

INQUISITOR



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...

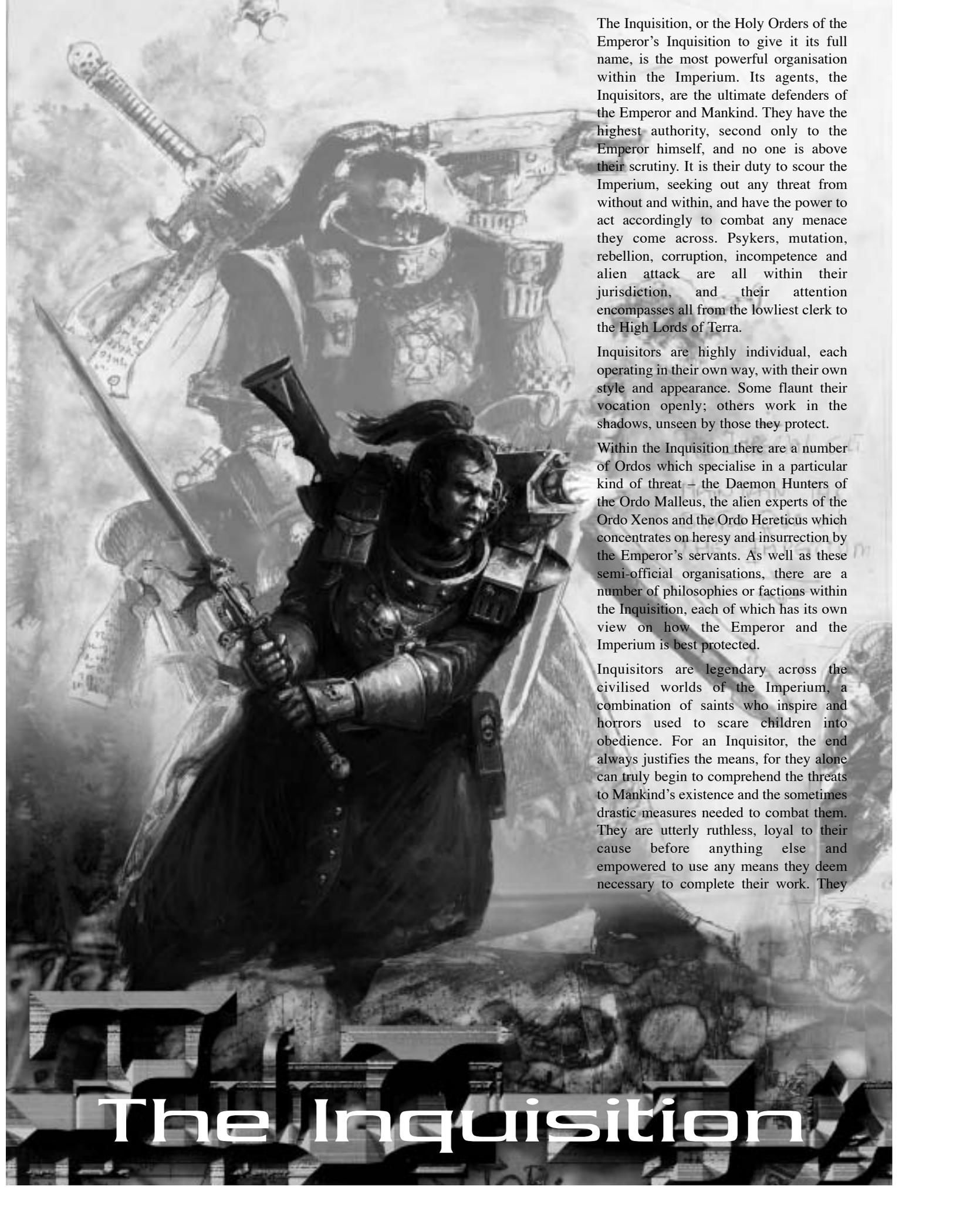
Over the following pages are presented different character types to serve as examples of the kinds of characters players may wish to create. Each type is broken down into three sections.

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

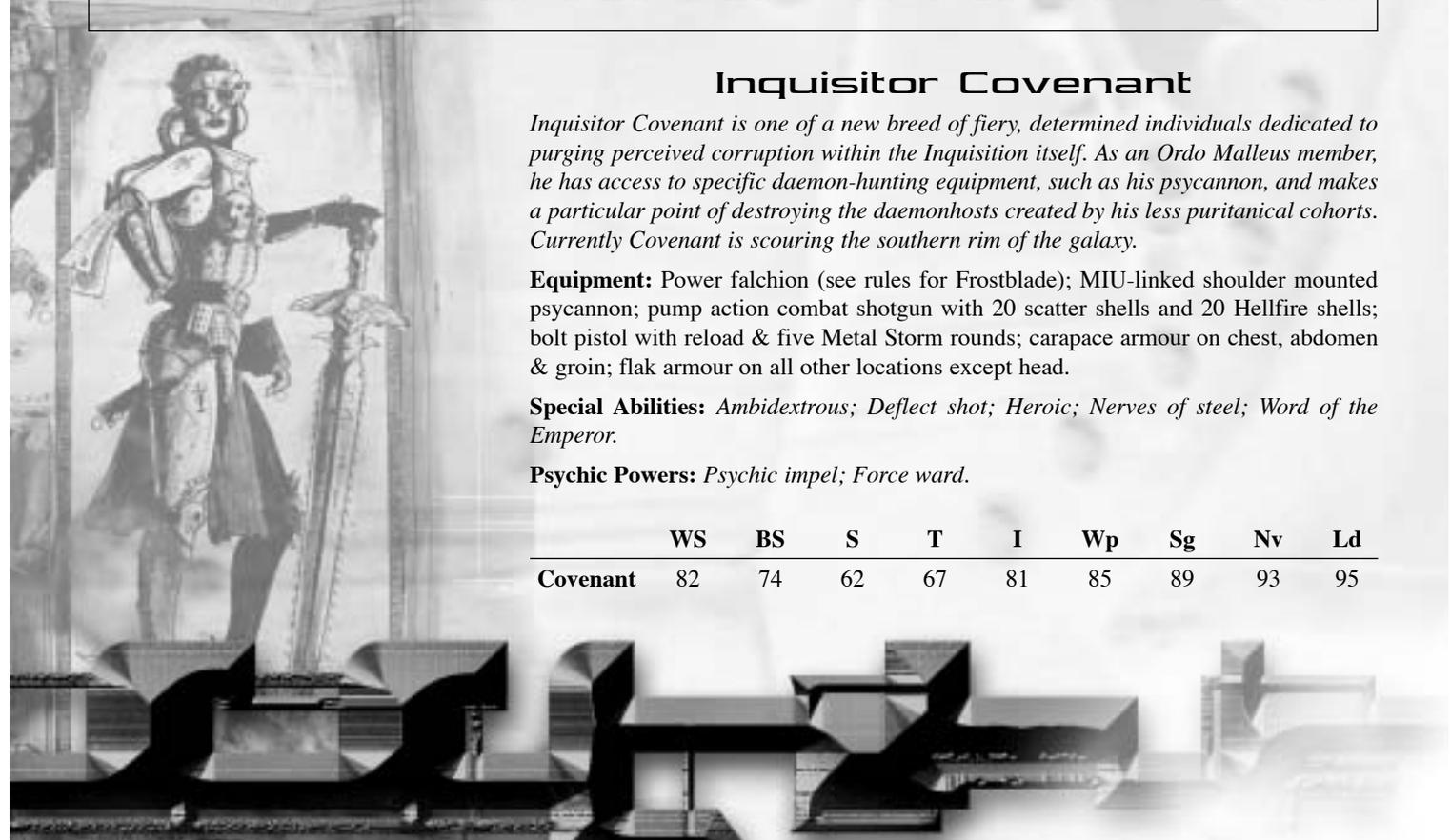
Inquisitor Covenant is one of a new breed of fiery, determined individuals dedicated to purging perceived corruption within the Inquisition itself. As an Ordo Malleus member, he has access to specific daemon-hunting equipment, such as his psycannon, and makes a particular point of destroying the daemonhosts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

