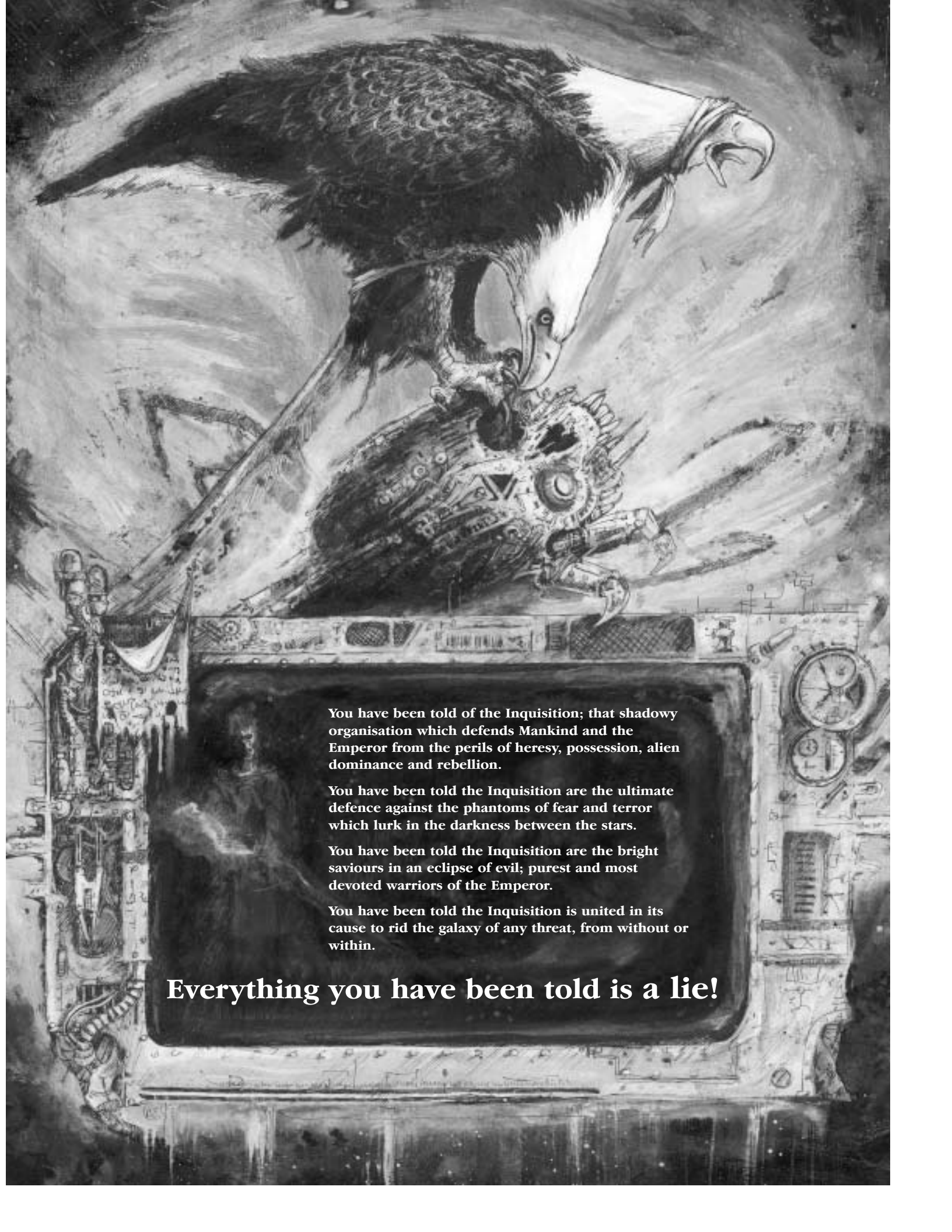


INQUISITOR





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!

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 cowed 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 1.1

THE BATTLE FOR THE EMPEROR'S SOUL

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DATE: 657.M41
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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

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

their dream that one day they shall find a host suitable for 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

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

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





Amalathian movement, believing that it was their sacred duty to let 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

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.

than because of them. Over time the morass of politics, factions, bureaucracy and the immense edifices of the 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.

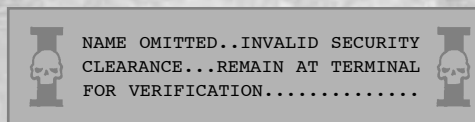
Other members of the Inquisition do not trust Istvaanians, always questioning their motives and agendas. Opposing Inquisitors argue that, rather than strengthening Mankind, the Istvaanians' destructive activities weaken and destabilise the Imperium, threatening the bastion on which Mankind's survival 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



*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.*



Introduction

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

In Inquisitor each player controls one or more characters, who are represented by large-scale miniatures that move and fight over a tabletop battlefield. The rules that follow allow you to recreate 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 game. Sometimes the Gamesmaster (or GM for short) has characters to control in the game but, more often than not, he will be an additional player, like an impartial referee. As noted above, the GM writes the scenario and helps create the characters the players will be using, and ensures that the game they have created runs smoothly. There are whole sections dedicated to creating characters and devising scenarios later in this book, which will hopefully provide some guidance and ideas for budding GMs.

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

HOW TO USE THIS BOOK

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

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

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 Vereltius

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.

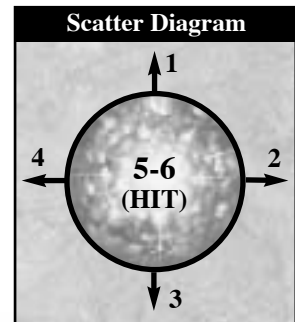
In a few rare circumstances you may be told to roll a D3. Since there's no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus, a 1 or 2 = 1, a 3 or 4 = 2 and a 5 or 6 = 3.



Scatter dice

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



Re-rolls

In some situations the rules allow you a 're-roll' of the dice. This is exactly as it sounds – pick up the dice you wish to re-roll and roll them again. The second score counts with a re-roll, even if it means a worse result than the first, and no single dice can be 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. This means that fractions of less than half are rounded down to the nearest whole number, while fractions of half or more are rounded up.

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

Applying Modifiers: Unless specifically stated otherwise, when applying modifiers of any kind, multiplying or divisional modifiers are applied before additions or subtractions. For example, a player has a +10 modifier to a dice roll, but all their dice rolls are halved. If they roll a 60 on a D100, this means that the final score is actually 40 (60 halved is 30, then add the 10), 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. These vary from mighty inquisitors of the Imperium to scabrous mutants dedicated to overthrowing 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 which shows their ability to perform various tasks, withstand damage, etc. A profile is made up of five physical and four mental characteristics. Between them, these define a character's prowess in various areas. All characteristics are normally rated with a score between 1 and 100, with 1 being the worst and 100 being the best. These show the limits of a human character, and so it is possible for characters who are not human or who have superhuman capabilities to exceed this.

The nine characteristics are as described on the next page (frequently they are abbreviated to the letters shown in brackets).



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 a game of *Inquisitor*. Here you will find out how characters move around the battlefield, shoot at each other, get injured and perform all the other actions that might happen in bitter close-quarter combat.

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 a number of **actions**. This could be walking a certain distance, firing a weapon, leaping over a wall, climbing a ladder or hundreds of other things. Within the ten or so seconds a turn takes, some characters will spend a lot of the time working out what to do, hesitating and changing their mind, while others will react instantly and quickly. The characters' differing Speeds reflect this. A character with a high Speed acts quickly and decisively and so can do quite a lot during the turn, while slower Speed characters will dither around and perform proportionately fewer actions.

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

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

The player declares all of the actions the character wants to attempt that turn, in the order they will be performed. The player then rolls a number of D6 equal to the character's current Speed. This is called an **Action roll**. For each D6 score of 4 or more, the character performs one of the declared actions, in the order they were declared. The required Action roll may be modified up or down due to a character's special abilities and other factors. **Even if the player fails all of his action rolls (ie all D6 rolls are 3 or below) he is allowed a minimum of one action per turn.**

Note that the player rolls a number of dice equal to the character's Speed, not the number of actions attempted. This means that although characters with a Speed of 7 or higher can still only perform six actions per turn, they are rolling more dice and so are 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 makes the Action roll with one dice per point of the character's Speed to determine how many actions will be available that turn. Obviously, pausing for breath is most useful for higher Speed characters who are likely to have the spare actions at the end of their turn.

Changing actions

Sometimes things won't happen as a character expected – their gun jams, their grenade goes off next to them, their target is knocked out of sight, etc. On occasion it will be ridiculous for a character to carry on with their declared actions – for example, if he declares all of his actions shooting a particular target, which is then knocked out of sight. In these circumstances the GM may allow the character to change his actions. The character must pass an Initiative test and, if successful, he can re-declare any actions not yet spent this turn, but must spend his next action as a pause for breath action. If it is failed, then the sudden turn of events flummoxes him and his turn ends. GMs should be wary about letting players change their characters' actions too often; the players should learn to plan for the consequences of their actions 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 the enemy, charging into close combat or leaping from roof to roof in a daring chase. In this section are 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.

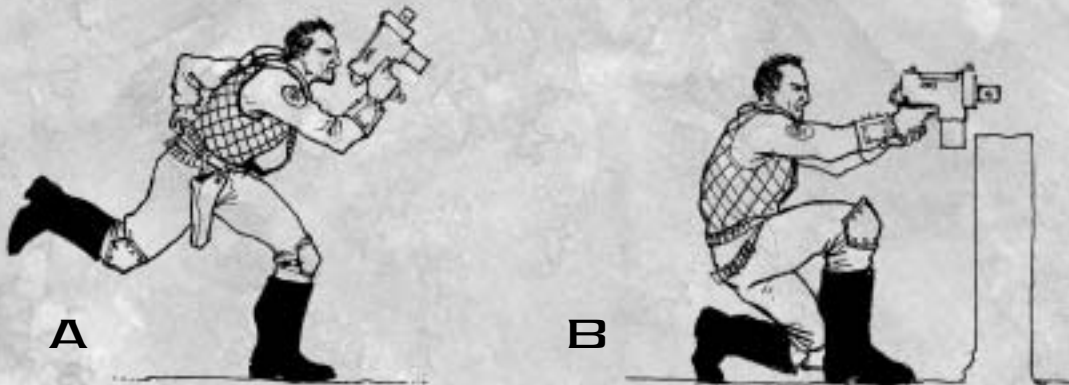
Similarly, a character shooting at someone will face in the direction he fired towards unless the player specifically states otherwise.

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).

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.

Movement rates summary

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



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

A character may jump down a maximum of 4 yards. This is a Risky action. If completed successfully then the character lands on his feet and takes no damage. If the Risky action is messed up then the character must test for falling damage as if he had been 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 yards per action. A character who is climbing anything without proper rungs, or a rope, is taking a Risky action and will fall if he fumbles his Action roll (or may not climb at all that turn if starting the action on the ground).

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

Doors & other structural features

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

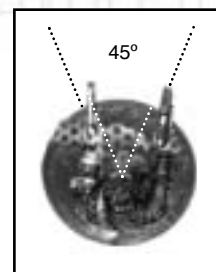


Some terrain may obscure line of sight but not block it completely. The most common terrain of this type are trees and bushes which, although individually might not cover up a character, may completely hide a character from view if he is deep enough within a cluster of bushes or a wood. Basically, such 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, for each yard the firing character has walked, sneaked or ran this action, there is a -5% to hit penalty. For example, a character who walks 4 yards as they are shooting will suffer a -20% chance of hitting. If the character evaded or moved in any other way, then follow the normal rules for combined actions – the chance of the shot hitting is halved, regardless of the type of movement. This 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 and 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!).

