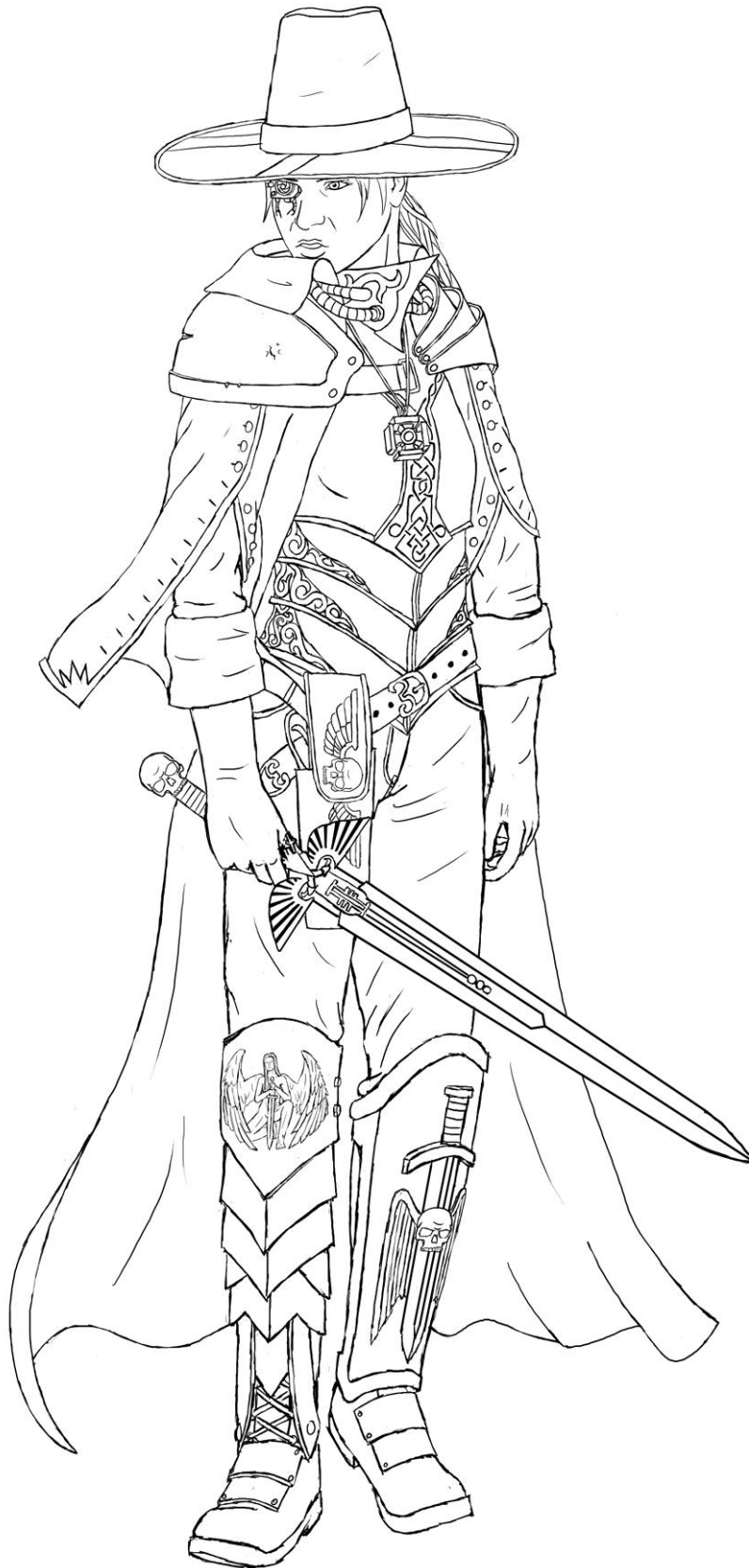


Inquisitor Revised Edition

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THE NEXT BATTLE FOR THE EMPEROR'S SOUL



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Introduction

Welcome to the dark world of *Inquisitor*. *Inquisitor* is a narrative wargame that allows you to take the part of unsung heroes and sadistic villains in the grim darkness of the 41st millennium.

Unlike its older brother *Warhammer 40000*, *Inquisitor* is not about 'the front-line of mud and gas and behemoth engines' (to quote Dan Abnett's *Eisenhorn* foreword); your characters will instead find themselves embroiled in the internal and domestic complexities of the Imperium and its Holy Inquisition - shadow wars where good, evil, right and wrong all merge into indistinct shades of grey.

If you have read the *Eisenhorn* series, you will already be familiar with the concept of an Inquisitor and his closest allies striving against these more subtle (but no less dangerous) threats to the Imperium, with their reward often to die alone and unremembered by the billions of citizens they may have saved from the encroaching dark.

Inquisitor is your chance to tell the dramatic, daring (and sometimes clumsy) stories of these unsung heroes.

How is the Game Played?

You have quite likely played other wargames before, but you should bear in mind that *Inquisitor* is a 'narrative wargame'. Unlike many tabletop games where players field balanced 'armies' and each player is simply attempting to beat the other, the *Inquisitor* ethos is focused on semi-competitive storytelling. There are no winners, no losers, and no points values - the game is purely about crafting a story on the tabletop.

In a way, it can be thought of as 'tabletop improv theatre' - the players are actors, the characters are their roles and the gamesmaster... well, he takes the part of director and narrator, but more on his role later!

It is wargaming for poets; part skirmish and part RPG, it offers players the freedom to envision and play a fully realised cast of characters with all their personal drives, prejudices and heroics.

An *Inquisitor* scenario can take many forms, between desperately rushing to escape from a sabotaged plasma reactor, to stealth missions in heavily guarded libraries. Players will generally require thought and creativity to succeed, rather than simply being able to prevail solely through force of arms.

Games are also generally small; each player will control only a very few characters. Even if the game has more than two players, it is likely there will be no more than ten or twelve characters in total.

But one warning. If you attempt to play *Inquisitor* from a purely competitive standpoint, you will find that the enjoyment of playing the game will be lost. It is in theory possible to make invincible heroes who can defeat all comers and warrior bands who can leave defeated armies in their wake, but this is not the point of *Inquisitor*.

Where would the excitement be in a hero who always wins? Every action hero will face challenges and suffer defeats, and true heroism comes from rising against the odds and pulling through! Imagine if the protagonist of *Die Hard* had been Batman, rather than John McClane - the entire plot would have been foiled before the opening credits and we'd be waiting for the real villain to show up.

The challenge of *Inquisitor* is to create this kind of exciting story, not to win the game simply by designing the hardest characters possible.

Why a Revised Edition?

The *Inquisitor* Revised Edition (or IRE) is not an attempt to reinvent *Inquisitor*. While for some gamers, the game's improvisational storytelling was too radical by half, *Inquisitor* nonetheless has a core of dedicated fans - players who love it for what it is, and it is for these people that IRE exists as a project.

IRE does its best to faithfully build upon the game which Gav Thorpe gave us in 2001, consolidating and refining the experience of the community into a new edition. While IRE is somewhat different underneath, the game on the surface tries to be familiar as all the best and most enjoyable parts of the original game.

A core principle of the IRE project is that *Inquisitor* is a "diamond in the rough". If you previously tried *Inquisitor* and thought it was a bad idea, IRE is unlikely to change your opinion. If you thought it had potential, IRE may just interest you.

What is a Gamesmaster?

In simple terms, the Gamesmaster (or GM, for short) runs the game. He is part narrator, part director and part umpire.

He has the power and responsibility to oversee the game; he designs the scenarios, co-ordinates the players, controls any needed 'non player characters' (NPCs), adjudicates in-game events and generally ensures that the narrative flows fluidly and enjoyably for all players.

He is both omnipotent and omniscient in this role. He always knows everything that is going on in the game (even if the players or characters do not) and is allowed to bend, ignore or improvise the rules at his discretion. If the normal interpretation of a rule doesn't make sense in a given case, or would otherwise make the game less interesting, exciting or fun for the players, do it another way.

So, you can see that the Gamesmaster has a very important job. It may at first seem daunting to be the GM; it carries a lot of responsibility, but it is highly rewarding and this rulebook will provide you with plenty of help to get started.

What you need

To begin with, you will need at least two players, complete with a selection of characters and the miniatures that represent them. Each of these characters will need their own character sheet (more on that in the Creating Characters section).

After that, you need somewhere for the action to happen. Most firm, level surfaces will do just fine - a kitchen table, section of floor or perhaps even a patio if the weather is nice - but some people like to go to the trouble of building special tables specifically for gaming. On this surface, you can then place the terrain over which the action will play out - perhaps the hills, trees and crop fields of rural farmland; the altar, pews, stained glass windows and pipe organ of a desecrated chapel, or the dark imposing buildings and tight alleyways of a hive city.

Inquisitor as a game benefits from relatively dense terrain that allows characters plenty of opportunity to take cover, sneak about or leap heroically from rooftop to rooftop, so be generous when setting out your gaming area.

*(If this project ever gets that far, there'll hopefully be more about making your characters and their world in a future **Painting and Modelling** section).*

You will also need:

- ❖ A measuring device, such as a tape measure or ruler
- ❖ some six-sided dice - you'll probably want at least five or six
- ❖ some ten-sided dice - at least one of which should be distinguishable as a "tens" dice either by colour or markings
- ❖ a "scatter" die, or some other way of determining random directions.
- ❖ some writing equipment to make notes - preferably a pencil and eraser, but a pen is okay in a pinch.

A calculator may also be helpful, as *Inquisitor* requires quite a bit of maths from time to time.

Basic Conventions

Dice Rolling

Dice Rolls

Inquisitor uses dice as its random chance mechanism; a way to determining the success (or other outcome) of a character's actions or other in-game events.

The two types of dice you will use most often are the six-sided dice and the ten-sided dice, normally referred to as respectively a D6 and a D10. A D10 is often marked with a 0 on one face, and when rolled as a D10, this counts as a score of 10.

As most of the *Inquisitor* game system is based on percentage chances, players will often need to roll a percentage dice as well, known as a D100 or D% roll. To roll D100, you need two D10s of different colours or one marked 00, 10, 20, etc. One serves as the “tens” dice and the other as the “units” dice, and when rolled together they will give you a score between 1 and 100. If both dice come up 0 (or 00), then this counts as a result of 100.

For example:

- ❖ a roll of 3 (or 30) on the “tens” die and a roll of 8 on the “units” die counts as a result of 38
- ❖ rolls of 00 and 6 respectively would give a result of 6
- ❖ rolls of 50 and 0 respectively would give a result of 50.

Sometimes you will need to modify the result of the dice roll. This is noted as the type of die you will roll, plus or minus a number, such as D6+3 or D10-1. Roll the die and add or subtract the number to the score to get the final result. For example, D6+2 means roll a six-sided die and add 2 to the score (giving a total between 3 and 8). You may also be told to roll a number of dice together, which is written as 3D6, 2D10 and so on. Roll the indicated number of dice and add their results together, so that with a 3D6 roll, three six-sided dice are rolled and are added together for a score of between 3 and 18, 2D10 adds together the scores of two ten-sided dice for a total of 2 to 20, and so on.

Occasionally, you will be asked to multiply the score of a die or dice. For example, D6x5 means roll a dice and multiply the score by 5, giving possible results of 5, 10, 15, 20, 25 or 30.

Sometimes a combination of these methods may be used, such as 2D6+3 giving a score between 5 and 15, or 3D6-1 which will total 2 to 17.

Note that, unless specified otherwise, modifiers for a standard percentile D100 roll (such as a Characteristic test, see the next section of the rules) are applied to the target number, not the actual dice score.

In a few rare circumstances you may be told to roll a D3 or D5. Since three and five-sided dice are rather difficult to come by, the normal method for these dice is to roll a D6 or D10 (respectively) and halve the score, rounding up.

Scatter dice

Sometimes it is important to know where a dropped item or badly thrown grenade ends up. These circumstances use the Scatter die to determine where the item lands.

The Scatter die is a special six-sided die, marked on four sides by an arrow and on two by a special “hit” symbol (note that on most scatter dice, the “hit” symbol also has an arrow to determine direction if necessary).

The die is rolled, ideally as close as possible to the target point, and the orientation of the arrow on the die is then used to determine a random direction (or, if appropriate, a direct hit).

Although a scatter die is the best way to determine a random direction, you can also use a D6 in a pinch.

A result of 1 to 4 represents a point of the compass - North, East, South and West (determine what North is as appropriate. You could use a table side, or use the axis of the original attack or movement), while a 5 or 6 represents a direct hit.

This method isn't as random as a proper Scatter die but is sufficient if one isn't available.

Re-rolls

In some situations the rules allow or require a “re-roll” of the dice. This is exactly as it sounds. Pick up the dice you are re-rolling and roll them again. Unless specified otherwise, the second score counts with a re-roll (even if it means a worse result than the first), and no single dice can be re-rolled more than once, even if there is more than one source of a re-roll.

Other Conventions

Throughout these rules, a number of standard conventions are used:

Fractions: For all game characteristics and die results, all fractions are mathematically rounded off. This means that fractions of less than half are rounded down to the nearest whole number, while fractions of half or more are rounded up.

Distances: All distances in *Inquisitor* are given in “yards”, and players can adopt whichever ground scale they feel suitable. For games using 54mm scale miniatures, the ground scale of 1 yard equalling 1 inch is recommended. For games using 28mm miniatures, 1 yard may be either half-inches or centimetres, depending on what your gaming group prefers.

In many cases, you may also find it convenient to round all fractions of distance to the nearest yard or half yard.

Applying Modifiers: Unless stated otherwise, when applying modifiers, multiplicative or divisional modifiers are applied before additions or subtractions. For example, a player has a +10 modifier to a roll, but their chance of success is halved. If their basic chance of success would be 60, their modified chance of success would be 40 (60 halved is 30, then add the 10), rather than 35 (60+10 before being halved).

Unused rules: In various places in this document, rules are set out but may not actually be integrated into game-play by any of the listed equipment, abilities or actions.

This is an intentional choice. While these additions are not immediately needed for most basic game-play, they are useful standardisations that provide a foundation for later expansions upon the system, be it by Gamesmasters during play, by a player writing a new character, or by a writer seeking to write sourcebooks for the system.

Characters

The miniatures used in a game of *Inquisitor* each represent an individual character. These individuals vary from the highest agents of the Holy Ordos of the Inquisition, to the treacherous cultists who dedicate themselves to overthrowing the Emperor's rule.

Every character is different, and they each have their own strengths and talents. Their unique qualities are represented by both the character's *profile* and his *special abilities*.

The profile shows such things as how good a shot the character is or how brave he can be. All characters in the game need a profile, and a basic knowledge of what these various numbers represent is an essential part of understanding the *Inquisitor* game system.