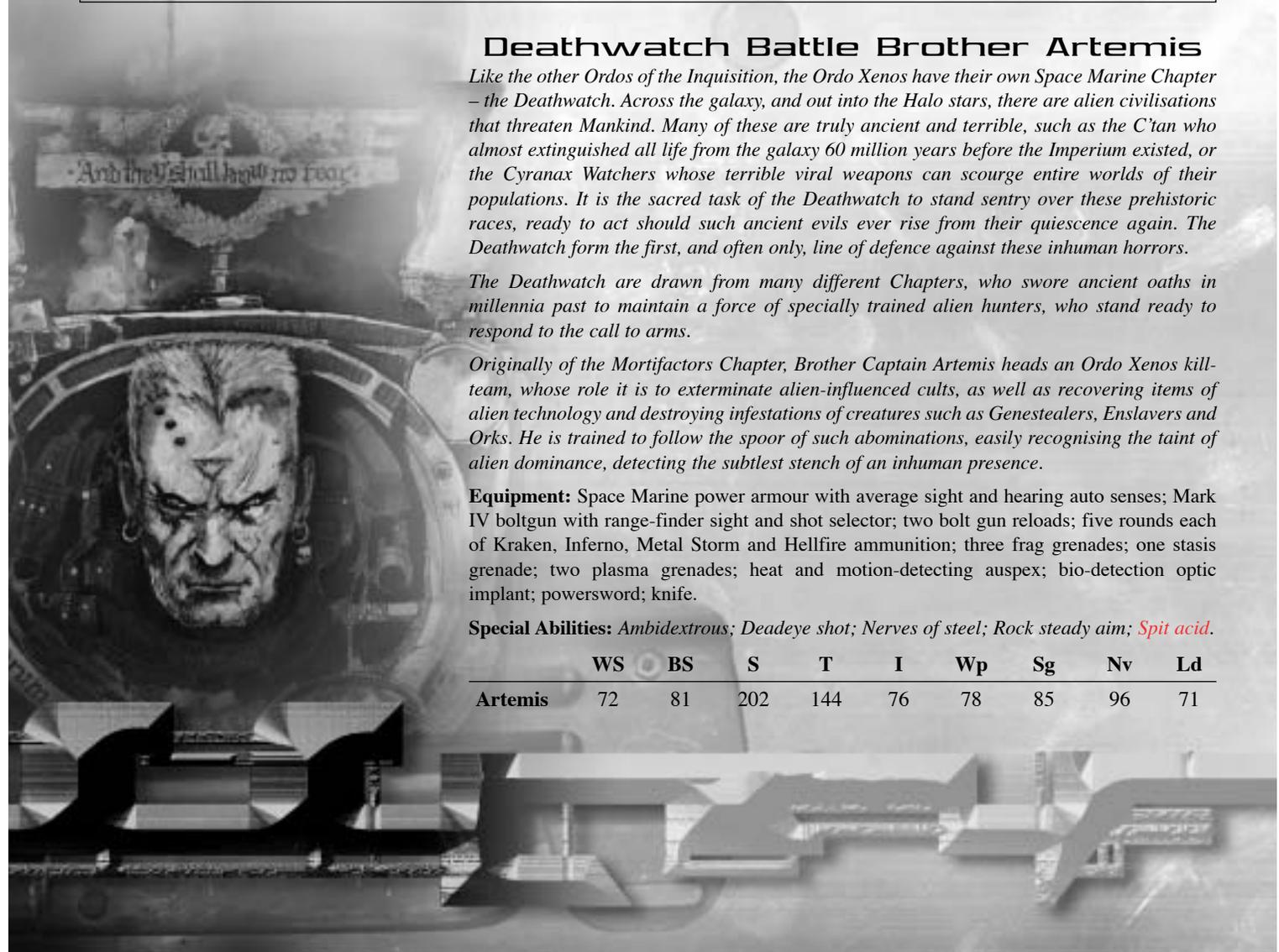
The Deathwatch are drawn from many different Chapters, who swore ancient oaths in millennia past to maintain a force of specially trained alien hunters, who stand ready to respond to the call to arms.

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

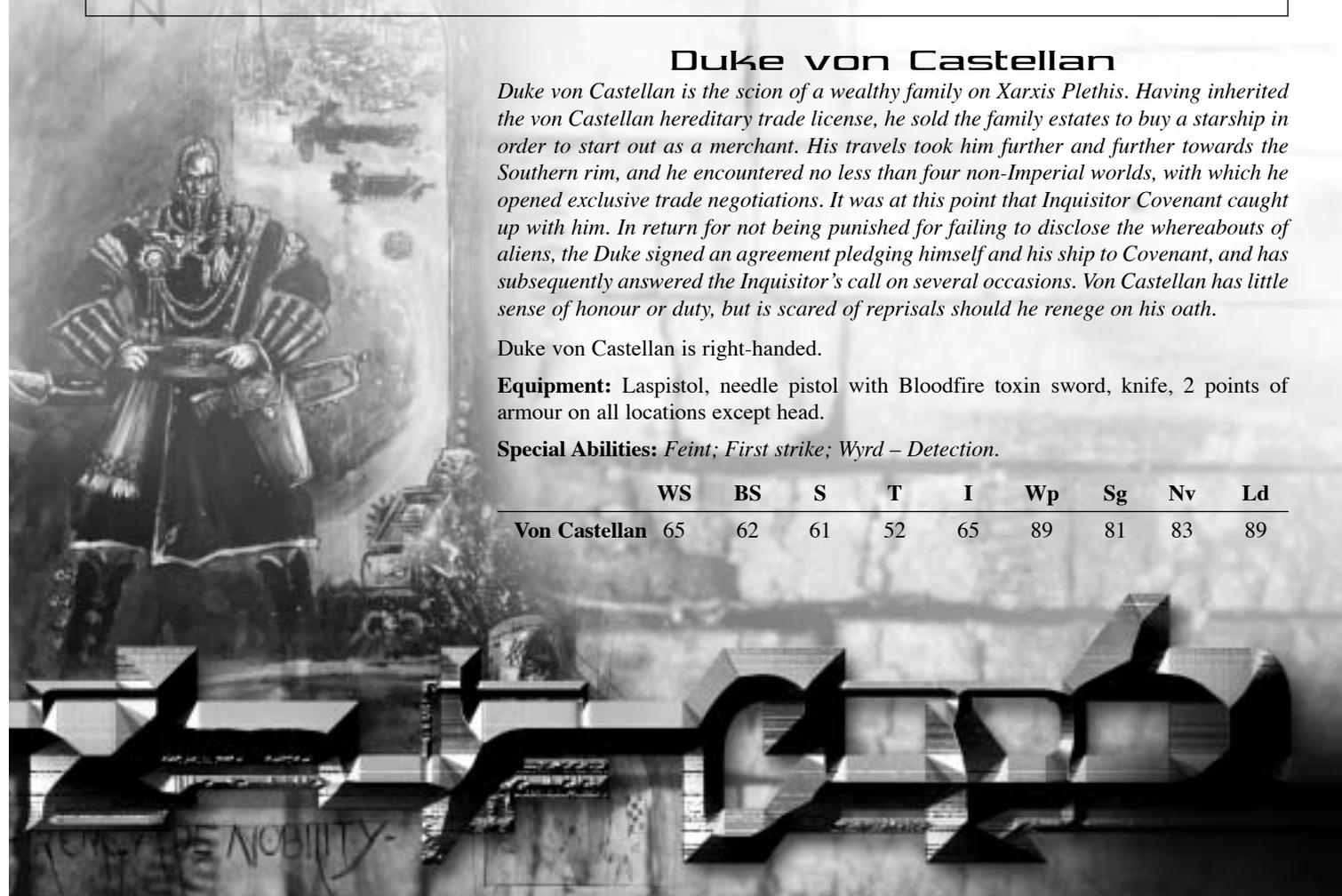
Duke von Castellan is the scion of a wealthy family on Xarxis Plethis. Having inherited the von Castellan hereditary trade license, he sold the family estates to buy a starship in order to start out as a merchant. His travels took him further and further towards the Southern rim, and he encountered no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