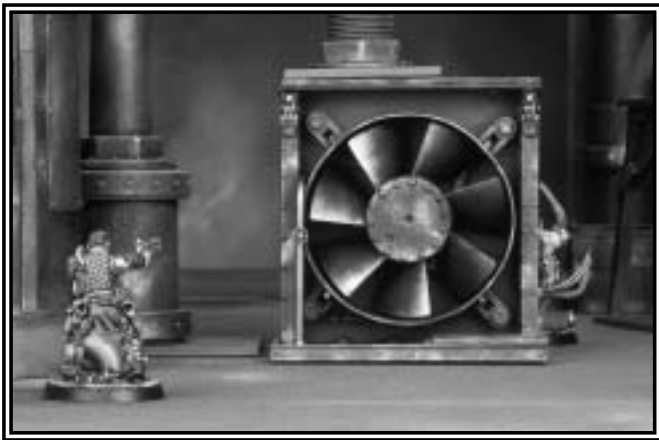
Aiming gives a character a +20% bonus to his To Hit roll. This is cumulative, so if a character aims twice before shooting he gains a +40% bonus to his to hit chance, and so on. Aiming bonuses do carry over from turn to turn.

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 Archeoxenan 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

		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+
Type	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



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 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.

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.

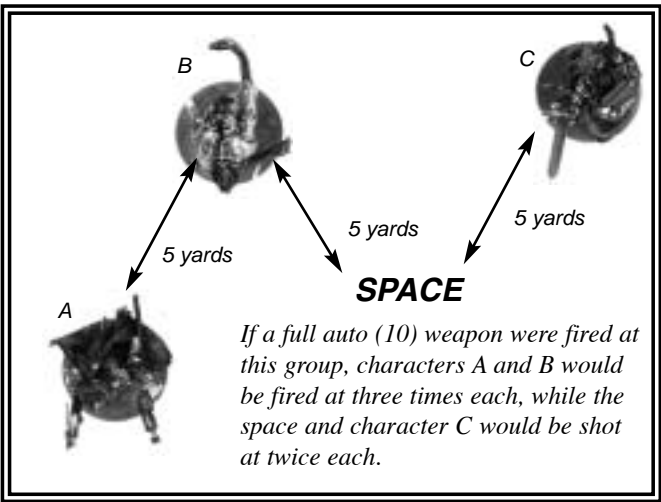
In addition, a character's odds of making a placed shot after aiming is greatly increased. Instead of 1/10th of the To Hit number being a placed shot, when the character has aimed at least once at his target before shooting, this chance is increased. The chances of a placed shot then becomes the To Hit 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.

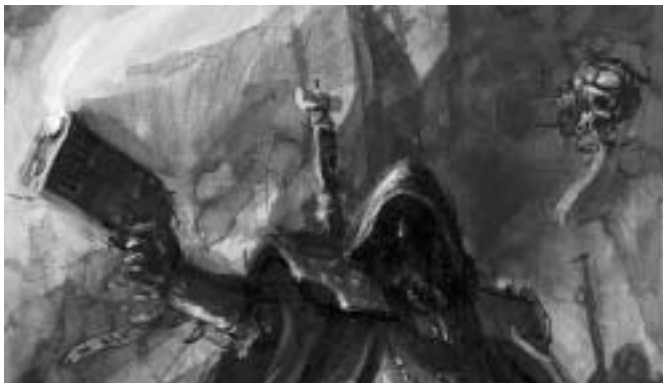
Full auto

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 a target group must be within 5 yards of at least one other character in the target group, and they must all 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 if the 'space' is hit as an end result of firing, the shots are wasted. This can be seen in the diagram below:

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.





Once the target group is established, you must determine your basic to hit roll. This is the character's BS, modified by Range (but no other modifiers) to the furthest target in the group. This to hit roll is then divided by the number of shots being fired in the burst of fire. The final to hit roll is calculated by multiplying this number by the number of targets in the group.

For example: A character needs 63 or less (after range modifications) and is firing 10 shots at 5 characters. The calculation is therefore $(63/10) \times 5 = 31$ – only round off the final to hit number, not in the intervening stages.

The character then makes a to hit roll for each shot fired. These are not shots at specific targets, but rather an indication of the general accuracy of the burst. Once the number of hits has been determined, each is randomly allocated against a potential target. Note that it is entirely possible for one target to be hit several times while others remain unscathed – being hit doesn't prevent a character from being hit again in the same burst of fire.

All targets in the target group, whether hit or not, must take a pinning test at their basic Nv (in other words, no +20% for not being hit as is usually the case).

Randomise hit location and calculate damage as normal for each shot. Note that full auto can 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 or stationary.

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 fired at a target group in the same way as full auto weapons, and the same method is used to determine potential targets. The to hit procedure works slightly differently, – static targets are generally easier to hit and take more damage than fast-moving ones.

Use the following method to calculate the chances of hitting each target. The basic chance of hitting is the firer's BS. This is divided by the number of targets in the group – the wider the fire is spread, the less chance of hitting any one particular target. You then roll to hit each target in turn. The number of times a target can potentially be hit is shown on the chart below:

Target is moving at:	Number of to hit rolls made
No movement	D6+1
Crawl	D6
Walk	D3+1
Run	D3
Sprint (or faster)	1

Roll to hit the target the number of times indicated; work out location and damage, burning effects and so on as normal.

All targets in the target group, whether hit or not, must take a pinning test at their basic Nv (in other words, no +20% for not being hit as is usually the case).

Blast weapons

Some weapons fire explosive shots, such as grenades and rocket launchers. These work in a slightly different fashion from normal firing, as it's more important to know where an exploding shell has landed if it missed its target! Designate the target point the character is aiming for with a counter, coin or some other marker. This target point can be a character, a terrain piece or even an area of empty ground. Roll to hit as normal. If the weapon hits, the blast explodes centred on the target point. If it fails, it scatters in a random direction D10 yards, plus 1 yard for every 10%, or part of 10%, that the character failed their To Hit roll by. The blast cannot scatter by more than one quarter of the range to the target 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 **blast** value. These show how big and devastating an explosion they make. The area is the distance from the aiming point that the grenade's blast extends. Any character within the blast area automatically suffers a number of hits equal to the blast value, minus the character's distance from the centre of the blast. So, a character 3 yards from the centre of an explosion with a blast value of 6 would suffer $6-3=3$ hits. The total number of hits is halved if the character is prone. Roll location and damage for each hit as normal. All characters within the area of effect of a blast weapon are automatically pinned, regardless of their Nerve value or any other special rules – they are thrown to the ground 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 battle will often be resolved by a bitter face-to-face struggle with swords, chain-axes and pistols. This 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 said to be in **close combat**. Once a character is engaged in close combat, the action sequence is altered slightly.

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

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

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

Attack

The most straightforward close combat action – the character simply attempts to hit his opponent! If a character is carrying a close combat weapon in each hand, he may attack with both as part of one action, though his chances of hitting are reduced as explained in the section on to hit modifiers. A character who is at arm's length may only make attacks with weapons with Reach 4 or more.

Circle

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

Advance and attack

A character who is at arm's length can bound forward to get within striking range. When he advances and attacks, the character closes in 2 yards on the defender and may make another attack as part of a single action with no penalty. The combatants 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 up than the defender benefits from a +10% to hit modifier.

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

Two weapons & off-handed attacks

Only the most skilled fighters can fight effectively with two weapons, or with a weapon in their off-hand. To represent this, a character attacking with his off-hand suffers a -20% chance of hitting, and suffers a -20% hit modifier if he attacks with more 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 to put a sword into him. Similarly, smaller foes are harder to strike. Target modifiers for specific creatures or other things the characters will want to hit should be decided on 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!

Critical hits

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

Close combat modifiers summary

Reach Modifiers

Each point of weapon Reach difference	+/-10%
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Charging Modifiers

Character charged this action (without drawing a weapon)	+10%
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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 character breaks from combat, or a character is defeated. When a combat ends and a character has actions left that turn, the character's next action must be spent as a pause for breath action. This then allows him to declare any other unused actions for the turn, as described earlier. At the start of the next turn, a character can declare and perform actions as normal.

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

Unarmed attacks & improvised weapons

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

A character who is carrying a basic weapon or other similarly solid object has an improvised weapon – he can attack with the butt of his rifle, hit the enemy with a chair, etc. Similarly, a character with a weapon of Reach 4 or higher who is not fighting at arm's length and this is not the first round of a combat counts as having an improvised weapon (they can only use the spear haft, etc). A character with an improvised weapon has a Reach 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.

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.

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.



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 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 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 that strikes his opponent in close combat has a better chance of hitting him in the upper body or head, and so may add 10% to the roll but must declare if he is doing this before he rolls the dice. 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. I.e, 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 plus 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

1-30	Leg
31-35	Groin
36-65	Arm
66-80	Abdomen
81-95	Chest
96-100	Head

(If an arm or leg has been hit then it is the closest to the opponent, if this is unclear then the GM must decide.)

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	3
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	2D6



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
Armoplast	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 character immediately falls prone. He misses the indicated number of turns (if he has not yet acted this turn, then this turn counts as the first turn missed). During this time he may perform no actions at all but may defend himself in close combat. When defending, he is at half his normal WS and may parry and dodge as normal but may not make counter-attacks. Stunned characters do not take Pinning tests (unfortunately for them sometimes).

Bleeding

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

INJURY TOTAL

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

Effects of injuries

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

System shock

More often than not, a character suffering a lot of damage will fall unconscious from instant pain and shock. This is known as **system shock** and is the most likely cause of a character falling casualty. Divide the character's Toughness by 5. The result is his System Shock value. If he suffers a number of Damage points from one hit equal to or greater than his System Shock value, he must pass a Toughness test or be taken out of action for the remainder of the game. Note that this is damage which is added to his injury total, after deductions for armour, etc. It is possible for a character to test for system shock several times in the same 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	<i>Immediate</i> – Character is stunned for D3 turns.
Heavy	<i>Immediate</i> – As Light plus character adds D6 to his injury total. <i>Persistent</i> – Character suffers -1 Speed.
Acute	<i>Immediate</i> – Character automatically suffers system shock.
Crippled	<i>Immediate</i> – Character is dead, dead, dead!

Chest Damage Table

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

Abdomen Damage Table

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

Groin Damage Table

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

Arm Damage Table

Injury	Effects
Light	<i>'Tis nothing!</i> – Character suffers from no additional effects.
Heavy	<i>Immediate</i> – 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	<i>Immediate</i> – As Heavy. <i>Persistent</i> – 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	<i>Immediate</i> – Character automatically drops anything held. <i>Persistent</i> – Character's arm cannot be used and is also bleeding.
Crippled	<i>Immediate</i> – Character must test for system shock. <i>Persistent</i> – As Acute.