On the other hand, special abilities are tricks and talents that a character has which showcase his specific strengths against another character who on the face of it, looks the same. For example, two characters might have the same Ballistic Skill, but one is very good at shooting on the move, while the other is much faster at reloading his gun. Special abilities allow a character to bend the rules in certain ways, so they are examined at the end of the **Core Rules** section and for now we will concentrate on profiles.

Character Profiles

Each character has a physical and mental profile which shows their ability to wield a sword, withstand damage, etc. A profile is made up of five physical and four mental characteristics.

Between them, these characteristics define an individual's prowess in various areas. Characteristics are normally rated with a score between 1 and 100, with 1 being the worst and 100 being the best. This represents the limits of a human character; it is possible for characters who are not human or who have superhuman capabilities to exceed this. The nine characteristics are as described below (frequently they are abbreviated to the letters shown in brackets).

Physical Characteristics

Weapon Skill (WS): The character's ability when fighting in close quarters. A competent human's WS would be around 50, but a master swordsman might have a WS of 80 or more.

Ballistic Skill (BS): This is the character's innate skill when firing a ranged weapon. An untrained human would have a *Ballistic Skill* of around 30 ("Point the noisy end towards the enemy"), a trained but inexperienced Imperial Guardsman would usually have a BS of about 50, but a veteran marksman might well have a BS of 60 to 70.

Strength (S or Str): This shows how physically strong a character is. It affects how much damage is done when using close combat weapons, as well as the character's chances of smashing down a door and whether he's strong enough to accurately fire a heavy stubber.

A human in good shape would be *Strength* 50, a soldier in his prime might be S 60, but a Space Marine in power armour might have a S of around 140!

Toughness (T or Tou): This is the character's ability to withstand damage - his capacity to ignore pain as well as his physical resilience.

A civilian might have a *Toughness* of 40, an Arbites Enforcer might have a T of 60, but a gene-soldier with a reinforced skeleton could be up to T 80. Characters tougher than this are usually represented by special rules.

Initiative (I or Ini): *Initiative* is probably the most important characteristic in *Inquisitor*. It is a combination of the character's reaction time, decisiveness, observation and general agility. It is used to determine how quickly he can act and react, how fast he can achieve things and how nimble he is at performing physical activities.

A normal human would have an *Initiative* of 30 to 40, a trained soldier 50 to 60, but an Eldar Ranger might have an Initiative of 100 or more.

Mental Characteristics

Willpower (Wp): This is the character's strength of mind. It is most often used to represent a psyker's control over his supernatural powers, but is also called into play when trying to intimidate an enemy, resist certain influences or give up smoking. (Okay, that one's not usually part of the game).

An typical Imperial citizen would have a *Willpower* of around 35 (fairly weak-willed), while a hardened leader would have a Wp of 60 or more. A powerful Inquisitor would most likely have a Wp even higher than this.

Sagacity (Sg): This is the character's intelligence, education and logic. When faced with a code to decipher or an unfamiliar weapon, this is the characteristic that gets used.

An educated human of the 41st millennium (who are quite few and far between!) would have a *Sagacity* of around 50 to 60. A Tech-adept could well have a Sg of 80 or more.

Nerve (Nv): *Nerve* is the character's ability to keep calm in stressful situations. It is used to ignore danger such as if being intimidated, or to see if he dives for cover when under fire.

An ordinary person would have a *Nerve* of 20, a trained Imperial Guardsman would be in the 50 to 60 range, but a character in a chemically-induced frenzy may have little self preservation and could have a Nv value of 120 or more.

Leadership (Ld): *Leadership* represents a character's influence over others, such as if trying to persuade a guard to step aside or command a military unit into battle. It also sometimes represents a character's discipline, and therefore his ability to follow orders, stay in a fight, etc.

An average Imperial soldier would have a *Leadership* of about 60, while a Space Marine Captain could have a Ld of up to 100.

Derived stats

Speed (Spd): A character's *Speed* value determines when they can act in a turn and how quickly. By default, a character's *Speed* is equal to the character's Initiative divided by 20, plus 1.

However, *Speed* can vary heavily throughout a game - most commonly it will go down due to injury, but it may also be changed up or down by toxins, drugs, psychic powers or other effects.

Knockback Value: A character's *Knockback* determines how likely an blow is to stagger him. It is equal to one tenth of the character's *Strength* value.

Base Injury value (BIV): A character's *Base Injury* determines how serious an injury is when they take damage. It is equal to one tenth of the character's *Toughness* value.

System Shock Value (SSV): This value is not required in the Revised Edition, but it is recommended that it is still marked on character sheets, to facilitate using Revised Edition character sheets with the older Living Rulebook. This value is one fifth of the character's *Toughness* value, and determines whether a hit has done enough damage to potentially make the character pass out through shock.

Consciousness (Cnsc): A character's *consciousness* value determines how much injury a character can take before blacking out through sheer pain. It is equal to half of the character's *Toughness* value.

The above four characteristics are explained in more detail in the Damage & Injury section.

Characteristic bonus: In certain cases, certain dice rolls may be modified by a character's prowess in a given area. (For example, a strong character will do more damage when swinging a hammer).

This is represented by the Characteristic bonus. This is a +1 bonus for every full 10 points above 50 in the given characteristic. For example, a character with Str 72 has a Str bonus of +2.

Optional Rule: Handling large Characteristic Bonuses

Certain superhuman characters may have very high Characteristic bonuses that are very large compared to the die roll they are modifying. For example, a Space Marine in power armour might have a Str bonus of +9, rather higher than the average damage of his combat knife, leading to an unusual spread of results.

A solution for particularly large characteristic bonuses (+5 or greater) is to replace every full 4 points of characteristic bonus with a D6 roll. For example, a Str bonus of +9 could be replaced with a 2D6+1 roll. (2D6 to replace the first 8 points, with a +1 remainder).

Arm strength: When any rule refers to the strength of a character's arm, this is half their full strength value. (Bionics or injury may modify this).

Now you know what makes up an Inquisitor profile, let's look at a sample character, Inquisitor Shyloque:

Sample Profile:

Name	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Inquisitor Shyloque	66	70	55	62	70	71	76	70	85

We can see from his profile that Shyloque is a fairly skilled and capable character.

He is experienced in close combat and is an exceptional shot. He isn't the strongest or toughest character in the galaxy, but can dish out and take respectable blows, and compensates by being both decisive and agile.

Mentally, he is an excellent leader, and is intelligent and knowledgeable. He doesn't have quite the same mental discipline or bravery as a more experienced Inquisitor, but can certainly take his place amongst the ranks of the Imperium's hidden guardians.

With an Initiative of 70, Shyloque's base Speed is 5: **(Initiative 70 / 20) + 1 = 4.5** (rounded up to 5).

Characteristic Test

A character will be often called upon to make a **characteristic test**.

To do this, the player rolls a D100 and compares it to the characteristic being tested. If the roll is equal to or lower than the characteristic score, then the test is passed; if it is higher, the test is failed.

Margin of success and Margin of failure

It is sometimes important to know how by how much a *characteristic test* has passed or failed. For this, “margins of success” and “margins of failure” are used.

The margin of success on any successful test is the number of points above zero that the dice have rolled. (Or, to phrase it another way, if you've rolled equal or under your target number, the margin of success is the number you see on the dice)! The margin of failure on any failed roll is the number of points above the target number that the dice have rolled. In essence, whether the dice succeed or fail, you want to have rolled as close as possible to your target number as possible.

You may also see mention of *Degrees of Success* or *Degrees of Failure*. Each *degree* is a full 10 points of *margin of success* or *failure* - e.g. a roll that passes by 22 points has achieved two *degrees of success*.

Designer's Notes:

Note that this represents a change from the method for determining the margin of success in first edition, where it was calculated as the amount under the target number. Although this change may take a little getting used to, it makes for a much quicker process in game, as it avoids the need to subtract dice rolls before play can continue.

Margin of success with characteristics over 100

In the event that a character has a stat that exceeds 100, either naturally or due to modifiers, then if the roll was successful (such as not *fumbling* or automatically failing on a roll of 96-00 - see the Automatic Success and Automatic Failure paragraph below), then the character may elect to use the stat's remainder over 100 as their margin of success, up to a maximum of 50 points (or 5 degrees of success).

For example, Battle Brother Artemis has Strength 145 in his power armour. When required to take a strength test, he rolls a 32 - a respectable margin of success, but as the roll was passed, he can instead elect to succeed by 45 (the amount his strength exceeds 100). As this beats the margin of success he would otherwise have had, he elects to pass by 45 instead.

If Nug, an Ogryn with Strength 182 were to roll the same pass of 32, although his strength exceeds 100 by 82 points, he could only elect to swap for a success margin of 50 points (the maximum allowed by the rule). While his massive strength will allow him to pass by at least 50 points even if he were taking a moderate penalty, he will still have to get at least somewhat lucky with his dice to pass really well!

Opposed dice rolling

Some situations will call for an *opposed* dice roll between two (or more) characters. Under these circumstances, each character rolls their test simultaneously - the character with the larger *margin of success* wins the dice off.

If both characters fail then by default neither of them will win the roll-off, although some cases may give the victory to the character with the smaller *margin of failure*.

When talking about an *opposed margin of success*, the winner's *opposed margin of success* is equal to the total difference between each individual *margin of success*. (*Margins of failure* are ignored, essentially treated as no *margin of success*).

In the event both characters have exactly the same margin of success (or failure, if specified), the *active character* is considered to be the winner. If neither character is *active*, it is considered a draw.

Automatic success and Automatic failure

Nothing is ever certain. Sometimes blind luck will save the day and at others, cruel fate will snatch defeat from the jaws of victory. To represent this, unless specified otherwise, *Characteristic tests* will always pass on an unmodified dice roll of 01-05 and fail on an unmodified roll of 96-00, regardless of the required score.

This applies even if the required score is less than zero or greater than 100.

Actions

The Turn Sequence

In the real world, all events occur in what is normally called “real time”, allowing many different actions and occurrences to happen simultaneously. (For the physicists in the audience, these rules take the liberty of ignoring Einstein's theory of general relativity).

However, it would be extremely difficult to play a tabletop game in this way. For this reason, Inquisitor breaks a game down into turns, equivalent to several seconds of real time. During this, characters take sub-turns in order, allowing them to move, fight, talk and take action; once all characters have had the opportunity to act, then the turn ends.

Although most combat occurs apparently simultaneously, characters who are alert and decisive will be able to perform more actions in a turn than their slower allies or adversaries. To represent this, all characters have a *Speed value* (usually abbreviated to *Speed* or *Spd*), which shows how quickly they act and how much they can do.

During the turn, the Gamesmaster will count down through the characters, first in order of their *Speed* values, then their *Initiative* values. In the case that there is a tie, roll a D6 to decide the order.

Once a character has been called out, they may take their own turn, or instead elect to delay their chance to act until the end of the turn order.

Once the character's turn is complete, move on to the next character in the list, and repeat until all characters have either acted or chosen to delay.

At this point, any characters who have delayed their turn may now take their turns (using the same order of Speed and then Initiative as before), except that the slowest character in the list may no longer elect to delay and must take (or waive) their turn once it is called.

Repeat the process until all characters have acted (or waived their chance to act), and then move on to the *Recovery phase*.

The Recovery phase

The *Recovery phase* (sometimes also called the *End of Turn phase*) is a tidying up period at the end of every turn for things such as a character's ability to grit his teeth against his pain, resolve additional damage from bleeding wounds or burning characters, and the like.

Once all these events are resolved the GM will start the next turn. Eventually, there will be a reference section at the end of this document that will list things that you should work out between turns.

Action Rolls

When it comes to a character's chance to act, he can perform a number of actions. An action could be walking a certain distance, firing a weapon, carefully scanning the horizon, hacking a cogitator or anything else the players can imagine.

Within the few seconds a turn represents, some characters will hesitate and take their time, but others will instantly take action. This decisiveness is represented by the characters' *Speed* values. The higher a character's speed, the more quickly they are likely to decide on and take their course of action.

The number of actions a character may attempt to perform is equal to his current Speed, allowing higher Speed characters attempt more in a turn than lower Speed characters. However, regardless of his *Speed* value, a character cannot attempt more than six actions in a turn.

The player declares all of the actions the character wants to attempt that turn, in the order they will be performed. The player then rolls a number of D6 equal to the character's current Speed (even if they have declared fewer actions than this). This is called the *Action roll*.

For each successful D6 roll of 3 or more, the character will perform that many of their declared actions in sequence. However, even if all action rolls are failed, the character will always perform at least the first action.

Gamesmasters' Note:

While the range of options provided within the Inquisitor ruleset is extensive, it is certainly not comprehensive. Players are highly inventive and inevitably want their characters to act in ways not covered here.

This kind of behaviour is encouraged, and it is the task of the Gamesmaster to work out how many actions a certain activity may take. A reasonable rule of thumb is to assume an action to be approximately two or three seconds of activity, although you may want to apply "dramatic licence" from time to time. While in reality it might take a few minutes to deactivate a security system, it's not interesting if one player stops the other with loads of time to spare!

Designer's Notes:

A change to 3+ action rolls on may at first seem odd, but while it does increase the chance of a character's actions, it's a change that's intended to interact with the reaction mechanics IRE introduces (which will be presented in full later). These reactions are usually held back from a character's Speed, so characters who need to react to combat will generally be declaring fewer actions during the turn; the increase to the action roll is intended to keep the number of actions the character executes similar to first edition.

Terminology

Confirmed action: An action/reaction which has passed an action roll (or otherwise didn't require one).

Initiated action: The action/reaction which is in the process of being carried out.

Resolved action: An action/reaction that has been carried through to completion.

Fumbled action: A hazardous action/reaction which has triggered a hazard.

Critical Actions

Some actions have a chance of being highly successful. These actions are known as *Critical* actions.

If an action or piece of equipment has a critical effect, then a critical success will occur any time a successful D100 roll for using that action or equipment ends in a 1 - i.e. when the hit roll is 1, 11, 21, 31, etc.

At this point, follow the instructions set out in the description for that action.

Some actions or equipment are particularly good at their job. These actions may have an additional value in brackets after their Critical trait - for example, Critical(2). Under these circumstances, a successful roll with a units die that is equal or lesser than the value given in brackets will also trigger a Critical success.

Hazardous and Unreliable Actions

Some actions are dangerous and risky to perform. These actions are known as *Hazardous* or *Unreliable* actions.

These two terms are synonymous as far as the rules are concerned, but players may freely use whichever feels more appropriate for the action or equipment in question.

If an action or piece of equipment is *Hazardous* or *Unreliable*, then a **Fumble** will occur any time the D100 roll for using that action or equipment ends in a 0 - i.e. when the hit roll is 10, 20, 30, 40, etc - regardless of whether this is an otherwise successful or unsuccessful roll. At this point, follow the instructions set out in the description for that action.

Some actions or equipment are particularly temperamental. These actions may have an additional value in brackets after their *Hazardous* trait - for example, *Hazardous*(9+). Under these circumstances, a units die that equals or exceeds the value given in brackets will also trigger a *fumble*.