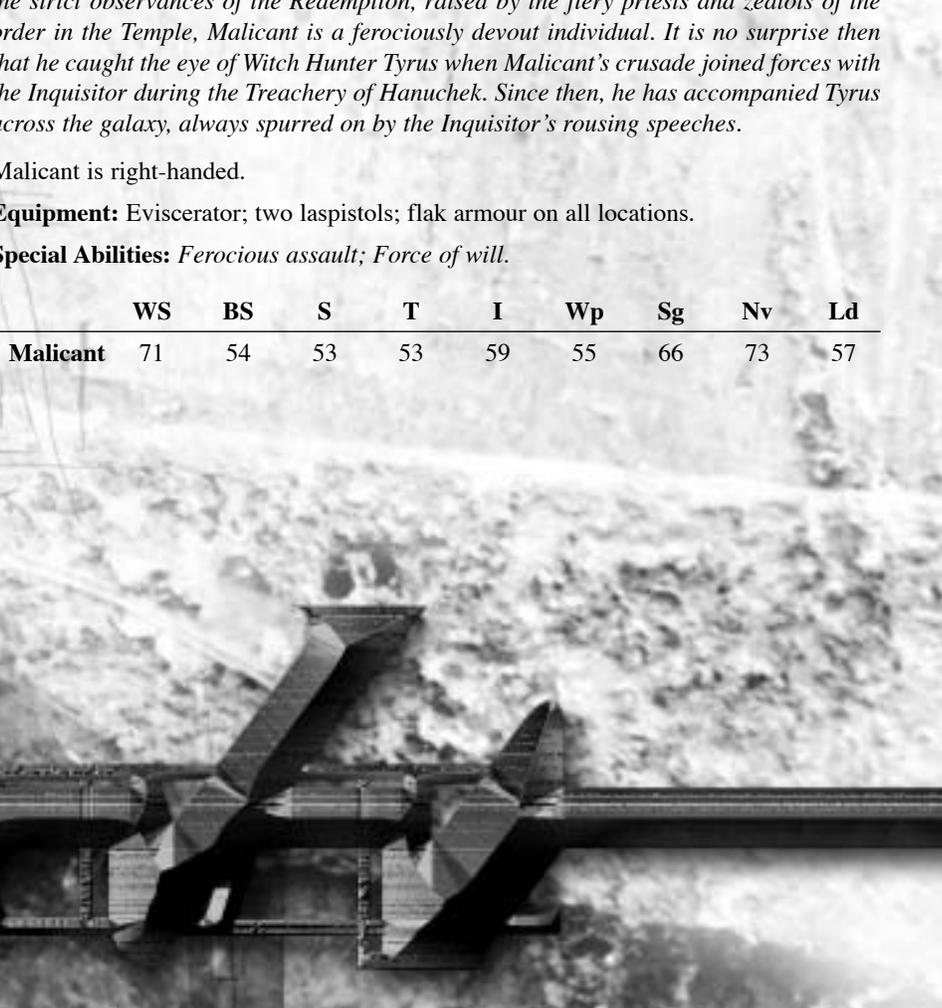
Malicant's ancestors were from the home of the Redemptionist movement, the hive world of Necromunda. Centuries ago they left their world on a Redemptionist crusade, finally founding a Temple of the Redemption on Ghastru IV. Brought up from birth to believe in the strict observances of the Redemption, 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.

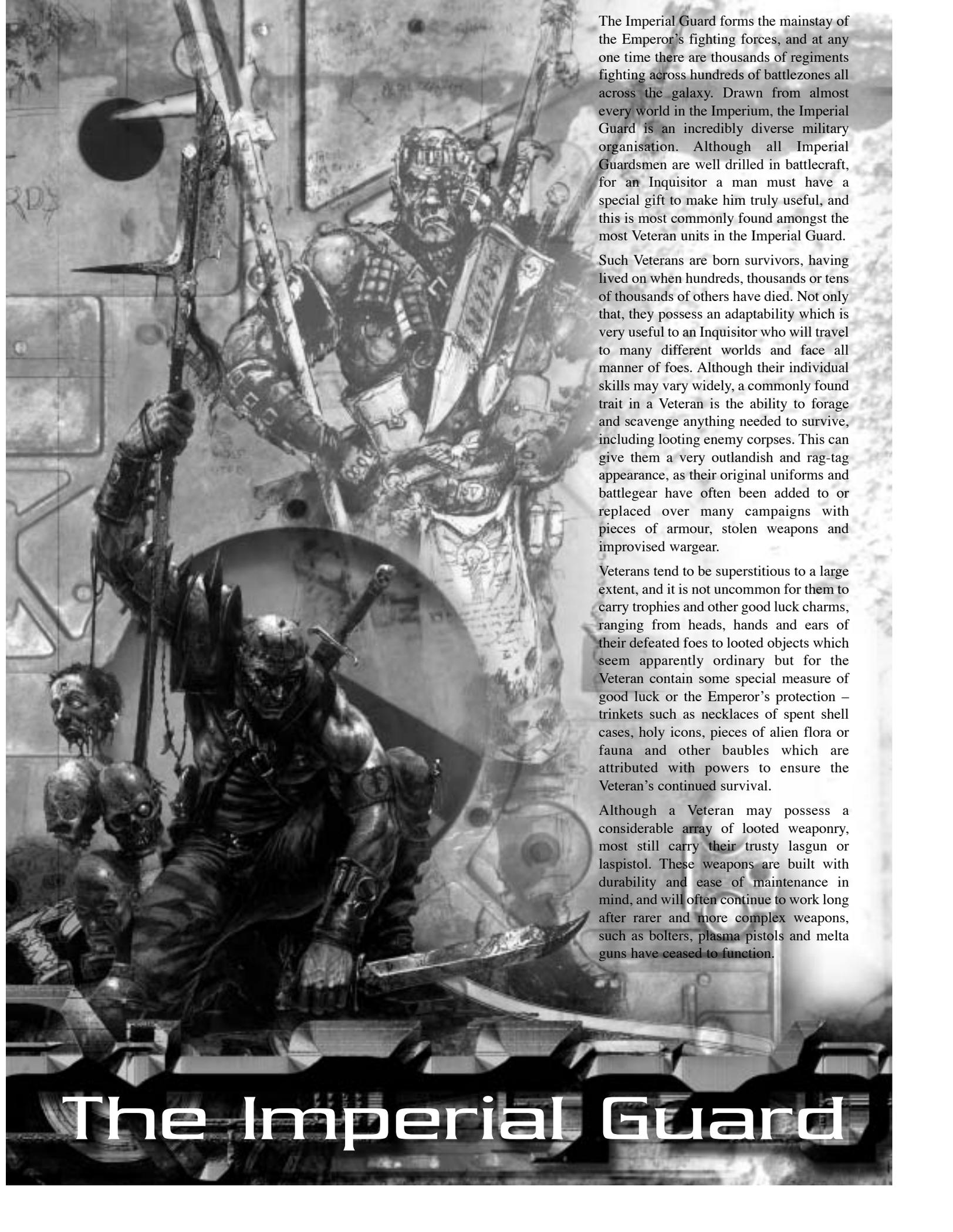
Malicant is right-handed.

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





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.