Leg Damage Table

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





INJURIES/RECOVERY SUMMARY

Hit Location

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

In close combat the attacker may add +10% 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 plus damage. Improvised 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 not to be seen or heard. This section deals with how characters can be aware of each other's presence, 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 about is the most basic one – does this character know where anyone else is? For example, a player may know that an enemy berserker 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 in case* a mad berserker comes charging around the corner? Probably not. On the other hand, if he heard someone scuttling across a slate roof, or pounding over rockcrete, he would have reason to be suspicious.

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

VISION

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

- a) A character may be aware of a character that is within line of sight, but who is not in the open, depending on how much the other character is moving and whether he is specifically looking around. A character can spend one or more actions specifically looking around, in which case he can take an Initiative test. A character is automatically assumed to do this as part of a pause for breath action. If the Initiative test is passed, he will be aware of characters in cover nearby and so forth. He may see some characters and not others – for example, a character who is crouched still behind a crate would be harder to see than a character running through thin woods. The more actions the character spends looking, the more likely he is to see someone.
- b) The amount of cover a character is in will determine how easy he is to spot. A good rule of thumb is to apply a -5% modifier to the enemy's Initiative test for every location a character has hidden behind cover. For example, a character crouching down behind a wall is hiding his legs (-10%), groin (-5%) and abdomen (-5%) for a total modifier of -20% to spot him. If only his head were poking over the wall this would become a total of -35% to spot him (2 x arms, 2 x legs, groin, chest and abdomen).
- c) The speed a character is moving at will make him more or less visible – movement catches the eye more than anything else. Add 2% to a character's chance of spotting someone for every yard the other character moved this turn (or last turn if he hasn't acted yet this turn).
- d) The range to a character will also affect how easily he can be seen. For every full 10 yards over 20 yards, apply a -5% modifier to the chance of spotting a character.



Helmets & Awareness

- 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

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 possess which cannot be reflected in his profile. This section includes many examples of different special abilities, but GMs should feel free to invent their own for characters they have created for a scenario.

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. **Exotic** abilities are innate gifts or strange mutations possessed by the 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. **Your opponent may make an Initiative test; if he passes he may make a 90 degree turn towards the acrobatic character.**

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 (**not Power Knives, just normal mundane blades**) 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 incoming fire with a parry from his weapon. A character can only use *deflect shot* when armed with a power weapon or force weapon. If the character is hit by enemy shooting, he can try to deflect it. If he can roll under the enemy's To Hit roll on a D100, the shot is deflected and has no effect. For example, if the opposing player rolls 56 to hit, a roll of 55 or less will deflect the shot. If the deflecting character can roll 1/10th or less of the enemy's To Hit roll, the shot is rebounded straight back at the firer who is hit instead! To follow the previous example, any Deflect roll of 6 or less will rebound the shot. A character can attempt to deflect a number of shooting hits per turn equal to his Speed. A character cannot deflect a deflected shot!

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

DODGE

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

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

FAST DRAW

This character's hand moves as a rapid blur, slipping a pistol from 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 as one action.

FEINT

The character has perfected the art of deceiving his opponent in close combat, with a mixture of body language and fake strikes. Once per turn the character may make a *feint* instead of another

close combat action. The character rolls to hit as normal, and if the *feint* hits it is successful. No damage is done but a successful *feint* means that the enemy counts as having attempted two additional parries that turn. A *feint* may not be parried or dodged. **If the feint is missed then the opponent may make an immediate Counter Attack.**

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

warp-space. The powers available to a particular character are specified as part of the scenario – even the most powerful psykers 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. **An enemy psyker may attempt to nullify the power if he is directly affected by that psychic 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 warp-space, 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*.

CHOKER – 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.

PSYCHIC SHRIEK – Difficulty: 5

The psyker masters 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.

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.



The martyrdom of Inquisitor Hand, by Kev Walker



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% or 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.

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 warp-space 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 effects 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 warp-space, 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 pass 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.



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	Pistol	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	Pistol	(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-psyhic 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 flammers, 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	D3+2	-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.

Enfeble: 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	D10	**	**	5
Super-frag ³	Blast	X	6yds	7	2D6	**	**	8
Plasma	Grenade	E	2yds	6	3D10	**	**	8
Krak	Grenade	E	1/2yd	6	3D6	**	**	5
Super-krak ³	Blast	X	1/2yd	8	2D10	**	**	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 reflect 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 ricochets, 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 plastel helmets 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.

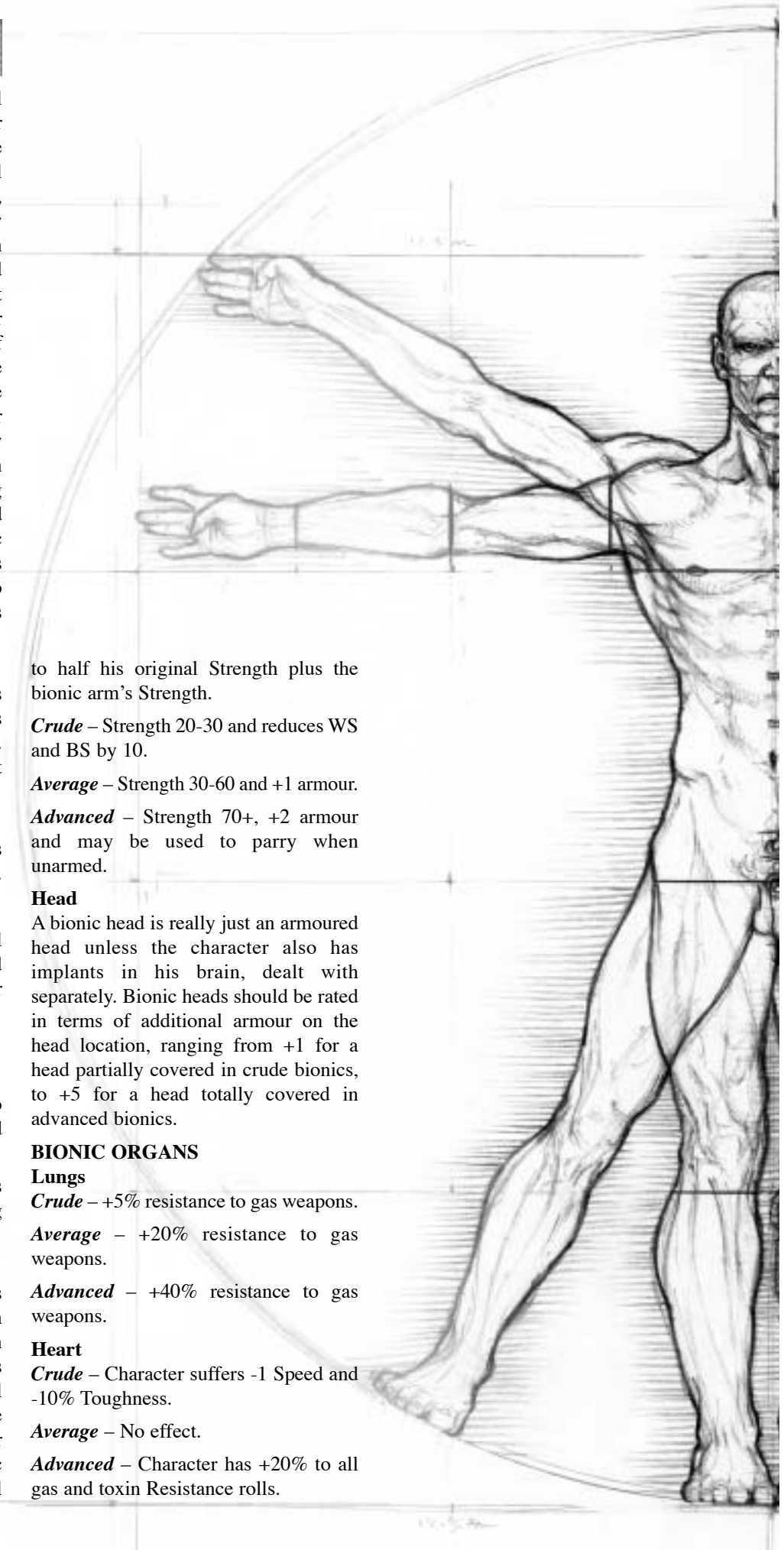
Advanced – +40% resistance to gas weapons.

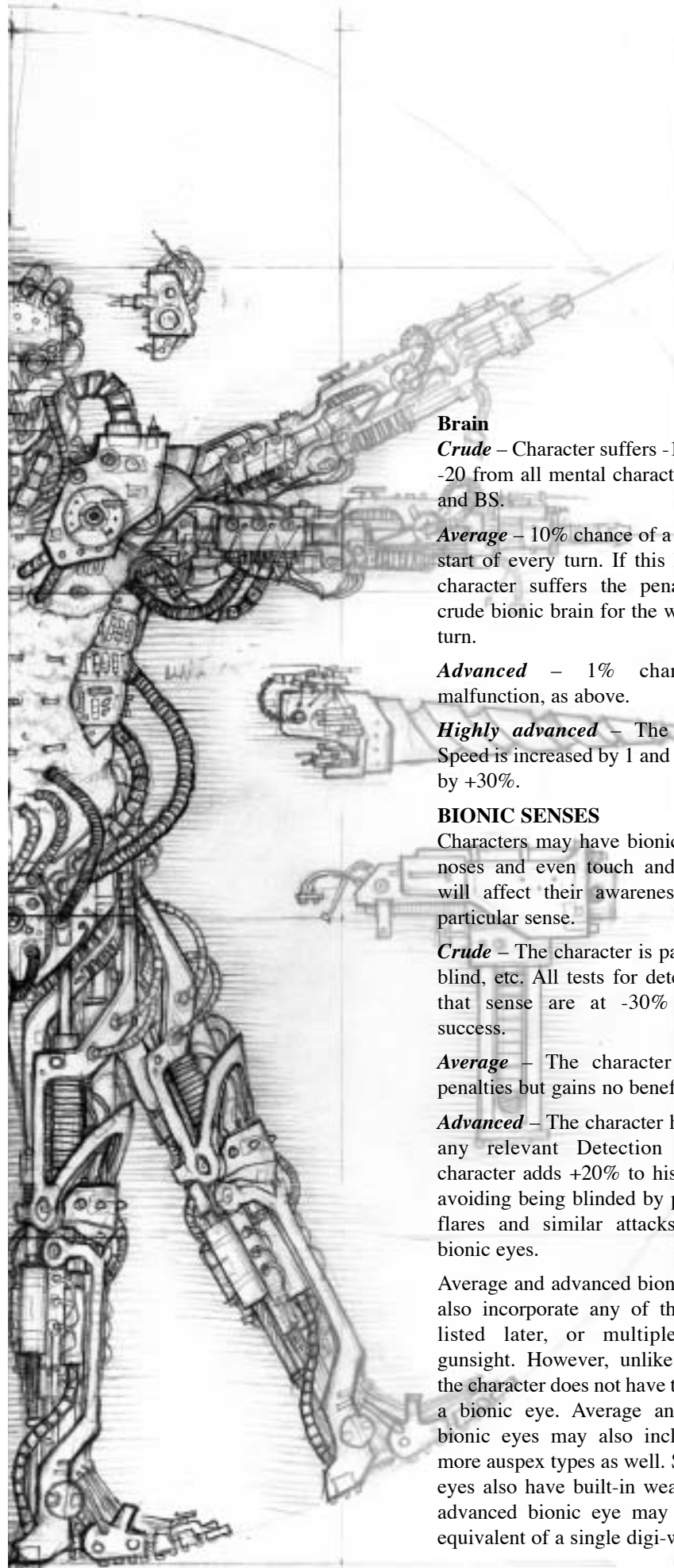
Heart

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

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 stim 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 stim in an injector is measured in terms of turns worth of use.