It is up to the GM to point out if a character is attempting a *Hazardous* action. Some examples include:

Sprinting across difficult terrain (such as rubble, debris, ice, etc):

Hazardous (9+). On a failure, the character does not move this action and must test *Initiative* to avoid falling prone.

Throwing a grenade:

Hazardous (9+). On a failure, roll a D6 and compare to the following chart.

- ❖ **1:** The grenade explodes in the character's hand. Resolve its effects centred on the character.
- ❖ **2-3:** The character fumbles. The grenade scatters D10 yards from the character and then explodes.
- ❖ **4-6:** The grenade is a dud and does not explode.

Multiple Hazards

In the event a weapon has two or more separate sources of a hazard, take the highest individual risk and increase it by one for each additional hazard. Example: A weapon has Hazardous(9+), and is firing Hazardous(8+) ammunition. In this case, use the 8+ hazard from the ammunition, and add one for the second hazard, for a total of Hazardous(7+).

In such a case, if a fumble occurs, roll a D6 for each individual hazard - the highest die roll represents the hazard that occurs. In the case of a tie, all the hazards involved in the tie occur simultaneously (unless the GM rules that such an event would be nonsensical).

Combined Critical and Hazardous Actions

It is possible, albeit rare, that some combinations of skills, equipment, modifications and add-ons may cause overlap between critical and fumbled results. In these circumstances, the *fumble* overrules the critical.

Designer's Note: Risky Actions

Actions previously described as Risky in the 1st edition rules are now treated as *Hazardous*(8+), unless specified differently elsewhere. The "more ones than sixes" mechanic is not used in the Revised Edition.

If these actions did not previously have a D100 die roll associated with them, roll a D10 for the purposes of representing the units die.

Hazards and Re-rolls

Unless specifically noted otherwise, *hazard fumbles* are always calculated before re-rolls. Re-rolling dice can neither trigger nor cancel a *hazard fumble*.

Mini-Hazards

In certain cases, the Hazard rules are a little excessive for portraying the risk involved. A gun may jam occasionally, but not every few shots!

Mini-hazards (or at least until I can think of a better name) work like the normal Hazard rules, but with the additional condition that fumbles only occur if the overall die roll is also 91-00.

Should the multiple hazard rule cause this chance to exceed *Mini-Hazard*(1+), then every full 10 points of risk becomes a separate full *Hazard* with any remainder handled as a *mini-hazard*.

Example:

Inquisitor Shyloque has found a customised autogun: Although it fires faster than most autoguns, it is not the most reliable weapon; it has *Mini-Hazard*, normally jamming on a natural 100.

Shyloque fires the Autogun on Full-auto, firing 15 shots, with each of these shots counting as a separate hazard for his hit roll. As this results in a total *mini-hazard* of 15 points, this becomes a Hazard and a *Mini-Hazard* (6+)

The autogun will therefore jam on any of the following rolls:

10, 20, 30, 40, 50, 60, 70, 80, 90, 96, 97, 98, 99 & 100

Drawing & changing weapons

Most characters are two handed (some xenos species will have more, but wounded or amputee characters may have fewer). Normally, a character can carry an item in each hand, although some particularly large items may require the use of both hands to properly use or hold. (This will be noted in the item's description or stat line).

Whatever a character is holding, it should be noted on their character sheet during play.

It normally takes one action to change what the character is holding or using, and the character may swap which weapons are in which hand as part of this action.

Some particular weapons or wargear may require longer than this, as noted in their description.

Combined Actions

Most characters have at least some ability to multi-task. They can send a telepathic message while climbing a ladder or shoot a gun while leaping across a gap. If not specified otherwise, if a character is combining an action which requires some kind of test, his chances of success are halved if he tries it whilst performing another action.

(Some circumstances, such as many movement actions, apply their own specific penalties to combined actions. These are dealt with in their own descriptions).

Obviously not all actions can be performed together. A character cannot reload a gun if he is using his hands to climb a ladder, nor can he talk if he is swimming underwater. As normal, it is up to the GM to adjudicate whether a character would be physically capable of performing a given combination of actions.

Pause for breath

Pause for breath is a special action that allows the character to wait for a moment and take stock of the situation around him before he continues. A *pause for breath* means that the character does not declare any subsequent actions, and allows him to wait until all his preceding actions have been resolved before he has to declare any remaining actions.

Example:

Inquisitor Shyloque can see a massive H-grade combat servitor bearing down on him with its huge hydraulic claws. He wants to shoot the brute with his bolt pistol, but keep his options open if that fails to stop it. He decides to shoot with the pistol and then *pause for breath*, allowing him to decide his remaining actions after finding out if his bolt pistol could stop it.

When the dice are rolled, Shyloque's bolt pistol barely irritates the beast, so after his pause for breath, he chooses to run away down a narrow corridor he hopes the servitor cannot fit down...

A character may *pause for breath* more than once in a turn if they wish, allowing them to declare another pause for breath when they get to the stage of declaring any remaining actions. A *Speed 5* character could therefore potentially perform an action, pause for breath, perform another action, pause for breath again, and then declare his remaining action.

No matter how many actions are declared, the *Action roll* is always made with all of the character's available action dice to determine how many actions will be available for that turn. Obviously *Pausing for Breath* is most useful for higher speed characters who are more likely to have spare actions at the end of the turn.

A *Pause for Breath* action is always *Passive* (see Reactions section for details).

Changing actions

Not everything goes to plan. Sometimes a character's gun will jam, they stumble on their jump or their target dives behind cover. In these cases, it won't make sense for a character to continue with their original course of action.

A character may attempt to change his actions if:

- ❖ He is *aware* (see the Awareness section) of any character using a non-passive *Reaction* in response to his actions.
- ❖ The GM allows the character to change his actions based on the change in circumstances.
 - GMs are advised not to offer characters the chance to change their actions too often. The players should learn to plan ahead rather than rely entirely on your good will!

To change his actions, a character may either pass an *Initiative* test, or declare a *counter-reaction* (see next section).

If he succeeds on the required test, he may re-declare his remaining actions, but must spend his next action as a *pause for breath*. If he fails either test, then the sudden turn of events flummoxes him and his turn immediately ends.

Note that if a character should choose to declare a *pause for breath* as his *counter-reaction*, this counts as the required *pause for breath*.

Summary: The Turn Sequence

Speed

- ❖ Characters act in order of their *Speed* value.
- ❖ Characters with the same *Speed* value act in order of their *Initiative*.
- ❖ Characters with the same *Initiative* value roll a die to see who acts first.
- ❖ A character can opt to delay his actions until a lower *Speed*.

Actions

- ❖ Declare the actions you want your character to perform that turn
 - The maximum number of actions per turn is a maximum of either 6 or the character's *Speed*, whichever is lower.
- ❖ Make an Action roll by rolling a number of D6s equal to the character's *Speed* value. Each score of 3 or more means one of the declared actions may be performed (always in the order they were declared).

Critical/Hazardous actions

- ❖ For certain actions, if the units die of a D100 roll is a natural 1 (for Critical) or 0 (for Hazardous), then there may be an additional effect. Some actions may be triggered by a greater range of values.

Pause for breath

- ❖ A pause for breath action allows the character to delay the actions the character is going to do until all preceding actions have been resolved.
- ❖ Pause for breath actions are *passive*, and never allow reactions.

Changing Actions:

- ❖ A character may attempt to change his actions if any other character *reacts*, or with the GM's permission.
- ❖ This is either a *reserved reaction* or an Initiative test. If successful, the character may then re-declare his remaining actions, but must *Pause for Breath* first. If failed, his turn ends.

Reactions

While most characters would love to seize the initiative and force their enemies onto their back feet, often their foes will get the jump on them first. It is at this time that a character's ability to react may save their life.

Introduction to Reactions

Reactions, as the name implies, allow a character to respond to another character's actions. This might vary between diving behind a stack of crates when a gunman opens fire or parrying a blow from a berserker's chain axe to simply responding to another character's question.

In essence, reactions allow a character to respond to other characters, even outside their normal turn.

As you can imagine, a character reacting to what is going on around them is a very important element of combat, and reactions are therefore a fundamental part of IRE - it is, in a way, the second half of the action system.

But what is a reaction in game terms? The standard ways in which reactions are used are:

- ❖ a character attempting to perform a conventional action outside of his normal turn.
 - The drug-fuelled Sgt Stone is on his turn, and is charging around a corner towards Inquisitor Shyloque. Shyloque (outside of his normal turn) attempts to react to this new threat by firing his bolt pistol at the attacker (thus using a standard *single shot* action).
- ❖ a *defensive* reaction, which allow a character to avoid or negate the effects of an opponent's action.
 - His shot having gone wide, Shyloque now finds himself facing the guardsman in close quarters. As his attacker takes a swing with his vast halberd, Shyloque uses a reaction to try to side-step the blow (thus using a *dodge* reaction). Hopefully, this time he will have more luck!

Designer's Notes:

While on the surface Reactions may appear an entirely new addition upon the original rules, they are at their core an attempt to consolidate and standardise several familiar elements. Options like overwatch, psychic nullification, parrying, counter-attacking and such all existed in first edition, and while much the terminology that follows is new, the underlying mechanics should seem more familiar.

Basics of Reactions

An important principle of reactions is that they are made in response to actions. Performing any reaction first requires the character to be *aware* (see the *Awareness* section for more details) of another character's action or other suitable occurrence.

A character's decision to react must be made immediately after the action is initiated, but before any dice are rolled to resolve the action. By default, the reaction is then performed after the resolution of the action that initiated it.

Examples:

- ❖ Enforcer Barbaretta declares she is going to run across a street. Once she rolls her action dice, she finds she has enough actions to run 18 yards. This will take her into Inquisitor Shyloque's line of sight, who declares that he will react by trying to get a closer look at her. As she runs across the opening, Shyloque manages to get a clear look at her face - telling him that she's not the person he's looking for.
- ❖ Inquisitor Tyrus declares he will fire his pistol at Shyloque, and passes his action roll. As Shyloque sees Tyrus raising his weapon, he declares he will attempt to *evade* the incoming fire. But once Tyrus has started to roll dice to see if his shot will hit, it's too late for Shyloque to decide!

Players are expected to be quick when declaring whether they will declare a reaction - the game can't and won't wait for every player to deliberate over whether or how their characters will react! It is strongly recommended that players consider their characters' reactions during their opponent's action declarations.

The GM may have to adjudicate whether a reaction is appropriate to what it is reacting to. If a character sees a valuable artefact falling off the side of a building, diving to catch it would be entirely reasonable. "Reacting" to it by attempting to pick the lock on a door probably isn't.

Optional rule: Jumping at shadows

While vetoing a character's reaction does not necessarily cost them one of their chances to react that turn, the GM should feel free to penalise any particularly flimsily justified or inappropriate reactions by doing just that.

After all, any character so paranoid and jumpy as to fret over small details may well miss the important ones!

Remember: The active character being *aware* of any non-passive reaction allows him to attempt to *Re-declare actions*.

There is also some basic terminology you will find being used with regards to actions and reactions:

- **Turn Character:** The character whose individual turn is currently in play.
- **Non-Turn Character:** The character or characters whose individual turn(s) are not currently in play.
- **Active Character:** The character initiating the action (even if it is not their turn).
- **Reactive Character:** Any character responding to an action (even if it is their turn).

Passive Actions

Some actions and reactions, such as *Pausing for Breath* and *Wary* (more on that in a minute!) are described as *Passive*. Such actions are those where the character is either doing little, acting on pure reflex or is an action which is an “abstraction” for the sake of the game rules.

A *passive* action may never be reacted to.

The Reaction Test

Obviously, some characters are quicker at reacting than others, and even the most alert character may be caught off guard from time to time. This is represented by the *Reaction test*, which serves much the same purpose as an *action roll*. Not all reactions require a test, but it is nonetheless a fundamental part of the reactions system.

This is a *characteristic test* against their *Initiative*, which may be modified depending on the difficulty of the reaction. If succeeded, the character's reaction is *confirmed* (although may require other tests) . If failed, the reaction is lost.

Action/reaction order

The order of actions and reactions is obviously very important. Does Inquisitor Shyloque fire his shot before Sergeant Stone returns fire?

By default, reactions are rolled for and occur immediately after the action that triggers them, and will interrupt the turn of the active player to do so. If the conditions at the end of the triggering action do not allow the reaction chosen, then it automatically fails. It may help to think of a character's “reaction time” as normally being a full action.

For the purposes of movement, in order to avoid the need to measure exactly where each individual action starts/ends, consider the active character's position for the reaction to be half the movement rate past the point the reactive character became aware of the action.

Examples:

- Sgt Stone wishes to fire his laspistol at Inquisitor Shyloque, who has just darted across a gap. However, after half of his 6 yards of running for that action, Inquisitor Shyloque ends up completely out of line of sight behind a brick wall. As the shot must be resolved at the end of this action, unless the GM will allow Stone an attempt at taking a pot shot through the wall, Shyloque is no longer a valid target.

- Security Enforcer Barbaretta wishes to fire her shotgun at Inquisitor Shyloque, who has just fired his bolt pistol at her. However, crack shot that Shyloque is, when damage is worked out for his bolt pistol hit, it is determined that Barbaretta has been stunned by the hit. As she ends the action stunned and cannot shoot whilst stunned, she must forego her opportunity to return fire.

Optional rule: Cinematics and the Reflex roll-off

Should the GM believe that a moment is sufficiently cinematic or important, then he may choose to override the normal “reactions last” rules and instead allow a **Reflex roll**.

In this event, all the characters involved make a *initiative* test (this also counts as the *reaction roll*, if required), and the order of their actions/reactions will be defined by their *degrees of success* (or failure, if appropriate), with the most successful characters acting first.

Example:

- *Inquisitor Shyloque, Sgt Stone, Duke Von Castellan and Magos Tesla are all in a four-way showdown. When Sgt Stone finally cracks and decides to fire, the GM decides that the moment requires a reflex roll-off.*

All four pass their initiative tests, Shyloque rolls 56, Sgt Stone rolls 42, Duke Von Castellan rolls 47 and Magos Tesla rolls 12.

As Shyloque has five degrees of success, his shot will be fired first.

Sgt Stone and Duke Von Castellan both have four degrees of success, and will fire simultaneously (assuming that neither is incapacitated by Shyloque's shot).

Magos Tesla goes last, as he has only one degree of success.

Had Ganger Talon also been involved and failed his initiative test on a roll of 87, then he would react only if he had been using a Prepared action (which doesn't require a Reaction test to succeed) and furthermore would do so after all the other characters had already fired.

Defensive reactions

Reactions such as parrying a sword swipe or trying to evade incoming fire are called **Defensive** reactions.

Defensive reactions are **always** resolved simultaneously to their triggering action (even in Reflex roll-offs, as above), and feature an *opposed characteristic test* between the active character's action and the reacting character's *Reaction test*. *Defensive* reactions are always considered to be *Passive*.

