The Arco-flagellant was the perfect basis for this model, substantially remodelled with Green Stuff and other Citadel parts. I've added lots of extra detail to the model to try and maintain a sense of movement. A gas mask sculpted in Green Stuff reminds me of the Steel Legion. He wears talismans which he believes will ward off the effects of Nurgle's Rot. Bandages, boils and a muted colour scheme finish off the sickened appearance.

Dante by ***Alex Boyd***

Markus Trenkner: The Nagash model from Warhammer is the basis for Nostraphex. I added an armoured tabard using gauze material, kept the sword and added a new head. Nostraphex is a radical Xanthite who suffered a head trauma during an attempt to bind a Daemon to his blade, hence the bionic face. The ancient plasma pistol has a very crude look which fits in well with the model's overall appearance. The spikes and chains give him a slight Chaos-feel which is offset by the purity seals on his chest. Nostraphex's mutant apprentice Jorgo is modelled and painted in a fashion that mirrors his master's appearance.

Jorgo
by ***Markus Trenkner***

Inquisitor Nostraphex
by ***Markus Trenkner***

Orten Fank Inquisitor Konstantin Grath Officer du Pre Methuselah 1691

Jim Butler: The idea of using the power fists from the plastic dreadnought kit on an Arco-flagellant was one of those "Hmm, I wonder if..." moments. As it happens they fitted perfectly and, despite their size, they haven't destroyed the feeling of movement which is the model's best feature. I used clippers to trim the fists and metal arms, then filed both surfaces flat. I put a small piece of Green Stuff in-between the two parts and then stuck them with superglue. The Green Stuff expands and fills in any little gaps, creating a stronger join. As the fists are plastic, I didn't need to pin them. The (entirely spurious) piece of wargear on his head is the front part of a Space Marine missile launcher from Warhammer 40,000.

Inquisitor Konstantin Grath

Having never painted large scale miniatures before, I was pleasantly surprised when I found that all the painting techniques I use for 28mm models are just as applicable to this scale. I wanted to give the impression of leathery skin, and used Bronzed Flesh as a basecoat and then drybrushed with Bleached Bone and then Skull White. The effect was finished off with a succession of Brown and Chestnut ink washes. If you're like me, and struggle with techniques such as blending, you'll find that simple highlighting can be made to look really effective by covering it with an ink wash.

Methuselah 1691

I've tried a new technique for painting black weapons and armour which I've seen used at this year's Golden Demon: paint gloss varnish straight over the top and let natural light do the work for you! From now on I'll be painting all of my weapons and armour this way.

Inquisitor Skydekkerix by ***Nelson***

Inquisitor Hawk by ***Nelson***

Nelson: I created Inquisitor Hawk to use as an NPC, and wanted this powerful psychic Inquisitor to appear centuries old and weathered, but not feeble. I started my conversion with the body of Damien 1427, the hunched shape dictated that Inquisitor Hawk would be sat down and it seemed like a good idea to build him a wheelchair. I constructed the wheelchair from an old Skaven Screaming Bell I had, and then simply stuck lots of pipes, guns and machinery all over it! Now, when I GM, Inquisitor Hawk polices the spirit of the game, rolling around the streets punishing any uncharacterful gaming.

Inquisitor Skydekkerix is the only character I use when gaming, therefore I really wanted him to look outrageously bright and colourful, so that he really stands out from the other miniatures on the table.

Logan Storm *Inquisitor Kessel* *Loa Gorg* *Mechanicus Odrelzus*

Gav Thorpe: My characters range from simple conversions like Kessel to more radical ones like Loa Gorg. I spent as much time going through my bits box matching parts in my head as I did actually pinning and gluing them together.

Logan Storm's gun is an old plastic Titan weapon.

When it came to painting them, I wanted to make sure that they had a strong visual link with each other. To achieve this I used a limited palette of colours on all of the characters. This has the effect of giving the characters a consistent colour theme without actually having a uniform as such. All the bases have a circle of fine wire mesh glued to them which is drybrushed with Boltgun Metal, helping to further tie the warband together.

Mostly I used ink washes, which give deep shading to large areas such as coats, whilst also picking out textures and detail such as cabling and muscle tone. To accentuate this, I then applied a lighter highlight on particularly raised areas, such as the deep folds in the sleeves of Inquisitor Kessel's coat.

Loa Gorg uses parts from Cherubael and Damien 1427.

*Tarterus by **Mark Raynor***
Mark added dragon wings to his Daemonhost and modelled him as if bursting through the floor.

*Inquisitor 'Death Dealer' Masamune by **Yoji Momiyama:** I converted the head so that it was partly bionic, using Green Stuff.*

Janus Optic and Spike *Stalker 267* *Inquisitor Claw Chronos* *Dr Bones Cadavre*

Adrian Wood: When it comes to making warriors and weapons from the 41st Millennium I particularly like building machines and human-machine hybrids. In the case of an Inquisitor warband this means making characters covered with bionics, big weapons and armour plates. Besides, painting metal is easy if you just drybrush Boltgun Metal over black.

When I started assembling my warband I made the robot, Stalker 267 first. This is because I'd been toying with the idea of using the Imperial Guard Sentinel from Warhammer 40,000 for building some crazy robots for quite some time. I wanted the construct to be inhuman, totally different from the available Inquisitor characters. As I assembled the model I felt that it looked better hunched over with powerful legs and low-slung weapons protecting a small brain cavity. I may add some more armour later.

Spike

Before making more of these robot warriors for the warband, I decided to put together some humanoid models based on existing Inquisitor miniatures. When I work in metal I start by building the basic character and, after realising how much it still looks like the existing model, I try my best to obscure the original with as much extra detail and small parts as possible!

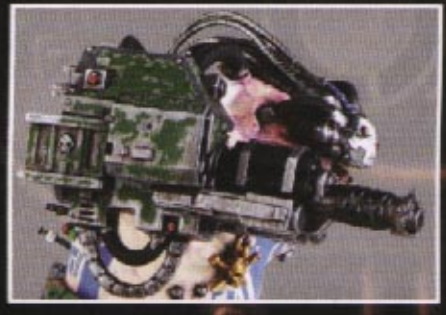
Inquisitor Claw Chronos

Matt Parkes, winner of several Golden Demon awards, wanted to give Octavium an exotic sword, hence the rapier complete with ornate basket hilt. As the sword was now much larger, this also meant that Matt had to replace the cane with a sword scabbard. The rest of the model is festooned with extra pipes, totems and decoration, a level of detail that can't easily be applied to 28mm models.

*Inquisitor Octavium by **Matt Parkes***

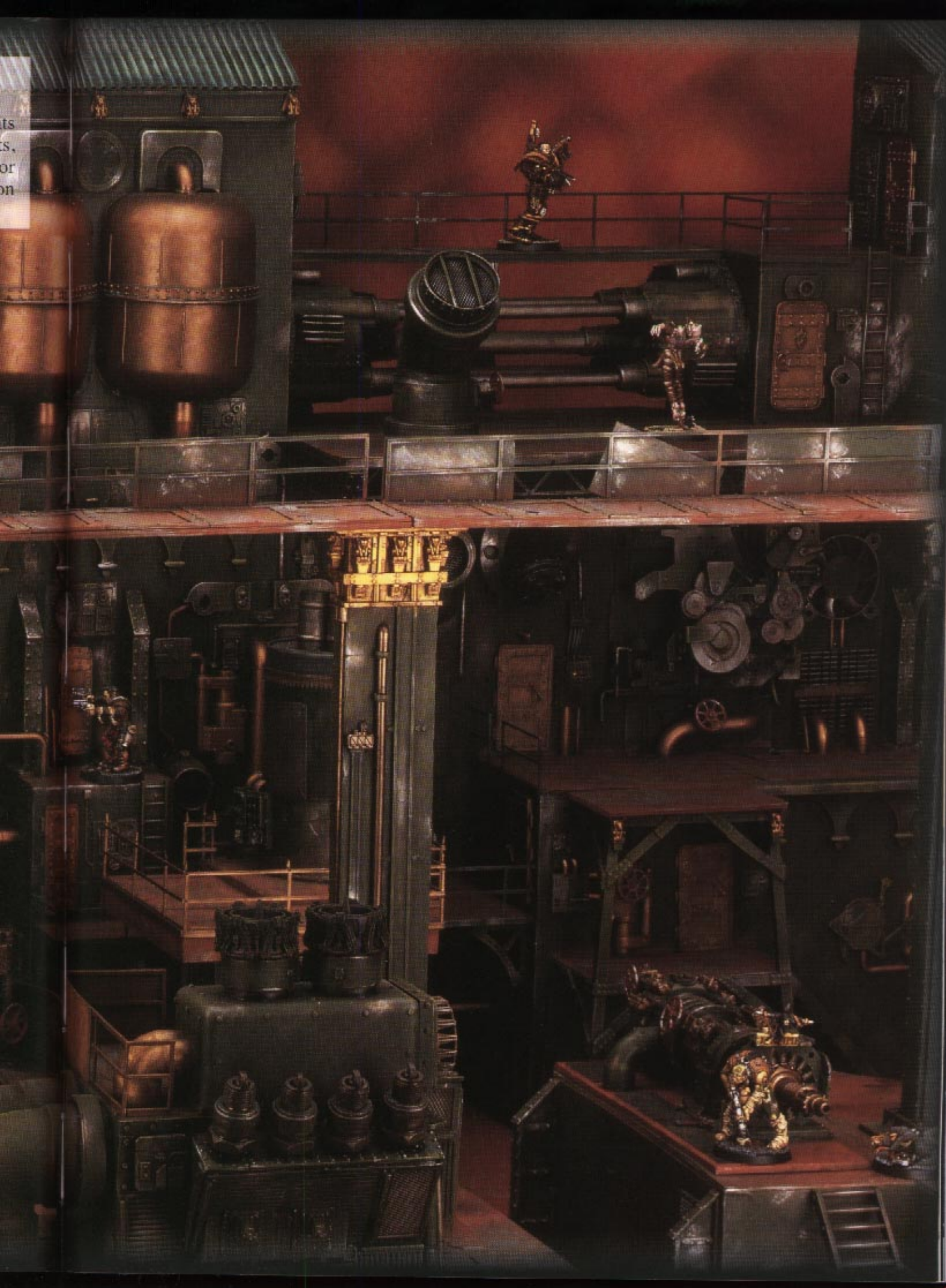
*Oarba by **Graham Davey***

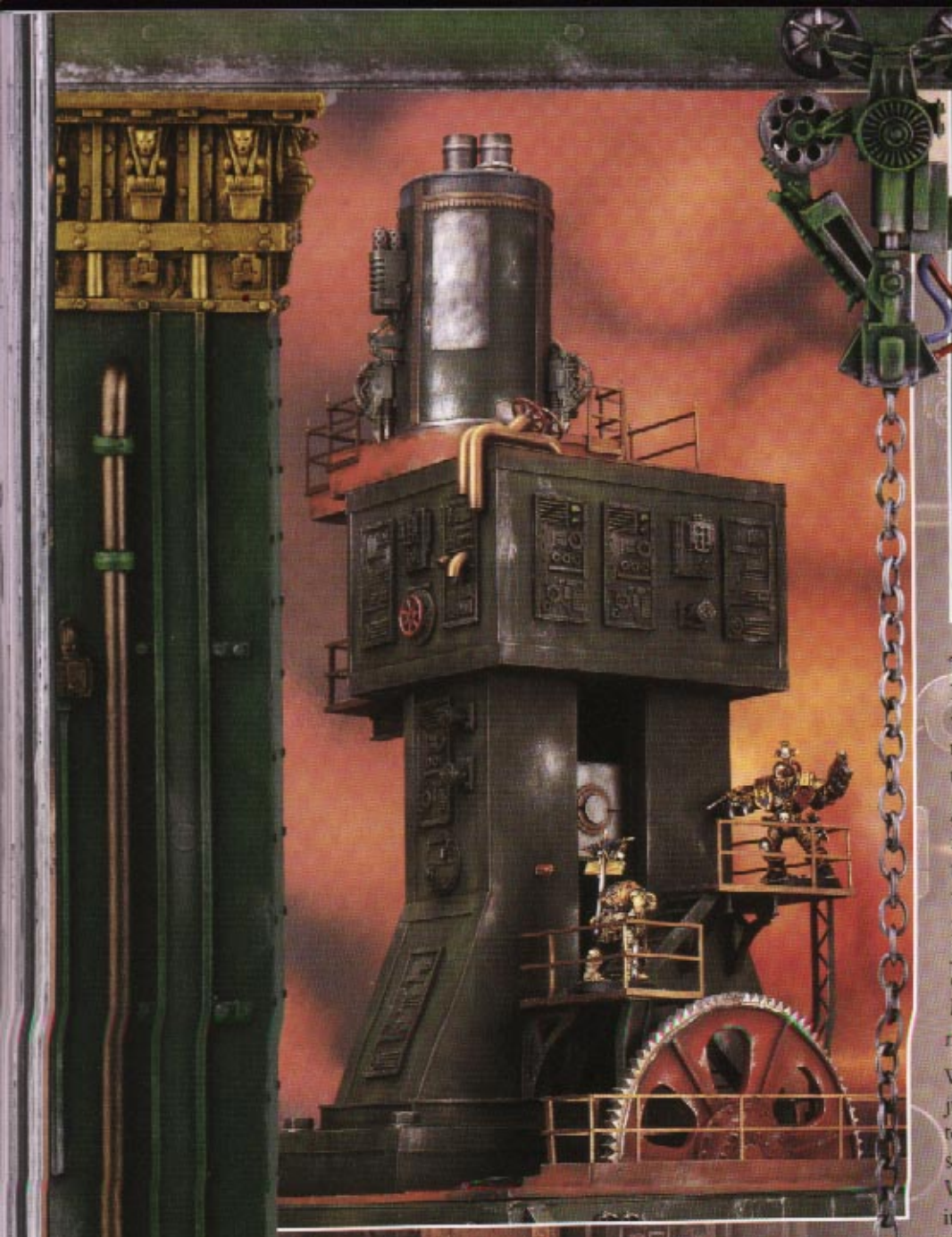
Aly Morrison: My main reason for making ***Grunga 676*** was to do something big, nasty and completely off the wall! A big body, small head and big gun seemed to fit the bill. The premise behind the figure is that he is an Ogryn who has been modified by the Adeptus Mechanicus. To represent the scale of an Ogryn in the Inquisitor range I decided to use the the Warhammer Giant for the majority of the body, adding the leg and weapon mounting off a Dreadnought. By combining different parts from the Citadel range there is no limit to the models you can convert. When it came to painting him I wanted a large area of skin to give me space to try out ideas for tattoos, based on circuit boards or barcodes. The pale skin tone helps to emphasise the expanse of his flesh. Plug him in, power him up and let him go!

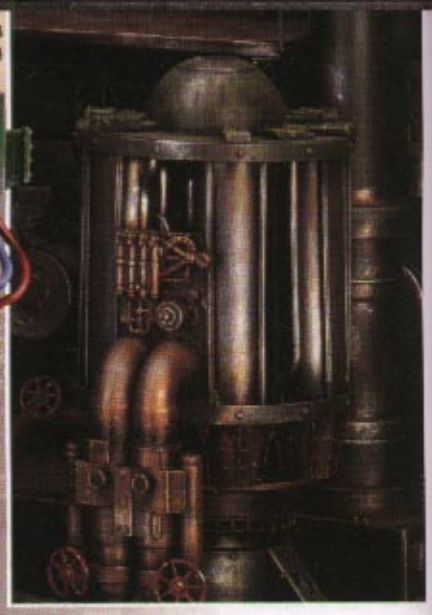


MAGNOS II

The atmosphere processors of Magnos II are required to keep the world's temperature within the limits of human survivability. Whilst investigating a pro-alien terrorist threat to destroy one of the plants, which would kill thousands of people in the surrounding area, Witch Hunter Tyrus runs into the warrior band of Inquisitor Eisenhorn, undoubtedly on some secret mission of his own. The battle for possession of the pumping chamber has begun!







The terrain models you see throughout Inquisitor were made by ***Dave Andrews*** with ***Mark Jones*** and ***Chris Smart***, and they had very specific ideas about what they wanted to achieve.

Mark Jones: It was decided early on that if we were going to make some Inquisitor terrain it would be good to get away from the usual Warhammer 40,000 settings that we'd used in the past (gothic ruins, jungles). We wanted two obviously contrasting locations. The first was a heavily industrial scene and the second a more low-tech Wild West frontier town.

We didn't want the industrial scenery to be just a scaled up version of Necromunda terrain. Instead we drew inspiration from steam engines and engine rooms from Victorian ships. This influence can be seen in the masses of pipe work and large rivets. For the colour scheme we went for an overall green and deep red scheme with lots of bronze/brass pipework to once again reinforce the gothic Victorian feel. The colours also worked well to emphasise the models by providing a dark backdrop.