Gland

A character with a stim 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

'Slaughter

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. 'Slaughter 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 'Slaughter, 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 stim 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 biochemical 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 stim 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.

Infrascop

An infrascop 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 infrascop, the character suffers no penalties to detect or to hit other characters due to poor light and in similar conditions. A character using an infrascop 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	<i>Immediate:</i> Cyber-mastiff is stunned for one turn <i>Persistent:</i> -10 S and T
Serious	<i>Immediate:</i> Cyber-mastiff is stunned for D3 turns <i>Persistent:</i> 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 *nartheicum*) 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 psychocrystalline 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!

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...

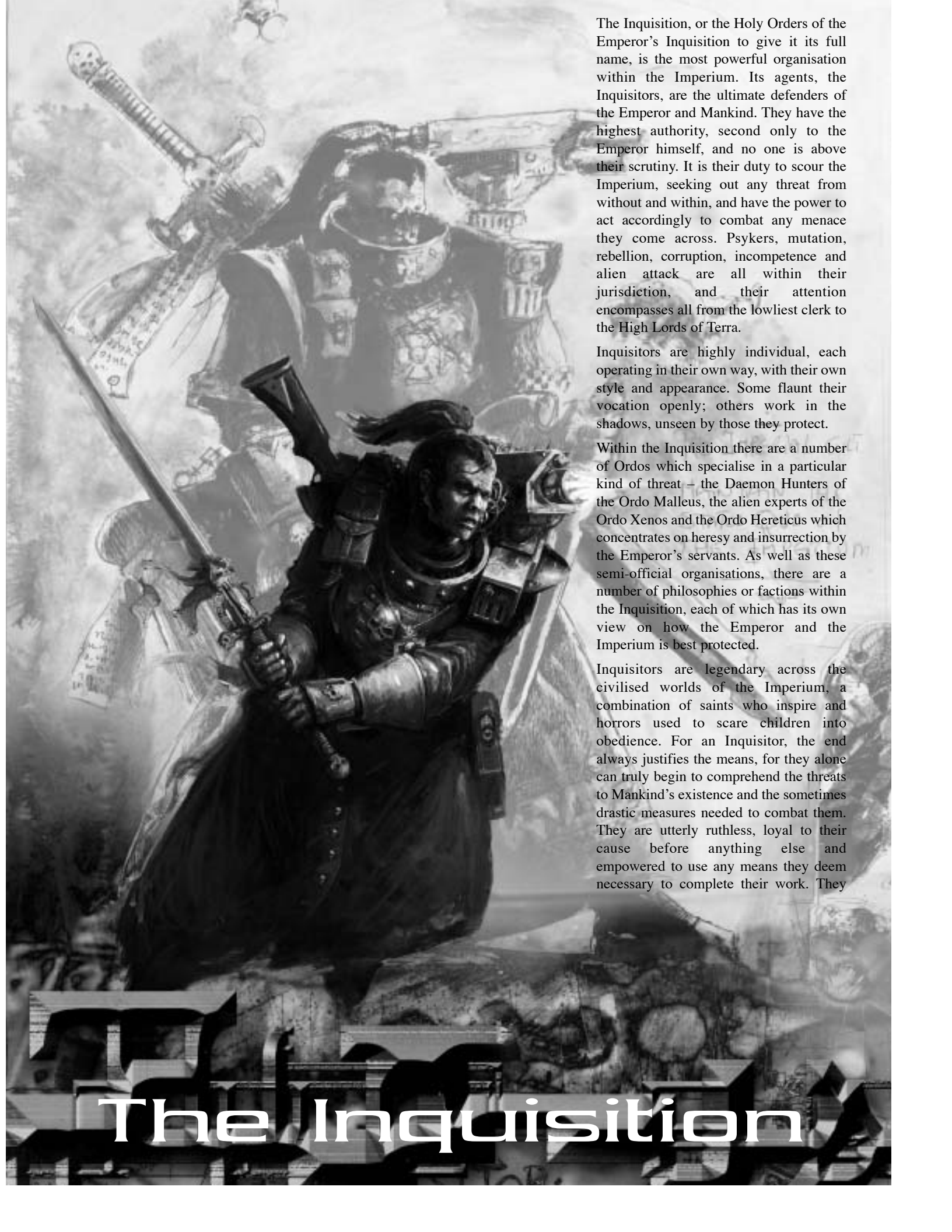
Over the following pages are presented different character types to serve as examples of the kinds of characters players may wish to create. Each type is broken down into three sections.

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, 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

The Inquisition

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

<i>Acolyte</i>	65+2D10	55+2D10	50+2D10	50+2D10	55+3D10	60+3D10	65+3D6	70+2D6	70+2D6
<i>Inquisitor</i>	65+4D10	60+3D10	50+3D10	50+3D10	60+4D10	65+4D10	75+3D6	80+2D6	75+2D10
<i>Lord</i>	75+4D10	75+2D10	55+2D10	55+2D10	70+4D10	80+3D10	85+3D6	90+2D6	80+3D10

Inquisitor Covenant

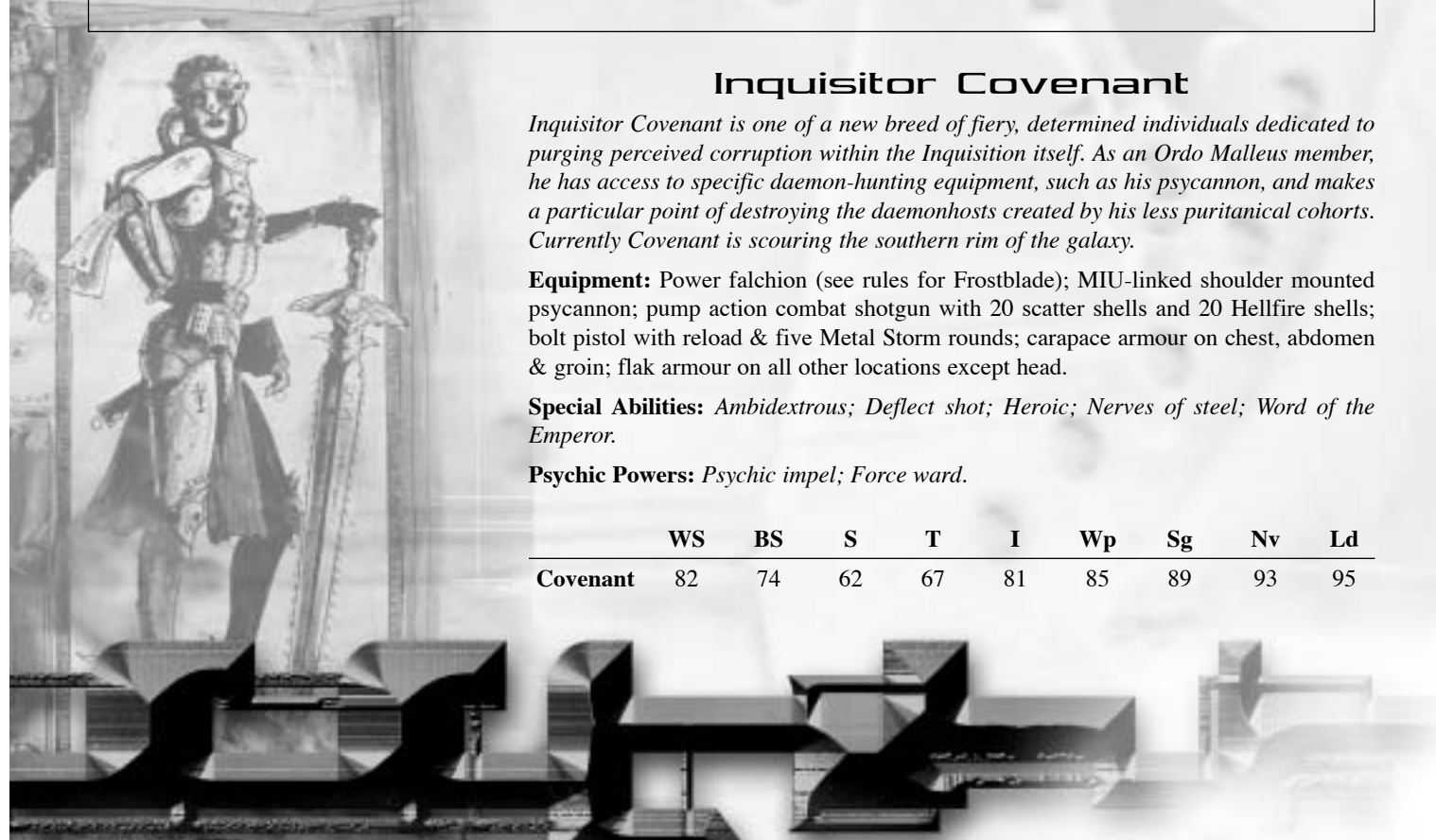
Inquisitor Covenant is one of a new breed of fiery, determined individuals dedicated to purging perceived corruption within the Inquisition itself. As an Ordo Malleus member, he has access to specific daemon-hunting equipment, such as his psycannon, and makes a particular point of destroying the daemonhosts 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



DEPARTMENT OF INQUISITION



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.