- *Slick Devlan has just fired upon Inquisitor Shyloque, who has wisely opted to try and evade out of the way.*

*Evading is a **defensive** skill, so Shyloque's reaction test is taken simultaneously with Devlan's shot.*

As Shyloque passes his reaction test with a margin of 26, so Slick's shots must now equal or beat Shyloque's roll, leaving any of his shots that roll less than 26 having been evaded by the quick footed Inquisitor.

Designer's Notes:

In initial drafts of the rules, we tried play-testing all non-defensive reactions being able to roll off against the acting character to see who was quicker. However, this was rather quickly found to be disruptive to the flow of the game, as the roll-offs were very frequent, time consuming and the number of times the active character lost them made it feel nearly redundant having the active turn.

It was however worth keeping the mechanic for certain moments, hence the introduction of the Reflex roll off.

Types of Reaction

Reactions come in two basic forms: *Reserved* and *Prepared*. There are a number of sub-types, but we will elaborate on those later.

Reserved reactions represent a character in a general state of readiness, wary for developments in the flow of the battle. They are not anticipating any specific course of (re)action, but they are nonetheless on the lookout. In loose terms, they are “expecting the unexpected”. For example, when an assailant suddenly jumps out, they player could spend a *reserved* reaction to attempt to dive for cover.

Prepared reactions are specific actions that the character is anticipating, predicting the possible flow of the situation and trying to play a step ahead of their opponents.

On the table, the important differences are:

- *Reserved* reactions are characters storing up actions to declare and attempt later in the turn, but using them always requires the character to pass a *Reaction* test (a form of *Initiative* test).

- *Prepared* reactions are declared as part of a character's normal actions, but their execution is delayed until later through the turn. Performing them is not dependent on passing a *Reaction* test, as they have already anticipated the turn of events.

Important: Regardless of type, a character cannot have more reactions *reserved* and/or *prepared* than half their speed (rounding down) at any one time. At the start of a character's turn, any unspent reactions they have previously *reserved* or *prepared* are automatically lost. If a character chooses to delay his own turn until later through the game turn, he will retain his actions until that point.

Designer's Notes:

Some discussion occurred about allowing characters reactions in addition to their normal actions. Although this would have been a relatively simple solution, making characters choose to convert their actions for the turn produced an interesting dynamic, where a character's degree of caution or boldness had a direct impact on the game. This suited Inquisitor's degree of detail and general feel, so that's what you see here.

Reserved Reactions

Reserved reactions are actions that the character has saved to try and declare later in the turn. There are two ways for a character to reserve reactions.

- *Prior to rolling their action dice for the turn:*

The character can store any number of reactions (up to their normal limit). They sacrifice one action die for each reaction reserved (thus limiting the number of actions they can perform during their normal turn).

These reactions are considered to be *reserved* immediately after the character's *action roll*.

- *The "Wary" action:*

The *Wary* action is a *Passive* action that can be declared as part of the normal sequence. Successfully reaching this action in the action sequence *reserves* one reaction.

Designer's Notes:

While the Wary action might at first glance seem redundant, as it using up an entire successful action rather than an action die, it is intended to be declared towards the end (or occasionally, middle) of a character's action sequence.

- Sometimes players often want to do less in a turn than they had action dice and, in first edition, often find themselves leaving actions at the end of their turns unspent. The Wary action allows these to be saved.

- If saving reactions is less important than some of the actions a character needs to do this turn, any actions put before a Wary action won't have their chances of success affected.

Spending Reserved Reactions

As with any *reaction*, spending a *reserved reaction* requires the character to be *aware* of some other action, and its use must be declared immediately after the original action is initiated.

The choice of reaction is made when the reaction is spent. This may be any single action or *defensive* reaction the GM consents is appropriate.

Any *Reserved Reaction* requires a successful ***Reaction test***.

Prepared Reactions

A *prepared reaction* is more specific than a *reserved* reaction. It is declared as part of the character's normal action sequence, but it is not performed until outside the character's normal turn.

To declare a *prepared reaction* is much the same as declaring a normal action, and must meet all the same conditions. For examples, a *prepared reaction* to shoot must declare a valid target, and a *prepared* move reaction must declare a destination. Such declarations might sound like this:

- "Inquisitor Shyloque will prepare to dive for this cover over here"

- "Magos Gruss will prepare to shoot Sgt Stone on semi-auto".

- "Quovandius will prepare to duck back behind the corner"

(Note that this declaration does not need to specify circumstances for the reaction to be carried out).

The reaction will be considered *prepared* once the character resolves it in the action sequence. *Preparing* a reaction is always *passive*, although the execution of that reaction may not be.

Prepared reactions can only normally be performed once before being spent, and will be lost if any other *action* or *reaction* is performed - as such, a reaction is only successfully *prepared* if it is the last performed action of a character's turn.

Performing a Prepared Reaction

At this point, the character may elect to perform *prepared reaction* under the normal conditions of reactions (the character must be *aware* of an action, and must declare before the action is resolved). To continue the above examples:

- Shyloque sees Inquisitor Covenant pull out his shotgun.
- Sgt Stone charges at Magos Gruss.
- Quovandius sees Brother Captain Artemis moving in a building up ahead.

The *prepared reaction* may then be performed, and will interrupt the turn character's turn to do so.

Prepared reactions without the *Defensive* trait do not require a *reaction test*, as the character has already anticipated their course of action. Those with the *defensive* trait require a *reaction test* as normal, as the result is required for the *opposed characteristic test*, but the character gains a +20 bonus to the test.

A note on Prepared Reactions:

Players are expected to be mature when it comes to *prepared reactions*. Although they as a player may know what another player has declared as a *prepared reaction*, in many cases their characters will be ignorant of such things. Shyloque's player may know there is a sniper waiting to shoot him as soon as he steps outside, but Shyloque probably doesn't; he should correspondingly act based on the knowledge he has "in character".

This is dealt with in more detail in the Awareness section, but in some cases, it may be appropriate to secretly tell the GM what prepared reaction has been declared, in order to keep it secret from the other players.

The Engaged state

The *Engaged* state represents the character being so focused on something that he can immediately respond to changes in the flow of action. The *Engaged* state is mostly frequently used when in close combat, when characters constantly have to respond to the attacks and manoeuvring of their opponent, but players may occasionally find other uses for it.

A character may choose to become *Engaged* at any time as a free action or reaction. No test is required, and *Engaging* can be freely combined with any other action or reaction.

While *Engaged*, a character:

- ❖ can only focus on his close surroundings and becomes *unaware* (see the Awareness section) of everything more than five yards away.
- ❖ does not have to declare all of his actions at the start of his turn. Instead he may declare each action after his last action has been resolved. This means that a character who chooses to become *Engaged* partway through a turn may delay declaring his remaining actions.
- ❖ may use a free *Reserved* reaction in response to any action or non-*passive* reaction an opposing character performs within five yards (this does not have to come from their stored pool, and can be used even if the character has no reactions stored).
- ❖ may not use the following actions or reactions:
 - The *Sprint* movement action

A character can exit the *Engaged* state:

- ❖ by *Pausing for Breath*, using either an action or reaction.
- ❖ At the start of their turn, before declaring and rolling for actions.
- ❖ If required to take a Pinning test.
- ❖ At any point outside their own turn that the character has no opposing characters within *Engagement* range

Gamesmasters'/Designer's Note:

The Engaged state is quite powerful, allowing a character to circumvent many of the normal limits of the action system. It does carry its own limitations, but particularly in this Beta version of the rules, there are probably potential exploits of the state.

Please feel veto any uncharacterful rules-lawyering from your players and it would be incredibly useful if you would report back any major flaws you find.

Counter-Reacting

Sometimes, characters may wish to counter-react to a *non-turn character* who has used a reaction.

Although this is often reasonable, to avoid (somewhat literal) chain reactions significantly disrupting the turn order, it is only allowed under the following circumstances.

- ❖ While in the *Engaged* state, characters are permitted to declare *reserved reactions* in response to non-*passive* reactions used within their Engagement range.
- ❖ The *turn character* may use *reserved reactions* to declare *defensive reactions* or a *pause for breath* in response to a *non-turn character* reacting. Such a *counter-reaction* must be declared immediately as the reaction is *initiated*.

Example: Seeing Inquisitor Shyloque as he runs across the street, Sgt Stone attempts to use a reserved reaction to shoot at him. Stone passes his reaction test, and Shyloque therefore attempts to use a reserved reaction of his own to Evade the incoming fire.

- ❖ *Prepared reactions* are more general - they can be triggered and used by either active or reactive characters as appropriate.

Alternatively, being aware of any non-*passive* reaction automatically allows the active character to attempt to re-declare their actions (see earlier section) after the reaction has been completed.

Cancelled reactions

It may sometimes be the case that, due to the *turn character* changing their actions or becoming incapacitated mid-turn, a reaction that was previously declared by a *non-turn character* may no longer meet the conditions to be triggered. In this case, the reaction is considered unspent and may be retained for use later on.

Reactions at the start of the game

If the GM chooses, any character who has not yet had their first turn may be granted a single free *Reserved* reaction.

Designer's Note:

Although this will hopefully affect only a scarce few games, as hostilities tend not to break out in the first turn, it may occasionally be the case that lower speed characters find themselves unfairly penalised for not yet having had a chance to store their first reactions of the game.

Movement

Characters in *Inquisitor* move quite a lot - attempting to leap through the hatch of a departing shuttle, flank an opponent in a fire fight or sometimes just open a door. This section looks at the rules for how to do that in game.

Stance

While the miniatures we use in game have a fixed pose, the same is not true of the characters they represent.

A character can be in one of three poses: *Prone*, *Kneeling/Crouched*, or *Standing*. It takes one action to change *stance*, but this can be performed as part of a combined action with no penalty.

For example, if a player declares that a character is going to vault a wall and duck down behind it, the character will end up crouched at the end of the action. Next turn, he could stand up and shoot, or any other combination.

Facing

A character can only face in one direction at a time. Like changing stance, a character can turn as part of a combined action with no penalty.

Normally, a character be facing in the last direction he moved or fired in, although a player can specifically state otherwise. In whichever case, leave the character's model facing in the correct direction as a reminder.

Declaring Movement actions

Movement is declared slightly differently to other actions. Rather than declaring a specific number of actions which the character will move for, the player instead indicates the point to (or path by) which the character is attempting to move, and the speed at which he is doing so.

For example, a character can declare he is going to walk to the corner of a building or sprint across a walkway, rather than saying that he will run for two actions.

Once actions are declared and have been rolled for, measure the distance to their destination and, using the movement rates below, work out how many actions this movement has used up. The character then continues with any remaining actions up to the number allowed by his action roll.

Movement rates

A character can move at several different speeds, depending on the degree of urgency, how aware he wants to remain of his environment, and his current stance. The following are standard move rates.

Sneaking (*Prone, Crouched, Standing*)

The character move slowly and quietly to avoid detection.

A sneaking character is harder to see or hear (see the Awareness section for specifics), but sneaking is a *Hazardous* action. On fumbling, the character can be seen and heard if walking (or crawling, if prone).

A sneaking character moves 2 yards per action, or 1 yard per action if prone.

Crawling (*Prone*)

Flat on the ground, the character moves slowly, but can make excellent use of cover and is a hard target even in the open. A crawling character moves 2 yards per action.

Walking (*Crouched, Standing*)

The character proceeds at a reasonable pace, is very aware of his surroundings and makes use of cover where possible/needed.

A walking character moves 4 yards per action if standing, or 3 yards per action if crouched.

Weaving (*Crouched, Standing*)

A weaving character is not one who is making a tapestry (well, normally), but one who is quickly and erratically moving in order to make himself a hard target, making the best use of available cover - although his awareness of his surroundings does suffer.

A *weaving* character moves 5 yards per action if standing, or 4 yards per action if crouched.

A *weaving* character is at -20 to any *Awareness* or *Reaction* tests, but is at an additional -20 to be hit by shooting attacks.

Designers Notes: Weave & Evade

The *weave* action replaces the *evade* action from the original rules. This is to allow a better integration with the new reaction rules, and allow the term “evade” to be recycled elsewhere to avoid (unlike in the original rules) the use of the word “dodge” to describe more than one element of the rules.

Running (*Standing*)

The character is not moving flat out, but is nonetheless moving at a bit of a pace, although not so much he can't notice his surroundings.

A running character moves 6 yards per action.

Sprinting (*Standing*)

The character puts his head down and legs it! A sprinting character isn't aware of much of his surroundings and can make very little use of cover.

Sprinting is movement at a rate of 10 yards per action.

A *sprinting* character is at -20 to any *Awareness* or *Reaction* tests.

Carrying & Dragging

A character can *carry* a *stunned* or *out of action* character (or other similarly heavy object) 2 yards per action. Up to two other characters may assist - if they do, then the group as a whole all moves in each character's turn.

Example: *Two characters are carrying a stunned comrade. In the first character's turn, he gets three successful actions, and all three of them move 6 yards. In the second character's turn, she gets two successful actions, so the whole group gets a further 4 yards of movement.*

Particularly heavy characters and objects (for example, a Space Marine in full power armour) can only be *dragged*, at one yard per action. The character's own position is also important; characters who are prone (crawling, in other words) can only *drag* objects. A character who is dragging something will obviously be bent over or crouched, and so may not be seen (or be able to see) if behind a wall or other obstacle.

Jumping

Depending on whether they are strong or agile, characters may choose to use either their *Strength* or *Initiative* to jump.

If jumping horizontally, the default jumping distance in yards is one twentieth of the stat being used, rounded to the nearest half yard.

The character gains a 50% bonus to their jumping distance if their last action was a run or sprint (of at least six yards in a relatively straight line).

Jumping is *Hazardous* (9+). On a fumble, the character stumbles, and must roll the D10 again to randomise whether his stumble is on take-off or landing. On a 6+, the character falls prone on landing. On a 5 or less, the character stumbles on take-off, halving his normal jumping distance.

The GM may modify the jump distance or the Hazard rating (or outcome) depending on conditions - unstable ground may worsen both, but a high grip surface may make it less likely he'll stumble, and having a height advantage will allow him to jump further.

If a character wishes to leap vertically, their leaping height is half their horizontal jumping distance.

If a character wishes to get to a higher surface than this, a character can grab a suitable lip, edge, overhanging pipe or similar up to two yards above their leaping height, on to which they can then pull themselves up as an additional Climb action.

The GM should feel free to give particularly tall or short characters a different “reaching height”.

Terrain

Heretics usually like to have some cover to hide behind, so your Inquisitor table is likely to be littered with all kinds of obstacles and terrain. Terrain will dramatically affect movement (given that most characters can't walk through walls), but provides cover and concealment that, when used well, will dramatically extend a character's life expectancy. It's impossible to provide definitive rules for every possible piece of terrain you might see in game, but many common examples are covered below. Ultimately, it is the GM who decides what effects a given piece of terrain has on movement, and should brief players on such effects at an appropriate time.