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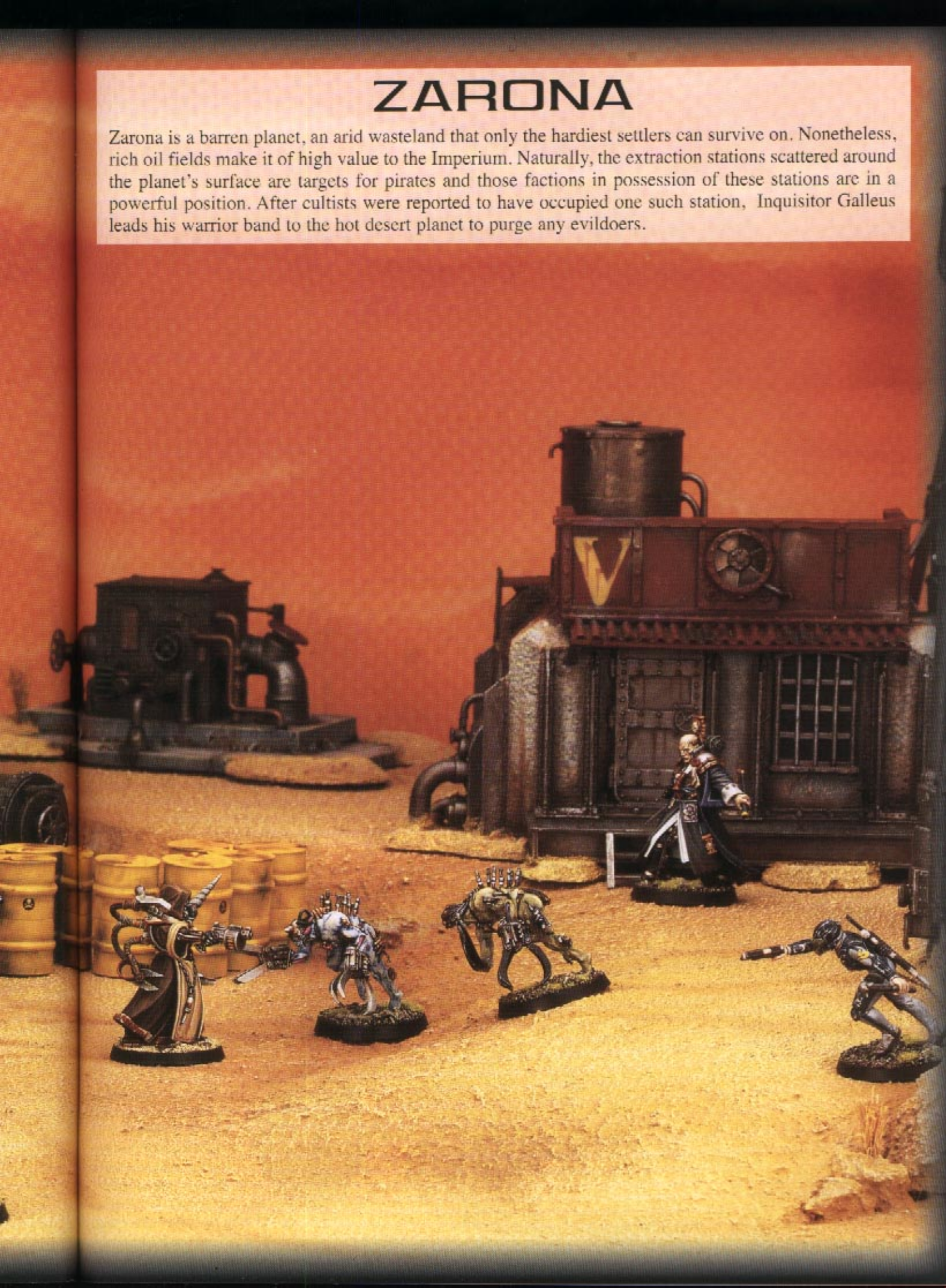
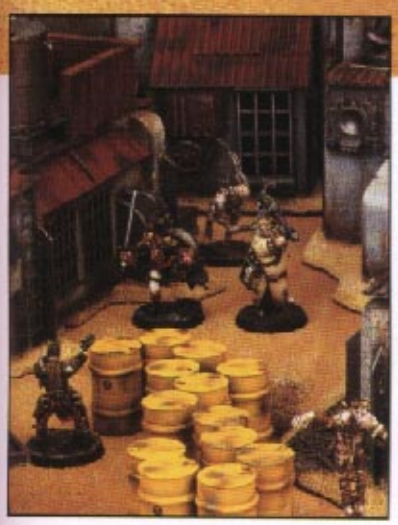
ZARONA

Zarona is a barren planet, an arid wasteland that only the hardiest settlers can survive on. Nonetheless, rich oil fields make it of high value to the Imperium. Naturally, the extraction stations scattered around the planet's surface are targets for pirates and those factions in possession of these stations are in a powerful position. After cultists were reported to have occupied one such station, Inquisitor Galleus leads his warrior band to the hot desert planet to purge any evildoers.



The Oil wagon, made from a truck model kit with Citadel parts added, is probably my favourite piece as it reinforces the idea that the town was once inhabited, and is an example of an 'everyday' Imperial vehicle rather than a tank.



Mark Jones: The frontier town is quite different from anything we've seen in Warhammer 40,000. We wanted to give the impression of a civilian settlement in an ash waste/desert world that had been mysteriously abandoned by its occupants. There is a certain style and appearance to Old West towns, which we wanted to translate to an Imperial settlement. It needed to look built, not thrown together. By including the building with the large chain winch tower, and another with an oil pump (called a 'nodding donkey') you get the feeling that the settlement has a purpose rather than just being a random collection of buildings.

Kal Jericho, Bounty Hunter for hire, by Karl Kopinski and Stefan Kopinski

The air inside the room was thick with acrid smoke, which was blown into a swirling flurry as the door slammed open. A humanoid figure, cowled and swathed in robes against the bitter winds outside, stepped across the threshold. The door creaked shut behind the stranger and he pulled the long scarf from across his face, revealing human features. Eyes of many colours, sitting in faces sprouting tentacles, spines and other assorted alien features, regarded the man from the Emperor.

He walked confidently through the gloom, looking around him at those inside, before seeing his target. He pulled a stool from in front of the fire and sat at the opposite side of a round table held together more by rust than metal.

"You are Krashrak the Stalker," he said to the hulking creature in front of him.

"Am," the alien affirmed, its mandibles making hard work of the human language. "You am from Emp'ror. Emp'ror no place on Arctura."

"I am looking to hire someone, Krashrak the Stalker," the human informed him, hand purposefully straying to the ornate hilt of the sword hanging from his belt.

"Emp'ror many soljars, not need Krashrak," the Stalker said with a shrug of its thickset shoulders.

"I need something on K'lashan," the human said, leaning forward across the table.

"Aaah, K'lashan," the alien nodded wisely. "Not like Emp'ror on K'lashan. Not like Emp'ror soljars killing chilldren."

"No," the man replied heavily. "I want you to get me another human, hiding on K'lashan," he continued, sliding a folded piece of paper across the table. Krashrak picked it up and looked at it before handing it back. "You'll get the right one."

"I 'member man face," Krashrak assured him. "Seven quarts chloriptone payment."

"Four."

"Six."

"Five."

"Done!" the alien spat on its callused hand and slapped it down on the table, the man repeating the gesture.

"You give seal, now," Krashrak said, holding out a mottled palm. "Payment promised."

The man pulled something from a pocket, dully glinting in the gloomy taverna. He placed it on the table and stood up, taking a step away before turning his back on the bounty hunter.

On the table, the object glinted slightly, a silver 'I', inscribed with a skull face, one eye a small ruby. A symbol of the Emperor's Inquisition.

THE GAMESMASTER

Good Gamesmastering

The following section of Inquisitor is dedicated to arguably the most important player – the Gamesmaster. Helping to create characters, designing scenarios and running campaigns are all part of the Gamesmaster's job.

There are no surefire routes to success as a GM, it's a combination of dedication, time, and understanding what you and your players want out of your games. The best advice for any starting GM is to get stuck in! The white heat of battle will teach you more about writing and running games than a dozen books on the subject. However, there are some pitfalls to avoid and some helpful hints we can give, to make your first games of Inquisitor as slick and exciting as they can be.

On this and the next page is a guide to actually running games of Inquisitor – the core of the GM's craft. At a pinch, you can always grab some models, make up a scenario on the spot and run a game straight away. However, the next part, Scenarios, deals with plotting games, and how to design scenarios that will be challenging and interesting for the players and yourself. Sooner or later most players and GMs want to link their games together, in a continuous story called a campaign. We've asked veteran Games Designer and skirmish wargamer Jervis Johnson to write an article on how you can approach this, in his own, inimitable style. On top of that, after Jervis' article are some basic rules for characters accumulating injuries, experience and new equipment over a campaign. Lastly is the ready reckoner – a rough and ready way of balancing the characters you've designed against each other.

This is just the start, White Dwarf magazine will be publishing a lot more material for Inquisitor, included expanded campaign rules, random character generation tables and more fully detailed scenarios and scenario concepts. And don't forget to check out the Inquisitor website www.exterminatus.com for the latest on what other GMs are up to!

Being the Gamesmaster for Inquisitor is a challenging task, but one which is very rewarding. Here are a few pieces of advice to help you take what may at first seem a daunting step.

Ultimately, it is the Gamesmaster who makes an Inquisitor battle an entertaining and challenging game. The characters used, the scenario played and how you run the game will contribute to the enjoyment of all those involved, including yourself. You will have to be prepared to put in a little work, but each hour spent in preparation is time well spent. Your goal really should be to get the players to ask you to GM their next game; if they do this then you know that you've given them a good game this time around. We deal with characters and scenarios in other sections of this book, so here we'll look specifically at running the game.

Be firm with the players

During a game of Inquisitor you will be called upon to make all manner of decisions about line of sight, how many actions certain activities will take, hit locations behind cover, etc. The players, no matter how much they try not to, will badger and plead with you to see their point of view. This is all well and good, but remember that you're running a game, not a democracy! You are the final arbiter of any decisions, and you should make this clear to the players that when it comes to such matters your final decision is law. If you're consistent in your dealings with them, the players will actually thank you for it (though probably not to your face).

Be (fairly) impartial

You wield a lot of power as a Gamesmaster, and power can corrupt. As GM you can make or break characters with a click of your fingers, but this power needs to be tempered with objectivity. Try to be as unbiased as possible when resolving such issues. That said, if you feel like giving a player a break, then you should feel free to do so, but be aware that if you have decided to do it, try to avoid unconsciously favouring one player or the other.

Keep the game & the narrative flowing

Sometimes events in Inquisitor may start to stifle gameplay, or perhaps things aren't proceeding as you thought they might – a character gets lucky and manages to sprint all the way across the board on the first turn, when you were hoping they'd sneak forward much more slowly, for example. In these situations, a bit of partisan gamesmastering might be in order to get the scenario on track.

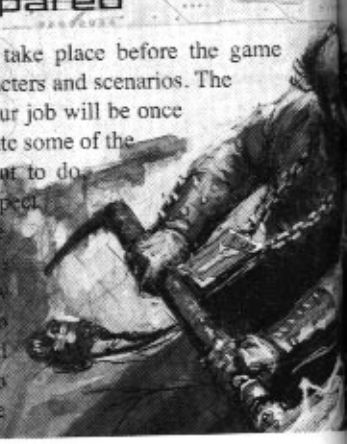
However, be careful about this because if you compensate too often and too much in this way, it may make the players think that they don't really have much control over the characters. Also, if you find you're having to do this quite often, then perhaps you need to look at how you've been writing your scenarios or creating the characters.

Reward exciting play

Inquisitor has been written to give a detailed but flowing and fast-paced game, which hopefully allows players to do all kinds of exciting and dramatic actions that you might see in a film or comic. When players want their characters to do something a bit out of the ordinary, don't slap them with a bunch of hefty modifiers that makes it near-impossible to achieve. Like in the movies and comics, our Inquisitor characters are heroes, and the heroic is second nature to them. Just because you might find it near-impossible to leap from a roof to a gantry, swing on one hand and fire a pistol at your foe, it doesn't mean that this is such a big deal for an Inquisitor!

Be Prepared

Much of a Gamesmaster's duties take place before the game actually starts – preparing the characters and scenarios. The more time spent here, the easier your job will be once the dice start rolling. Try to anticipate some of the things that the characters will want to do, and some of the situations you expect to arise in the scenario. For example, if a character has to defuse a virus bomb, you need to work out how long this takes, whether they have to take a Sagacity test to do so (and any modifiers that apply), and so on. Similarly, think about the



setting so that you have Armour values for the different types of cover that will be involved, movement rates over the terrain that can be found on the battlefield, the negative modifiers for breaking down doors or picking locks, etc. Go through a mental dry run with your scenario to see what might happen and what you can do before the game starts to be ready for it. It's a good idea to make a crib sheet for yourself (like the reference pages at the back of this book) with the details for particular rules that may be used, or even just the page numbers so you can look them up quickly. Also, if you can, prepare as much material as possible for the other players, it'll make your life easier – if you can think of questions they are likely to ask, write down the answers before the game and give them a handout sheet. This'll save them (and you) from interruptions during play.

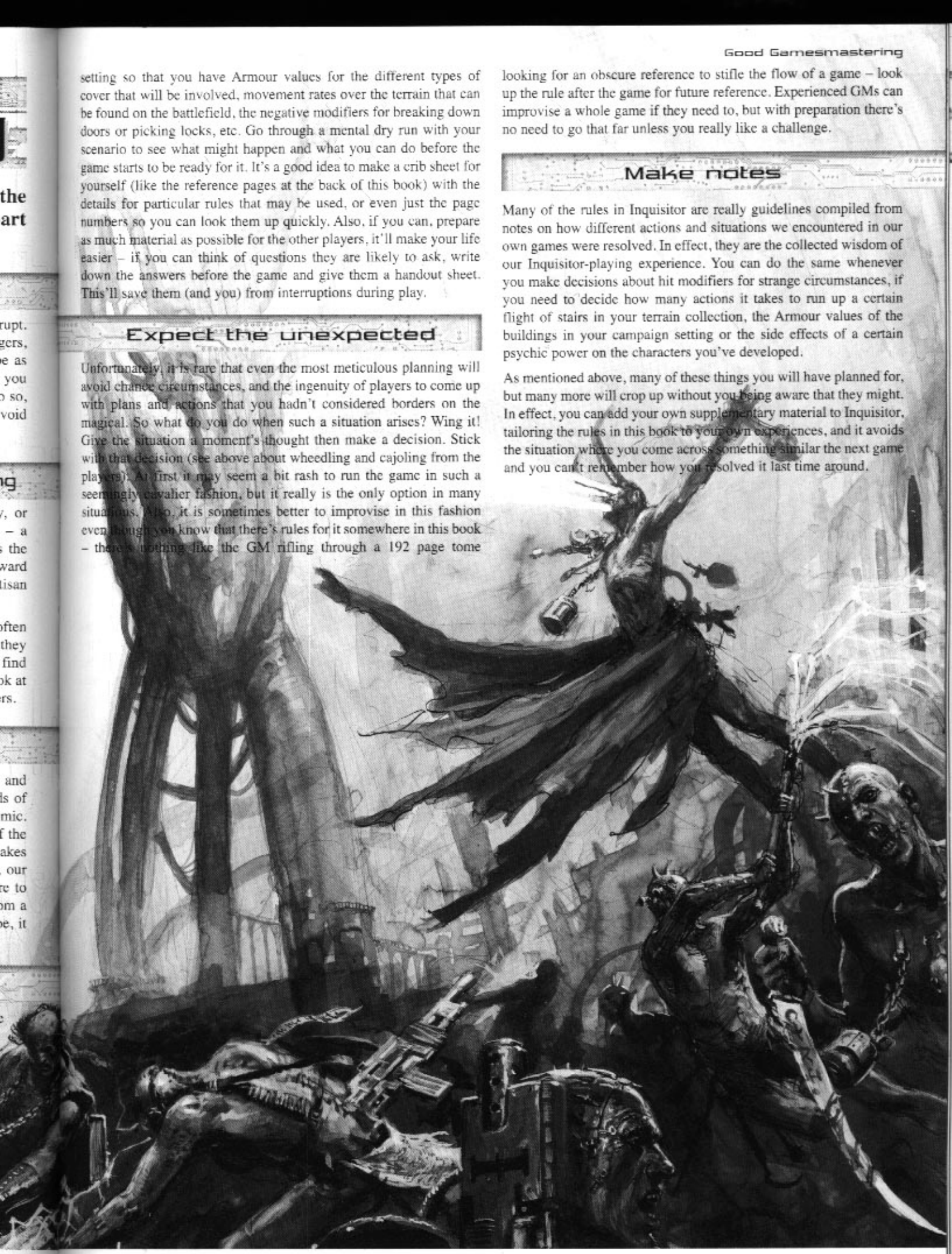
Expect the unexpected

Unfortunately, it is rare that even the most meticulous planning will avoid chance circumstances, and the ingenuity of players to come up with plans and actions that you hadn't considered borders on the magical. So what do you do when such a situation arises? Wing it! Give the situation a moment's thought then make a decision. Stick with that decision (see above about wheedling and cajoling from the players). At first it may seem a bit rash to run the game in such a seemingly cavalier fashion, but it really is the only option in many situations. Also, it is sometimes better to improvise in this fashion even though you know that there's rules for it somewhere in this book – there's nothing like the GM rifling through a 192 page tome looking for an obscure reference to stifle the flow of a game – look up the rule after the game for future reference. Experienced GMs can improvise a whole game if they need to, but with preparation there's no need to go that far unless you really like a challenge.

Make notes

Many of the rules in Inquisitor are really guidelines compiled from notes on how different actions and situations we encountered in our own games were resolved. In effect, they are the collected wisdom of our Inquisitor-playing experience. You can do the same whenever you make decisions about hit modifiers for strange circumstances, if you need to decide how many actions it takes to run up a certain flight of stairs in your terrain collection, the Armour values of the buildings in your campaign setting or the side effects of a certain psychic power on the characters you've developed.

As mentioned above, many of these things you will have planned for, but many more will crop up without you being aware that they might. In effect, you can add your own supplementary material to Inquisitor, tailoring the rules in this book to your own experiences, and it avoids the situation where you come across something similar the next game and you can't remember how you resolved it last time around.



Writing Scenarios

Inquisitor is based upon the idea of creating a story on the tabletop, and a cornerstone of this is writing a scenario for the players to take part in. This section looks at ways to generate ideas for scenarios and how you can turn them from an idea into a game.

Coming up with a fun scenario is one of the most important jobs of the GM. Combined with good characters, a well thought out scenario makes the difference between a straight dice-rolling shoot-out and an interesting, tactical game. So, what can you do to make sure your scenario stands up to the crucible of battle?

Less is more

The best scenarios are those based around a fairly simple, straightforward idea. You may want to add in various sub-plots and wrinkles, but a simple idea is a solid foundation to start with. At its heart, a scenario generates a conflict between the characters that must then be resolved in the game. It is the source of this conflict that provides the basis of the scenario. There are many devices you can use for this basis, here's just a few:

The Object – An important artefact that the opposing parties wish to capture/destroy/find.

The Person – A GM or player-controlled character or characters who the players need to rescue/ kidnap/kill/interrogate/meet.

The Place – A character needs to get into or out of somewhere, either permanently or temporarily, like an armoury, starship or shuttle, launch bay, control centre, missile facility, etc. Perhaps he needs to search it, or maybe he has to plant something there.

The Situation – For example, is a character or party going to be ambushed, involved in a double-cross, an escape attempt, a covert infiltration, etc.