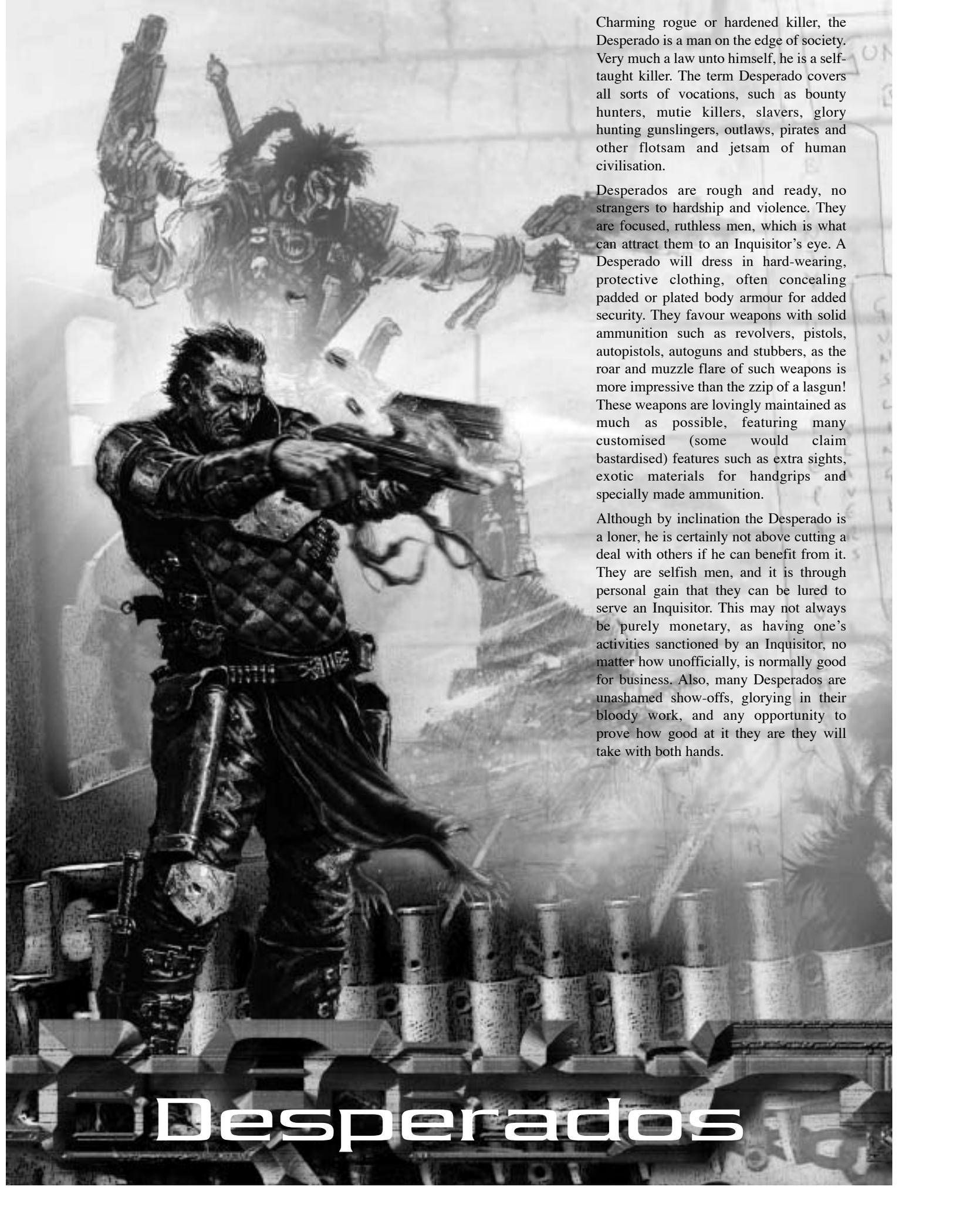
Sergeant Stone is left-handed.

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

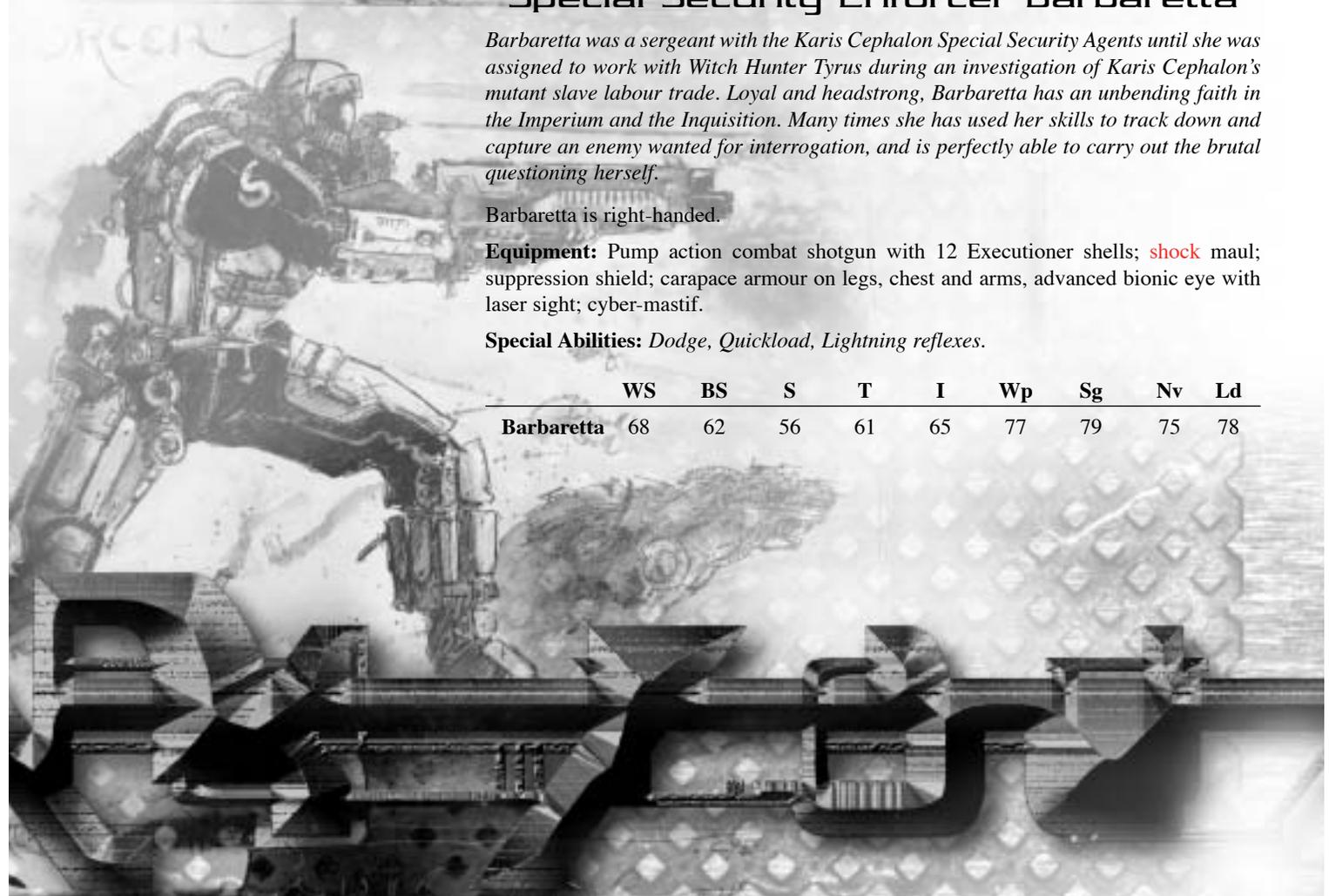
Barbaretta was a sergeant with the Karis Cephalon Special Security Agents until she was assigned to work with Witch Hunter Tyrus during an investigation of Karis Cephalon’s mutant slave labour trade. Loyal and headstrong, Barbaretta has an unbending faith in the Imperium and the Inquisition. Many times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

Mutant Characters

Equipment: Almost all Mutants come from a despised underclass of Imperial citizenry, and will therefore be unlikely to have anything other than Common equipment.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Mutant	65	40	60	60	45	50	50	50	50
Random	50+3D10	30+2D10	40+4D10	40+4D10	35+2D10	35+3D10	35+3D10	35+3D10	35+3D10

Quovandius

Quovandius was brought up in a slave mill on Thagra IV, raised from birth in dank holding pens beneath the machine rooms. When Traitor Marines of the Alpha Legion attacked Thagra, the slave mill was half destroyed by their orbital bombardment and it was Quovandius who seized the opportunity to lead several hundred of his mutated comrades to freedom. Unfortunately, freedom was not quite what it used to be, as the Alpha Legion conquered more and more of the planet. Some Mutants sided with the Chaos followers, while Quovandius and his closest friends and kin began making guerrilla raids on the traitor warriors. When Space Marines of the White Panthers Chapter arrived to liberate the planet, Quovandius and his followers were rounded up for execution, the commander of the White Panthers believing them to be guilty of treason. The intervention of Inquisitor Eisenhorn gave them a stay of execution and in return Quovandius swore an oath of loyalty to protect him from harm.