Difficult Terrain

Difficult Terrain is a broad definition for any form of rough, uneven or dense terrain sufficient to hinder a character's movement. This includes scrubland, loose shale, steep slopes or dense woodland.

With the exception of *prone* characters, all movement rates are reduced by 1 yard per action when moving through difficult terrain.

Difficult terrain is also *Hazardous* to *Sprint* across. On a fumble, the character stumbles and falls *prone*. (The GM may also decide that it is appropriate the character to tumble some distance, such if he is on the side of a steep hill).

Depending on the exact density of the terrain, a GM may choose to increase the movement penalty, increase the *Hazard* of the terrain or additionally make *Run* moves *Hazardous*.

Climbing

Vertical terrain, such as walls, fences, cliffs or heaped rubble are obstacles that require a character to climb.

Climbing movement has a rate of 2 yards per action. When climbing an obstacle up to 4 yards in height, a character may combine this for free with dropping down the other side (see “Falling”).

Climbing without proper handholds or gear (such as a ladder or rope) is *Hazardous*. On a fumble, the character does not move this action and must test either Strength or Initiative to avoid falling.

The GM may modify this *Hazard* depending on conditions.

A character who is *pinned* whilst climbing (see the Shooting section for more details) is not knocked prone or required to take cover, but must recover his wits as normal.

A character who is *stunned* or *knocked back* (see the Damage & Injury section) whilst climbing will fall.

Falling

Inevitably, characters will plummet off various scenery from time to time - sometimes deliberately, sometimes due to clumsiness, sometimes because they were pushed!

A character may attempt to jump down up to 4 yards as a *Hazardous* action. If completed successfully then the character lands on his feet and takes no damage. Should he fumble the *Hazard*, he falls instead.

Should a character fall, he takes one hit for every 5 yards (or part) fallen, each of which do D6+X *damage* (where X is the total number of yards fallen) and is *stunned* for one turn. Generate locations and resolve damage for each hit as normal, but any worn armour and forcefields are ignored.

Doors & other structural features

An open doorway is no hindrance to a character, but a closed door takes a little longer.

Opening or closing an unlocked door takes one action (although, depending on the specific door, this can often be combined with movement up to a *walk*).

In the case of locked doors, gates or windows, a character can either try to force the lock, or pick it (or hack it, for more technological systems).

Forcing a lock requires a *strength* test, modified as appropriate for the sturdiness of the lock and the equipment the character may have. A simple deadlock would be around -20, a barred door around -40, but a reinforced security door could be -60 or even -80! Should a character have access to a prybar or large hammer, he gains a +20 bonus.

The GM may decide that a particularly sturdy locked door (say, a bunker door or bank vault) is too robust to lever open. Forcing a lock is a *Hazardous* action. If fumbled, the character slips, stumbles or loses his grip, ending his turn.

Picking a lock is similar, but tests the character's *Sagacity* instead.

A basic padlock would be around -20, a well-made door lock -40, but a complex keypad would tax the smartest brains and could be up to -80. Picking a lock is *Hazardous*. If fumbled, the lock jams or the character short-circuits the electronics - the lock is broken and can now only be opened by brute force.

An alternative option is for the character to attack the door, gate or window itself. This uses rules given later in the *Damage & Injury* section.

A character can jump through a closed window (assuming it's not made of armaglass or similar) as a *Hazardous*(8+) action. If fumbled, he falls prone (the GM should decide which side of the window he ends up on) and is stunned for one turn. He may also suffer falling damage, should the window be high enough up.

Water & Swimming

Water can have a broad range of effects in game, depending on its depth, flow rate and other such things.

Water up to half a yard deep is simply considered to be *difficult terrain*. Water up to chest height (for most characters, around a yard and a half - although Ratlings or Ogryns may have different ideas!) must be waded, at two yards per action. If the water is deep enough to swim in, a swimming character moves 3 yards per action. Swimming is *Hazardous*, and if fumbled, the character flounders for the remainder of the turn.

Should the water be flowing, such as a stream, river or sewer outflow pipe, then any swimming characters are washed downstream D3 yards per turn, or 2D3 or even 2D6 yards for particularly strong flows. Wading across such a flow requires a *Strength* test. If failed, he is washed off his feet and must swim instead. He can spend actions attempting to right himself, and must pass a *Strength* test to succeed.

A character who is *pinned* while swimming or wading does not take cover or fall *prone* as normal, but must otherwise still recover from *pinning*. A *stunned* or *out of action* character is normally assumed to float (as drowning isn't a very heroic or thrilling way to go), but should a GM want characters to suffer such an ignoble end, then a drowning character suffers D10 *injury total* per turn.

Characters cannot suffer *knockback* while swimming, and halve any *knockback* distances while wading.

This all assumes the water isn't foul or toxic enough to pose a danger to a character emerged in it (or that it even **is** water), in which case the GM should determine appropriate effects.

Shooting

In this section, we look at how characters can attack each other with ranged weapons - pistols, rifles, missile launchers, grenades and other such weapons of war.

Weapon Profiles

Not all guns are the same. Some will have a higher rate of fire, others may be more accurate at long range and others may need frequently reloading. Much as with characters, ranged weapons have their own characteristic profiles, which are broken down into:

Type: There are four types of ranged weapon: *pistol*, *basic*, *heavy* and *thrown*.

Pistol weapons are those easily capable of being fired in one hand or being used in close combat.

Basic weapons are normally fired two-handed, but can be fired one-handed usually with less chance of hitting.

Heavy weapons are very large, weigh so much they require two hands to fire.

Thrown weapons are those intended to be hurled at their target.

Range: Each weapon has a range characteristic (represented by a letter from A to J), which determines its accuracy at a given distance. Different range characteristics vary - some may consistently become less accurate over distance, others might suffer a dramatic drop in effectiveness past a given range, but certain examples (such as sniper rifles, some heavy weapons or homing projectiles that need time to lock into their target) may actually be more accurate at long distance than close up.

Some weapons (usually *Flame* weapons) have a maximum range, which is given in brackets after the range .

Firing Mode: This is either *single shot*, *semi-automatic*, *fully automatic* or *flame*.

A *single shot* weapon fires once per shooting action.

A *semi-automatic* weapon can fire several shots per action. While each individual shot is less likely to hit, the overall burst of fire can be very effective at short range.

Fully automatic firing is even more rapid than semi-automatic fire, and can be used to engage multiple targets at once.

Flame weapons fire a large cloud of fire (or sometimes a more exotic projectile, like caustic fluids or electromagnetic radiation) which can engulf several characters.

Some weapons have multiple firing modes, and the player must state which mode is in use as part of declaring a shooting action. (On some weapons it may require an action to change the setting, as noted in the individual descriptions).

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

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

Shots: This is the number of shots the weapon can fire before it needs reloading. For example, a flintlock pistol has one shot, while a lasgun's charge pack may last for 60 shots.

Reload:

❖ **By default**, the reload value is simply the number of actions required to reload the weapon. A standard reload does not need to be a set of consecutive actions (unless otherwise specified in the weapon's description), but until the reload is complete, the weapon cannot be fired.

❖ **(Round parentheses)** around the value give the number of shots reloaded per action. (A character can reload two combat shotgun shells per action, for example). Such a weapon can be partially reloaded, and does not need to be completely refilled in order to be able to fire again.

❖ **[Square brackets]** indicates the number of shots recharged at the end of any turn the weapon goes unfired.

❖ **Underlined** values indicate the number of turns the weapon must go unfired in order to recharge a single shot (it will recharge at the end of the final turn.) These turns need not be consecutive.

Recharging weapons may not recharge above their original magazine capacity. Only complete turns where no shots were fired (a declared shooting action that does not succeed its action roll does not count as firing) count for the purposes of recharging.

A value of X indicates that the weapon cannot be reloaded during the game. (In a narrative campaign, the GM may deem that such a weapon can be reloaded between games if the characters have appropriate facilities).

Encumbrance (or Weight): This is how heavy and cumbersome a weapon is.

If a weapon's *encumbrance* is higher than the character's *Strength*, his chances of hitting with it are reduced.

Special Rules: In addition to this basic profile, a weapon may have a number of special rules. For example, some weapons may overheat or suffer no penalties to their hit chance due to the character moving.

Line of Sight

A character needs to know where his target is to have a meaningful chance of hitting it - and this normally means being able to see it!

(There are occasionally exceptions, like throwing a grenade around a corner or trying to shoot a heretic through the thin wooden fence he's just ducked behind, but these are handled separately).

Being able to see your target is called having *line of sight*. A character without a *line of sight* to his target cannot normally shoot.

Line of sight is normally fairly simple to work out. Draw an imaginary line from the character to his target - if this line is blocked, then the target cannot be seen. This will normally be fairly obvious, although it will often be necessary to get a model's eye view (some players prefer to use a laser pointer or mirror, particularly if there's terrain in the way).

If the character can only see a small part of his enemy, such as the toe of his boot or the tip of a weapon, this isn't really enough for line of sight. If you can see at least the whole of one hit location (see the Injuries section for details of hit locations), then the character has line of sight, but the target will get some protection from intervening terrain (see Cover, also in the Injuries section).

Remember though that these static models represent living characters. An Inquisitor is unlikely to wave their sword around when hiding behind a wall, a guardsman may be crouched behind a crate even if his model cannot, and an arbitrator will be able to peer around a corner without fully exposing himself to incoming fire. (Diagrams for various poses to be added to the Injuries section).

As ever, the GM is the ultimate arbiter of any questions regarding *line of sight* or lack thereof.

Fire Arc

Generally, characters don't have eyes in the back of their heads, and *line of sight* for shooting purposes is therefore limited by the direction the character is facing.

A character's *Fire Arc* is a 90 degree angle in the direction the character is facing, and targets must lie within this arc.

Bear in mind that a character's overall vision arc may be somewhat larger, but while a character might be able to see some things in his peripheral vision - which is (or will be) handled in the Awareness section - he cannot accurately shoot at them.

A character can turn and fire as part of the same action (even if his target is already in his fire arc).

Optional Rule: Weapon Handling

A character turning more than 45 degrees as part of a firing action (i.e. attempting to turn towards any target not initially within his fire arc) doubles the *Encumbrance* of his weapon for the purposes of calculating hit modifiers (see later in this section).

Turning more than 90 degrees triples the weapon *Encumbrance* for the purposes of hit penalties.

You will notice that this makes smaller handguns a practical choice for combat in tight spaces, while heavier weaponry is best kept to larger spaces if it is to be used practically.

Hitting the Target

A character seeing the target is not a guarantee that he'll hit it.

For a character to hit another character, he must make a successful *To Hit* roll. This is a *characteristic test* against the character's *Ballistic Skill* (which represents his basic chance of hitting a target at range), modified as detailed below.

Once the modified *BS* has been worked out, you must roll equal to or less than this value on a D100 to hit. If the roll is over this score, the shot misses.

To Hit rolls are subject to automatic success (01-05) and failure (96-00).

Salvoes of Fire

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

To Hit modifiers

When a character is shooting, his *ballistic skill* is modified to represent the difficulty of the shot which he is attempting. Read through the following list and apply all relevant modifiers. All penalties and bonuses are cumulative.

Weapon Accuracy

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

Range

Measure the distance between the character and their target - this is the *range*.

Use the Range Modifiers chart to look up the *range* and compare it to the weapon's *Range Characteristic*. The result is the modifier to the character's hit roll.

Distance to Target (yards)															
Type	0-5	5-10	10-15	15-20	20-25	25-30	30-35	35-40	40-45	45-50	50-55	55-60	60-65	65-70	70+
A	0	-10	-20	-30	-40	-50	-60	-70	-80	-90	-100	-110	-120	-130	-140
B	0	-5	-10	-15	-20	-25	-30	-35	-40	-45	-50	-55	-60	-65	-70
C	0	-10	-10	-10	-20	-20	-20	-30	-30	-30	-40	-40	-40	-50	-50
D	0	-5	-5	-10	-10	-15	-15	-20	-20	-25	-25	-30	-30	-35	-35
E	0	0	-5	-15	-30	-45	-60	-75	-90	-105	-120	-135	-150	-165	-180
F	0	0	0	0	-15	-15	-30	-30	-45	-45	-60	-75	-90	-105	-120
G	0	-10	-10	-10	-10	-10	-20	-20	-20	-20	-20	-30	-30	-30	-30
H	-5	-5	0	0	+5	+5	+10	+10	+5	+5	0	0	-5	-5	-10
I	-50	-40	-30	-20	-20	-10	-10	-10	0	0	-10	-20	-30	-30	-30
J	0	0	-10	-10	-20	-20	-30	-40	-50	-60	-70	-90	-110	-140	-170

Range Characteristic

If in doubt about which range column to use (e.g. the range seems to be exactly 15 yards), assume it to be in the further column.

Movement

If firing during a combined action with walking, sneaking or running, there is a -5 penalty for each yard the character has moved this action. (For example, a character who walks 4 yards while shooting will suffers a -20 penalty to hitting). This modifier is doubled if the character is firing a *heavy* weapon.

Combining with any other movement action follows the normal rules for combined actions (halving their chances of success).

The target's movement also affects the chances of hitting. This modifier is a -2 penalty for each yard the target moved in their last action, plus an additional -20 modifier if the target is *weaving*. (Note that the target attempting any other reaction will cancel the effects of *weaving*).

Aiming/Called Shots

A character can take more time over his shot, taking time to judge the range, wind and target movement in order to increase his chances of hitting.

This is done by spending actions *aiming* - each action spent grants the character one *aim level* - the more actions a character spends, the more careful they are about their shot.

However, a character cannot normally have more than **three levels of aim** at any one time. Displaying a greater level of marksmanship requires exceptional amounts of practice and specialist training.

Each *level of aim* allows a character a bonus either:

- to hit, applying a +20 to their *to hit* chance.

Or:

- to call the shot, allowing them to modify the hit location by +/- 20 (*see Damage and Injury section*).

Alternatively, the character may attempt to target weak spots in the opponent's armour. A maximum of one level of aim may be so used, and gives the attack's damage **Penetration(D6)**.

Levels of aim may be divided between these choices in any proportion, decided when it comes to each shooting action. (The character doesn't have to declare the exact number used for each type of bonus at the start of their turn, and may change their allocation between shooting actions, but all shots in a single action must use the same combination).

Designers Notes: Placed Shots

Placed shots no longer apply in the Revised Edition. They are replaced by the called shot option.

This is primarily intended to allow characters to intentionally try to hit a specific location, rather than just getting to do so at random.

The intent is also to streamline bursts of semi-automatic fire, allowing the same modifiers to apply to all hits rather than having a fluctuating modifier from shot to shot.

Losing aim

If the aiming character fails a *Nerve* test, is hit by an attack or uses an action or reaction (other than aiming, firing a single shot at the target, *Wary*, *Pause for Breath* or talking/shouting related actions), all *levels of aim* are lost at the end of the action.