Of course, some of these can be combined together for more elaborate plots, such as needing to find a device and get it to the right person to analyse it, though often these more complex ideas are better for campaigns (see the separate section later). However, if someone is busting a comrade out of the Arbites Courthouse, this is a combination of person and place, or maybe they need to break into the Governor's summerhouse to steal his secret files…

The Characters

As mentioned in the Creating Characters section earlier, some characters are important to a scenario, while others are not. Of course, the players will need some characters to use in the game and knowing what characters are involved will help to resolve some of the other details. For each player there needs to be at least one character who is important to the scenario, otherwise why is the scenario occurring? Some characters will have sub-plots that they need to achieve, or their own ambitions or traits that will interfere with or help the players to achieve their goals. Remember that characters are people (well, most of them!) and will have their own reasons for taking part. Some might be hired; others are sworn protectors, dedicated followers or power-crazed megalomaniacs. It isn't necessary for every character to have an important role in the plot in every scenario, but occasionally raising a character to more prominent position is all that is needed to give the scenario an extra twist. Some examples of character sub-plots are:

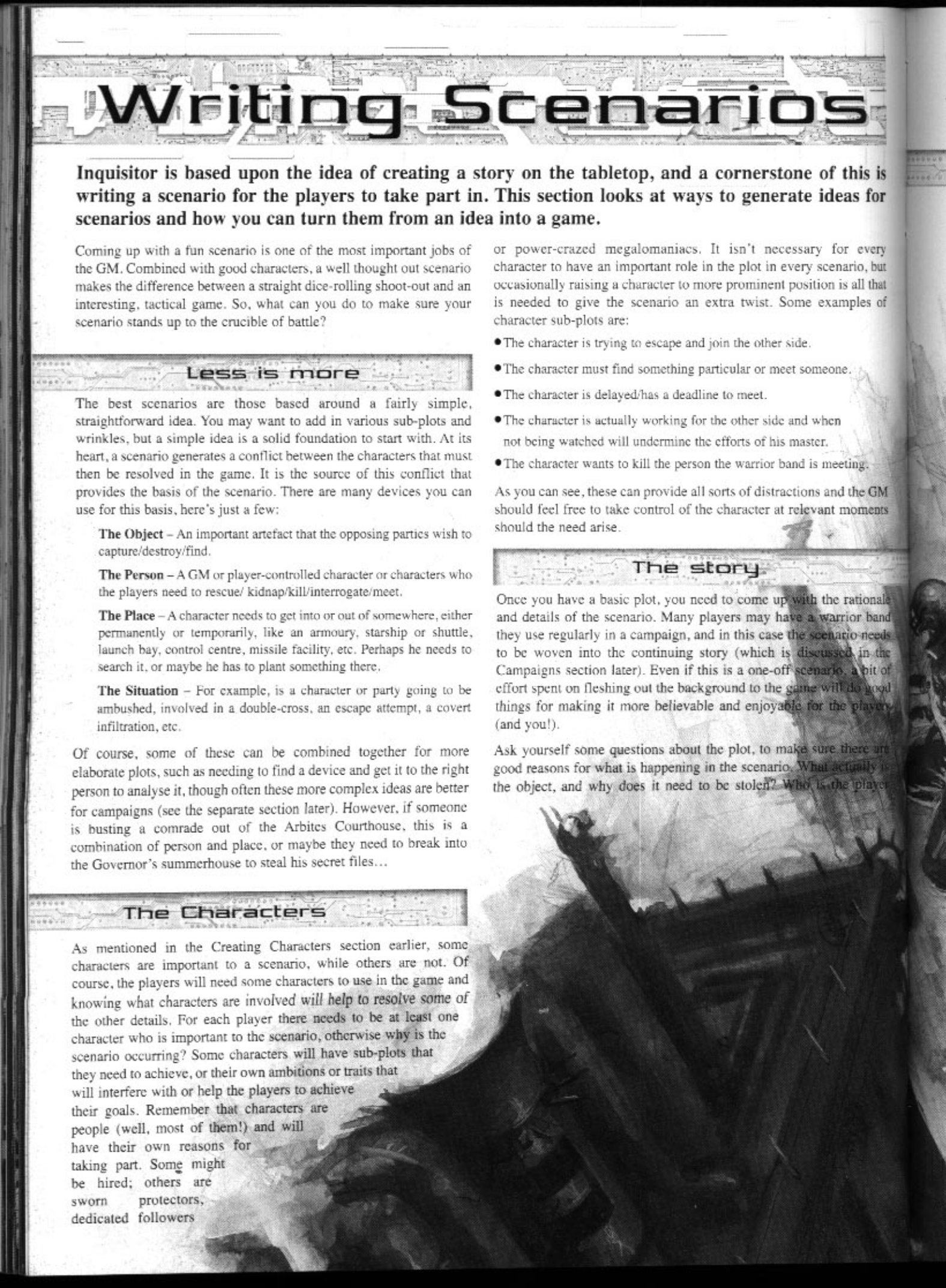
- The character is trying to escape and join the other side.
- The character must find something particular or meet someone.
- The character is delayed/has a deadline to meet.
- The character is actually working for the other side and when not being watched will undermine the efforts of his master.
- The character wants to kill the person the warrior band is meeting.

As you can see, these can provide all sorts of distractions and the GM should feel free to take control of the character at relevant moments should the need arise.

The story

Once you have a basic plot, you need to come up with the rationale and details of the scenario. Many players may have a warrior band they use regularly in a campaign, and in this case the scenario needs to be woven into the continuing story (which is discussed in the Campaigns section later). Even if this is a one-off scenario, a bit of effort spent on fleshing out the background to the game will do good things for making it more believable and enjoyable for the players (and you!).

Ask yourself some questions about the plot, to make sure there are good reasons for what is happening in the scenario. What actually is the object, and why does it need to be stolen? Who is the player



trying to assassinate, and why should the other player(s) be protecting them? Do the antagonists have a history together – is this just the latest in a number of run-ins with each other? You don't have to go into massive detail here (if you don't want to) – after all, you're writing a scenario, not plotting a best-selling novel!

Where does it happen?

Think about the scenario setting, as the scenery will greatly influence the game. In some cases there will be required pieces of terrain – you can't break into an armoury unless it's there – in other cases it may just be more a case of laying out the terrain in a characterful manner which will dictate the kind of fight you hope to get. For example, in a surprise attack the ambushers need to have someone to be hidden, and if you leave too much open ground around the targets you'll have a duck shoot instead of a game of Inquisitor.

SAMPLE SCENARIO - HIGH NOONS

In his quest for the Liber Angelicus, Inquisitor Eisenhorn has travelled to the backwater world of Oeribrus. Drawn by rumour to the settlement of Fool's Gate, he arrives to find the township eerily deserted. Meanwhile, Inquisitor Covenant, a dedicated Thorian disciple, has also followed the spoor of Chaos to Fool's Gate, determining that the source of evil may be found in the abandoned mineshafts which first gave rise to the settlement. As Oeribrus' twin suns reach their zenith, the two Inquisitors meet, immediately suspecting the other of perpetrating the disappearance of the town's inhabitants.

Characters

The following characters are used in this scenario:

Inquisitor Covenant (page 97), with Preacher Josef (page 137).

Inquisitor Eisenhorn (page 99), with 'Slick' Devlan (page 131).

Setting

The layout of Fool's Gate is shown in the accompanying photo below, as is the starting positions of the various characters.

No doors are locked.

Sample armour values are:

Shack: 8

Barrels: 5

Oil Wagon: 6

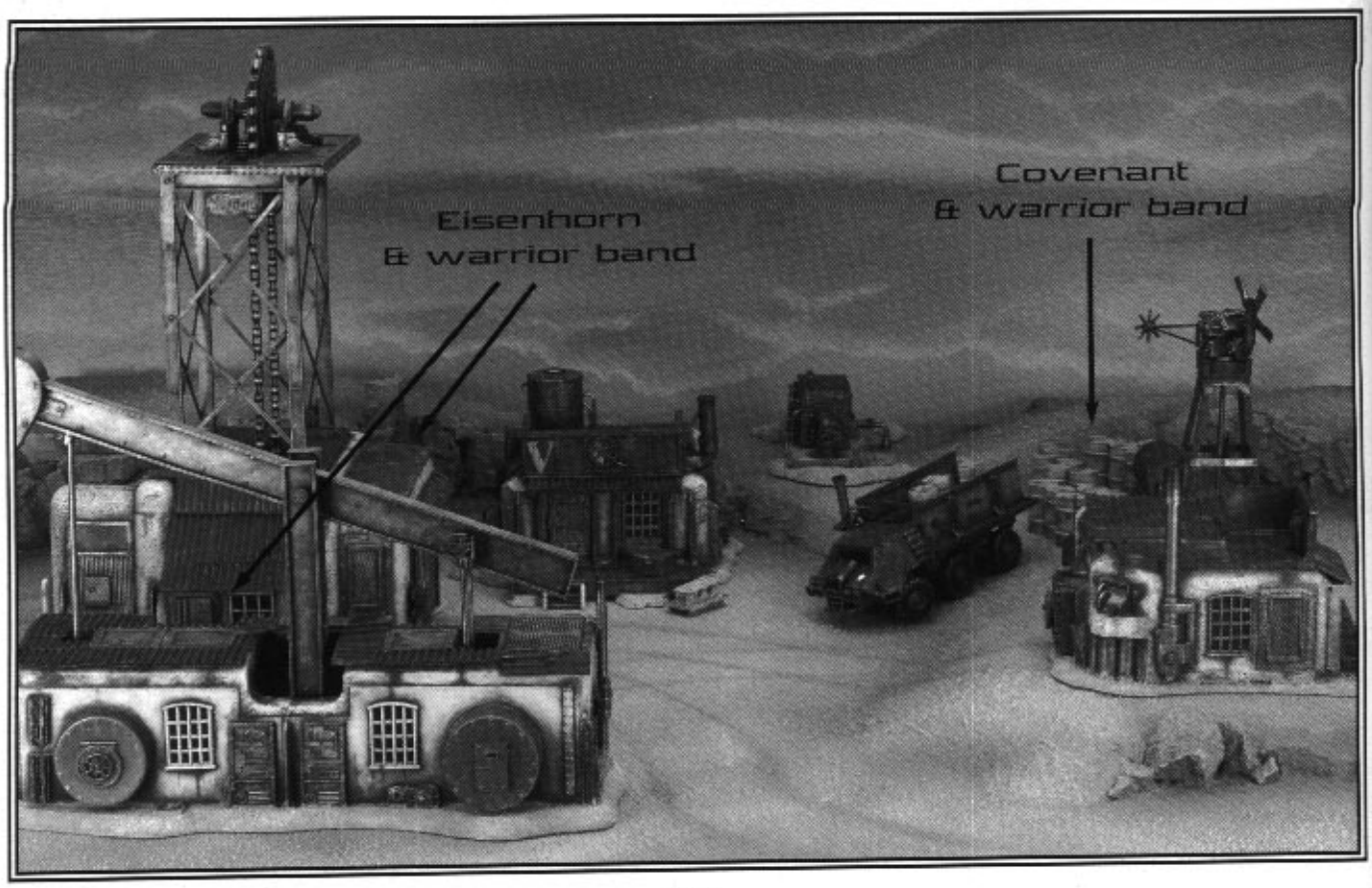
Machinery: 10

To become spiritually strong, one must be physically strong. To be physically strong, one must be at the top of the food chain, the ultimate predator. Thus Haemovores seek to improve themselves, to gain their rightful positions of power, by consuming those they perceive as powerful. They are cannibals, glorifying in their internecine gluttony, preaching that their unwholesome acts condense humanity's magnificence into a few individuals. Many Haemovores have sharpened teeth or metal jaws, most carry marrow-spoons and brain forks, whilst the highest-ranking may even have limb-grinders and flesh-strippers fitted directly to their digestive system. Occasionally, a Haemovore may be fitted with additional tanks of bile and stomach acid so that he may consume all the faster (pre-digestion by others is not allowed).

Special Rules

The two warrior bands circle each other warily at first, trying to gauge their opponent's strengths, no one quite willing to make the first move. Then the tension will get to one of them and the gunfire will start...

All characters start with no weapons drawn and may not attack the enemy or take similar offensive actions (including activating Damien 1427), or approach within 10 yards of an enemy who is aware of them. They start aware of all of the other characters but will lose this if they are out of sight for more than one action. At the start of their turn, each character must take a Nerve test. If they fail, their first action must be to draw a weapon. Once a character has drawn a weapon, all the characters may act normally from then on.



"I carry with me an Inquisitorial Seal. It is a small, unassuming object contained in a neat box of Pluvian obsidian. It is a modest thing. Relatively plain, adorned with a single motif and a simple motto. Yet with this little object I can sign the death warrant of an entire world and consign a billion souls to Oblivion."

Inquisitor

As discussed in the introduction to this section, the basis for any scenario is the core idea, or scenario concept. On the following pages are a load of scenario concepts that we've devised which you may like to work up into full scenarios.

THE AWAKENING OF SGOROTH

Portents and omens have led an Inquisitor of the Ordo Malleus and his warrior band to an abandoned mine on the world of Corinthis IV. Here, a Techpriest of the Adeptus Mechanicus has reopened the mine workings whilst searching for ancient pre-Imperial catacombs. Unbeknownst to the Techpriest, the catacombs are in fact a vast stasis tomb that contains the bound essence of the daemon prince Sgoroth. The Inquisitor must prevent the stasis chamber being breached.

GUNFIGHT AT PERISOPOLA

A Space Marine Captain of the Deathwatch has been dispatched to eliminate the leader of a pro-alien cult in the hive city of Perisopola. The cult is reputedly attempting to repair an ancient beacon, bringing the world to the attention of who knows what kind of alien monstrosities. However, the cult is a front for an Inquisitor of the Ordo Xenos who has learnt of an alien re-colonisation fleet heading towards the planet and is actually trying to activate the beacon to warn them off. Possession of the beacon is the objective of both sides.

STOP THE LAUNCH!

The Imperial government of Lacrosati is corrupt, inefficient, pro-mutant and possibly under alien dominance, and a hardline Inquisitor has decided that it is time to put a permanent end to this affair by launching an orbital missile at the Government buildings, destroying the spineless authorities with one blow. Another Inquisitor believes less drastic measures are necessary, and that the resultant loss of government will do more harm than good. He and his companions must fight their way into the orbital platform's control room and stop the other Inquisitor launching the missile.

IT'S A DEAL

An Ordo Xenos Inquisitor has learnt of a major black market deal in alien weapons, and determines to ambush the parties involved and bring them to justice. On the other hand, the Rogue Trader organising the deal believes he has every legal right to do business and will stop at nothing to protect his hard won goods.

THE HEXADRAGONA

The Corona system lies close to the Eye of Terror and has been assailed countless times by the forces of Chaos in the last ten thousand years. Legend has it that an ancient site called the Hexadragona is located there, and that it is an area where the barriers between the warp and realspace are thin, allowing communication with and the summoning of daemons. Two Inquisitors arrive on Corona to investigate the legends; one of them determined to seal this warp breach, the other to exploit the knowledge that could be gained.

STOWAWAY

A Rogue Trader has struck a bargain with an alien empire to trade Imperial weapons with them. However, an Inquisitor believes that it is better that they do not have Imperial technology to study and has ordered the local authorities to detain the Rogue Trader. The Inquisitor and his band have stowed aboard and must cripple the engines before the ship can take off, but time is short and the Rogue Trader and his crew will surely intervene.

TRIPLE JEOPARDY

This scenario involves three sides. One is led by a Rogue Trader who is trying to meet with the leader of a rebellion, who he believes can be used to further his gun-running empire. The mutant who leads the rebels, on the other hand, has organised the rendezvous to kidnap the Rogue Trader (a local noble) to demand concessions from the planetary commander. To confuse matters even more, an Inquisitor of the Ordo Hereticus arrives, intent on slaying any rebels and those dealing with them.

THE OGRAGRON HULK

The space hulk *Ogragron*, a vast conglomeration of shipwrecks pummelled together in warpspace, has drifted into Imperial-controlled space. A Rogue Trader boards the vessel looking for loot, and runs into an Ordo Xenos party who have been studying it for several months. And perhaps they are not the only creatures aboard...

TIME AND TIME AGAIN

An Inquisitor and his warriors are attempting to destroy an alien warp gate. Imagine the Inquisitor's surprise when a version of himself, from fifty years in the future, arrives to prevent him, as the destruction of the portal will cause a catastrophic temporal rip.

TRUST NO ONE...

A research station has sent out a distress call asking for help against an invasion of shapechangers. An Ordo Xenos kill team responds, but are the Adeptus Mechanicus staff they encounter all they seem?

THE BOOK OF HORUS

An Inquisitor has recovered a volume of the Book of Horus, supposedly written by the heretic Primarch himself. However, several fakes also exist and the Inquisitor must break into the extensive private library of an Inquisitor from a rival faction to verify his find.

GROX MUTILATIONS

An Ordo Xenos Inquisitor arrives on the fairly backward farming world of Deepsuth to investigate a spate of Grox mutilations, suspected of being perpetrated by alien interlopers. Actually, a Rogue Trader has been smuggling banned firearms inside the Grox, and the Inquisitor runs into him when he arrives to remove his latest delivery.

THE TECHNOMAGOS

Another three-sided fight. Techpriest Tezla of the Adeptus Mechanicus has been ensconced in a deep underground bunker for years, studying an Eldar warp portal. Two Inquisitors arrive – one to eliminate him and his work, the other to kidnap him and find out what he knows. Of course, Tezla has his own guards as well.

LET SLEEPING DAEMONS LIE

The Daemon Ak'lorazoth lies dormant at the bottom of Cansii Hive on Arebrus Major, encased in stone. He is transfixed by a blessed power blade, once wielded by a Saint of the Sisterhood. An Inquisitor arrives and wishes to recover the sword from the petrified Daemon Prince. Little does he know that removing the sword will result in the daemon awakening once more to open up a rift to the warp. Fortunately another Inquisitor arrives to prevent this, during the ritual needed to remove the sword. Will the ritual be completed or not?

BRAIN HUNT

An Inquisitor has learnt that one of a Rogue Trader's entourage was recently abducted by aliens and underwent major surgery whilst kidnapped, enhancing the servant's latent psychic power. The Inquisitor wishes to capture this individual, or at least kill him without damaging his modified brain. Unfortunately, the latent psyker is highly unstable and has a 5% chance every turn of behaving as if he was under the influence of a hallucinogen grenade.

TRUST NO ONE ELSE...

A Deathwatch Space Marine has been dispatched to clear a nest of aliens from a moon base in the Clandenn system. However, he does not know that the aliens are powerful psykers with incredible abilities of mind control, although this becomes very obvious when his followers turn on him!