Quovandius is left-handed.

Equipment: Quovandius is armed with a shotgun with eight scatter shells, and a revolver with nine shells.

Special Abilities: *Regenerate; True grit; Fearsome.*

Psychic Powers: *Wyrd – Warp Strength.*

Crippled: Quovandius' crippling mutations mean that he is not very swift. He walks and runs 1 yard less than normal and can never sprint.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Quovandius	62	38	55	48	47	61	52	59	49





The Ecclesiarchy is a galaxy-spanning organisation based upon the worship of the Emperor. One of its many divisions is the Schola Progenium, which is responsible for the upbringing and training of orphans of those who have served the Imperium. These children are known as Progena, and most of them will end up within the Ministorum or the Adeptus Terra. Some may even find office in a planetary government, while most girls are destined for one of the Orders of the Sisterhood. Many military leaders and special forces are brought up by the Schola Progenium, including Navy officers and the elite Storm Troopers and iron willed Commissars of the Imperial Guard. It is the task of the Drill Abbot to give specialised combat training to these children. Many are Imperial Guard veterans who have been ordained as Abbots, though a few are products of the Schola Progenium themselves.

Drill Abbots are famed for their stubbornness and tenacity, coupled with a rock solid faith in the Emperor. These are the main qualities they instil in their pupils, along with the ideals of humility and sacrifice. Of course, these mental strengths are backed up by considerable combat skills, especially in hand-to-hand fighting. Drill Abbots are ferocious warriors, stirred by the endeavours of Saints from the past, their hands guided as if by the Emperor Himself.

The Ecclesiarchy

Drill Abbots are a very special type of preacher, being excused from the normal duties of delivering sermons and ministering to the faithful. In appearance, though, they wear all of the normal priestly accoutrements, including robes, symbols of faith and purity seals, and devotional scripts.

It is not uncommon for Drill Abbots to wield heavy, brutal close combat weapons such as power hammers to pulp the heads of the heathens they fight. Some wield Staffs of Belief, which are carved from trees grown in the Garden of Saints on

Terra; or the vicious Axe of Retribution that has a sharded, double-headed blade that rips through flesh and inflicts horrifying injuries.

To back up these close combat weapons, a Drill Abbot will normally have at least one gun, usually a heavy duty service pistol picked up whilst in the military. This can be complemented by numerous short swords, knives or mauls, or possibly an electro-baton which delivers a numbing shock and is usually employed to discipline wayward Progena. As veterans of real combat, many Drill Abbots sport

prosthetic limbs and artificial organs, usually proudly displayed as trophies of honour rather than concealed beneath synskin or clothing.

In battle, the Drill Abbot lays about himself with his hammer or staff, bellowing hymnals and curses, fired with holy ire and sacred rage. They are staunch fighters, used to the hardships of military service and the stern living conditions experienced in the Schola Progenium abbeys. They are courageous and highly disciplined, a combination of both training and their fervent faith.

Ecclesiarchy Characters

Equipment: Although the Ecclesiarchy has great wealth and resources, as an organisation it embodies Imperial superstition regarding technology and so its agents rarely use Exotic or Legendary items.

Special Abilities: Members of the Ecclesiarchy never have psychic powers.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Preacher	40	35	40	40	40	60	60	65	70
Drill Abbot	60	50	55	55	50	60	60	70	75
Cardinal	45	50	40	40	50	70	70	75	90
Random	8D10	6D10	30+3D10	30+3D10	35+2D10	50+4D10	40+3D10	60+3D6	50+5D10

Preacher Josef, Schola Progenium Drill Abbot

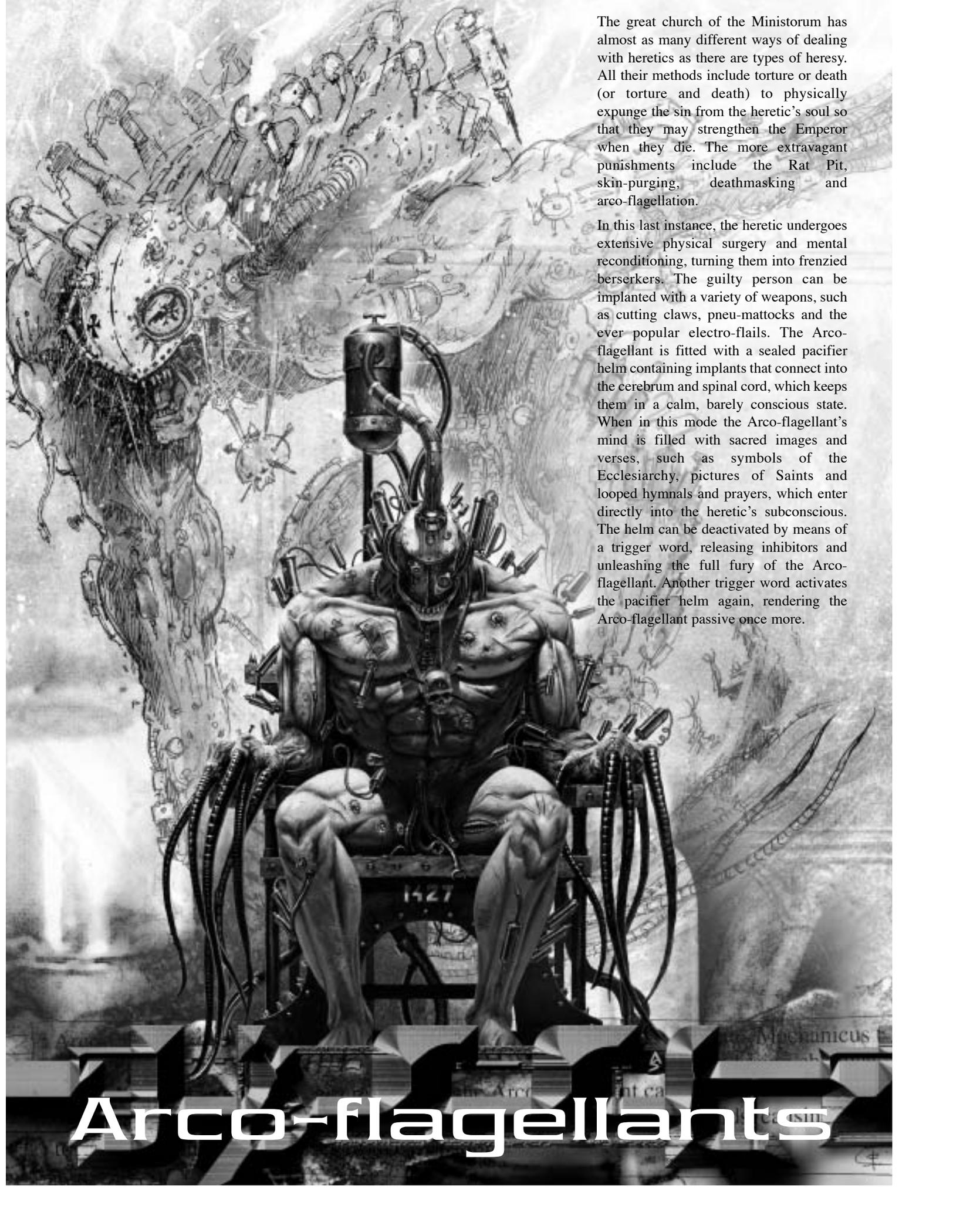
Based in the Schola Progenium habitat orbiting Golian, Josef Khoriv was once a petty officer in the Imperial Navy. He was part of a boarding party which freed Cardinal Symien of Ophelia from an Ork pirate ship, protecting the high ranking clergyman during their harried escape. So impressed was Symien that he had Josef transferred to Golian to pass on his skills to the potential Commissars, clergyman and naval officers in the habitat. Unfortunately, Josef's adventures weren't over, as Golian was actually being controlled by an alien-worshipping cult infected by mind-controlling creatures known as Genestealers. It was upon uncovering this fact that Josef rallied his students about him and expunged the cult from the orbiting station, earning himself the attention of the Inquisition. It was Inquisitor Covenant who arrived to investigate the incident and, like the Cardinal before him, was so impressed by Josef's resourcefulness and bravery, that he requisitioned his services.