Aiming is not lost due to enemy movement (although *to hit* penalties still apply for the distance moved), as long as the target does not spend more than one consecutive action out of view. If the target spends longer than this out of line of sight, the aiming character loses all *levels of aim*.

Rested Weapon

As part of an *aim* action, a character may *rest* his weapon against a suitable surface. This may be a horizontal surface (such as a window ledge or railing) or a vertical one (such as the corner of a building or a door frame).

A character with a rested weapon gains an additional +10 *to hit* bonus. The rested weapon bonus is lost under the same circumstances as *aiming*.

Environmental Conditions

Naturally, it is harder to hit a target if nature herself is working against you.

Darkness, fog, heavy rain or a snowstorm will make considerably harder to make out the target's exact location.

The GM should determine exactly what modifier is appropriate for the conditions, but as a guideline, mildly impaired visibility conditions such as a moderate thunderstorm or the target being obscured by deep shadows will be a penalty of -10, while attempting to hit a target on a moonless night or in a dense blizzard could be a penalty of -30 or even more.

Target Size

Naturally, a grox is easier to hit than a rat, and so the size of a target affects the chances of hitting it.

Small targets:

If a target is roughly 50-75% of the size of an adult human (a child, ratling, squat, or large hunting dog for example), there is a -10 modifier to hit.

A target 25-50% of the size of a human (psyber-eagles, cherubim, etc) have a -20 modifier to hit.

Targets 10-25% of the size of a human (large rats, servo-skulls, etc) have a -30 modifier to hit.

Note that a character cannot use these modifiers to try to shoot for a specific location on (or an item carried by) any target with a hit location chart.

Large targets:

A target 25-50% bigger than a normal human (such as a Space Marine, Ork or Inquisitor clad in bulky baroque power armour) has a +10 modifier to be hit.

A target 50-100% bigger than a normal human (an Ogryn, Wraithguard, etc) has a +20 modifier to be hit.

Targets more than twice the size of a human (a Hive Tyrant, Imperial Guard Sentinel, etc) have a +30 modifier to be hit.

The GM should adjudicate if there is any disagreement, or increase the modifiers if a character is attempting to hit a particularly tiny or massive target. (For extreme examples, trying to shoot a specific button on a control panel, or hit a Warhound Titan).

A character's size modifier should be listed in the notes section of their character sheet for easy reference.

Other modifiers

Semi-automatic, *fully automatic* and *flame* modes have their own specific modifiers, covered in their individual sections.

A character firing with their off-hand suffers a -20 chance to hit.

A character can fire a weapon in each hand simultaneously. However, they suffer an additional -20 to hit with both weapons.

A weapon's encumbrance can also affect how easy it is to use. Compare the weapon's *Encumbrance* with the character's *Strength* (if firing one handed, use that arm's strength only). If the weapon's Encumbrance is higher, there is an additional penalty equal to the difference between the two.

A character using an unfamiliar weapon suffers a -20 chance to hit.

Gamesmaster's Notes:

Unfamiliar weapons are normally those a character has recovered or stolen as part of a scenario (as characters will generally have practiced with all their own equipment), although certain characters and weapons may be exempted. An Imperial Guard veteran will be able to use almost any lasgun very competently, and a cursed daemon-sword may be eerily familiar in anyone's hands...

Pinning

Every time a character is shot at, he must take a *Pinning* test after any other effects of the hit are resolved.

This is a *Nerve* test; If the shot failed to hit (e.g. was blocked by cover or simply missed), there is a +20 modifier.

If passed, the character may continue to act as normal. If failed, the character will be *pinned* (note this on his character sheet), will dive D6 yards towards the nearest cover (if in the open) and will fall prone.

Pinned characters cannot perform any other actions and may only perform reactions with the *defensive* characteristic until they have recovered from *Pinning*, which requires one *Passive* action to recover their wits. Later actions in the turn they attempt to recover must be declared at the start as normal.

A character may normally opt to willingly fail their *Pinning* test, although the effects of certain drugs, psychic powers or traits may disallow this option. (This is noted in the relevant descriptions)

Note that *Pinning* checks do not suffer automatic failure on a roll of 96-00, so a character with a *Nerve* of 100 or more will never fail a pinning check unless other modifiers apply.

Overwatch

Overwatch is a special case of a *prepared* reaction to shoot.

Normally, declaring a shoot action requires that a specific target is nominated, but *overwatch* instead allows the character to declare that he is watching a specific area within his *line of sight*.

This area could be anything, such as a window, a gap between two buildings, even the space around a friendly character, but shouldn't be more than about 4 yards across.

If a target appears in the area or spends an action with the area he is overwatching, the character may resolve his *prepared* reaction and take a shot at the target (essentially allowing him to delay declaring his target until resolution). Characters cannot normally “aim” for an area, so this will always be an unaimed (“snap”) shot.

Special Weapon Types

So far, the weapon rules have focused fairly conventional weapons firing a single shot at a time. The following section covers weapons that can rapidly fire multiple shots, which fire flame or exploding munitions, or otherwise work in a more unusual manner.

Semi-Auto

Semi-automatic weapons allow a character to fire several shots in rapid succession, laying down a hail of fire that can be very effective at short range.

When firing on semi-automatic, the weapon fires a number of times equal to the semi-auto value. If the weapon has a spread of semi-auto rates, the player must declare how many shots are fired when it comes to the shooting action (they don't have to declare the exact number at the start of the character's turn).

A character may aim before firing on semi-auto, but all levels of aim are lost after the first semi-automatic shooting action.

As the Revised Edition is in development, there are currently two drafts of how to handle the semi-auto fire. Players and game masters are asked to try both in different games, and provide feedback on which they feel works better.

Version 1:

This version has characters roll for each shot individually. Each shot suffers a -5 *to hit* penalty for each total shot in the burst, multiplied by every 10 yards or part of 10 yards to the target.

Examples:

- A semi-auto(3) weapon firing at a range of 12 yards would suffer a -30 penalty (-5 penalty, times three shots, times two full 10 yards or part).
- A semi-auto(2) weapon at a range of 27 yards would also suffer a -30 penalty (-5 penalty, times two shots, times three full 10 yards or part).
- A semi-auto(4) weapon at a range of 8 yards would suffer a -20 penalty (-5, times four shots, times one part of 10 yards).

Version 2:

This version of semi-auto fire is resolved as the overall effect of a burst rather than individually rolling for every shot. The character first rolls for one shot from the burst. If this first roll hits, the character may roll for another shot, but his target number is now the *margin of success* on his previous hit roll. This process continues until the character either misses a shot (at which point all remaining shots also miss), or all shots in the burst have been rolled for.

Modifiers

Range penalties are doubled.

There is a +10 *to hit* bonus for weight of fire, increased by a further +5 for each shot in the burst (including the first).

The minimum initial hit chance is equal to 5% times the number of shots in the burst (to a maximum of 30%) - even a difficult target can sometimes be hit by sheer luck and enough bullets!

Development Notes:

These versions of the rules are designed to try to make semi-auto fire more effective at short range (rather than high rates of fire resulting in huge penalties, even at point blank), but tame it somewhat at longer distances, where characters will need to be more cautious to accurately put rounds on target.

Full-Auto

Fully-automatic weapons allow a character to fire a huge number of shots very rapidly, but highly inaccurately. It is most effective versus groups of fast moving characters.

To fire on full auto, nominate a target group. The targets in a group must all be within the character's arc of fire and within 5 yards of at least one other target in the group.

If you wish, you may also elect to fire at “spaces” in the group, which count as an additional “character” for the purposes of determining the group's coherency. Obviously, if these “spaces” are hit as a result of the result of firing, the hit is wasted.

Like semi-auto fire, full-auto fire is resolved as the overall effect of a burst rather than individually rolling for every shot. The character first rolls for one shot from the burst.

If this shot hits, the character may roll for another shot, but his target number is now the *margin of success* on his previous hit roll. This process continues until the character either misses a shot (at which point all remaining shots also miss), or all shots in the burst have been rolled for. Once a hit has been determined, randomise which character (or space) in the target group has been hit.

All targets in the group (whether hit or not) must test for Pinning. Due to the barrage of fire, targets who were not hit do not receive the normal +20 *Nerve* bonus.

Modifiers:

Full-auto fire triples range penalties (measuring to the furthest point of the target group), but has a +2 for each shot in the burst and +10 for each character (but not space) in the target group.

Full auto ignores all further modifiers except those from the “Other Modifiers” section.

A character cannot benefit from aiming when firing on full-auto, and will automatically lose all levels of aim.

Hazards and Automatic Fire:

In the event that a *Hazardous* weapon is used on full-auto fire, or Version 2 of the semi-auto rules, the Multiple Hazards rule is used. The Hazard roll only applies on the initial shot, but each shot in the burst adds an additional Hazard (adding one level to the risk). Regardless of the outcome of the Hazard, all shots in the burst are considered to have been expended.

Flame Weapons

Some weapons, rather than firing projectiles or bolts of energy instead saturate a large area with torrent of liquid or radiation. The most common type of Flame weapon (unsurprisingly) is the Flamer, which spray a fountain of burning fuel, although other weapons work on similar principles.

Due to their nature, it is inadvisable to fire such weapons while moving quickly. For each yard faster than a walk, the weapon gains a level of *Hazardous*. If fumbled, the character takes D3 hits from their own weapon.

Flame weapons can be fired at a group of targets, much like a Full Auto weapon, and the same method is used for selecting such a group.

Once you have selected a group of targets, one *to hit* roll is made against each target. A successful *to hit* roll scores one hit on the target, with each two *degrees of success* adding a further hit. Roll location and damage for each of these separately.

Modifiers:

Flame weapons do not use standard modifiers, other than the weight/encumbrance of the weapon (if applicable).

A flame attack has a basic +30 modifier to hit. This is further modified by:

- ❖ -2 per yard to the target. A more distant target is harder to hit. (The weapon's own maximum range still applies)
- ❖ -2 per yard the target moved in their last action. Faster moving targets are harder to hit.
- ❖ -20 for each additional character/space (after the first) in the target group. A wider spread of flame is less likely to hit any given target.

Hazards and Flame weapons:

If a Flame weapon has the *Hazardous* trait, the Hazard roll only applies for the roll against the initial target. In the event that this cancels the attack, do not roll to hit against any other targets in the group.

Thrown Weapons

While comparatively low-tech compared to many of the spectacular and powerful weapons of the 41st millennium, a well-thrown knife can still lay a brave Imperial hero or a deviant heretic low.

Thrown weapons are resolved much like other shooting, with the exception that a throwing weapon can be drawn and thrown as part of the same action (provided the character has a free hand with which to do so).

The maximum range of a *thrown* weapon is equal to the strength of the character's throwing arm (usually half their full strength), minus the *Encumbrance* of the weapon, in yards. This is the maximum range at which they have a fair chance of hitting - beyond this range, the attack automatically misses.

If characters wish to throw other things (vegetables, bricks, priceless vases, small alien vermin), then the GM should assign them a weight, damage value and probably a poor *Accuracy* and *Range* characteristics (e.g. A, E or J). Weight for other objects can be found by comparing them with the *Encumbrance* of weapons of an equivalent size, so a pistol-weighted object would be around about 10 to 20, an object the size of a rifle, anything between 25 and 50, and so on. Damage guidelines are provided below. Particularly pointy or hard objects may merit a higher damage than their weight alone would suggest.

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

A GM may want/allow characters to be able to retrieve *thrown* weapons (or throw them back at their owner). In this case, a *thrown* weapon which hits is assumed to be lying next to (or in) the target. If it misses, randomise a point D6 yards away to show where it has ended up. If the attack was out of range, move the aiming point directly back towards the throwing character until it is in range. The *thrown* weapon then scatters 2D10 yards from this point.

Optional rule:

Throwing a knife or axe has much more in common with wielding a chainsword than it does to pulling the trigger on a plasma pistol, requiring a sense of the balance of the weapon and a well calculated swing of the arm.

At the Gamesmaster's discretion, *thrown* weapons will use the character's *Weapon Skill* (instead of their *Ballistic Skill*) as the characteristic for the *to Hit* roll. (All other rules and modifiers for shooting remain the same).

Blast Weapons

Some weapons fire explosive shots, such as grenades or missiles. These are handled somewhat differently from normal weapons, as they have an area of effect, meaning that a "missed" attack may still do damage.

Designate a target point - this can be a character, piece of terrain or even an area of empty ground. (However, unless specified otherwise, a blast weapon cannot usually "airburst", so the attack must choose something solid to hit).

If the attack hits, then it explodes centred on its target point. If the attack misses, it scatters D3 yards, plus an extra D3 yards for each degree of failure, in a random direction. (Use the miniature arrow if the scatter die comes up as a "hit").

Blast weapons also have two additional characteristics: *Area* and *Blast*, which represent the size and devastation of the explosion.

The *Area* is the distance in yards from the point of impact that the attack's explosion extends. Any character within this area suffers a number of hits equal to the *Blast* of the weapon, minus the distance in yards from the centre of the blast (to a minimum of one). The total number of hits is halved if the character is prone.

(For example, a character 2 yards from the centre of an explosion with *Blast* 4 would suffer $4-2=2$ hits).

Roll location and damage for each hit as normal.

Thrown Blast Weapons

Grenades, demolition charges and similar weapons are known as *thrown blast weapons*, combining all of the traits in the above sections. Note that on a miss, *thrown blast weapons* use the *blast weapon* rules for scattering. (As the exact position of a stray throwing knife is less important than an exploding warhead, the *thrown weapon* rules are simplified.)

It takes one action to draw and prime a grenade before throwing it (taking a second action).

Most grenades do not arm until they are thrown or dropped, so a character may prime a grenade, perform intervening actions (providing he keeps hold of the grenade) and then throw it with a later action.

Additionally, *thrown blast weapons* are Hazardous (9+) actions.

Throwing a grenade:

Hazardous (9+). On a fumble, roll a D6 and compare to the following chart.

- ❖ **1:** The grenade explodes in the character's hand. Resolve its effects centred on the character.
- ❖ **2-3:** The character fumbles. The grenade scatters D10 yards from the character and then explodes.
- ❖ **4-6:** The grenade is a dud and does not explode.

Indirect fire

Some blast weapons, such as thrown grenades or some grenade launchers, can angle their shots over or around intervening terrain. Such weapons are said to be capable of *Indirect fire*.

An indirect attack requires the character to declare a trajectory for the attack, such dropping a grenade through an air vent, throwing it over a building or bouncing it off a wall - as always, the GM should adjudicate if this is plausible.

Indirect fire is resolved as per a normal *blast weapon* (or *thrown blast weapon*) with an additional penalty decided by the gamesmaster to represent the difficulty of the shot (and any uncertainty in the target's position).

A relatively easy throw over a wall or around a door frame would require a penalty of -20.