PAYMENT

A wealthy and influential Rogue Trader has a dark secret – his family's power was granted many generations ago with a daemonic pact. Now his daemon patron has finally called on him to repay the debt. The daemon in question has had part of its essence trapped within a daemonhost in the warrior band of an Inquisitor. The Rogue Trader must kill the daemonhost to free the captured daemon, or banish it back to the warp in some other fashion.

DOPPELGANG WAR

An Ordo Xenos kill team runs into trouble when they discover that they are fighting shapeshifting aliens known as Doppelgangers, who have the ability to assume the appearance and powers of those they face. The valiant warrior band must defeat itself to prevail.

THY WILL BE DONE

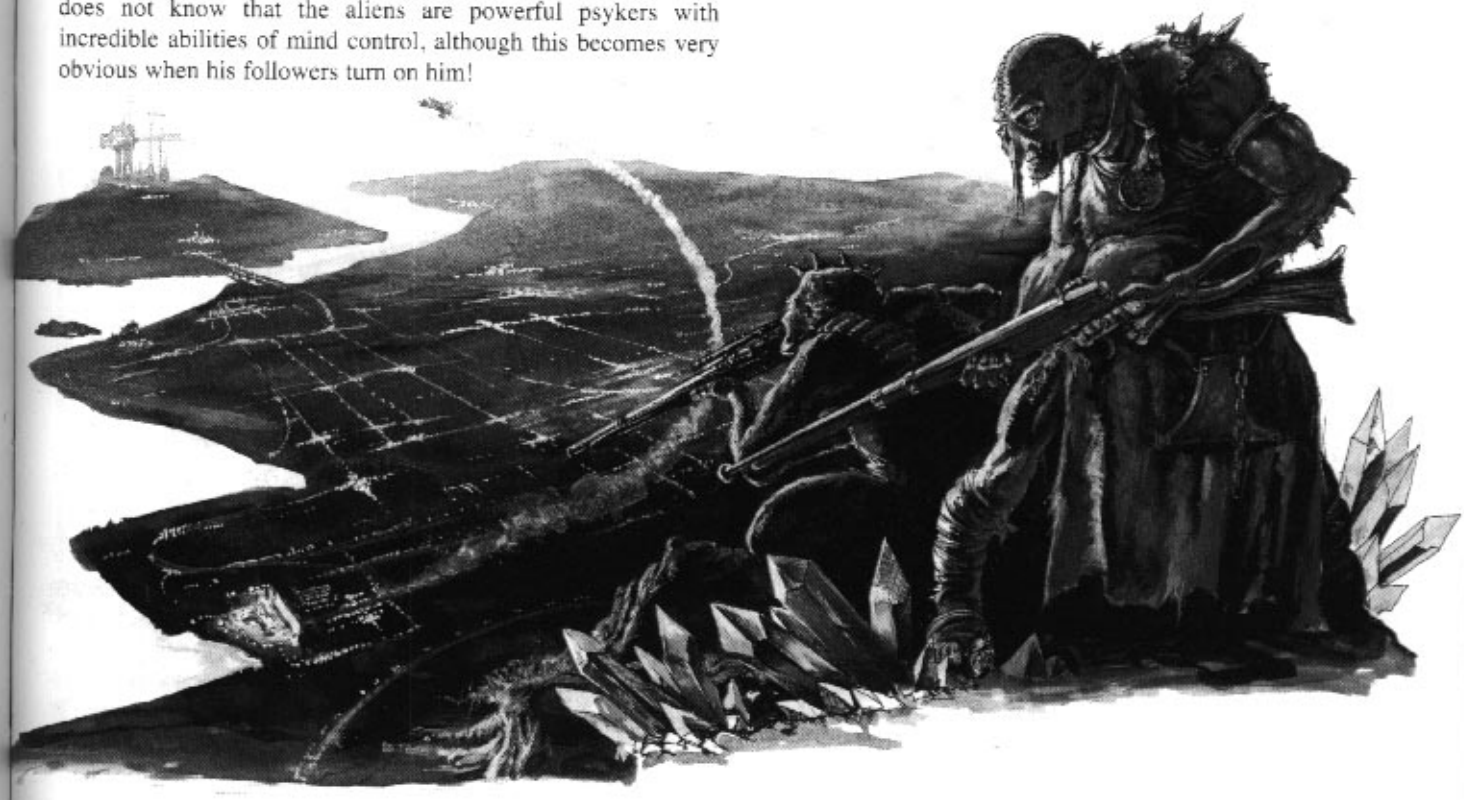
The Daemonhost Akharakesh possesses the power to command others with a single word, and has built a small empire in the depths of Ghronos Hive on Lastrati. An Ordo Malleus Daemon Hunter has vowed to destroy the fiend, but must first overcome opposition from an Inquisitor who wishes to capture Akharakesh and steal his powers.

ULTIMATE SANCTION

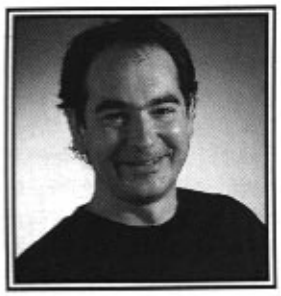
Following a secret conclave, three puritan Inquisitors have decided to team up to hunt down an Inquisitor who adheres to Horusian philosophies. Their foe is experienced and powerful, with many skilled and diabolic servants, and even with numbers on their side the Inquisitors face a tough task.

THE ANGEL

A terrible weapon from pre-Imperial times, known only as the Angel, lies in the catacombs beneath the capital of Karis Cephalon. None know its true power and Inquisitors of many factions have converged on the planet to locate and then capture or destroy the artefact.



Running an Inquisitor Campaign



First an admission; when I was but a callow youth I used to play Wild West skirmish games. Many was the hour spent playing out the exploits of the western characters that Lewis Foti (my top gaming buddy) and I had created. Over the years we developed a whole county in which to set our games, with towns and ranches, heroes and villains, townsfolk and Native American Indians (though we just called them 'injuns!' in those less PC days). I still have some of the models of the main characters from our campaign, and can still vividly remember most of the incidents we played out on the gaming table, even after some twenty-five years! It almost goes without saying that that Wild West campaign was one of the seminal gaming experiences in my life. So, when Gav started work on Inquisitor, I searched out all my old skirmish game rulebooks, and regaled Gav with tales of the campaign that Lewis and I had played out some quarter of a century ago. There was a good reason for this, apart from pure nostalgia of course, which was that, because of the nature and scale of the Inquisitor game, just about all of the methods we had used applied equally well to Inquisitor campaigns as they had to our Wild West campaign. Finally, no doubt in a desperate bid to shut me up, Gav asked me if I would pass on some of the lessons I had learned in the Inquisitor rulebook. And that is what this section of Inquisitor is all about.

The inspiration behind Inquisitor and cause of much of Jervis' nostalgia.

Narrative Campaigns

In my opinion, the best way to run an Inquisitor campaign is to run it as a narrative campaign. There are other methods of course, but in my own experience they simply don't work as well, so I'm going to concentrate on explaining some of the methods you can use to run a successful narrative campaign of Inquisitor.

As its name implies, a narrative campaign is a campaign that is designed to tell a story. Instead of fighting one-off games, the games you play are linked together to form an ongoing storyline. The difference between a narrative campaign and a series of pre-written scenarios is that the future events in the ongoing story are uncertain and will be decided upon by what occurs in the games you play on the tabletop. Basically, the campaign background you will develop sets the overarching themes and setting for the games you play, while the games provide the fine detail and the action.

Narrative campaigns can be as simple or as complicated as you like. At its simplest level all you need to do is come up with a story to link the last game you played to the next one – you don't even have to write it down! Often this will occur naturally in the games you play; for example, assume that you and your best gaming buddy have just finished a game of Inquisitor. You got soundly thrashed and had to leave one of your characters badly wounded in the middle of the battlefield while the rest of the team escaped. Clearly the character left behind will have been captured... and the rescue (or attempted rescue if things go wrong again) forms a perfect starting point for the scenario of the next game you play. If you link every scenario you play in some way to a game you've played before then you will soon be taking part in a full-scale narrative campaign. That's how me and Lewis got started, anyway!

Now, while you can find yourself involved in a narrative campaign without really planning to, it does help a bit if you decide to run the campaign in advance. This will allow you to do some pre-preparation (more of which below) and, more importantly, it allows you to decide in advance who will be the *'narrator' that creates the links between games.* The narrator is a bit like the GM in that it is their job to write the next scenario you play and to come up with a convincing explanation of how it fits into your campaign background. However, unlike the GM, there is no reason why the narrator has to be the same person all of the time, or indeed why it has to be one person on their own. In fact, although the narrator can be the same person all of the time, it is usually better if the duty is shared, so that the person who writes one scenario will not write the next one. You can also take a committee approach, where everyone sits down and discusses what will happen next, and then one person goes off and writes up what the committee has decided. I've used all three methods in my time, and have found each to have its own advantages and disadvantages, so to start off with just pick whichever method appeals most, and then try the other methods out when you get a chance.

Whatever method you use, it is the narrator's duty to write the next scenario and to link the scenario into the campaign you are playing. If you have a prodigious memory then you may be able to manage this process without keeping any notes, but if you ask me this is simply asking for trouble, and in any case misses out on much of the fun of taking part in a narrative campaign. You see, in my experience at least, much of the joy of a campaign are all of the extra bits that are generated in the form of maps, diaries, newsletters, characters, background themes and such like. Producing these calls for a certain amount of work it's true, but I think it is well worth the effort. In the following sections I'll describe some of the 'extra bits' I've found useful in my own campaigns.

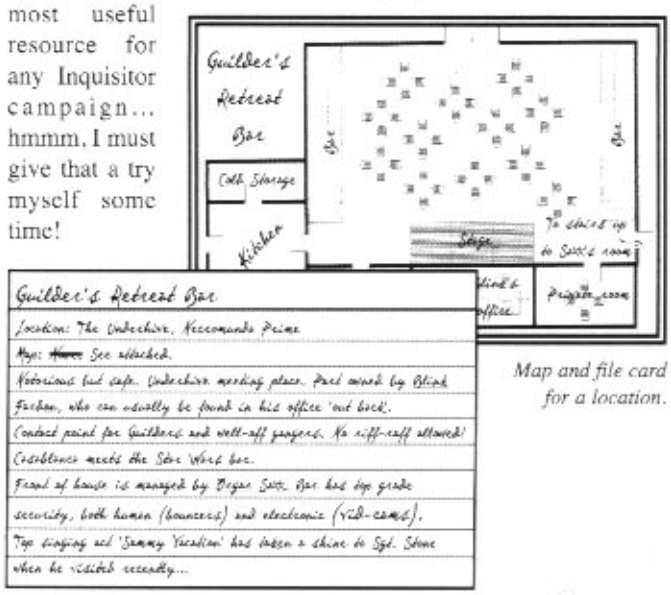
Location, Location, Location!

Probably the most important thing to decide is where the campaign is taking place, as this will provide much of the background. For example, you might decide that the first game you are going to play will be a straight shoot-out that takes place in a hive. If you were playing a one-off game, this is all you would need to know, but in a campaign you really need to know which hive is being fought in. I'd probably pick Necromunda Hive Primus, because I'm lazy and there is a ton of background already developed it that I could draw on, but a slightly more energetic narrator might decide to create his own hive with its own unique background. This said, the amount of detail you provide on the location does not have to be all that great at the beginning of a campaign. In fact it is usually better to keep things vague to start off, and then fill in more detail as they are needed. This saves work, but also avoids 'writing yourself into a corner', where an aspect of the background you've developed stops you from doing something cool later in the campaign.

Anyway, as the campaign progresses you'll be able to add more detail about the location where it is taking place. This usually takes the form of maps and written notes. For the reasons described above it's usually better to generate these things as you need them – there is hardly any point generating a detailed map of a hive if the campaign moves 'off-planet' in the second game! Far better to provide a rough map of the hive and add in detail as it is needed. In my own campaigns I'll tend to generate fairly 'large-scale' maps showing the general area where the campaign is taking place with only the most important locations marked. Carrying on my example above, there is already a great map of Hive Primus in the Necromunda rulebook, so that is sorted, but I'd also think about doing a System map for the Necromunda system with all the planets marked on it, and possibly a sub-sector map like those found in the Battlefleet Gothic rulebook. That would be plenty to start off with, and would provide all of the most important information needed for future games.

Trust The File Card, The File Card Is Your Friend...

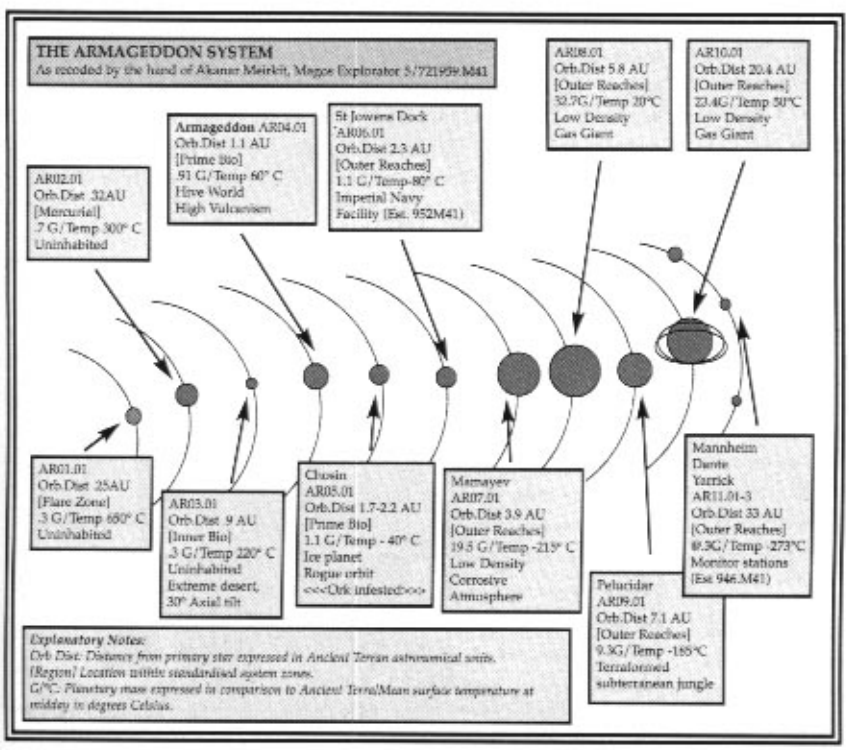
As well as maps you'll need to keep written notes on locations and other important information in your campaign. Being something of a luddite, I think that the best way of doing this is to invest in some file cards and a file card box to keep them in; you can write a file card for a location as and when you need it, and store it in the correct alphabetical location in the box so that you can find it. I'm sure that in these days of laptops and the Internet, there are all kinds of other electronic alternatives to my own, rather more, Victorian method, and if you wish to use such methods then please don't let me stop you. In fact, as I write this I can imagine that a dedicated campaign web site would be a most useful resource for any Inquisitor campaign... hmmm, I must give that a try myself some time!



Map and file card for a location.

But I digress. The point I'm making is that as well as maps you'll need to record written information for your campaign and store it in such a way that it is easy to find. Returning once again to our example above, I'd probably do a file card for each planet in the Necromunda system, and for each system in the sub-sector. Often it's a good idea to generate the cards (in this case a card for each planet, for example), but leave them otherwise blank, so that you can fill in details and notes later in the campaign if they are needed. This means that the other players in your campaign will know that no details have yet been decided for the location in question.

Sometimes when it comes to filling in the details of a location, you'll find that your mind goes completely blank and you can't think of anything to write. Don't worry – it happens to me all the time! If it happens to you, first of all try going through published material for inspiration; the Warhammer 40,000 rulebooks, Codexes and games such as Battlefleet Gothic and Epic all have plenty of ideas you can steal for your own campaign, and you can also draw on novels and history books for ideas. If you get completely stuck then do what the Games Developers do in the Studio – brainstorm the problem with your gaming buddies, preferably over a meal and a pint or two! You'll be surprised how much easier it is to come up with a solution if you don't try to do it all on your own.



An example of a star system map, this one is of the Armageddon system.

Anyway, as the campaign progresses you will soon find that you build up a plethora of maps and written notes, which will not only provide locations for games to take place, but will feed directly into the narrative itself. Often the inspiration for the next scenario you play will come from simply studying the maps and notes you have collected.

Larger Than Life Characters

Even more important than the location where your campaign takes place are the characters who will take part in it. These split very broadly into 'player characters' and 'non-player characters'.

A 'player character' represents the player in the game and can only be controlled in a game by him or her. In addition, player characters' motivations and the actions they take as part of the narrative can only be determined by the player who controls them – the narrator can't decide what player characters will do for example, or decide to use them in a game if the player is not there to control them. In an Inquisitor campaign, a player character will usually be an Inquisitor, though this is far from a hard and fast rule; if a player would rather that their character was one of the characters in an Inquisitor's entourage, or a member of the Arbites, or even a plain ordinary Imperial citizen, then good for them say I! However, perhaps sadly, in most cases players will want their characters to be rock-hard individuals who are dead good in a fight!

All of the other characters in the campaign are non-player characters (or NPCs). These characters can be controlled by anybody when you play a scenario, and the narrator has free reign with regard to deciding what they will do as part of the narrative; if the narrator decides that a player character's trusted henchman is actually a paid assassin who has chosen to wait until now to strike, then so be it! This said, your campaign will quickly fall *apart if NPCs act completely arbitrarily from game to game,* which means it is vital to develop the character and motivations of the NPCs in your campaign. Don't worry, you don't need to come up with a complex character profile; a few notes recorded on those handy file cards I mentioned earlier will do. In fact, just like the locations, it's often better to keep things vague to start off with, and fill in more detail on NPCs as and when it is needed. You will find that quite often the character of an NPC will slowly develop over the course of a number of games, until you get to a stage where your players will say things like *"Well, in order to win this character should do 'x', but that would be completely out of character, so I won't do it"*.

The other point worth noting here is that you don't need to keep details of every single character that appears in the campaign; instead you should only record information for recurring characters who will have an effect on the narrative. As an example, think of a typical gang of 'baddies' in an action film; only the leader of the bad guys and his important henchmen will have developed characters, while the bulk of the bad guys will simple be cannon fodder who are there to be shot down by the good guys. If you keep this principle in mind then you'll save yourself from spending ages developing a character that only appears in a single game.