Josef is right-handed.

Equipment: Great hammer; armoured gauntlets; advanced bionic ear; 2 points of armour on all locations except head.

Special Abilities: *Force of will; Furious assault; Word of the Emperor.*

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Josef	65	52	57	58	51	65	58	72	73



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

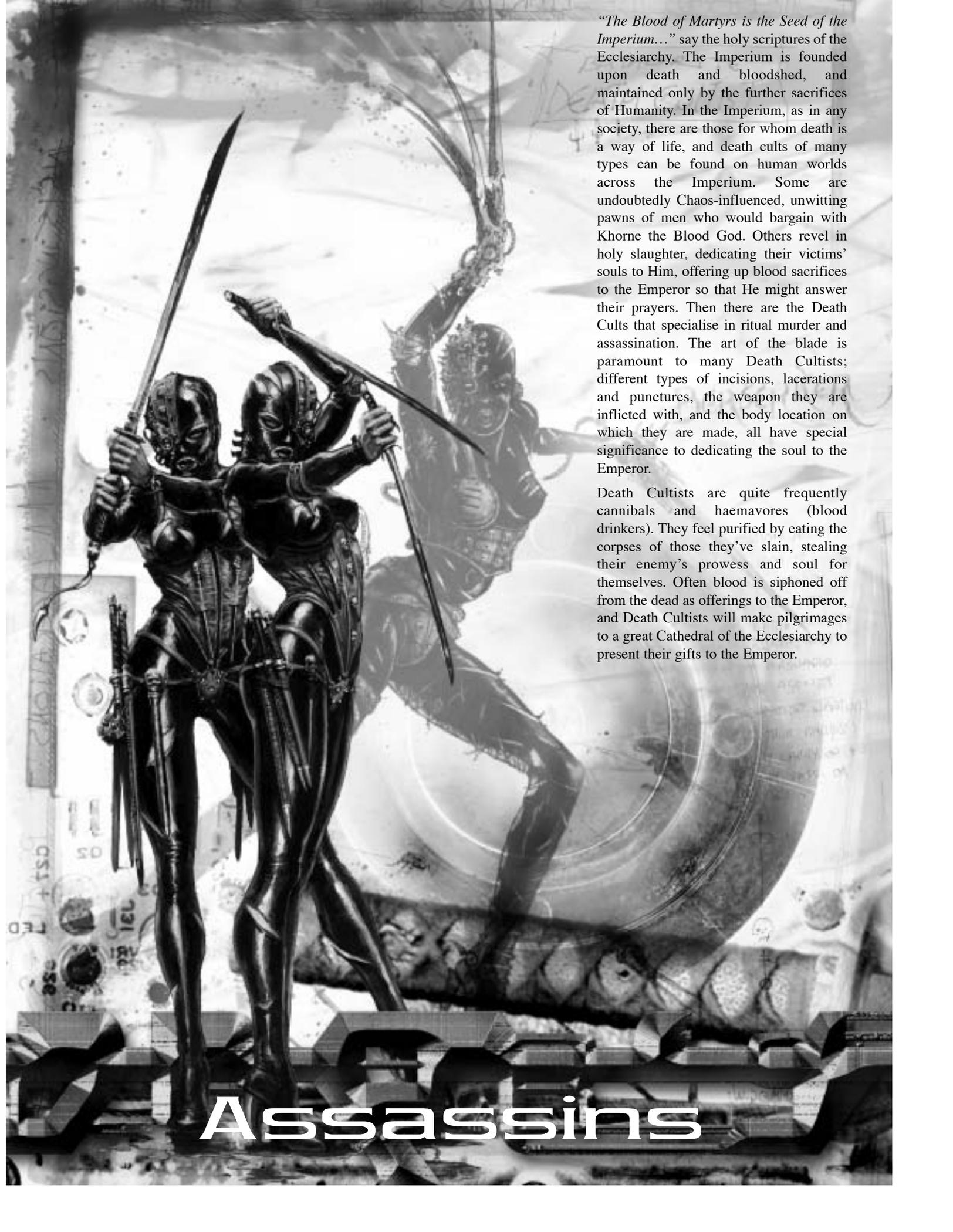
Damien 1427

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.

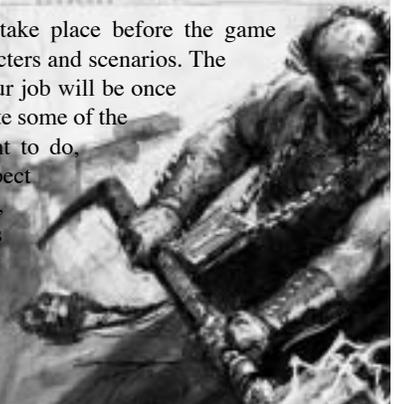
However, be careful about this because if you compensate too often and too much in this way, it may make the players think that they don’t really have much control over the characters. Also, if you find you’re having to do this quite often, then perhaps you need to look at how you’ve been writing your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

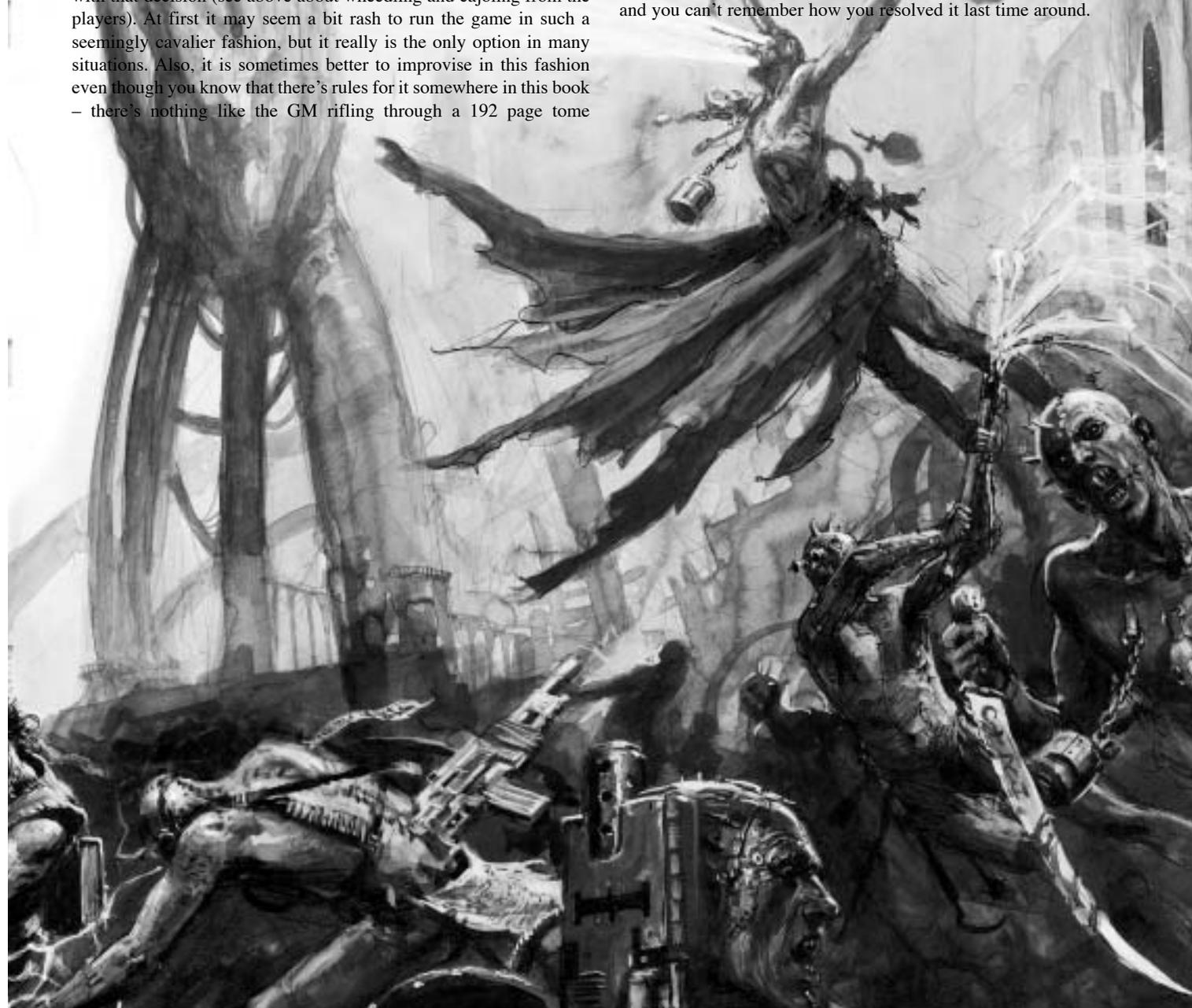
Unfortunately, it is rare that even the most meticulous planning will avoid chance circumstances, and the ingenuity of players to come up with plans and actions that you hadn't considered borders on the magical. So what do you do when such a situation arises? Wing it! Give the situation a moment's thought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