Getting an attack through an open window or bouncing it off the side of a truck might be at -40.

A throw that requires ricocheting a grenade off a wall into a small thermal exhaust port could be -60 or more.

Note that *indirect fire* is linked fairly heavily with the principles mentioned in the *Awareness* section, and a GM should veto characters throwing grenades around corners without good reason.

Scattering restrictions:

The Gamesmaster should use some judgement and common sense when it comes to calculating scatter for an attack.

For example, it is generally the case that missiles won't phase through walls, so if an attack scatters out of the shooter's line of sight, move the centre of the blast back towards the shooter until they can see it again (as if it had hit the intervening terrain).

For indirect fire, while the character doesn't expect to have line of sight to the target, you should watch out for any intervening terrain (such as gantries or fences) that might block the arc or bounce, as the attack may hit these instead (or, should the target be on a raised walkway, the attack might instead land on the ground).

Reactions to Shooting

A character can react to shooting actions as normal (i.e. by using a *prepared* or *reserved* *reaction* to perform an action outside of their normal turn sequence), but there is also a special reaction that can be declared specifically against shooting attacks:

Evade

Evade is a *Defensive* reaction that may be used in response to shooting, representing the character attempting to be a hard target (rather than literally being able to move out of the way of any given bullet).

If a character chooses to *evade* versus a shooting attack, the active character's shooting action becomes *opposed* against the *reactive character's response test*. Unless the *reactive character* has the *Agile* special ability (see Abilities section), their *reaction test* is at -30.

If successful, the reactive character avoids the incoming shots.

Evading while in *difficult terrain* is a *Hazardous* action, with the difficulty set as per the Movement section. On a fumble, the character's evasion is automatically unsuccessful and they also fall *prone*.

Special cases:

- ❖ Against *Semi* or *Full-auto* fire, the result of the *response test* is rolled only once, with that one result opposing all shots from that action.
- ❖ Due to the dense torrent of bullets or flame, any attempt to *evade* (see below) *full-auto* or *flame* attacks halves its margin of success.
- ❖ Against *blast* type weapons, Evading is not treated as an *opposed* roll. A successful *Evade* negates one hit, plus one extra hit for each two degrees of success.

Additional Shooting rules

Friendly Fire

From time to time, a character will want to make a shot while an ally is in (or near) his line of fire. As such circumstances vary heavily, the GM is advised to use common sense, but the following can be considered guidelines.

If a line of fire passes within two yards of a friendly character (or other unintended target, even potentially an enemy), then the shot becomes *Hazardous*. Any **missed** shot that also fumbles is instead resolved against the friendly character. For every full half yard closer than this that the line of fire passes to the friendly character, increase the *hazard* by one level. A line of fire that touches or intersects a friendly character's base will therefore be a *Hazard(6+)*.

If the line of fire intersects the friendly character's base, then the shooting character will have an additional -5 *to hit* for each of the intended target's locations which is obscured by the friendly character.

These values should be modified as appropriate. (e.g. if the friendly character is a small target, prone or otherwise less likely to be hit, the chance of hitting them will be considerably reduced).

A friendly character may, if they wish, attempt to *evade* friendly fire. All normal conditions must be met (e.g. they must declare their intent to do so before any *to hit* rolls are made), although instead of testing against the *shooter's margin of success*, they will instead test against the shooter's *margin of failure*.

Friendly fire with full-auto & flame weapons

Due to the highly indiscriminate nature of *full-auto* and *flame* weapons, they handle friendly fire differently - if a friendly character is within, or within two yards, of the arc the character is firing in, they must be declared as one of the targets of the attack, and will take hits as normal.

Friendly fire with blast weapons

Being entirely indiscriminate, friendly characters within the area of effect of blast weapons are hit exactly the same as enemy targets.

Shooting at completely obscured targets

Sometimes, a character will have a good idea where his target is, but the target is fully concealed, such as by a thin wooden fence, the area of effect of a blind grenade, or in a pitch black room.

If a player wishes to do this, the Gamesmaster must determine an appropriate penalty, depending on how vague the target's position is.

Slick Devlan hiding behind a single small wooden crate would be fairly easy to guess, requiring just a -20 penalty.

If Inquisitor Shyloque has just dived behind a low wall he would be harder to hit, requiring a -40 to hit.

If Barbaretta is attempting to track Quovandius by sound in a large cavern, this could easily be a -60 penalty to hit.

If the Gamesmaster decrees that a target's position is too obscure, then the shots will automatically miss.

Bear in mind that characters cannot benefit from aiming if targets have been out of their line of sight for more than one action, and that targets will also benefit from any armour value that is provided by their concealment.

Note that, like *indirect* use of blast weapons, shooting at completely obscured characters is linked heavily with the principles mentioned in the *Awareness* section, and a GM should not be afraid to veto characters acting on out-of-character knowledge.

Summary: Shooting

Line of Sight

- ❖ Characters must have *line of sight* to shoot at a target
- ❖ Characters have a 90° *arc of vision*. They can turn & fire as part of same action, although may suffer penalties.

Hitting the Target

- ❖ Make a *To Hit* roll, a *characteristic test* with all appropriate modifiers.
 - *Range*: Cross reference the weapon's range against the Range modifiers chart.
 - *Movement*: -5 per yard the shooter moved this action, -2 per yard the target moved in his last action
 - *Aiming*: Each level of aim (maximum 3) can be used either for +20 to hit or +/- 20 to the location roll.
 - *Rested weapon*: May rest weapon on suitable surface during aim action for a +10 bonus.
 - *Target Size*: Varies from -30 for targets a quarter of human size to +30 for targets twice human size.
 - *Firing Off Handed*: -20
 - *Firing two guns at once*: -20 to both rolls
 - *Unfamiliar weapon*: - 20
 - *Weapon weight*: -1 for every point the weapon's Encumbrance beats the character's strength.

Semi-Automatic Fire

- ❖ Doubled range penalty, but +10 *to hit* bonus for weight of fire, increased by +5 for every shot in the burst.
- ❖ Roll first shot. If it hits, the character may roll to hit for the next shot, using his previous *margin of success* as his new target number. This continues until either a shot misses or all shots are rolled for.

Overwatch

- ❖ *Prepared* reaction to shoot. Does not need to nominate target, but nominates area (not more than 4 yards across), and may take a snap-shot at any target that acts within the area.

Reactions

- ❖ *Evade*: *Defensive* reaction (at -30 to reaction test). If margin of success beats shooter's margin of success, the character avoids the shot.

Pinning

- ❖ Each time a character is fired at he must make a Nerve test or be *pinned*. There is a +20 bonus if all the shots in the action missed. A *pinned* character dives D6 yards towards the nearest cover, falls prone and must spend his next successful action recovering.

Close Combat

While the 41st Millennium is home to a massive array of effective ranged weaponry, many conflicts will be settled in close quarters by the axe, chainsword or neural whip. This section deals with close combat.

Weapon Profiles

Like lasguns and frag grenades, close combat weapons have their own profiles, with a series of characteristics to illustrate their strengths and weaknesses.

Reach: *Reach* relates to the overall size and length of a weapon. A longer and larger weapon is better at striking its targets from further away, but becomes more cumbersome close in.

Some weapons may have a + or - symbol next to their reach. This represents how good the weapon is at its preferred combat distance.

Damage: As with ranged weapons, this is the number and type of Damage dice rolled if the target is hit.

Attack Penalty: While some weapons are agile and easily able to slip past an opponent's defence, others are slower and more cumbersome. This is represented by a weapon's *attack penalty*.

Parry Penalty: While a shield can be very effective at blocking an enemy's attack, a whip is much less capable at deflecting blows. A weapon's parry penalty indicates how easily it can deflect an enemy's attack.

Special rules: Some weapons also have special properties not covered by the basic weapon profiles, which will be dictated in their descriptions.

The Engaged State

The *Engaged* state is a fundamental part of close combat, representing the character being highly focused on his immediate surroundings, able to respond to the flow of combat in an instant.

It is not a requisite for a character in a melee to be *Engaged*, but in a close quarters fight, the situation can change very rapidly, meaning a character who does not commit his full focus is at a distinct disadvantage.

For convenience, the *Engaged* rules are repeated here.

A character may choose to become *Engaged* at any time as a free action or reaction. While *Engaged*, a character:

- ❖ can only focus on his close surroundings and becomes *unaware* (see the Awareness section) of everything more than five yards away.
- ❖ does not have to declare all of his actions at the start of his turn. Instead he may declare each action after the last action has been resolved. This means that a character who chooses to become *Engaged* partway through a turn may delay declaring his remaining actions.
- ❖ may use a free *Reserved* reaction in response to any action or non-*passive* reaction an opposing character performs within five yards (this does not have to come from their stored pool, and can be used even if the character has no reactions stored).
- ❖ may not use the following actions or reactions:
 - The *Sprint* movement action

A character can exit the *Engaged* state:

- ❖ by *Pausing for Breath*, using either an action or reaction.
- ❖ At the start of their turn, before declaring and rolling for actions.
- ❖ If required to take a Pinning test.
- ❖ At any point outside their own turn that the character has no opposing characters within *Engagement* range

Initiating Close Combat

Close Combat can be started at any time - making a melee attack requires nothing more than that the character is armed with a suitable weapon, even if it is no more than his own fists!

However, most often a close combat will start with a character choosing to *Engage*, *Charge* or both, as doing so confers significant advantages.

The *Engaged* state has already been mentioned in the rules, but offers its greatest benefits in close combat, where the flow of melee demands intense focus and split second responses. Being *Engaged* allows a character to decide the best course of action on an action-by-action basis, as well as providing him reactions to react to his opponent's attacks and movements.

Designer's note - Ending Close Combats

Unlike in 1st edition, there are no specific conditions for when a close combat ends. IRE attempts to take a more fluid approach to moving in or out of close combat than in the original LRB. Characters can engage or disengage largely at will, and there is no hard boundary of whether a character counts as in melee or not. There is no locked close combat state - a character turning their back on their opponent is difficult and dangerous more than it is forbidden.

As such, in IRE, close combats end in much the same way as a firefight might - that is, the characters stop hitting each other with swords.

Charging

Charging is a special case of the *Run* move.

Charge actions can be combined with any *melee attack* without any penalty for a combined action. A character may also change weapons as part of this action, but in doing so forfeits the momentum of his attack. (See the Modifiers section for more details of charge bonuses).

Charging at an opponent with a longer weapon is however quite dangerous! This is covered in the "Weapon Reach" section.

Attacking

A fundamental part of melee, the character attempts to land blows on their opponent.

Normally, a melee attack has a 5 *yard* range, representing the characters constantly being in motion, able to dart in and out as they attack (although some weapons will find it much harder to engage at such a distance). A character who cannot freely *walk* (such as because he is prone, injured or trapped into a corner) is limited to a 3 *yard* range.

The standard modifiers for *Attack* type actions are set out further through this section, although some attacks may have additional modifiers.

Attack: Standard

The character simply tries to hit their opponent.

Nominate a target within range and roll a *characteristic test* against the attacking character's *Weapon Skill* (modified by the modifiers in this section). If the roll is successful, the character has hit his target. Roll for *hit location* and apply *damage* as normal.

Attack: Fire Ranged Weapon

The character attempts to shoot their opponent. At such short distances, a steady aim is irrelevant, and the ability to predict and follow the target's movement is far more important.

If the target elects to declare a *defensive* melee *reaction* against a shooting attack, the attack is instead resolved using the following rules for point blank shooting. In such close quarters combat, the attacker rolls to hit using his WS (rather than BS), and normal range modifiers are not counted.

Ranged weapons are considered to be Reach X when fired in melee, and use their *Encumbrance* as a penalty in place of the *Attack Penalty* (See modifiers section).

Attack: Grapple (Contact Attack)

The character attempts to grab their opponent and wrestle with them.

Initiating a grapple requires a *Contact Attack*.

Contact Attack:

Contact Attacks are a special form of attack where the character attempts to achieve physical contact with their opponent, such as to grab him or to use a psychic power that requires direct contact.

Contact Attacks are *unarmed attacks* that do not roll for damage. Instead, if the attack is successful, refer to the description of the attack to determine the effect.

If the grapple successfully hits, the attacker moves into base contact and rolls for hit location; he may choose to re-roll the location if he chooses. Once a location is determined, make a *grapple test* between the characters.

A *grapple test* is an *opposed Strength test* made between the attacker and defender, modified by each character's Target Size modifier - larger characters have more leverage and reach.

If the attacker wins the grapple test, the location is said to be *grappled*. If the defender wins, then the grapple fails.

Once *grappled*, a location is disabled. The exact effects of this are at the discretion of the GM, but a grappled arm cannot be used to attack, a grappled leg will mean the character cannot walk (at least without falling over!) and a character in a head-lock will not be able to freely look around.

While *grappling*, characters must remain in base contact (and cannot move other than by *Wrestling*), and have a -20 penalty to *defensive reactions*.

A character may attempt up to one *grapple* per arm without further penalty. Using an arm for more than one *grapple* is permitted, but applies a cumulative -20 penalty to all *grapple tests* using that arm.

Wrestling

If an attacker is already *grappling* at least one of an opponent's locations, they can spend further actions attempting to *wrestle* with the opponent. *Wrestling* allows the attacker to physically manhandle a location he is already *grappling*. Possible uses would be to try and pull the opponent's feet from underneath him, bash his head into a nearby wall, drag him around, take a pistol from his grip, or possibly even try to stab him with his own weapon.

A character attempting to *wrestle* must specify his intended action. *Wrestling* requires a *grapple test* in order to physically overpower the opponent, and may then require further tests depending on the exact action attempted. As the possibilities here are so vast, the GM is expected to adjudicate the exact effects and results.

However, common possibilities are covered here:

- ❖ Using an opponent's weapon without having successfully wrested it from their grasp carries an additional -30 penalty.
- ❖ An opponent can be forcibly dragged half a yard for each *opposed degree of success*. Attempting to throw the opponent has the same effect, but with a -20 penalty to the character's grapple test.
- ❖ Attempting to bash, throttle or otherwise injure the opponent is treated as unarmed or improvised attacks as appropriate to the method used, although these attacks benefit from *Soft AP (D6)*.

Ending a grapple

The grappling character may at any time choose to release any *grapple*.

The grappled character requires a *grapple test* to break free. The grappled character must specify the location he wishes to free, and if he wins the *opposed roll*, that location is no longer considered *grappled*.

Additionally, several injury effects will cancel a grapple:

- ❖ If a grappling character drops any items they are carrying in an arm, all *grapples* maintained by that arm are immediately freed.
- ❖ If a grappling character is stunned or goes out of action, then they immediately release all grapples.

Attack: Stagger

The character lashes out at their opponent, attempting to knock them back.

A stagger attack is made with an unarmed attack, an improvised weapon or a weapon with the *Stagger* quality (such as a hammer).