There are a number of ways of working out what exactly is the character of your NPCs. Sometimes it will be obvious, or the character will be determined by the needs of the narrative; if you need a corrupt, cowardly and incompetent Imperial Governor for the purposes of your campaign narrative, then the Governor's character is pretty much predetermined, isn't it? However the character and motivations of most NPCs will not be predetermined in this way, which leaves you to either make up their character, or to use a random method to determine it. I've always used a combination of both methods, making things up if possible (once again books and movies are a great source of inspiration), and resorting to random methods when the muse leaves me and I get stuck. Many RPGs have random systems for determining what NPCs are like, which are easily stolen and transposed to an Inquisitor campaign. In my own campaigns I've used two main methods, which I've describe below.

Whichever method you use, you'll need to record the information somewhere, and you'll also need to note down the gaming information for the character so that they can be used in games when needed. One word of advice here, try to avoid making all characters too effective in combat; the vast bulk of real people are not all that good at fighting, and this should be reflected in your campaign if you want it to feel 'real'. As a rule of thumb only player characters and really important non-player characters should be 'combat monsters'. Doing this makes the heroes and villains really stand out; after all, it'd be a shame if one of your main protagonists keep getting gunned down by 'bit players'!

The Yes/No Method Of Character Motivation Determination (or YNMCMD!): This is a simple but surprisingly effective method of determining an NPC's character. All you do is ask a yes/no question about the NPC's character, and then roll a D6; an odd roll means the answer is no, and an even roll means the answer is yes. Keep on asking questions until you are ready to stop. For example, you may want to determine the character of an Inquisitor's henchman. A good first question would be *"Is he totally loyal?"*. If the answer is no, you could start asking questions to determine why, and so on. You can stop using the dice whenever you want; often you'll find that two or three answers will inspire you, and you can make up the rest yourself.

The Four Main Traits Method Of Character Motivation Determination (or 4MTMCMD!!): When using this method you roll a D6 for each of four different 'character traits'. The dice roll determines the nature of that trait for the character. The four traits are Fitness, Intelligence, Morals and Bravery. Basically, the higher the roll, the more fit/intelligent/moral/brave the character is. A character with a four traits set of roll of 6666 is a paragon of virtue, being highly athletic, incredibly intelligent, totally trustworthy and brave to the point of rashness, while a character with a Traits roll of 1111 is the total opposite!

'Blink' Fardon, Human Black Marketeer								Motivation (F2/I5/M2/B1)	
WS	BS	S	T	I	WP	SG	W	LD	SPD
25	50	30	30	50	10	55	10	80	3
Weapons + Equipment: Stub Gun					Skills: Trade				
Description: Blink is a fence - if you need anything, then he can help you... for a price!									
Moral + physical coward - always looks after number one. Will avoid conflict unless cornered. Usually protected by two bodyguards (normal stats + guns)									
Really can get anything. Is greedy and can be lured into supporting a venture if the rewards are great. Part owner of the Guilder's Redcoat bar.									
Hates/is terrified of Inquisitor Horst.									
Recently acquired the 'Book of the Apostle'.									

Example of an NPC file card.

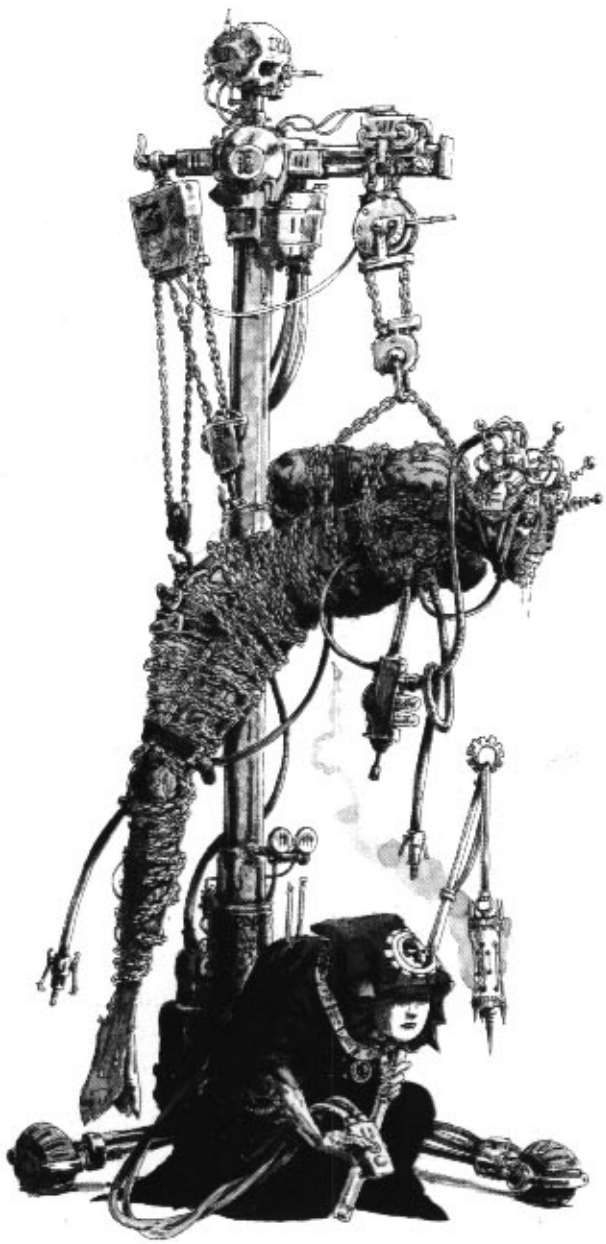
The Campaign Diary

Last, but by no means least, in the arsenal of weapons that can be used to help run a successful campaign is the campaign diary. This doesn't literally need to be a diary (though it can be if you wish). Rather, this is the name given to the place where you keep a record of all the events that have transpired in your campaign thus far.

The diary can be as detailed or as brief as you wish. In its simplest form all you need do is record what happened in the games you have played in your campaign. That way you won't forget if a character has been killed, seriously wounded or captured. You'll also be able to look up where certain events took place and who was involved, which may be important later on in the campaign. You'll also need to record notes on important events that have happened as part of the narrative background to the campaign, especially if these are likely to affect what may happen in the future.

From these fairly simple roots you can create a campaign record that is incredibly detailed if you wish. Generally, the more effort you put in, the more you will get back from the project. I still have the 'diary' I kept for one character from a campaign I took part in when I was 16, which I recorded as a full-fledged story about what happened to the character over the course of the campaign. Don't worry, I won't inflict any exerts from the story here, but suffice to say that re-reading the diary now brings back many happy memories of those days.

Jervis' old notebooks – the parts we could show, at least!



Another method of keeping a detailed record of the events in your campaign is to produce a newsletter with reports on games and other events. This works best as a team effort, with the players contributing 'articles' for the newsletter. If some of the articles are slightly biased, well then so much the better! When collected together, the various newsletters will form a diary of the events that have transpired in the campaign, as well as acting as a reminder of the feuds and bitter rivalries that developed.

Those of you more technologically gifted than the author could maintain the campaign record on a web site, as mentioned above. A front page with the latest news and links to 'archive sections', lists of NPCs and maps would make an excellent resource for any campaign and, as long as all players have internet access, would ensure that everyone was quickly and easily kept up to date with what was happening.

Conclusion

Hopefully the notes and guidelines above will inspire some of you to try your hand at running a narrative Inquisitor campaign. Undertaking such a project should not be entered into lightly, as it can involve prodigious amounts of work, with equally deleterious effects on one's personal relationships and ability to get other things done (my exam results certainly suffered as a result of the campaigns I took part in!). However, if you're lucky and everything comes together just right, then you'll have one of your best gaming experiences ever. Who knows, you may even be writing about it in 25 years time!

Happy gaming!

INJURIES IN CAMPAIGNS

Over the period of a campaign, characters are likely to suffer injury. Also, it is possible for a character's profile to be reduced by psychic powers, combat drugs and other means. In a one-off scenario the long-term consequences of these injuries and reductions is unimportant, but in a campaign the permanent effects of these must be dealt with. With regard to injuries, it is important to know how much time has passed in the campaign between scenarios, and so a simple campaign calendar can prove useful.

LONG TERM RECOVERY

For each crippled injury a character suffers, they are effectively out of action for D6+3 weeks. Characters with a Toughness greater than 75 or who can regenerate reduce this to D3+3 weeks.

Crippled legs and arms stay crippled unless they are replaced by a bionic limb. A character with another crippled location will heal to Acute level at the end of this period, unless appropriate bionics replace the location (for example, fitting a character with bionic lungs and heart can repair a crippled chest) in which case all damage is recovered.

For each location with an Acute or lesser injury, the character will start with the appropriate level of damage in the next scenario. The character can take a Toughness test at the end of every full week of campaign time that they spend doing nothing. If the test is passed, then the damage on that location is reduced by one level. For each medikit in the warrior band, one character may re-roll their Toughness tests per week.

A character who suffers an acute injury to the head reduces all of their mental characteristics by 2D10.

Injury total is the same – it will stay at the level it is if the character fights again. Injury total can be reduced daily. A character reduces his Injury total by -1 for each point by which he passes a Toughness test, taken at the end of each subsequent day.

Unless otherwise stated, all characteristics which are reduced during a scenario will recover at the rate of 10 points per day.

GETTING TREATMENT

In your campaign you may decide that severe injuries and other long terms effects have to be treated by a specialist of some sort – a doctor, someone with a medipak, the local shaman or healer, and so on. It is up to the people running the campaign to decide how available these resources are, if their involvement may influence the campaign, etc. For example, the local sawbones may ask the character to perform a service in payment for treatment, propelling the storyline along if you so wish.

EXPERIENCE IN CAMPAIGNS

The characters presented elsewhere in this book are assumed to be veteran fighters, with a range of abilities and skills. Some of them are already powerful fighters. However, many players like to control a character or warrior band that will grow progressively better and more experienced as the campaign goes on. To represent this, here is a very simple experience system.

At the end of each scenario, make a quick count of the number of 'experience' points earned by each character involved. A character earns a point for each of the following:

- *Surviving the scenario*
- *Achieving a scenario objective*
- *Using a psychic power*
- *Firing a ranged weapon*
- *Fighting a round of close combat*
- *Wounding an enemy*
- *GM's discretion (for example, for a particularly brave act)*

Except for the GM's discretion, a character can only earn one experience point from each 'category' per scenario – for example, if a character wounds more than one enemy, the character does not get one point for each enemy wounded. Keep track of the number of points that each character has. At the end of any scenario a player can spend the accumulated points on the following for the character (or save them up for later):

Benefit	Cost
Increase a characteristic (up to 50)	1pt per D10
Increase a characteristic (up to 75)	1pt per D6
Increase a characteristic (76+)	2pts per D6
Learn a new Talent	3pts
Learn a psychic power – existing discipline (psykers only)	3pts
Learn a psychic power – new discipline (psykers only)	5pts

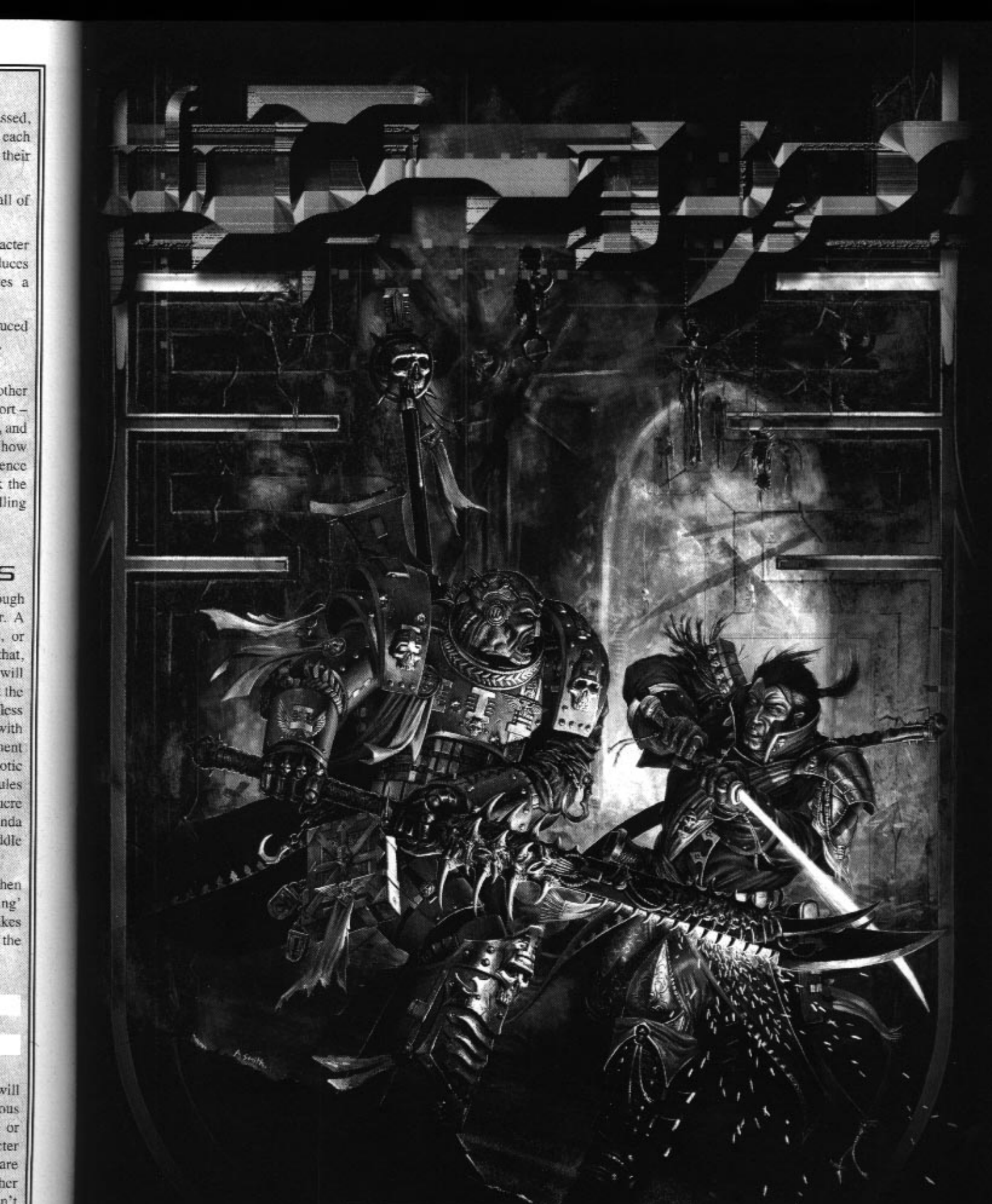
WARGEAR IN CAMPAIGNS

In a campaign, not only may the characters change through experience and injury, but their equipment may well alter. A character might capture a weapon from a defeated enemy, or indeed have something stolen from them. It is safe to assume that, except for Rare, Exotic and Legendary weapons, a character will always be able scrape together enough ammo to be able to start the next scenario with a full power pack or clip. However, less common ammunition types are harder to come by. A character with a Rare weapon gets the equivalent of D6 shots of replacement ammo for each campaign week. This is reduced to D3 for Exotic ammo and is none for Legendary ammo unless the GM rules otherwise. Note that this will obviously change according to where the characters are – if they're in a busy starport like Necromunda Primus, getting more exotic goods will be easier than in the middle of the Sierra Longinum ice tundra!

If a character wants to get a specific piece of equipment, then they'll have to go looking for it. A character can go 'shopping' once per campaign week (it being assumed that this actually takes longer than one actual day). The chances of finding what the character is looking for is given on the chart below:

Type	Chance
Common	80%
Rare	50%
Exotic	15%
Legendary	GM's discretion only

Again, this is a rough guide only and an item's availability will vary depending on where the character is looking, how obvious they want to be (important if they are trying to act incognito or otherwise covertly), and so on. Also remember that the character model must be adapted to represent the equipment they are carrying. The GM should always be the final arbiter of whether something is available or not – getting autogun reloads isn't necessarily difficult and may be automatic on some worlds, while if a character is looking for a lascannon, there just may not be one they can get without stealing it from somewhere!



APPENDIX

And Finally...

Designer's Notes by Gav Thorpe
(Or... Insanity and the Delicate Art of Games Design)

Inquisitor is different from anything I've ever worked on before. A cliché, perhaps, but true. Although its beginnings were fairly inauspicious (one proposal for a 54mm skirmish system amongst many other games) it has grown into a unique beast. Not only is it a first for me, it is a first for Games Workshop. A new scale, with a new ethos. For years, successive designers and developers have honed each edition of Warhammer and Warhammer 40,000 to a razor edge, forever striving towards that Holy Grail of games design – game balance. With Inquisitor we decided not to bother with any of that at all...

Perhaps more than any other game system Games Workshop has produced, Inquisitor is a starting point rather than an end. I ask, even implore, GMs and players to do with these rules as they see fit. The Imperium is your oyster, and even if I was allowed to write a fifteen-volume series, that would still leave plenty of material unpublished. It is this freedom, this flexibility, which was one of the most rewarding aspects of working on Inquisitor.

The chance to delve deeply into the Warhammer 40,000 mythos, to explore even just a few of those dark, forbidding corners of the galaxy, was the prime motivating factor behind Inquisitor. It gives us the opportunity to bring to life those horrific, exotic characters hinted at but never explained. These characters are at the centre of Inquisitor; a cast of bizarre, disturbing men, women and creatures, who embody the spirit of the Imperium and Warhammer 40,000 as a whole.

Although Inquisitors have been around since the first inception of the Imperium, never before had we focused on them in much detail. What exactly would this omnipotent organisation be like? How does it reflect the vast diversity of Humanity from which the Inquisitors are recruited? These and many other questions had to be answered, and the contents of this book are the result. As with the game system, the background of the Inquisition presented in this volume is by no means definitive. What I hope I have conveyed is the fact that an Inquisitor's individuality is one of his (or hers, for that matter!) greatest strengths. The Imperial Guard, Ecclesiarchy and Adeptus Arbites may need unthinking, fanatical agents, but the Inquisition wields such power that discretion is preferred to dogma. This was how the divide of Puritans and Radicals came about – Inquisitors who survive long decades of fighting the enemies of the Emperor will have doubts, opinions and observations which contradict or defy the orthodoxy of the Imperium. But although their views may differ from the doctrine of thousands of years, they are no less valid.

There are few genuinely good guys and bad guys in Inquisitor, it all comes down to a matter of perspective. It is this greying of the lines which makes Inquisitor so interesting, both to write and to play. The factions mentioned in this book are just a few examples of the many, many philosophies and doctrines that have, at one time or another, been beliefs within the Inquisition and as I earlier pleaded, it is a vein of ideas that can be mercilessly mined without fear.