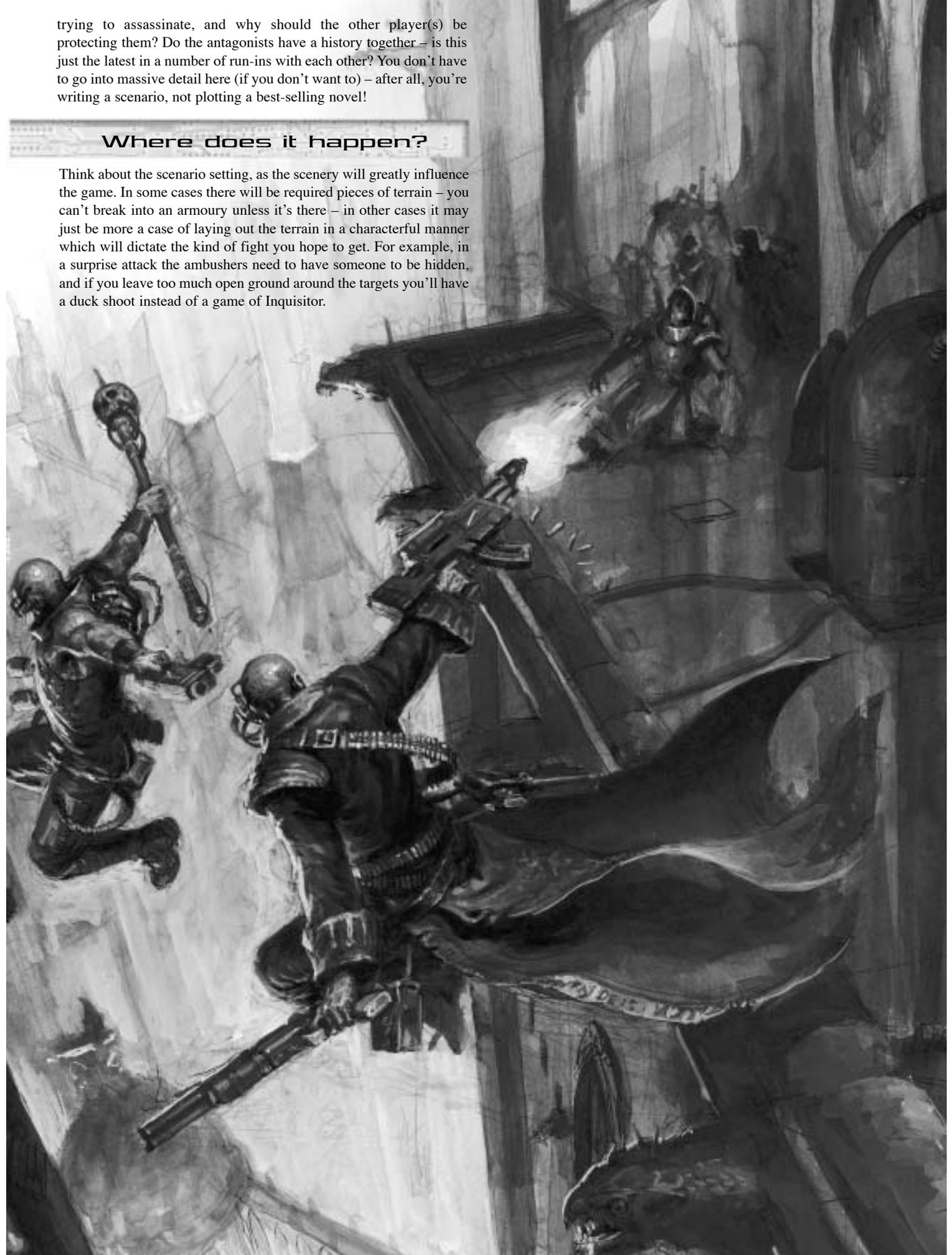
Once you have a basic plot, you need to come up with the rationale and details of the scenario. Many players may have a warrior band they use regularly in a campaign, and in this case the scenario needs to be woven into the continuing story (which is discussed in the Campaigns section later). Even if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

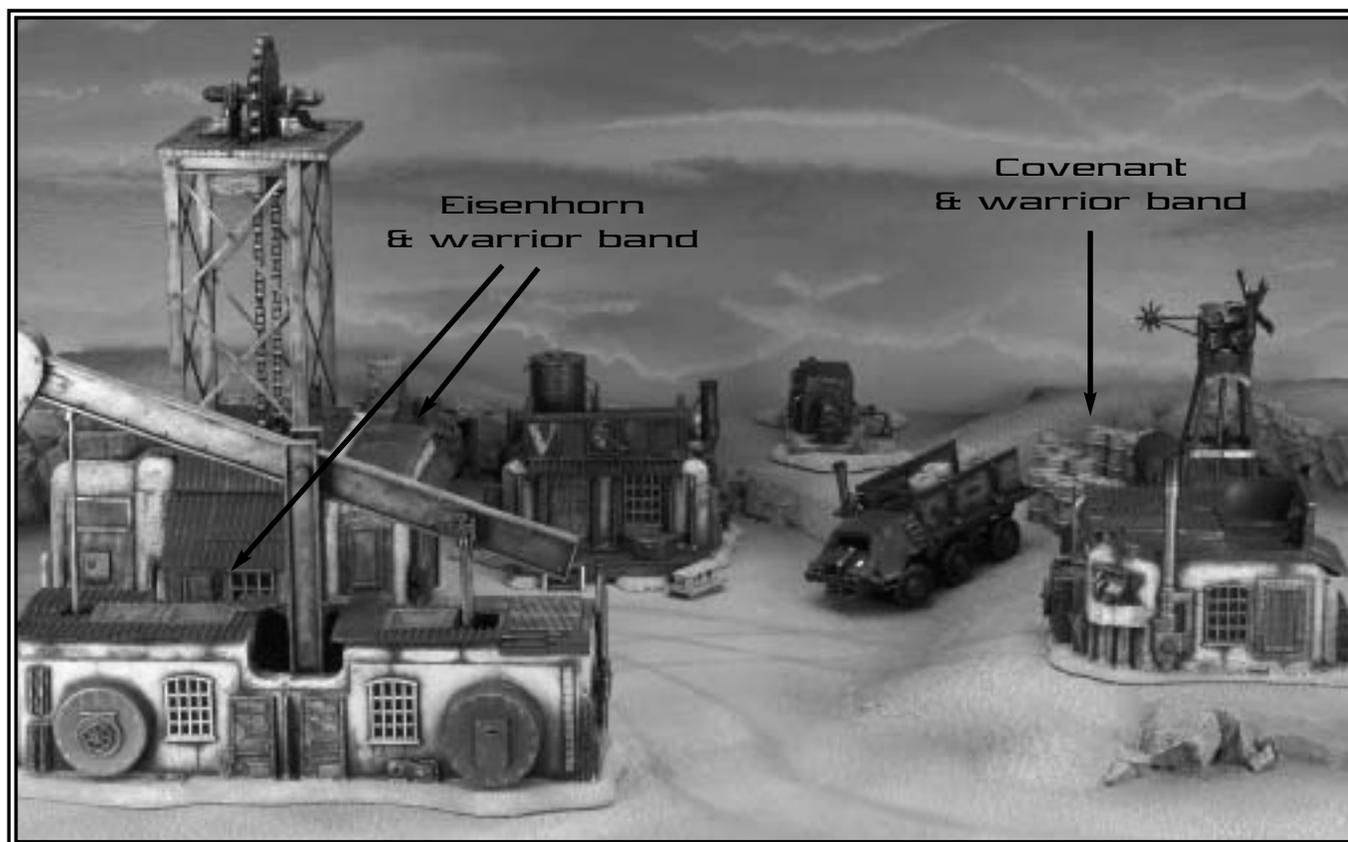
To become spiritually strong, one must be physically strong. To be physically strong, one must be at the top of the food chain, the ultimate predator. Thus Hæmovores seek to improve themselves, to gain their rightful positions of power, by consuming those they perceive as powerful. They are cannibals, 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