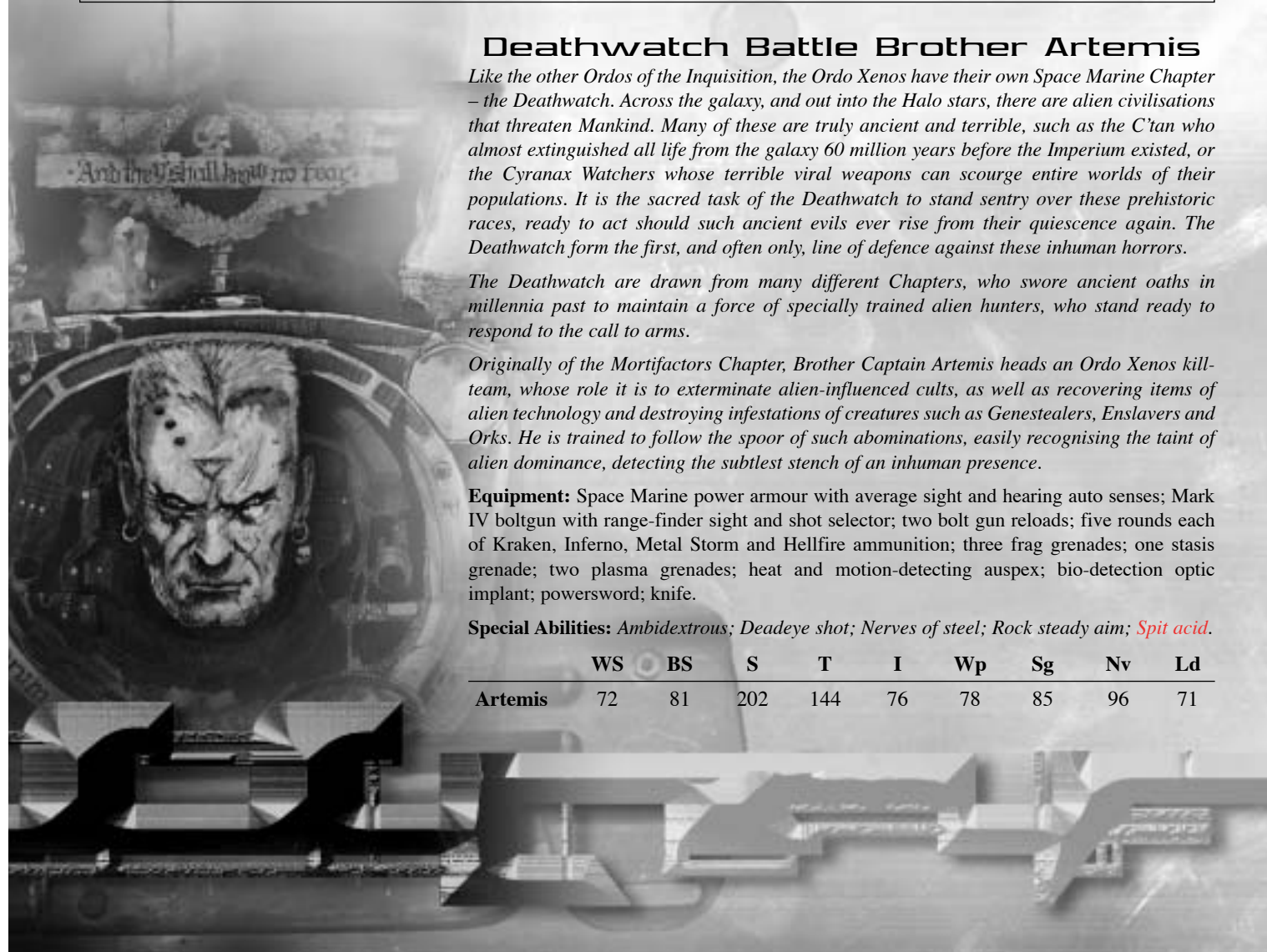
The Deathwatch are drawn from many different Chapters, who swore ancient oaths in millennia past to maintain a force of specially trained alien hunters, who stand ready to respond to the call to arms.


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; Spit acid.*

	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									
<i>Techpriest</i>	50+2D10	55+D10	35+3D6	50+2D10	60+D10	60+2D10	70+2D6	55+2D6	50+2D10
<i>Magos</i>	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 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).





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

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

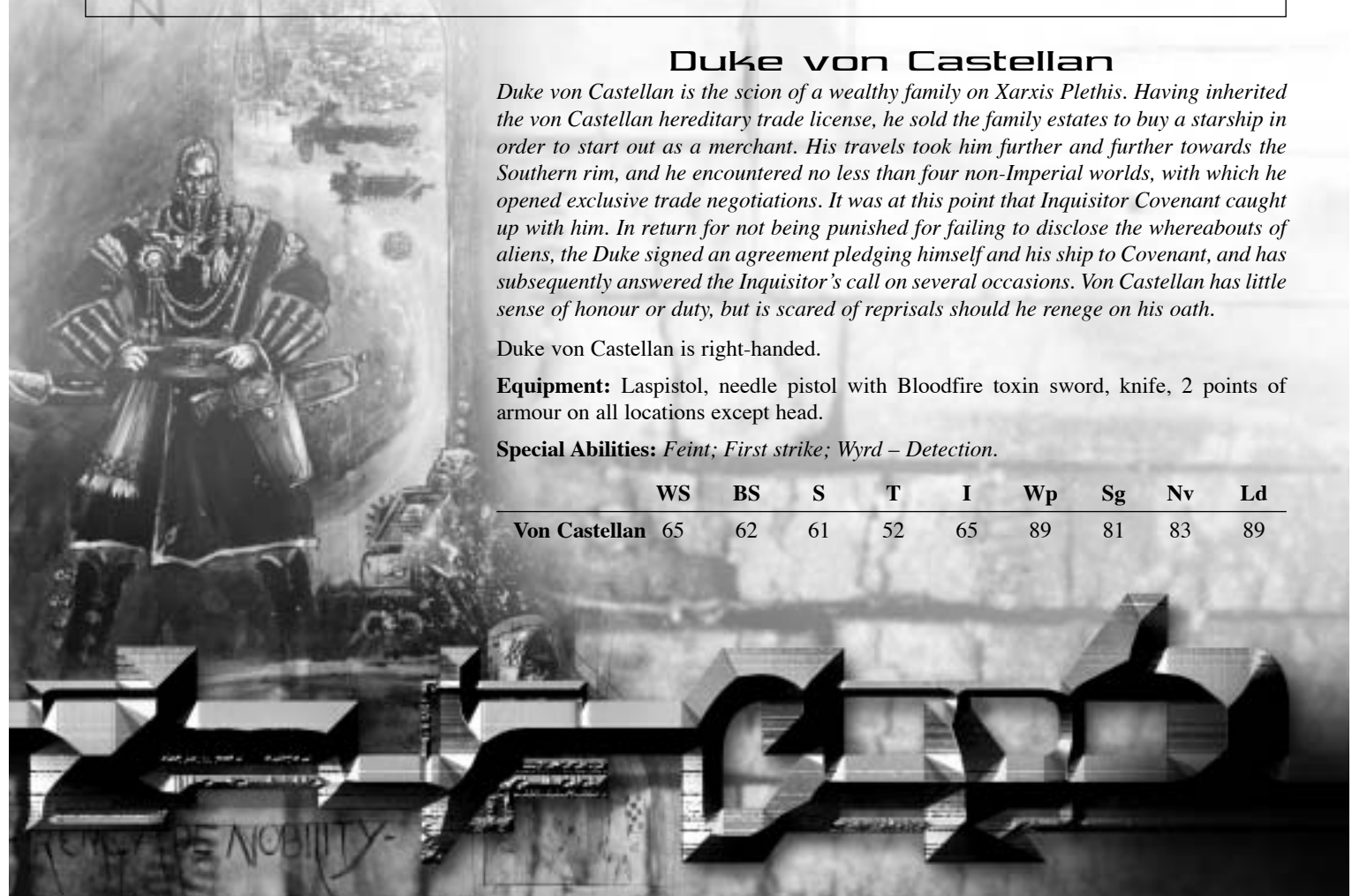
Duke von Castellan is the scion of a wealthy family on Xarxis Plethis. Having inherited the von Castellan hereditary trade license, he sold the family estates to buy a starship in order to start out as a merchant. His travels took him further and further towards the Southern rim, and he encountered no 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





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.

Cultists & Fanatics

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 Ghastru 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.

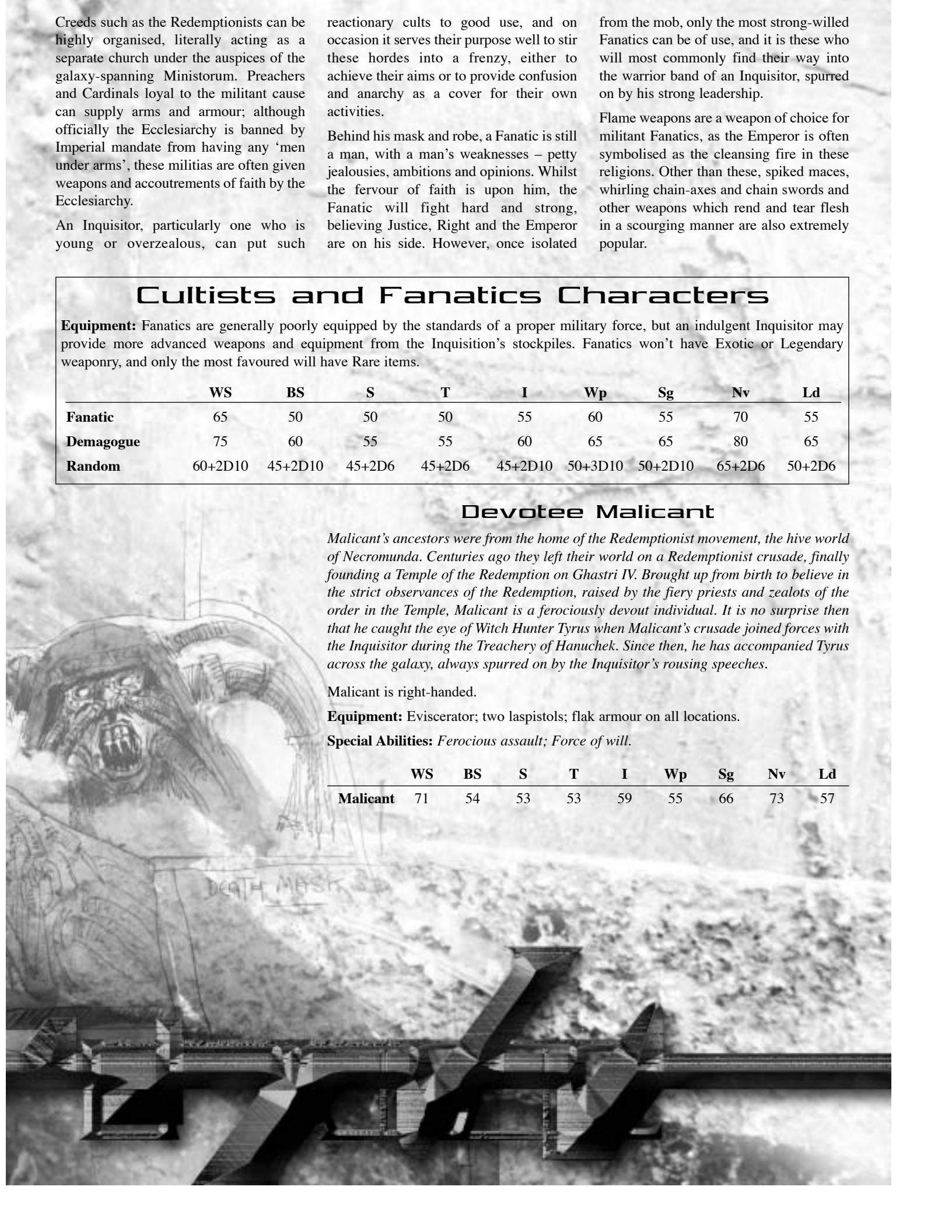
Malicant is right-handed.