In all then, play Inquisitor in the spirit it was intended, and the rewards are great. Enjoy the diversity of scenarios, bring life and detail to the characters and the places they fight, and you will find that Inquisitor will never grow tired and stale.

Happy Gaming!

Art of Darkness
Creating Inquisitor, by John Blanche

I'm really excited about the Inquisitor project. It has given Games Workshop the perfect opportunity to take a different slice of the Warhammer 40,000 universe and delve deeper into the character behind the system. The initial concept of the Inquisition comprising of separate factions all seeking power was born from the combined inspirations of Rick Priestley, Gav Thorpe and Alan Merrett. It gave the Warhammer 40,000 universe a resonance I find irresistible, obscuring the distinction between good and evil. Inquisitor has expanded upon an idea – that there is a grey area inbetween the ideals of the Emperor's Order of Law and puritanical belief and the warped machinations of Chaos. This is the setting, the background if you like, to Inquisitor.

From the inception of the project I realised there would be tremendous scope for creativity and characterisation. I began to explore as many ideas as I could, through sketches and concept pieces, which I eventually compiled into a sketchbook of characters that would play an important part in the whole design process. My own goal for Inquisitor was clear to me from the outset – to put the flesh on the bones of the fabulous imagery that was sparking into life. The whole project quickly flared into being on a variety of levels; artists were inspired by writers who were in turn inspired by sculptors. Imagery was bounced around between the different Studio departments, all finally merging to create a rich background, and the words, art and miniatures shown in this book are the result.

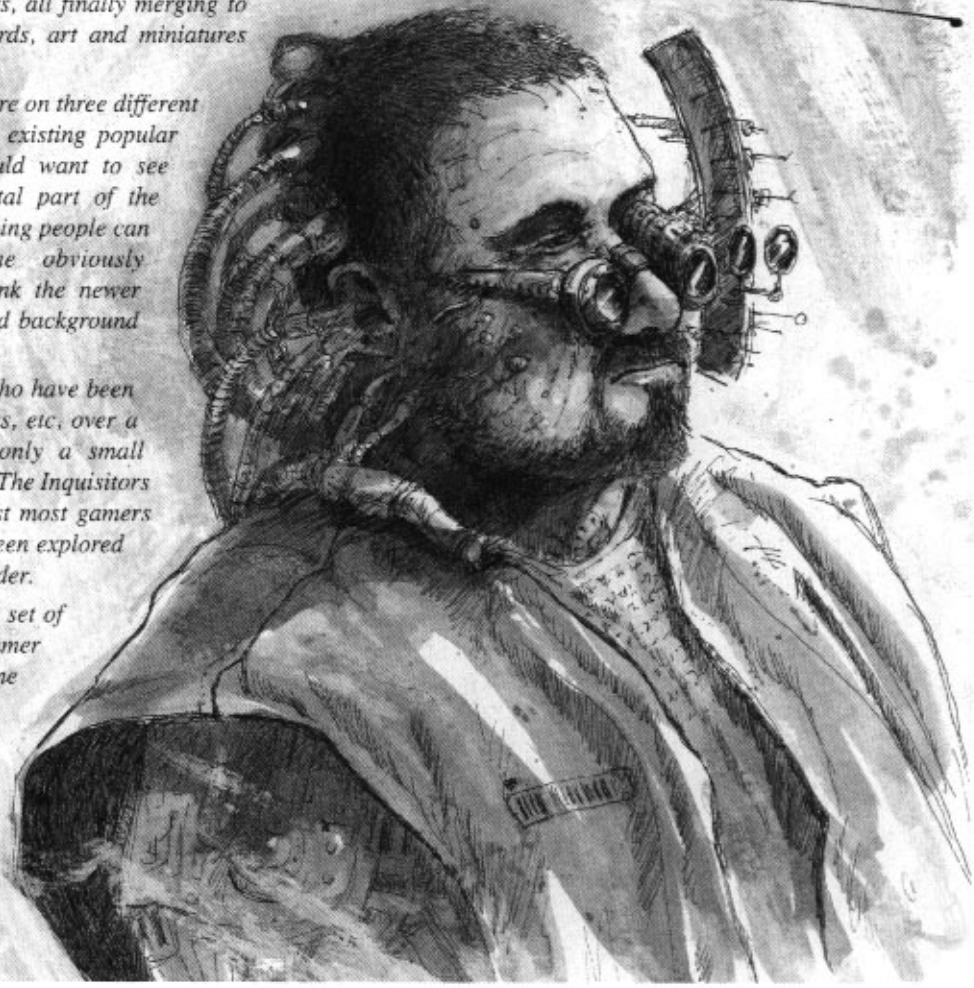
My basic premise was to develop the genre on three different levels. Firstly, it would have to fit the existing popular imagery. For example, everybody would want to see Space Marines, they are a fundamental part of the Warhammer 40,000 universe and something people can easily identify with. Having some obviously recognisable characters would help link the newer characters with the rich atmosphere and background already established in other games.

Secondly, there were those characters who have been mentioned in various codexes, rulebooks, etc, over a long period of time, but of whom only a small background history has been developed. The Inquisitors themselves fall into this category. Whilst most gamers know of the Inquisition, very little has been explored about their role within the Emperor's order.

Finally, I wanted to create a whole new set of beings and give them birth into Warhammer 40,000. My inspiration for these came from a diverse range of ideas, but my approach was the same in each case. To create characters with depth and meaning, I always look towards archetypes first. These archetypes are instantly recognisable and have a range of associations with them, allowing you a creative 'shortcut' if you like. For example, the archetype of a knight conjures up all kinds of images such as the noble warrior, the crusades, chivalry, heraldry and so on. The archetype is just the start of the character though, for archetypes are, by their very nature, somewhat generic. I wanted to layer on extra character to these basic ideas, adding the mix of medieval superstition, gothic horror and arcane technology that the Warhammer 40,000 image is based upon.

The result is a range of character concepts that, I believe, capture the spirit of madness and horror that pervades everything in the Warhammer 40,000 galaxy. My sketchbook contains dozens of different characters, and as it would have been impractical to try to produce them all as miniatures, there some of them remain for the moment: the female Inquisitor; the Solar Priest whom I envisioned as worshipping the sun as the embodiment of the Emperor; the Berserker Assassin; all have a great potential as individual concepts. I would like to think that people will explore the vast modelling potential that the new miniatures have to offer. The joy of working with Inquisitor is that it is an open door. There are no restrictions as to what you can and cannot do with the models. I'm certainly looking forward to the infinite scope of conversion possibilities.

JOHN BLANCHE



Additional Rules

Inquisitor's core rules are pretty detailed, but even so what follows are a few extra things you may want to use. This will add some more complication, and it is up to the GM and players to agree which rules they would like to use.

ACTIONS – Subordination and psychology

The core rules assume that every character will act (or attempt to act) exactly as you wish. However, this is of course not always the case – characters may get scared, misunderstand their part in the plan, go off on a personal vendetta, etc. This is where a character's Leadership really comes into play. The leader of the warrior band represents the player himself and can act as he sees fit. Other characters must be given a plan of action before the game starts, which should be briefly outlined to the GM, or written down beforehand.

The characters will attempt to follow this plan of action until one of the following things happens: They are pinned, wounded or see an enemy. At this point, they must pass a Leadership test, to show whether their discipline remains or they duck for cover, hare off after the enemy or whatever. If the test is failed the GM should determine an appropriate course of action – a pinned character staying in cover as much as possible for example, while a wounded character may head for safety or try to leave the battlefield altogether. The character can attempt a Leadership test at the start of each subsequent turn to go back to following orders, and will be able to do so if they pass.

However, should one of the above conditions arise again later (a new enemy is seen, in that particular case), then they must test again. Also the GM may impose tests at other times, for example, if the character is part of a particular sub-plot of the scenario, they may wander off to pursue their own ends and must test every turn they are out of sight of the warrior band leader (not that the leader knows this, of course!).

SHOOTING – Friendly Fire

If a character's line of fire passes within 2 yards of another character, who is not the target, there is a chance that a stray shot may hit them instead. Any To Hit roll of 96 or more hits the other character instead of the intended target. If there is more than one possible accidental victim, randomise which of them is hit.

INJURIES – Destroying armour

It is possible for armour to be destroyed by a particularly effective hit. If a hit scores more than double the number of Damage points the armour can absorb, the armour on that location is damaged and its value is halved. A second damaging result removes the armour from that location altogether. Note that the armour still deducts its starting value from the damaging hit when working out injury on the location.

Example: *If 6 points of armour were hit by 13 or more Damage points, it becomes damaged. The armour still absorbs 6 points from this hit, but is reduced to an Armour value of 3 for the remainder of the battle. If it then took a hit with a value of 7 or more it would be totally destroyed and offer no more protection after that hit.*

Force fields can be overloaded if a hit scores more than double its maximum possible value. If a force field is overloaded it is no longer operational for the rest of the game. If a psychic field is overloaded (for example Psychic Ward) then it is instantly nullified and the psyker loses D10 off their Willpower from psychic feedback.

KNOCKBACK

A character who is hit may be physically knocked back by the force of the shot or blow. Each character has a **Knockback value** which is equal to one tenth of his Strength characteristic. The effects of knockback occur regardless of any other results or injuries inflicted by the hit and are applied as soon as the shot or blow hits.

If a character takes a hit to any location other than the legs and suffers damage more than his Knockback value (before any deductions for armour, but after force fields), he is knocked back D3 yards away from his attacker. If the hit was more than double his Knockback value then he falls prone after staggering back D3 yards. If hit in the legs by a blow that does more than double his Knockback value in damage, the character is knocked prone on the spot.

Falling Damage

If a character falls off a high ledge, from a ladder or is knocked down some stairs, he will take damage for falling. A character takes 1 hit for every 5 yards (or part) fallen, doing D6 damage, +1 damage for every yard fallen. Eg, a character falling 10 yards takes two hits, each of them doing D6+10 damage. Randomly generate a location for each hit, and resolve damage, including deductions for armour, as normal. In addition, the character is prone and stunned for a number of turns equal to the number of yards fallen minus D6, for a minimum of one turn.

Ready Reckoner

As promised in the Creating Characters section, here is a simple system for tallying the 'power' of a character by means of a slightly slapdash points system. Of course, with near-infinite varieties of abilities, weapons and characteristics, this nominal points value should only be used as a rough guide rather than hard and fast rules.

The profile

Each characteristic in the character's profile costs 1 point for every full 10, up to a value of 50. Each extra full 10 points over 50 is worth an additional 2 points. Eg, a characteristic of 76 works out at 5+4=9 points.

Skills and psychic powers

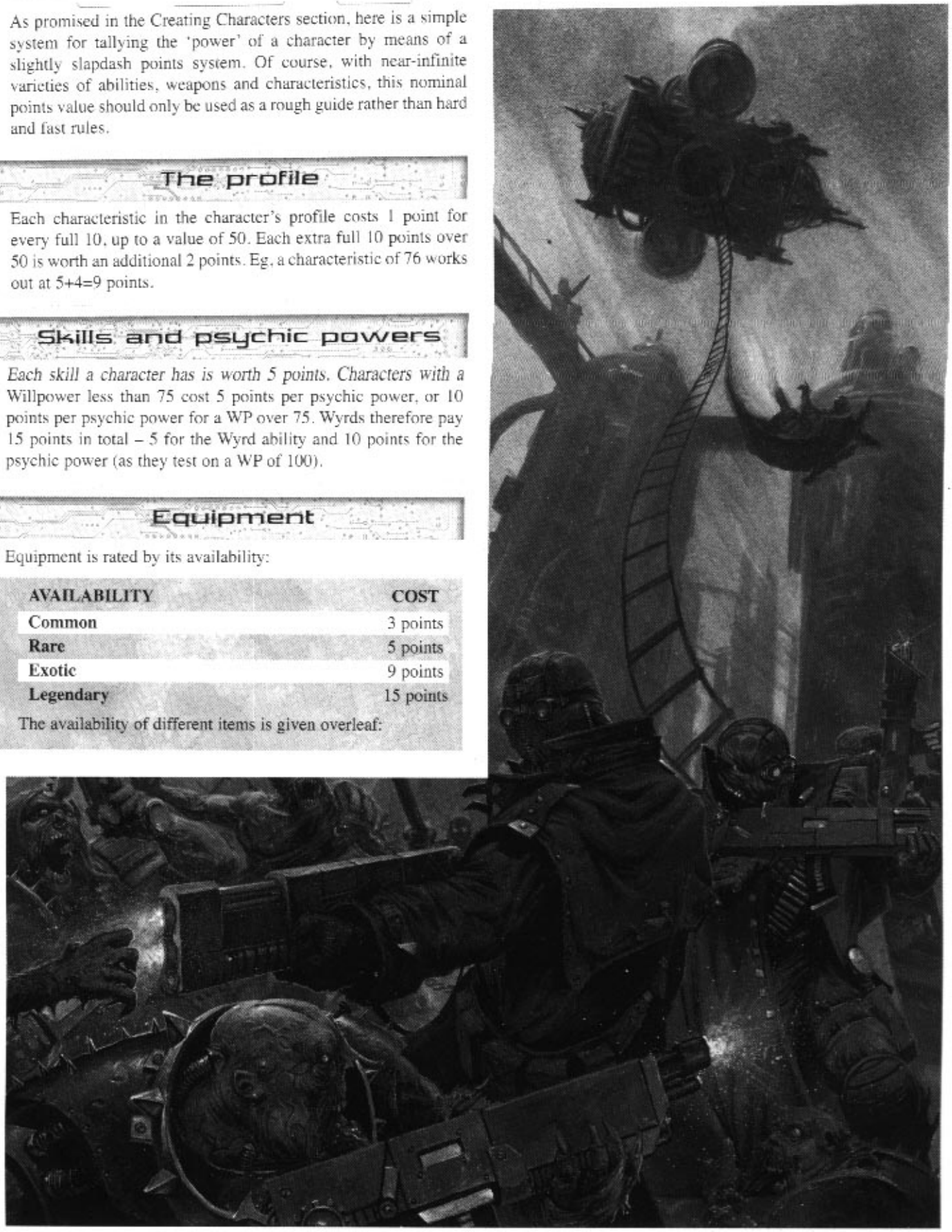
Each skill a character has is worth 5 points. Characters with a Willpower less than 75 cost 5 points per psychic power, or 10 points per psychic power for a WP over 75. Wyrds therefore pay 15 points in total – 5 for the Wyrd ability and 10 points for the psychic power (as they test on a WP of 100).

Equipment

Equipment is rated by its availability:

AVAILABILITY	COST
Common	3 points
Rare	5 points
Exotic	9 points
Legendary	15 points

The availability of different items is given overleaf:



Equipment Availability

RANGED WEAPONS

For standard reloads, each reload adds +50% to the cost of the weapon.

Common: Autogun; Autopistol; Blackpowder pistol; Bolas; Bow; Crossbow; Javelin; Lasgun – Mars Pattern, Necromunda Pattern, Triplex Pattern; Laspistol; Musket; Naval pistol; Pump action combat shotgun; Revolver; Sawn-off shotgun; Shotgun; Sling; Stubber; Throwing axe; Throwing knife; Throwing star.

Rare: Automatic combat shotgun; Bolas launcher; Bolt carbine; Bolt pistol; Duelling pistol; Exterminator; Flamer; Heavy stubber; Hunting rifle; Long rifle; Multi-laser; Needle rifle; Shotgun ammunition – Bolter (Mk II straight mag), (Mk III belt feed), (Mk IV sickle mag), (Mk IV drum mag); Special ammunition; Storm bolter; Webber.

Exotic: Assault cannon; Digital weapons; Eldar shuriken catapult; Flame cannon; Handbow; Hand flamer; Heavy bolter; Heavy flamer; Hrud fusil; Kroot long rifle; Lascannon; Melta gun; Multi-melta; Needle pistol; Plasma blaster; Plasma gun; Plasma pistol; Special bolt ammunition; Web pistol; Xenarch death-arc.

Legendary: Graviton gun; Inferno pistol; Necrontyr gauss flayer; Neural shredder; Psycannon; Thermal lance.

CLOSE COMBAT WEAPONS

Common: All standard weapons; Bayonet.

Rare: Chainblade; Chain weapons; Power axe; Power knife; Power sword; Shock maul.

Exotic: *Daemon weapons – Daemonic Servant/Lesser Daemon;* Dark Eldar agoniser; Electro-flail; Force axe; Force halberd; Force hammer; Force rod; Force staff; Force sword; Frost blade; Galthite lacerator; Nemesis; Neural whip; Power fist; Power halberd; Power hammer; Rune axe; Rune staff; *Scythian venom talon.*

Legendary: Daemon weapons – Daemon Prince/Greater Daemon.

GRENADES & EXPLOSIVES

Common: Frag; Smoke.

Rare: Anti-plant; Auxiliary grenade launcher; Blind; Demolition charge; Disposable rocket launcher; Grenade launcher – single shot; Krak; Melta bomb; Photon flash; Rocket launcher; Super-frag; Super-krak; Tanglefoot.

Exotic: Gas; Grenade launcher – Drum mag; Haywire; Missile launcher; Plasma.

Legendary: Psyk-out; Stasis.

ARMOUR & FORCE FIELDS

Armour is rated at 1 per point of armour, counting every location separately. For special types of armour this is increased to 1.5 per point.

Rare: Mirrorshield; Stormshield; Suppression shield.

Exotic: Conversion field; Hexagrammic wards; Pentagrammic wards; Refractor field.

Legendary: Displacer field.

BIONICS & IMPLANTS

No cost: Crude.

Rare: Average.

Exotic: Advanced; Auto senses; Implants; Implant weaponry; Mechadendrites; MIU; Psi-booster.

Legendary: Highly advanced.

COMBAT STIMMS, GAS, TOXINS & VIRUSES

Each type of combat drug costs 4 points

Rare: Filtration plugs; Gas mask.

Exotic: De-tox; Re-breather; Synskin.

OTHER EQUIPMENT

Five points per type: Auspexes; Gunsights.

Rare: Medi-pak; Web solvent.

Exotic: Cyber-mastiffs; Psyber-eagles; Psychic hood; Servo skulls.