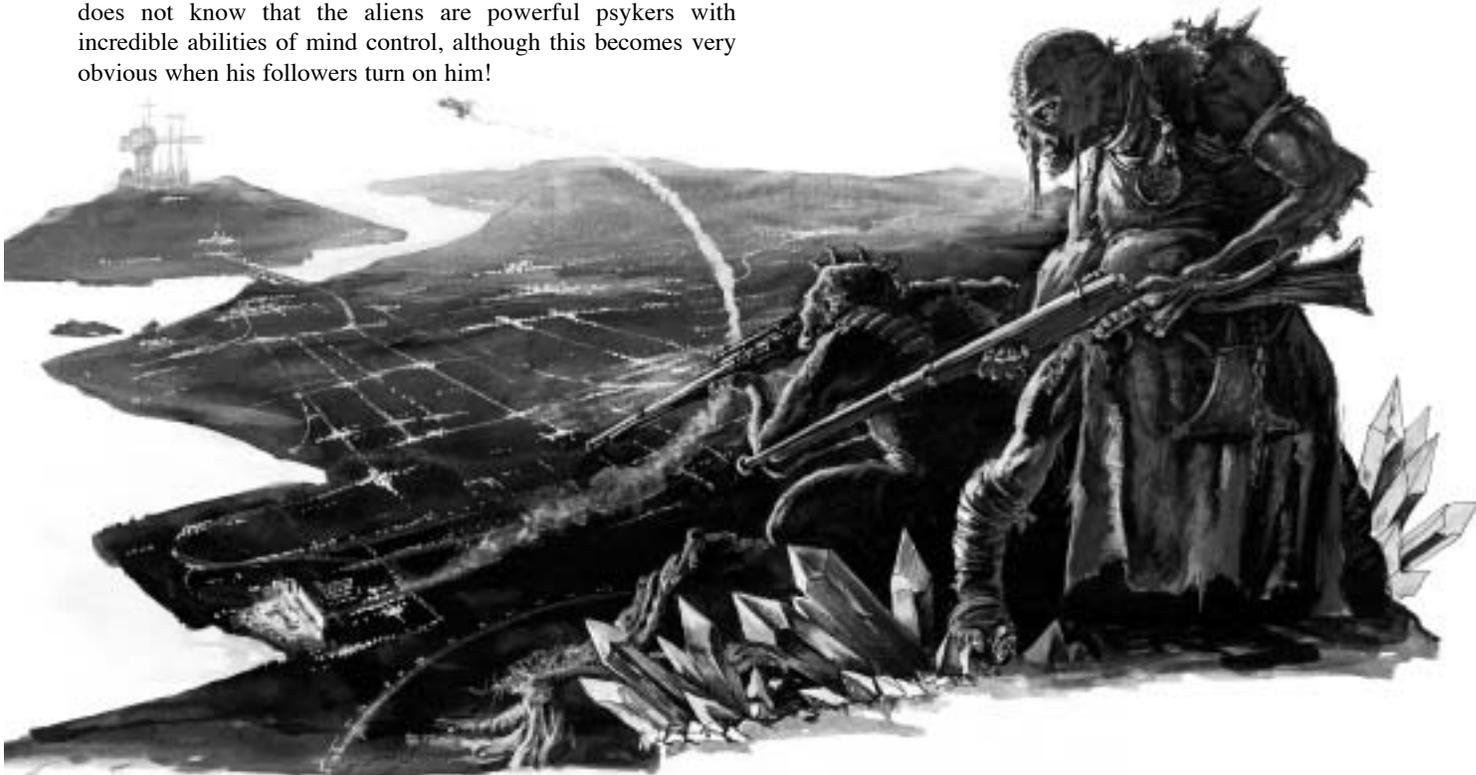
The Daemonhost Akharakesh possesses the power to command others with a single word, and has built a small empire in the depths of Ghronos Hive on Lastrati. An Ordo Malleus Daemon Hunter has vowed to destroy the fiend, but must first overcome opposition from an Inquisitor who wishes to capture Akharakesh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

Rare: Automatic combat shotgun; Bolas launcher; Bolt carbine; Bolt pistol; Duelling pistol; Exterminator; Flamer; Heavy stubber; Hunting rifle; Long rifle; Multi-laser; Needle rifle; Shotgun ammunition – Bolter (Mk II straight mag), (Mk III belt feed), (Mk IV sickle mag), (Mk IV drum mag); Special ammunition; Storm bolter; Webber.

Exotic: Assault cannon; Digital weapons; Eldar shuriken catapult; Flame cannon; Handbow; Hand flamer; Heavy bolter; Heavy flamer; Hrud fusil; Kroot long rifle; Lascannon; Melta gun; Multi-melta; Needle pistol; Plasma blaster; Plasma gun; Plasma pistol; Special bolt ammunition; Web pistol; Xenarch death-arc.

Legendary: Graviton gun; Inferno pistol; Necrontyr gauss flayer; Neural shredder; Psycannon; Thermal lance.

CLOSE COMBAT WEAPONS

Common: All standard weapons; Bayonet.

Rare: Chainblade; Chain weapons; Power axe; Power knife; Power sword; Shock maul.

Exotic: Daemon weapons – Daemonic Servant/Lesser Daemon; Dark Eldar agoniser; Electro-flail; Force axe; Force halberd; Force hammer; Force rod; Force staff; Force sword; Frost blade; Galthite lacerator; Nemesis; Neural whip; Power fist; Power halberd; Power hammer; Rune axe; Rune staff; Scythian venom talon.

Legendary: Daemon weapons – Daemon Prince/Greater Daemon.

GRENADES & EXPLOSIVES

Common: Frag; Smoke.

Rare: Anti-plant; Auxiliary grenade launcher; Blind; Demolition charge; Disposable rocket launcher; Grenade launcher – single shot; Krak; Melta bomb; Photon flash; Rocket launcher; Super-frag; Super-krak; Tanglefoot.

Exotic: Gas; Grenade launcher – Drum mag; Haywire; Missile launcher; Plasma.

Legendary: Psyk-out; Stasis.

ARMOUR & FORCE FIELDS

Armour is rated at 1 per point of armour, counting every location separately. For special types of armour this is increased to 1.5 per point.

Rare: Mirrorshield; Stormshield; Suppression shield.

Exotic: Conversion field; Hexagrammic wards; Pentagrammic wards; Refractor field.

Legendary: Displacer field.

BIONICS & IMPLANTS

No cost: Crude.

Rare: Average.

Exotic: Advanced; Auto senses; Implants; Implant weaponry; Mechadendrites; MIU; Psi-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