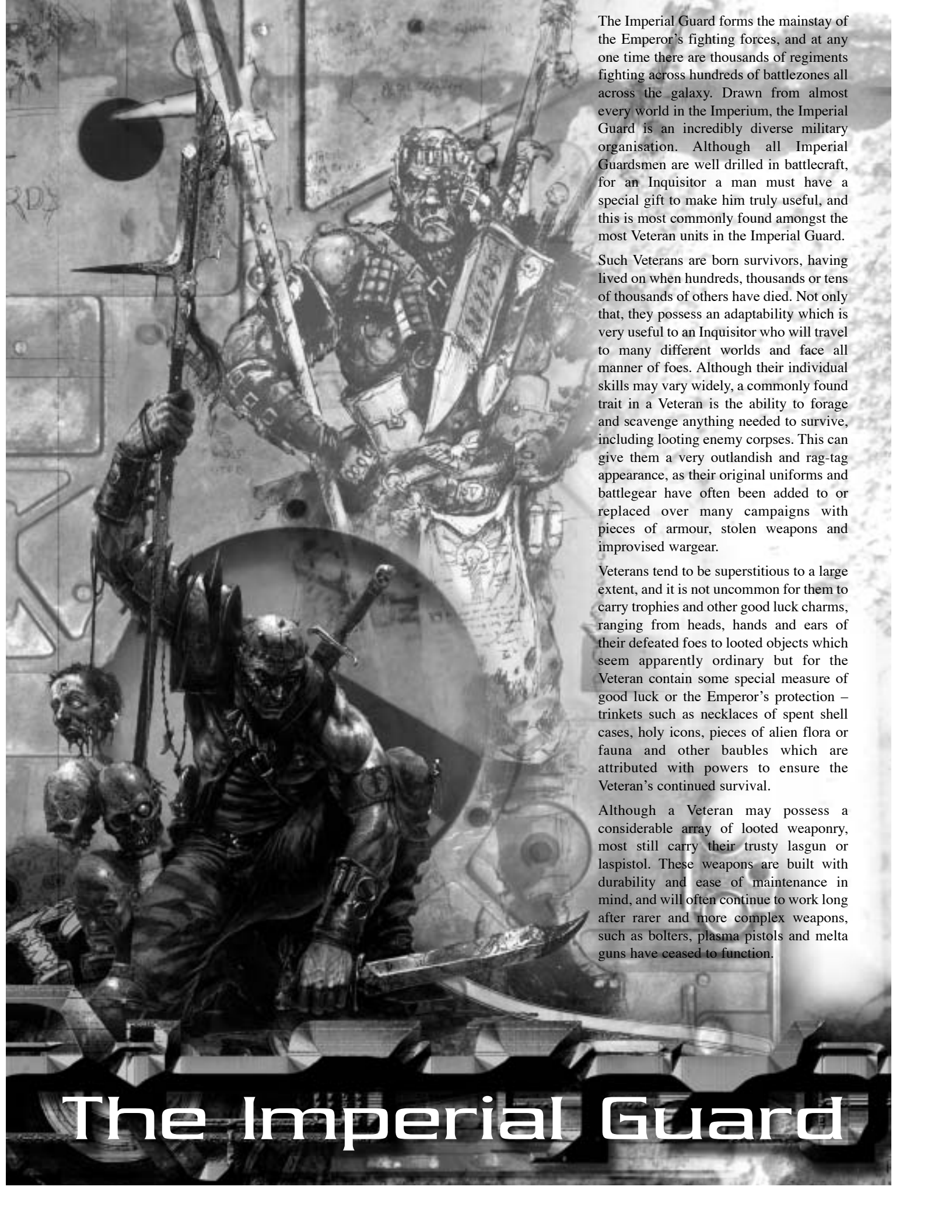
Equipment: Eviscerator; two laspistols; flak armour on all locations.

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

DEATH MASK





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.

The Imperial Guard

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.

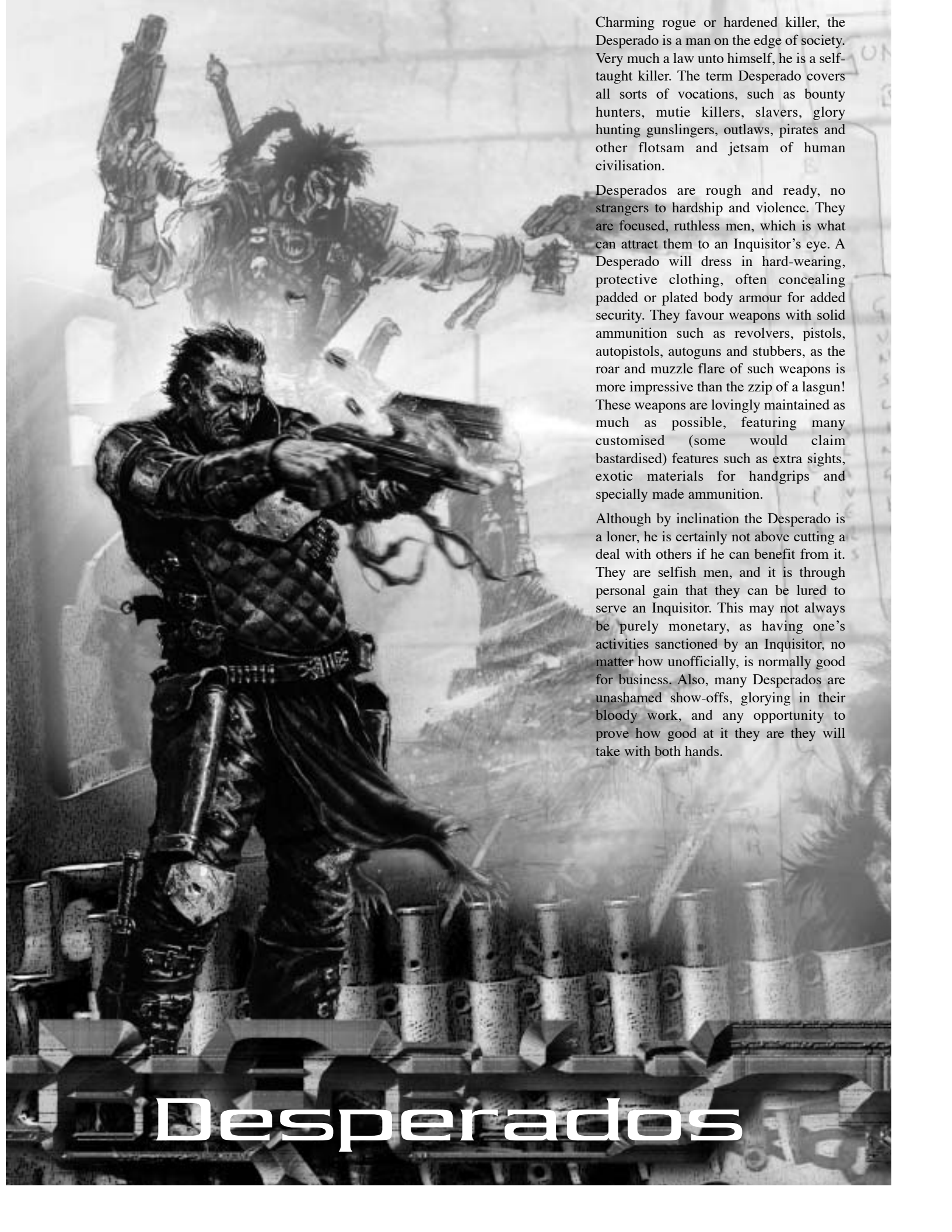
Sergeant Stone is left-handed.

Equipment: Glands with de-tox, 'Slaughter 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





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.

Desperados

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 slaving 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 Desperados 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





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.

Enforcers

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 use 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

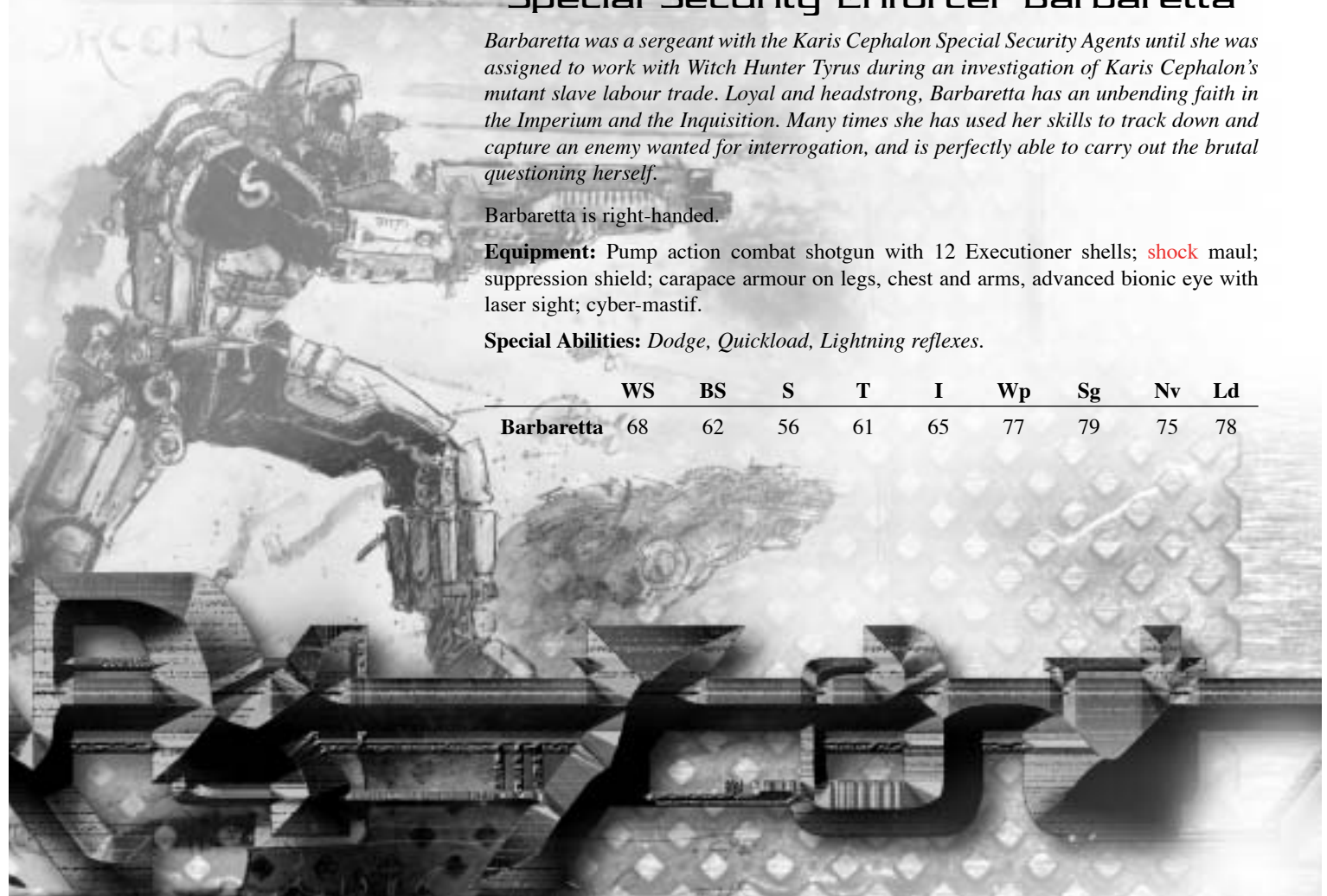
Barbaretta was a sergeant with the Karis Cephalon Special Security Agents until she was assigned to work with Witch Hunter Tyrus during an investigation of Karis Cephalon’s mutant slave labour trade. Loyal and headstrong, Barbaretta has an unbending faith in the Imperium and the Inquisition. Many times 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; **shock** 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





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

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-ju 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



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.