EXAMPLE CHARACTERS

Example 1 – Inquisitor Covenant

	WS	BS	S	T	I	Wp	It	N	Ld
Covenant	*82*	*74*	*62*	*67*	*81*	*85*	*89*	*93*	*95*
Points	*11*	*9*	*7*	*7*	*11*	*11*	*11*	*13*	*13*

Points: 93

Equipment: Power falchion *[9]*; MIU-linked shoulder mount psycannon *[33]*; Pump action combat shotgun with *20 scatter shells and 20 hellfire shells [9.5]*; *Bolt pistol* with reload and 5 Metal Storm rounds *[16.5]*; carapace armour on chest, abdomen and groin *[18]*; flak armour on all other locations except head *[8]*. . . . . ***Points: 94***

Special Abilities: Ambidextrous; Deflect shot; Heroic; Nerves of steel; Word of the Emperor . . . . . ***Points: 25***

Psychic Powers: Psychic impel; Force ward . . . ***Points: 20***

Total points: 232

Example 2 – 'Slick' Devlan

	WS	BS	S	T	I	Wp	It	N	Ld
'Slick'	45	70	60	56	73	68	64	77	60
Points	*4*	*9*	*7*	*5*	*9*	*7*	*7*	*9*	*7*

Points: 64

Equipment: Stubber with one reload *[4.5]*; Revolver with 18 shells and 3 Man-stopper shells *[9.5]*; Flak armour on all locations except head *[14]*; Knife *[3]* . . . . . ***Points: 31***

Special Abilities: Ambidextrous; Gunfighter; Hipshooting; Lightning reflexes; Quickload. . . ***Points: 25***

Total Points: 120

Ranged Weapon Summary

	Type	Range	Mode	Acc	Dam	Shots	Reload	Weight	Special
Laspistol	Pistol	E	Single	–	2D6	30	2	15	–
Lasgun (Mars Pattern)	Basic	C	Single	–	2D6	60	2	25	–
Lasgun (Necromunda Pattern)	Basic	E	Single/semi (2/3)	–	2D6	50	2	30	–
Lasgun (Triplex Pattern)	Basic	E	Single	–	2D6/+3/+5	60	2	25	Variable energy settings
Long rifle	Basic	H	Single	+5	D10	40	2	40	–
Multi-laser	Heavy	H	Semi (4/6)/full (12)	-10	3D6	30	3	65	–
Lascannon	Heavy	I	Single	-10	4D10	20	6	75	–
Autopistol	Pistol	A	Single/semi (4)	–	2D6	20	2	20	–
Autogun	Basic	C	Single/semi (4)/full (10)	–	2D6+2	30	2	30	–
Revolver	Pistol	E	Single	–	2D6+2	6	(3)	15	–
Stubber	Pistol	F	Single/semi (2)	–	2D6+2	15	2	15	–
Heavy stubber	Heavy	C	Semi (4/6)/full (10)	–	3D6	40	3	45	–
Assault cannon	Heavy	C	Semi (6)/full (15)	–	2D10+2	45	6	75	–
Hunting rifle	Basic	G	Single	–	2D6+4	10	(2)	40	–
Naval pistol	Pistol	A	Single	-5	2D6+4	6	(1)	25	Improvised close combat weapon
Duelling pistol	Pistol	E	Single	+10	2D6	2	(2)	20	–
Shotgun	Basic	E	Single	–	2D6+2	1	(1)	30	May be double-barrelled
Sawn-off shotgun	Basic	A	Single	-10	2D6+2	1	(1)	25	May be double-barrelled
(double-barrelled version)			Semi (2)			2	(2)		–
Pump action combat shotgun	Basic	E	Single/semi (2/3)	–	2D6+2	8	(2)	35	–
Automatic combat shotgun	Basic	C	Single/semi (2/5)	–	2D6+2	20	3	40	–
Bolter (Mk II straight mag)	Basic	D	Single/semi (2)	–	2D10+4	15	2	40	–
Bolter (Mk III belt feed)	Basic	F	Single/semi (2/4)	–	2D10+4	30	4	40	Risky action – failed action jams
Bolter (Mk IV sickle mag)	Basic	F	Single/semi (2)	–	2D10+4	20	2	40	–
Bolter (Mk IV drum mag)	Basic	F	Single/semi (2)	–	2D10+4	40	3	45	Risky action – failed action jams
Bolt pistol	Pistol	J	Single/semi (2)	–	2D10+4	12	2	25	–
Storm bolter	Basic	F	Semi (2/4)	–	2D10+4	30	3	55	–
Bolt carbine	Basic	E	Single	–	2D10+4	20	2	35	–
Heavy bolter	Heavy	I	Single/semi (4)	–	3D10	40	4	70	–
Meltagun	Basic	J	Single	-5	5D10	5	6	45	-D10 damage per full 10 yds range
Inferno pistol	Pistol	E	Single	-10	4D10	3	4	25	-D10 damage per full 10 yds range
Multi-melta	Heavy	A	Single	-5	7D10	5	8	75	-D10 damage per full 10 yds range
Thermal lance	Basic	B	Single	–	4D10	1	4	45	-D10 damage per full 10 yds range
Plasma gun	Basic	D	Single	-10	3D10+5	1	½	55	Sustained fire; overheats
Plasma pistol	Pistol	A	Single	-15	3D10	1	¼	25	Sustained fire; overheats
Plasma blaster	Basic	B	Single	-15	3D10+5	1	½	60	Sustained fire; overheats
Hand flamer	Pistol	(15)	Flame	–	2D6	4	6	25	–
Flamer	Basic	(25)	Flame	–	2D6+4	6	8	40	–
Heavy flamer	Heavy	(35)	Flame	–	3D6+4	8	8	60	–
Flame cannon	Basic	(30)	Flame	–	3D6	4	X	50	–
Exterminator	*	(25)	Flame	–	2D6+4	1	X	+10	Must be mounted on a basic weapon
Throwing axe	Thrown	E	Single	-10	D10	–	–	15	Improvised close combat weapon
Throwing knife	Thrown	E	Single	-5	D6	–	–	10	Improvised close combat weapon
Throwing star	Thrown	E	Single/semi (2)	–	D3+1	–	–	5	Improvised close combat weapon
Javelin	Thrown	A	Single	-5	2D6	–	–	20	Counts as spear in close combat
Bolas	Thrown	E	Single	-10	D6	–	–	20	Entangles target
Bow	Basic	F	Single	-5	2D3	1	1	15	–
Crossbow	Basic	B	Single	-5	2D3+2	1	2	25	Strength test to reload if hand drawn
Musket	Basic	A	Single	-10	3D3	1	4	50	–
Blackpowder pistol	Pistol	E	Single	-10	2D3+1	1	3	25	–
Sling	Basic	J	Single	-15	D6	1	1	5	x3 firer movement penalty
Needle rifle	Basic	I	Single	+5	2D6	6	4	30	Toxin effect
Needle pistol	Basic	E	Single	–	2D6	6	4	15	Toxin effect
Graviton gun	Basic	C	Single	–	X	6	4	55	Stuns for 3d10-(Str/10) turns
Webber	Basic	(25)	Flame	–	X	4	3	40	Entanglement – see rules
Web pistol	Basic	(10)	Flame	–	X	3	2	25	Entanglement – see rules
Handbow	Pistol	E	Single	–	2D3+2	1	2	15	–
Bolas launcher	Basic	A	Single	–	D6	4	6	25	Entangles target
Neural shredder	Pistol	(20)	Flame	–	X	5	X	25	Pass WP roll or lose 4D10 Wp and SG
Psycannon	Basic	F	Semi (2/4)	–	2D10+4	30	3	45	x3 dam vs Daemons, x2 vs psykers
Hrud fusil	Basic	D	Single	-10	2D10+5	1	½	45	All plasma weapon rules apply
Kroot long rifle	Basic	C	Single	–	3D6	1	2	35	Use as halberd in close combat
Necrontyr gauss flayer	Basic	F	Single	-5	D10	1	2	45	Permanent damage
Xenarch death-arc	Basic	E	Full (6)	–	D10	24	6	35	All hits resolved on one location
Eldar shuriken catapult	Basic	A	Semi (4/8)/full (16)	–	2D6	80	3	25	–
Grenade launcher (single shot)	Basic	J	Single	-10	*	–	(1)	25	Indirect fire
Grenade launcher (drum mag)	Basic	J	Single/semi (2)	-10	*	6	5	30	Indirect fire
Auxiliary grenade launcher	X	E	Single	-15	*	2	X	+10	Fit to basic weapon only. Indirect fire
Missile launcher	Heavy	I	Single	-5	*	6	10	65	–
Rocket launcher	Heavy	A	Single	-10	*	8	8	60	–
Disposable rocket launcher	Heavy	A	Single	-5	*	1	X	30	–

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Grenades & Missiles Summary

	Type	Range	Area	Blast	Dam	Shots	Reload	Weight	Special
Frag	Grenade	E	3yds	4	2D6	**	**	5	–
Super-frag	Blast	X	6yds	7	D10	**	**	8	Rockets and missiles only
Plasma	Grenade	E	2yds	6	3D10	**	**	8	–
Krak	Grenade	E	½yd	8	2D10	**	**	5	–
Super-krak	Blast	X	½yd	6	3D6	**	**	8	Rockets and missiles only
Anti-plant	Grenade	E	4yds	*	*	**	**	10	Destroys vegetation. No other effect
Gas	Grenade	E	4yds	*	*	**	**	5	See Gases section for details
Smoke	Grenade	E	4yds	*	*	**	**	5	No placed shots and -50% to hit
Blind	Grenade	E	4yds	*	*	**	**	5	No line of sight through blind area
Tanglefoot	Grenade	E	2yds	*	*	**	**	12	Character in area falls prone
Stasis	Grenade	E	2yds/3yds	*	*	**	**	15	–
Haywire	Grenade	E	2yds	*	*	**	**	12	Disrupts electrical equipment
Photon Flash	Grenade	E	*	*	*	**	**	8	All in line of sight pass I test or stunned for D3 turns
Psyk-out	Grenade	E	3yds	4	*	**	**	15	Special against daemonic or psyker character
Demolition charge	Grenade	2	5yds	7	3D6	**	**	20	Max throwing range is ½ of character's Str
Melta bomb	Grenade	–	–	–	D3x20	**	**	15	Must be attached to immobile target

Close Combat Weapon Summary

	Reach	Damage	Parry Penalty	Special
Knife	1	D6	-25%	–
Short sword	2	D10	-15%	–
Sword	3	2D6	-10%	–
Axe	2	2D6+2	-15%	–
Flail [1]	2	D6+1	-40%	–
Spear [2]	4	D10	-15%	–
Staff [2]	4	D6	-15%	–
Halberd	4	D10+2	-15%	–
Hammer [3]	2	D6+2	-20%	–
Falchion [4]	3	3D6	-15%	–
Great Axe [3] [4]	2	3D6+2	-20%	–
Great Hammer [3] [4]	2	2D6+2	-15%	–
Bastard sword				Can be used either as a sword or a falchion
Knuckle dusters	0	As unarmed +3	-35%	–
Armoured gauntlet	0	As unarmed +4	-30%	–
Improvised (rifle butt, etc)	1	As unarmed +3	-20%	–
Chainsword	3	2D10	-15%	–
Chain-axe	2	2D10+2	-20%	–
Eviscerator [4]	3	2D10+2	-20%	–
Power sword [5]	3	3D10	-15%	–
Power axe [5]	2	3D10+4	-20%	–
Power fist [6]	1	2D10+5	-25%	Grab attack: additional -20% to hit, 4D10 damage
Chainfist	1	2D10+4	-25%	Extra 3D6 damage against immobile target
Power halberd [5]	4	4D10	-20%	–
Power hammer [3] [5]	2	2D10+4	-25%	–
Power knife [5]	1	3D6	-30%	–
Frost blade [5]	3	4D10	-20%	Can be wielded one-handed as power sword
Shock maul [6]	2	D6+3	-20%	–
Neural whip [6]	4	2D6	-50%	-20% to opponent's parry chance
Electro-flail [1] [6]	2	2D6	-40%	–
Force sword [7]	3	2D6+2	-15%	–
Force axe [7]	2	2D6+4	-20%	–
Force rod [7]	2	D6	-30%	Improvised weapon if used by a non-psyker
Force staff [7]	4	D10	-10%	–
Force halberd [7]	4	D10+2	-15%	–
Force hammer [3] [7]	2	D6+4	-25%	–
Nemesis force halberd [7]	4	D10+4	-15%	–
Rune axe	2	2D6+4	-20%	Additional 2D6 damage on successful WP test
Rune staff	4	D10	-10%	Additional 2D6 damage on successful WP test
Daemon weapons	*	*	*	See Armoury for details
Dark Eldar agoniser [6]	1	4D6	-25%	–
Scythian venom talon	2	2D6	-20%	Toxin effect
Gallhite lacerator	1	2D6+5	-25%	Location hit takes D3 hits
Bayonet	Varies	D6	-20%	Attach to weapon. Adds +10 to weight. Use only when charging
Chainblade	Varies	2D6	-20%	Attach to weapon. Adds +10 to weight.
Buckler	1	D6	*	Full WS for 1st parry, ¾ of WS for 2nd, ½ of WS for 3rd, ¼ for all others. Count as -10% for counter-attacks
Shield	1	D6	*	Full WS for 1st parry, ⅞ of WS for 2nd, ¾ of WS for 3rd, etc, to min of ½ WS. Count as -5% for counter-attacks

[1] Causes D3 hits per successful attack. Roll location for each hit.
[2] Strength bonus only when wielded in two hands.
[3] Count double damage for knockback.
[4] Half damage and -15% to hit and parry if wielder has Strength less than 75.
[5] 75% chance to destroy parrying weapon unless it is a force or power weapon.
[6] Target hit must make Toughness test or be stunned for one turn.
[7] If target is hit, psyker may make Willpower test to inflict an extra D10 damage.

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CHARACTER SHEET

Name:

	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Speed
Starting:										
Current:										

Ranged Weapons

Weapon	Type	Range	Firing Mode	Accuracy	Damage	Shots	Reload	Weight

Close Combat Weapons

Weapon	Reach	Damage	Parry Penalty

Special Abilities & Psychic Powers

Equipment, Reloads, etc

Game Record (shots fired, injury effects, etc)

Damage

Knockback (S/10):

Base Injury value (T/10):

System Shock (T/5):

Consciousness (T/2):

Injury Total:

96-100 HEAD
Armour:
Damage
L H ■ A C

36-40 RIGHT ARM
Armour:
Damage
L H S A C

81-95 CHEST
Armour:
Damage
L H S A C

41-65 LEFT ARM
Armour:
Damage
L H S A C

Right Hand Carrying

66-80 ABDOMEN
Armour:
Damage
L H S A C

Left Hand Carrying

01-15 RIGHT LEG
Armour:
Damage
L H S A C

31-35 GROIN
Armour:
Damage
L H ■ A C

16-30 LEFT LEG
Armour:
Damage
L H S A C

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50).

Bleeding: D3 to Injury total at end of every turn.

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GLOSSARY

A

Action roll – The roll of a number of D6s equal to a character's current Speed to determine how many actions he can perform.

Actions – The number of things a character can attempt to perform during his turn.

Armour – The value of protection which can absorb damage on a particular location.

Awareness – Players should not move or perform actions with their characters using information that their characters would not have.

B

Ballistic Skill (BS) – A character's skill at firing a ranged weapon.

Base Injury value – Character's Toughness divided by 10, shows amount of damage a location can take before it becomes impaired.

Basic weapon – In game terms, any ranged weapon which is usually fired two-handed, but may be fired one-handed at a penalty.

Blast weapons – Weapons which fire explosive shots, such as grenades launchers and rocket launchers.

Bleeding – An injury result which forces a character to add extra D3 Damage points to his Injury total at the end of each turn.

C

Characteristic – Usually between 1 and 100 and used to determine a character's physical makeup or ability to perform various tasks.

Characteristic test – Roll one D100. A test is successful if the score is equal to or below the characteristic being tested against.

Charging – An action where a character makes a run move to enter into close combat.

Close combat – When two enemy characters are within 1 yard of each other and attacking each other.

Consciousness – Pain and the loss of blood will eventually cause a character to pass out. If a character's total injury value exceeds his Consciousness value then he is taken out of action.

Counter-attack – The chance a defender has of being able to attack an attacker back following a successful parry. The chance of a counter-attack is equal to the Parry roll required minus the weapon's parry penalty.

Cover – As well as blocking line of sight, cover can provide extra protection, like armour, depending on a character's position and pose.

Critical hit – This is the chance that a close combat weapon will strike home with deadly force, equal to one tenth of the attacker's required To Hit number.

D

D6 – A six-sided dice.

D10 – A ten-sided dice.

D100 – Roll two D10, one being the tens, the other being the units, to achieve a score between 1 and 100.

Damage points – Inflicted upon a character by a successful hit after deductions for armour, cover, etc.

Dodge – Response to a close combat attack used as part of a parry where the defender attempts to move out the way instead of blocking the attack.

F

Facing – The direction in which a character faces.

Flame weapon – A ranged weapon which, instead of firing a projectile or bolt of energy, sprays a fountain of burning liquid over an area.

Force fields – Energy shields which protect a character like armour, but which have a random value and provide no protection in close combat.

Full-automatic – A ranged weapon which can fire at a target group.

G

Gamesmaster (GM) – The player who adjudicates a game of Inquisitor.

H

Handedness – Determines whether a character is left or right handed.

Hit location – The randomly determined area of a character's body struck by a successful hit from shooting or a close combat attack.

I

Immediate injury effects – Effects applied to the character as soon as an injury level is lost, but, once applied, are not applied again.

Indirect fire – A shot which can be fired or lobbed over intervening terrain, ignoring usual line of sight to hit its target.

Initiative (I) – Determines how quickly a character can act, his agility and observational abilities.

Injury level – Each location has up to five injury levels (Light, Heavy, Serious, Acute, Crippled) representing the level of impairment a location is suffering.

Injury total – A tally of all the Damage points inflicted on the character during the game.

Instant Death – A character whose total injury value exceeds his Toughness is dead.

L

Leadership (Ld) – A character's self discipline and his ability to command others.

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GLOSSARY

Line of sight – Being able to see a target. A character cannot usually fire at or be aware of another character who is out of sight.

Location injury – This represents the amount of physical trauma which is suffered by each of a character's hit locations.

N

Nerve (Nv) – Used to see if the character can continue acting in dangerous circumstances, eg, when being shot at.

O

Off-hand – Using a weapon which is being held in a hand the character is not proficient with (eg, a left handed character firing a pistol with his right hand).

Out of Action – A character who goes out of action cannot normally recover and, to all intents and purposes, plays no further part in the game.

Overwatch – Covering a specified area with a ranged weapon so that the character can shoot at someone entering that area during an enemy's turn.

P

Parry – A defender's attempt to block a successful close combat attack.

Pause for breath – A special action which represents a character taking stock of the situation, allowing him to suspend nominating any remaining actions for that turn.

Persistent injury effects – Effects which continue to affect the character throughout the game until the injury is recovered from.

Pinning – A character who is targeted by shooting must pass a Pinning test made against his Nerve value or dive prone in panic.

Pistol – In game terms, any ranged weapon which can be used one handed and can be fired in close combat.

Placed shot – This is the chance of a shooting character landing a hit just where he wants it. This usually happens if a character rolls equal to or less than one tenth of his To Hit roll.

Prone – A character who is lying on the floor is said to be prone.

R

Reach – An indication of how long a close combat weapon is.

Recovery – A character can recover Injury points by either spending an action healing himself, being healed by another character or through his own natural fortitude, by taking a Recovery test at the end of every turn.

Re-roll – The re-rolling of a dice. No single dice can be re-rolled more than once.

Risky action – A term used to describe an action which carries an element of risk, such as running across ice. If a player rolls more 1s than he does 6s when making an Action roll to determine whether he can attempt a Risky action then something goes wrong.

S

Sagacity (Sg) – A character's intelligence.

Scatter dice – A special dice which is used to determine a random direction.

Semi-automatic – A ranged weapon which can fire a number of times each action.

Single shot – A ranged weapon which fires once per shooting action.

Snap shot – Firing a weapon without aiming first.

Speed – This determines how quickly a character can act during a turn and how many Actions he is able to attempt.

Stance – A character will be in one of these positions during a battle: standing, kneeling or crouching, or prone on the floor.

Strength (S) – The physical strength of a character, determining the amount of damage he can do in combat.

Stunning – An injury effect or attack which forces a character to fall prone and to lose his actions.

System shock – A character suffering a lot of damage from one hit may fall unconscious from instant pain and shock. A character's tolerance of such pain is represented by his System Shock value.

T

To Hit modifier – The percentage modifier applied to a To Hit roll, determined by various factors which make the target of the attack more difficult or easier to hit.

To Hit roll – The D100 roll made against Weapon Skill in close combat or Ballistic Skill if shooting to determine whether a shot or blow hits its target.

Toughness (T) – A character's ability to withstand damage.

W

Weapon Skill (WS) – A character's ability at fighting in close combat against an opponent.

Willpower (Wp) – A character's strength of mind; this determines his ability to utilise and resist psychic powers.

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SUMMARY

BETWEEN TURNS

Burning characters
25% chance at the end of every turn that a burning location on a character goes out. 25% chance that the fire spreads to another random location.

Recovering Damage points
At the end of every turn, injured characters make a Toughness test. If this is passed, D3 Damage points are recovered (+1 per 10 points of Toughness above 50).

Bleeding
For each location which is bleeding, a character adds an additional D3 Damage points to his injury total at the end of every turn (after Recovery).

Characters with stimm glands
A character with a stimm gland must pass a Toughness test to avoid any negative side effects of their combat stimms at the end of every turn.

Persistent Psychic Abilities
At the start of every turn, a psyker must pass a Willpower test to maintain a persistent ability. If test is failed, power's effects end immediately.

Gas Clouds
Any character within the area of effect of a gas cloud at the start of his turn must take a Resistance test.

THE TURN SEQUENCE

Characters act in order of Speed value.

Characters with same Speed value act in order of Initiative.

Characters with the same Initiative value roll a dice to see who acts first.

A character can opt to delay his actions until a lower Speed.

Actions
Declare the actions you want your character to perform that turn. Make an Action roll. Roll a number of D6s equal to Speed value. Each score of 4+ means one of the actions may be performed in the order they were declared.

Pause for breath
This allows you to delay what actions the character is going to do until after all other actions have been resolved.

MOVEMENT

Stance
A character can stand, kneel/crouch or lie prone. Changing stance is free.

Declaring Movement Actions
Player declares where character is moving to. Once his actions have been declared and an Action roll made, measure distance moved and work out how many actions it took, depending on actions' movement rates.

Movement Rates
Sneaking & crawling: 2 yds; Walking: 4 yds; Evading: 5 yds;
Running: 6 yds; Sprinting: 10 yds.

Jumping: Number of yds equal to Str/20. Add 50% if action before character jumped was spent sprinting. Risky action. If this is failed, the character only jumps distance equal to Percentage roll of the maximum distance he could achieve.

Dragging: Prone character or heavy object can be dragged 1 yard/action.

Terrain
Difficult ground reduces all movement (except crawling) by 1 yard per action. Sprinting across difficult ground is a Risky action (character falls if failed).

Steep slopes halve all movement rates going up, except crawling. Moving down a steep slope faster than walking is a Risky action (character falls over and is stunned for one turn plus one turn for every 5 yds tumbled).

Takes one action to jump over low obstacle (up to 2 yds high). Takes two actions to jump over high obstacle (up to 4 yds high). Risky action to cross (character falls prone if failed).

One action to jump down up to 4 yds. Risky action (character falls).

Obstacles over 4 yds must be climbed. *(2 yds/action). Climbing anything without rope*, etc, is a Risky action (character falls if failed).

If pinned whilst climbing, character cannot move. If knocked back or stunned whilst climbing, character falls.

Water no deeper than half a yard is difficult ground. Water up to chest height can be waded across (2 yds per action) or swam. Deeper water must be swum across (3 yds per action). Risky action *(character flounders if failed)*.

A pinned swimmer is not knocked prone, but spends next turn recovering. A character who is stunned while swimming flounders. A character who falls unconscious will simply float.

Combined Actions with Movement
If sneaking, walking or running, chances of performing a combined action other than shooting reduced by 2% per yard already moved this turn. If performing any other movement, chance of performing other action is halved.

Character cannot be knocked back whilst swimming. Halves knockback distances if wading.

SHOOTING

Line of Sight
Character must have line of sight to shoot at target.

Terrain: Light density: 8 yds; Medium density: 6 yds; Heavy density: 4 yds.

Facing: Characters have 45° arc of vision. Can turn & fire in one action.

Hitting the Target
Roll equal to or less than character's BS after modifications to hit.

To Hit Modifiers
Weapon accuracy: See weapon's profile.

Range: Cross ref. range with weapon's Range code on Range Modifiers chart.

Movement: Each yard character walked, sneaked or ran this turn incurs a -5% penalty if firing as a combined action.

If performing any other type of move, chance of hitting with weapon is halved. This modifier is doubled if character is firing a heavy weapon.

Aiming: Gives +20% to To Hit roll. Cumulative. If there is a closer enemy within 5 yds, character must make a Nerve test if he wants to aim at another target (-10% modifier per extra enemy within 5 yds). If character fails this test he immediately fires a snap shot at the closest enemy instead.

Overwatch: Character may specify an area to aim at, not more than 4 yds across. May take a snap shot as soon as an enemy enters the area.

Rested weapon: +10%.

Target size: Less than half size of human -30%. More than 50% bigger than human +30%.

Semi-automatic: -10% per shot taken for each shot.

Firing off-hand: -20%.

Firing weapon in both hands: -20% to hit with both weapons.

Weight higher than character's Strength: -1% for each extra point of weight.

Unmodified roll of 01-05 always hits. Unmodified roll of 96-100 always misses

Placed Shots
If the To Hit roll is equal to or less than one tenth of the hit number required then the player may *add or deduct up to 20% from the Hit Location* roll.

An aiming character scores a placed shot if his roll To Hit is equal to or less than the hit number required minus the range to the target.

Pinning
Each time a character is shot at he must make a Nerve test or be pinned. If shot failed to hit the character, add +20% to his Nerve for the test. A pinned character dives D6 yds towards nearest cover if in the open, and falls prone. His next successful action must be spent recovering.

CLOSE COMBAT

Initiating Close Combat
Make a Charge action. Character with weapon with Reach 4 or more can stop within 3 yds of the enemy and fights at arm's length. Other characters must stop within 1 yard of enemy.

A character in close combat declares actions one at a time. Roll the Action dice to see how many actions he can perform that turn.

Actions that can be performed in combat
Attack: A character at arm's length may only make attacks with weapons with Reach 4 or greater.

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SUMMARY

Circle: Move character 2 yds to his left or right, but not further away from or closer to his enemy.

Advance and attack: Character who is at arm's length closes in 2 yds and makes another attack. Combatants are no longer at arm's length.

Step back: Move character 2 yds away from enemy. Combatants are now at arm's length.

Fire pistol: May only be fired at arm's length. Attacker rolls using WS rather than BS. Defender may only parry by using a dodge, and moves 2 yds left or right instead of away from attacker.

Break off: Character must pass an Initiative test (+20% if at arm's length). If he passes, he makes one run action out of combat. If he rolls more than double his Initiative, enemy gets a free action.

Facing and positioning
Attacker can automatically turn to face his opponent as part of an action.

A prone character must spend an action getting to his feet before he attacks. A prone character at arm's length may fire a pistol.

Making Close Combat Attacks
One attack per action. Attacks may be made only against enemy 45° to the front.

Must roll equal to or less than WS after modifiers to score a hit.

Unmodified roll of 01-05 always hits. Unmodified roll of 96-00 always misses.

Modifiers:
Charging: +10%

Weapon reach: For every point of Reach which the attacker's weapon has over defender he gains +10% to hit. For every point lower he suffers -10% to hit.

Positioning: If defender is prone the attacker gains +20% to hit. A character who is at least a yard higher up than the defender has a +10% to hit.

Two weapons and off-hand attacks: -20% if attacking with off-hand and -20% if using two weapons.

Enemy size: Less than half size of human: -30%. More than 50% bigger than human: +30%.

Critical hits
Critical hit scored if roll one tenth of the attacker's required to hit number. Critical hits do double damage, doubled after dice are rolled and modifiers added, but before deductions for armour.

Parrying
Parry an attack by rolling equal to defender's WS for first parry. WS halved for second parry and halved again for each subsequent parry.

Deduct weapon's parry penalty from score needed to successfully parry.

Unmodified roll of 01-05 always succeeds. Unmodified roll of 96-00 always fails.

Weapon reach: For every point of Reach which the defender's weapon has over attacker he gains +10% to parry. For every point lower he suffers -10% to parry.

Positioning: If defender is prone he loses -20% to parry. A character who is at least a yard higher up than attacker has a +10% to parry.

Side and rear attacks: If character is attacked outside of an arc 90° to his front he must turn to parry and suffers -20% to parry. If he has to turn over 90°: -40% to parry.

Off-hand: -20% to parry with a weapon held in off-hand.

Dodging
Can elect to dodge as part of a parry. Does not use parry penalty of weapon but adds +20% to chance of success. Dodging character is moved 2 yds directly away from attacker. May not counter-attack. If defender is prone, he is moved 1 yard left or right.

If a character dodges at arm's length, he moves 2 yds left or right, remaining within 3 yds of attacker.

Parrying with two weapons: May parry with both at same time (+20%) or may use one weapon at a time. Count number of parries made by each weapon in the turn rather than total number of parries made by the character to determine proportion of WS used.

Counter-attacks
If a partying character rolls equal to or less than the score he needs to parry minus his weapon's parry modifier, he may counter-attack. This is a free action, worked out just like an ordinary close combat action.

Ending a Combat
Combat ends when a character breaks from combat, is defeated or if the combatants end up more than 3 yds apart. When combat ends and a character has any actions left that turn, his next action must be a pause for breath action.

Unarmed attacks and improvised weapons
A character not holding any weapon or just a pistol is considered unarmed. He has Reach 0 and can only parry armed attacks with a dodge.

A character with a basic weapon or improvised weapon has a Reach 1 and a -30% parry penalty. A character with a weapon with Reach 4 or more not fighting at arm's length and not in first round of combat counts as having an improvised weapon.

INJURIES/RECOVERY

Hit Location
When a target is hit roll D100 and consult the Hit Location table.

In close combat, add +20% to the roll. If the defender is at a lower lever add a further +10% to the dice roll.

Damage Rolls
Roll the number of dice indicated on the weapon's profile to determine how much damage has been caused.

An additional point of damage in close combat is done for every full 10 points of Strength over 50 a character has. Thrown weapons also gain this bonus.

Unarmed attacks do D3+1 damage. Improvised attacks do D3+2 damage.

Deduct the armour value of the location hit from the Damage roll to determine how much damage has gone through any armour or force fields.

Force fields cannot be used in close combat.

If the location hit is behind cover, the cover counts as another layer of armour.

Effects of Injury
Location injury: Character's base injury value is his Toughness divided by 10.

If a hit inflicts damage up to a character's base injury, it does 1 level of damage to that location.

Each level of damage has an *immediate* and *persistent* effect.

Immediate effects only apply as soon as the injury is inflicted.

Persistent effects continue to apply until the injury is recovered from.

Stunned: A stunned character must miss the indicated number of turns. He may only defend himself in close combat, at half normal WS, and may not counter-attack.

Stunned characters cannot be pinned.

Bleeding: Add D3 Damage points to a character's injury total at the end of every turn for each bleeding wound.

System Shock: System shock value is Toughness divided by 5. If a character suffers damage points from one hit equal to or greater than this value he must pass a Toughness test or is taken out of action.

Injury total: Record all Damage points suffered by the character.

Consciousness: If the character's Injury total is equal to half a character's Toughness, he is out of action.

Instant death: If injury total is greater than character's Toughness, he dies.

Recovery
A character may spend actions attempting to recover. Specify location and make a Toughness test. The character recovers D3 Damage points as described above and the specified location is healed back by one injury level.

A character cannot normally reduce injury level by more than two levels from the worst injury suffered in that location.

A character may spend actions to help another character recover.

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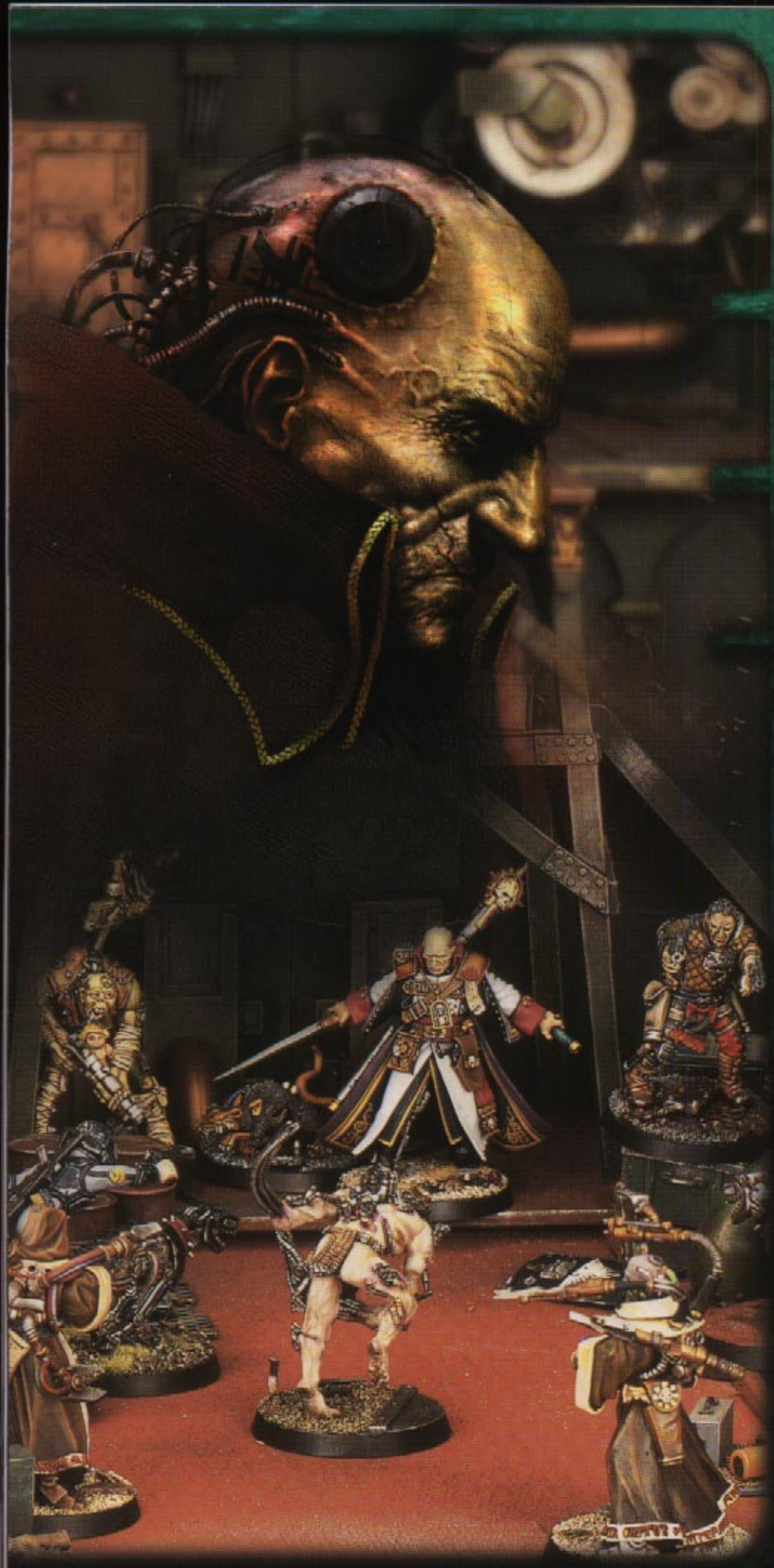
Mark Bedford was inspired to make 'The Archivist' for the Golden Demon 2000 Open Competition, which Mark in fact won! Much of his vision for the model came from seeing veteran horror film actor Christopher Lee in his role as a judge in the movie "Sleepy Hollow". The rest came from other macabre movies, as well as John Blanche's sketchbooks for both Inquisitor and Mordheim.

Mark wanted to capture a moment in time rather than an action scene, and decided he wanted the model to look interesting from any angle. He imagined that the servants who attend the scribe would have been bred for this one purpose only. The modelling and painting contains lots of tiny details, such as the scrolls covered in liturgy you can read.

It is quite easy to see how the fantastic level of detail that Mark has incorporated won him his Golden Demon trophy. There is no limit as to what a little imagination and a bit of inspiration can produce. In turn we hope that the models and artwork in this book will inspire you to paint models that aspire to these qualities. We certainly hope that future Golden Demon competitions will feature such evocative and well-modelled scenes.



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