Arco-flagellants

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

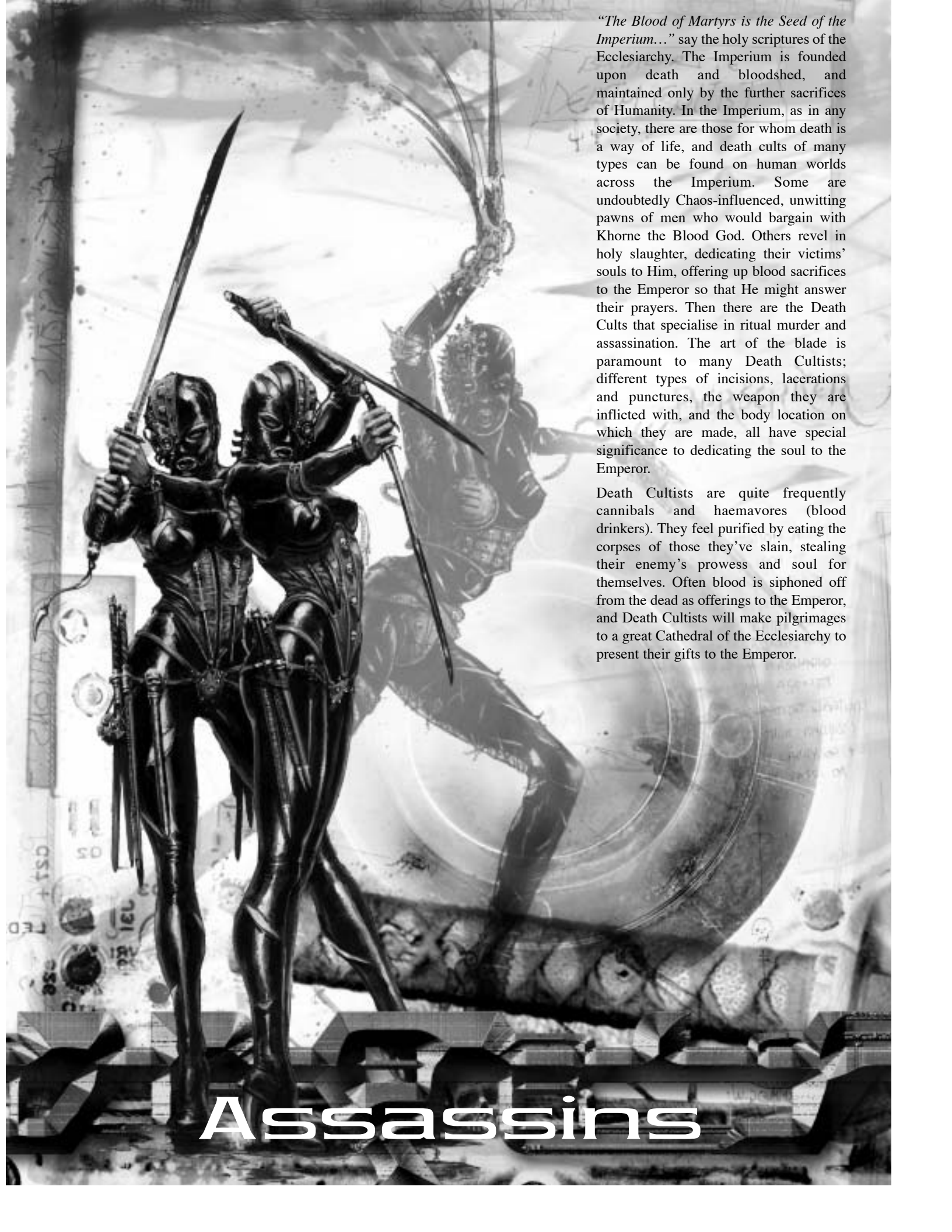
Damien 1427

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 stim 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



"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.

Assassins

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





Although it is possible for a daemon of Chaos to directly manifest itself within the physical realm, it is very difficult. The barriers between warp space 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.

Daemonhosts

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



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*, including 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.

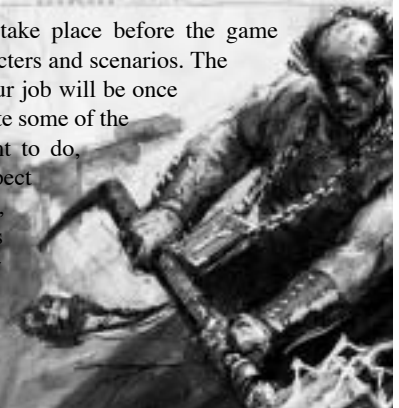
However, be careful about this because if you compensate too often and too much in this way, it may make the players think that they don't really have much control over the characters. Also, if you find you're having to do this quite often, then perhaps you need to look at how you've been writing your 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

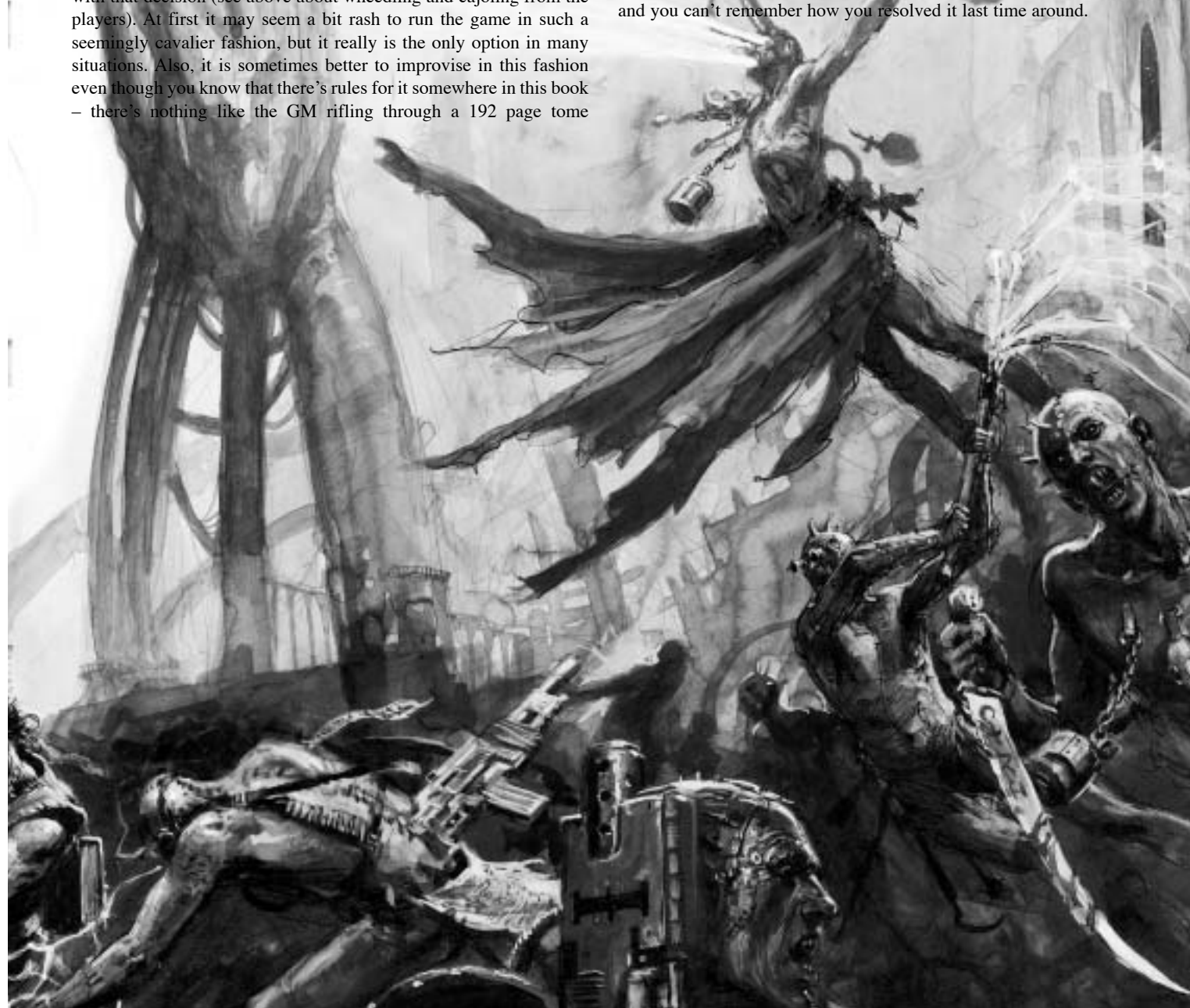
Unfortunately, it is rare that even the most meticulous planning will avoid chance circumstances, and the ingenuity of players to come up with plans and actions that you hadn't considered borders on the magical. So what do you do when such a situation arises? Wing it! Give the situation a moment's thought 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

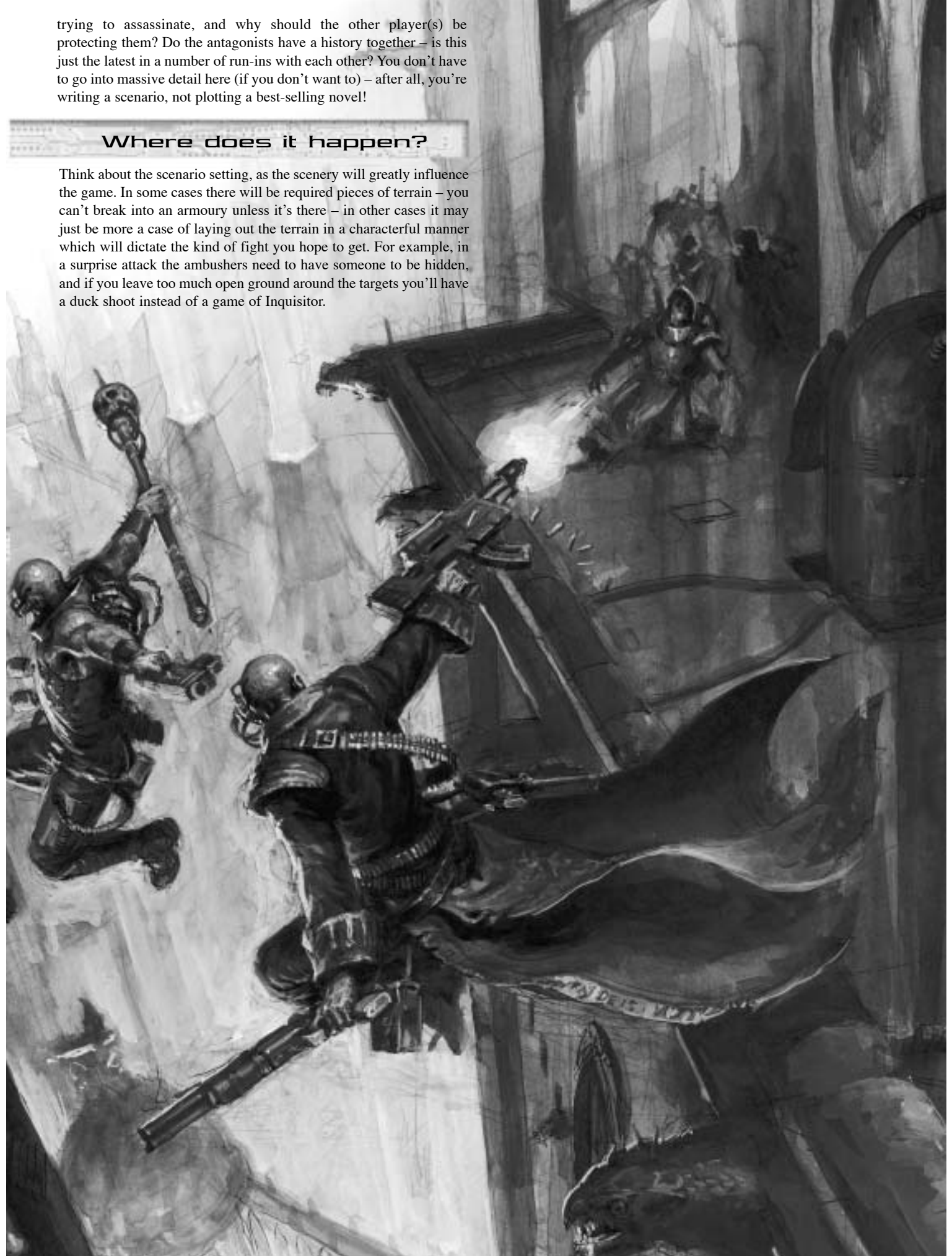
Once you have a basic plot, you need to come up with the rationale and details of the scenario. Many players may have a warrior band they use regularly in a campaign, and in this case the scenario needs to be woven into the continuing story (which is discussed in the Campaigns section later). Even if 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:

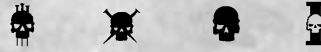
Shack: 8

Barrels: 5

Oil Wagon: 6

Machinery: 10

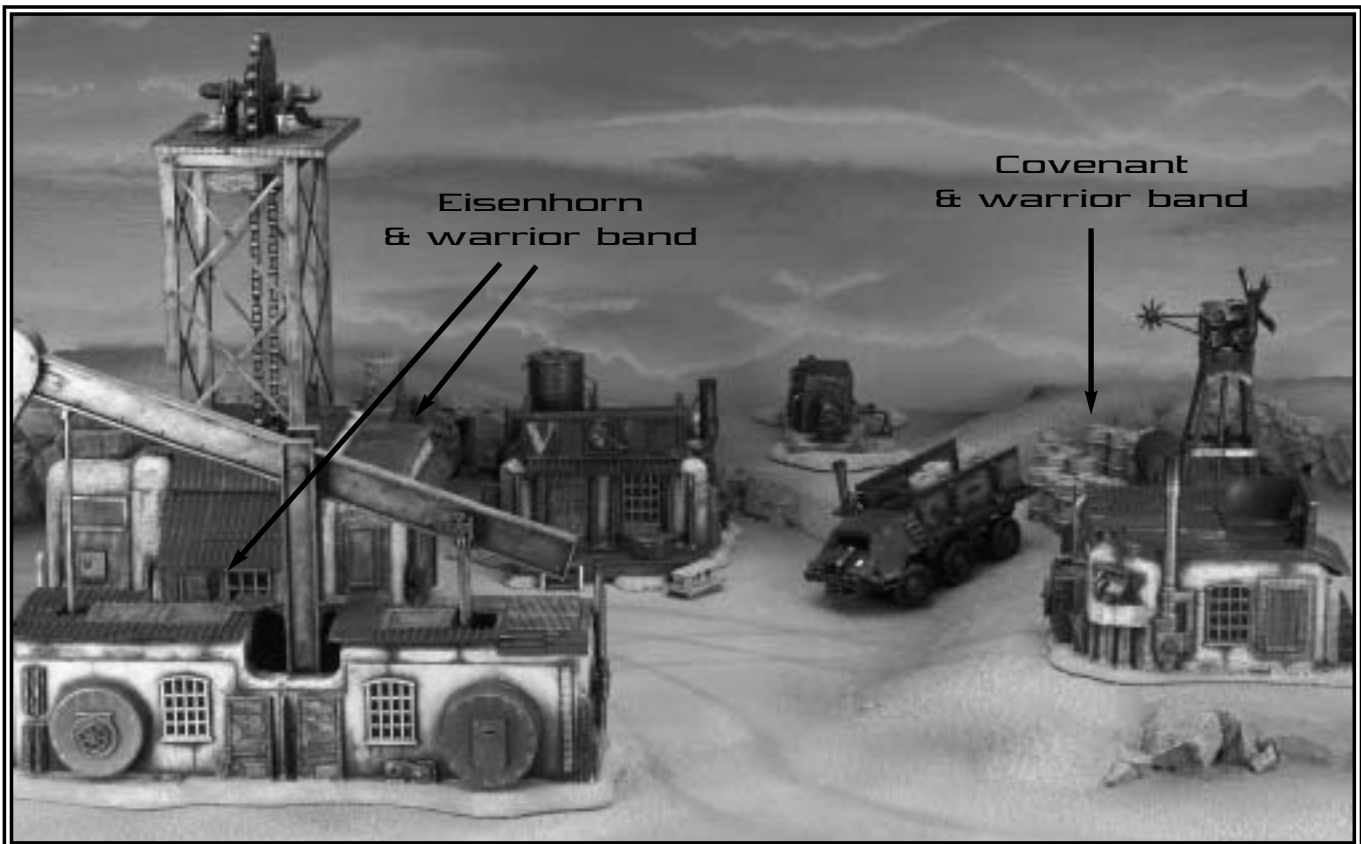
To become spiritually strong, one must be physically strong. To be physically strong, one must be at the top of the food chain, the ultimate predator. Thus Hæmovores seek to improve themselves, to gain their rightful positions of power, by consuming those they perceive as powerful. They are cannibals, glorifying in their internecine gluttony, preaching that their unwholesome acts condense humanity's magnificence into a few individuals. Many Hæmovores 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 Hæmovore 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, 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 *Ogragon*, a vast conglomeration of shipwrecks pummelled together in warp space, 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 Deepstuth 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

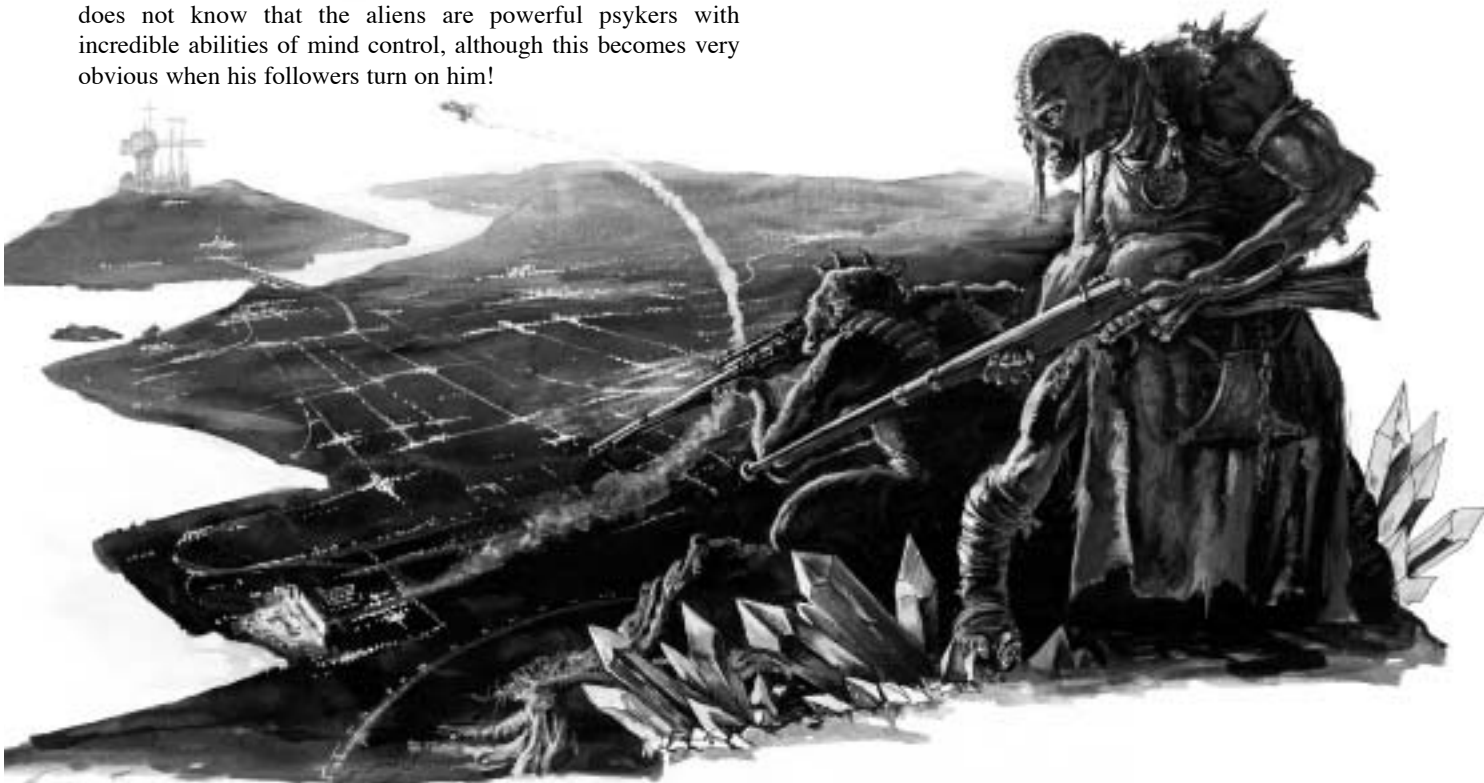
The Daemonhost Akharakesh possesses the power to command others with a single word, and has built a small empire in the depths of Ghronos Hive on Lastrati. An Ordo Malleus Daemon Hunter has vowed to destroy the fiend, but must first overcome opposition from an Inquisitor who wishes to capture Akharakesh 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.



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.

LUCKY SHOT

When rolling for damage, if you roll the maximum damage possible, i.e. 12 for a lasgun, 24 for a Boltgun, then you may roll another base damage dice and add it to the damage total i.e. D6 for a Lasgun, D10 for a Boltgun. This represents a lucky shot hitting a particularly crucial place, such as a gap in the armour etc.

Up-Close: To move up-close a character must first hit is opponent in an attempt to distract them enough to slip past his guard. Moving up-close is not hindered by a dodge or parry – only the to hit roll must be successful. Place the models base-to-base. When fighting up-close penalties due to weapon reach differences are reversed i.e. a sword would be harder to use than a knife at this close distance so the modification is reversed to a -20% to the sword wielding player. As the combatants are so close, parrying is impossible and the character can only dodge without the normal +20% modifier – a straight roll.

ENCUMBRANCE

These rules allow GMs to take into account the difficulties of moving swiftly whilst laden down with heavy armour, weapons and equipment. If you find that your characters are taking everything bar the kitchen sink into battle, you may want to introduce the rules to your campaign to encourage more lightly-equipped characters. A character can carry a certain amount of equipment before their performance is impaired. The amount a character can carry (their Encumbrance value) is equal to their Strength+50, after all modifications for bionics, power armour, combat stimms, etc. Add up the weight of all weapons and equipment carried (treat all equipment without a specified weight as 5). In addition, each point of armour (except powered armour) weighs 5 points. This is the total weight of their equipment. Compare this to their Encumbrance value. For every 25 points, or part, that their equipment is more than their Encumbrance value they are at -1 Speed (minimum 1). No model may carry more than twice their Encumbrance value.

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.

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

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

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.

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!

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; Slings; 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-boosters.

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; Fast Draw; Gunfighter; Hipshooting; Lightning reflexes; Quickload. . . **Points: 25**

Total Points: 120