Nominate a target within range and roll a *characteristic test* against the attacking character's *Weapon Skill* (modified by the modifiers in this section). If the attack hits, the character has hit his target. Roll for *location* as normal. Instead of normal injury, a Stagger attack instead causes *knockback damage* equal to double the rolled damage.

Attack: Feint

The character makes a deceptive strike, leading in one direction then striking from another, in an attempt to draw his opponent's defence to the wrong place.

Nominate a target within range and roll a *characteristic test* against the attacking character's *Weapon Skill* (applying normal modifiers), with an additional -10 modifier.

The target must re-roll any successful *defensive reaction test* versus a feint.

(Note that this includes successful tests beaten by the *opposed roll* - the defender's defence may not have been good enough against the initial direction of the feint, but it may still be positioned for the true strike!).

Attack: Precision strike

The character attempts to aim for weak points in their opponent's armour.

A precision strike is as per a standard attack, but with an additional -20 *to hit* penalty. If the attack is successful, the damage for the attack gains **Penetration(D6)**.

Attack: Power Attack

Summoning up all their strength, the character attempts to land a powerful blow on their opponent.

A power attack is per a standard attack, but with an increased critical chance (see below). A power attack may increase its *Critical* chance by up to *Critical(+4)*, but takes a -5 *to hit* penalty per additional *Critical* level.

Critical Attacks

All Attack sub-type actions are *Critical* actions. On a critical success, the attacker may choose to either double the result of any one damage roll for the attack (prior to reduction for armour or other defences), or re-roll one of his characteristic tests for any *opposed roll* required as part of the attack.

Attack Modifiers

Charging

The impetus of a charge gives a character more speed behind his attack.

If a character has made a *charge* of at least four *yards* and has not changed weapons as part of the same action, then he gains a +10 *to hit* bonus.

Weapon Reach

In an open space, a greatsword can be a very effective weapon, but in a close-in brawl, a six inch knife has the advantage.

Compare the *Reach* of the attacker's weapon with the distance in yards (rounding to the closest yard) between him and his opponent. The closer he is to his weapon's ideal engagement distance he is, the more effectively he can fight.

Difference	To hit modifier
Same	+10
+/- 1 yard	+0
+/- 2 yards	-10
+/- 3 yards or more	-20

For example, a character with a *Reach* 3 sword who is 2 yards from his opponent (a difference of 1 yard) would suffer no modifier; while he is a little closer to his opponent than he would like, he can still fight effectively.

Special Reach characteristics

Some weapons, actions or reactions have Reach X. Reach X weapons do not apply reach modifiers.

There are also certain weapons which are better or worse optimised for their ideal engagement distances.

A weapon with a + (plus) sign next to their reach characteristic (e.g. 2+) has an ideal range bonus to +20.

A weapon with a - (minus) sign next to their reach characteristic (e.g. 3-) has no *to hit* bonus (i.e. +0) at “ideal” range.

Design Notes:

The plus and minus characteristics are intended to be combined with a weapon's other characteristics to provide an overall picture of its combat style. While at first glance, the minus characteristic might appear to be a penalty, such a weapon will be less demanding over what distances its wielder engages at, and may also have more favourable attack and parry penalties that make it overall more versatile.

Reach during combined movement

Charging and other combined movement/attack actions are a special case for *weapon reach*. Both the *attacker* and *defender* may choose any point during the move from which to calculate their *weapon reach* (as if they are acting while the attacker is still moving).

There is also a +10 bonus to their relevant test for each yard closer than their chosen reach that the two characters finally close to, representing both the momentum of the movement and the advantage of getting the first strike.

This bonus also applies to any *counter-attacks* (see further through this section) triggered.

Example:

Slick Devlan charges Sgt Stone. As Slick has a *Reach* 1 knife, he would prefer to end up 1 yard away from Stone, and thus moves to this point, for a total *to hit* modifier of +20 (+10 for charging, and +10 for reach)

Sgt Stone has a *Reach* 4 halberd. As Slick started six yards away, Stone can choose to react at his preferred 4 yard distance, and does so. But as Slick is now three yards closer than this, Stone gains an additional +30 bonus, for a total +40 modifier. It looks like Slick may be getting impaled on the point of Stone's halberd!

Should the defending character win any *opposed roll*, he may choose any point during the attacker's movement, and force him back to that point, as if the movement had been intercepted.

Attack Penalty

Some weapons are easier to hit an opponent with than others. A chainsword is heavier and more unwieldy than a simple steel sword, a power fist is bulky and slow, but a masterfully balanced rapier may be lightning quick on the attack.

This is represented by the weapon's *Attack Penalty*. Simply subtract (or, in rare cases, add) the *Attack Penalty* from the target number. For the *Fire Ranged Weapon* attack, use the weapon's *Encumbrance* instead, applying it as a penalty.

Gamesmaster's Note:

If using characters from 1st edition, you will note that *Attack Penalty* did not previously exist as a weapon characteristic. The weapon profiles from the original rulebook have been (or will be) updated in the Armoury section, but in the event that a custom weapon does not have an *Attack Penalty* and there is no similar weapon in the Armoury to provide a sensible guideline, it is by default assumed to use its *Parry Penalty* instead.

Height

Having the high ground is a strong offensive position, allowing the character to deliver powerful blows.

A character on ground at least half a yard higher than their opponent gains +10 *to hit*. This does not apply to defensive reactions.

Stance

Naturally, being standing up gives the character the most freedom of movement, but if your opponent is downed, you have a large advantage against them.

A *crouched* attacker is at -10 to hit. A *prone* attacker is at -20 (and also has the range of his melee attacks limited to 3 yards). If the defender is *crouched*, the attacker is at +10 *to hit*. If the defender is *prone*, the attacker is at +20 *to hit*. These bonuses/penalties also apply to any *hit location* roll made by or against the character.

Facing

It's more difficult to hit an opponent if they're not in front of you.

If a character attempts to attack, or turn to attack, a character not in their front 90 degree arc, their attack suffers a -20 penalty. If the target is in their rear 90 degree arc, they take an additional -20 penalty.

Called Attack

In the close quarters of melee, hitting your opponent in a specific location is considerably easier than at range.

As such, a character can *Call* a melee attack; Calling a melee attack has a -10 *to hit* penalty, but if the attack hits, the character may adjust the *hit location* roll by up to +/- 20.

Two-handed weapons, two weapons & off-handed attacks

A weapon or attack described as *two-handed* has a -20 penalty if performed with only one hand. Additionally, the character's strength bonus (see *Damage and Injury* section) is then calculated from the strength of that arm only.

A character may attack with two weapons as part of the same action. Both attacks count as *two-handed attacks*.

Target Size

Target size modifiers (see the Shooting section for a full explanation) are also applied in close combat.

Other modifiers

A character attacking with their off-hand suffers a -20 chance to hit.

Movement in Melee

Manoeuvring is arguably the most important part of close combat - being able to out-position your opponent and catch him off his guard is often far more key to victory than simply being able to swing a sword hard or fast.

Characters may, if they wish, use standard movement actions in melee. There are also a number of movement options intended specially for close combat, detailed in the following section.

Manoeuvre

Manoeuvre is a special movement action that allows the character to attempt to out-wit and out-position their opponent.

A manoeuvre allows the character to move up to two yards in any direction. Additionally, the character takes a *Weapon Skill* test with a +20 modifier. If successful, then a reacting character must successfully beat the character's *Weapon Skill* roll with an *opposed reaction test* in order to declare any form of movement or turn as part of any *reaction* or *counter-attack* to the manoeuvre.

This only applies to reacting characters within five yards of the entire manoeuvre. Reacting characters further away than this cannot be so easily out-positioned, and can react with movement actions as normal.

Fighting for position

Characters will naturally step into openings as they appear, taking advantage of the new angle.

If a character successfully passes a *Weapon Skill* test to make a Melee attack, Parry or Dodge, the character is permitted to make a free two yard positioning move after the outcome of the attack/defence is resolved. This move may not take them outside of the 5 yard melee range.

This movement is permitted even if the *Weapon Skill* test is beaten in an opposed roll (except in the case of the Manoeuvre action above). The opposed roll instead determines the order in which the characters must make their positioning moves - the victor of the opposed roll may decide which character(s) move first.

Reactions to Melee

There are a number of reactions specific to close combat. The reacting character must be within five yards of the character to which they are reacting in order to use these reactions, but does not need to be in the *Engaged* state.

There are two standard melee reactions: *Parry* and *Dodge*.

These are not strict terms - in the whirlwind of melee, a character doesn't actually have the time to decide whether they are parrying or dodging any given blow, but the terms serve to differentiate two different defensive styles that may each involve evading or blocking attacks.

A character attempting to *parry* is taking a more aggressive defence, taking risks in a hope to exploit any openings their assailant might leave. A character using a *dodge* is attempting to keep their distance. This is a safer option, but leaves them unable to exploit their opponent's mistakes.

Designer's Notes:

It's worth pointing out that IRE has removed the first edition mechanic of halving the defender's WS for successive parries/dodges.

As simple as such maths might seem on the surface, it was one of the more time consuming calculations during the game. (And every sum required slows down the flow of combat). It also encouraged dull combats. With successive parries often the biggest penalty to defence chances, attackers would often simply flail at their opponents to wear them down, ignoring the options to try to out-position their opponents.

IRE elects to replace this aspect of combat with opposed rolling mechanics. Instead of a skilled swordsmen being harder to defend against because they will on average land more hits during a turn, they are instead a more challenging opponent because they can land **better** hits.

Parry

Parrying is a *defensive reaction* that may be used to *oppose* a close combat attack or movement. Parrying uses the defender's *Weapon Skill*, rather than their *Initiative* as normal for a *defensive reaction*.

If the defender wins the *opposed roll*, then they negate their opponent's attack. Should they also have an *opposed margin of success* of 20 points or more, then they immediately get a *counterattack*.

Counter-attacking:

A *counterattack* allows the character to make an immediate free action. While this interrupts the current turn, much like a *reaction*, it requires no *response test*, and is not required to be a direct response to the action that triggered it. Counter-attacks do not count towards the number of actions a character has used in that turn.

Note that the original attacker can potentially then counter this counter-attack, leading to him getting a free action of his own. This sequence can potentially repeat several times in a row with skilled characters.

Parry Modifiers

Some weapons are easier to parry an attack with than others. A solid steel stave can turn aside blows with ease, but a short dagger will struggle to intercept a blade.

This is represented by the weapon's *Parry Penalty*. Simply subtract (or, in rare cases, add) the *Parry Penalty* from the target number.

Additionally, Parrying uses the Reach, Facing and Off-hand modifiers as detailed in the Attack Modifiers section.

Parrying with multiple weapons

If parrying with more than one weapon, a defender can protect against more angles at once, and gains a +20 bonus to his parry chance (as he can defend against more angles at once).

He must pick one of his weapons to use for the purposes of calculating any other modifiers.

Critical parrying

Parrying is a *Critical* action. On a **Critical** success, the attacker's blow is automatically parried, regardless of their relative margins of success. This does not automatically allow a *counterattack*, which must still meet the normal conditions.

Dodge

Dodging is a *defensive reaction* that may be used to *oppose* a close combat attack or movement.

Dodging uses the defender's *Weapon Skill*, rather than their *Initiative* as normal for a *defensive reaction*.

If the defender wins the *opposed roll*, then they negate their opponent's attack.

If successful, it is compulsory to make the 2 yard positioning manoeuvre, but it may not be used to move him closer to his attacker

Dodge Modifiers

Dodge uses the Facing modifiers as detailed in the Attack Modifiers section.

If being used in response to an Attack type action (not versus movement type actions), dodging gains a +20 bonus, provided the defender has the space to make the full 2 yard positioning move. Should the defender be unable to make the requisite 2 yard move in full (such as because he's trapped in a corner), he gains no bonus.

Critical dodging

Dodging is a *Critical* action. On a **Critical** success, the attacker's blow is automatically dodged, regardless of their relative margins of success.

Take the hit

Gambling on their own toughness, their opponent's ineptness, or just sheer desperation, the character does not raise their weapon in defence, but instead keeps it ready for attack.

When using a *reserved reaction* to perform a non-*defensive* skill while in melee, a minor change is made to the normal proceedings.

Should the defending character elect to forego defending, then the attack and reaction rolls are unopposed and do not affect each other. If the defending character's *reaction test* is successful, and he survives the attacker's blow (e.g. he is not knocked prone, stunned, rendered unconscious or killed), he is automatically granted a *counter-attack*.

Additional Melee Rules

Combat Stances

Some characters are well versed in a martial art or style of fighting, and can utilise specific stances and footwork in their fights.

Using combat stances is a special ability (see the *Abilities* section). Not all characters will know combat stances, and even those that do are unlikely to know more than one or two, representing specific martial styles they may have trained in over their lifetime.

A stance is only usable with specific types of weapons (or combinations of weapons), which should be defined on the character's record sheet - a style that works with a two handed warhammer will not be suited for use with a stiletto dagger.

Adopting a stance takes one *Passive* action. A character does not have to be *Engaged* to take a stance, but moving faster than a walk (or otherwise moving in an impractical fashion - a stance cannot be maintained while climbing or crawling for example), successfully *Grappling*, or being *Grappled* will automatically end a character's stance.

Psychic Powers

Both feared and formidable, psykers and their reality warping powers are in equal parts a valuable resource and a deadly threat to the agents of the Inquisition. This section deals with unleashing the energies of the Warp.

The power of a psyker

There are three ways in which a character's playsheet tracks their psychic potential. Firstly, their *Willpower* serves as a measure of their strength of mind and thus the level of control they can maintain over their supernatural curse.

Secondly, their *Psy Rating* (or PR) represents their raw power. Examples to help GMs and players decide on an appropriate *Psy Rating* for a character are below:

Psy Rating	Example characters
1	❖ A nascent psyker ❖ A novice warp dabbler
2	❖ An initiate of the Scholastica Psykana ❖ An Inquisitor with mild psychic abilities
3	❖ A Savant-Militant ❖ An Inquisitor with moderately powerful abilities ❖ A competent sorcerer
4	❖ An Astropath ❖ A talented psychic Inquisitor ❖ A powerful sanctionite ❖ An Eldar Warlock
5	❖ A dedicated Adept of the Scholastica Psykana ❖ A master Sorcerer, privy to many of the dark secrets of the universe. ❖ An Astartes Codicier
6	❖ A Primaris Psyker ❖ A powerful psychic Inquisitor, almost exclusively focused on his psychic talents.

While values of *Psy Rating* above 6 are possible, such individuals are highly rare, massively dangerous and are generally best kept in the hands of Gamesmasters.

Psy Rating	Example characters
7	❖ An Astartes Epistolary
8	❖ An Eldar Farseer ❖ Chief Librarian Varro Tigurius
9	❖ Azhek Ahriman ❖ Alpha Psyker ❖ A Greater Daemon of Tzeentch
10	❖ Eldrad Ulthran ❖ Magnus the Red
11	❖ The God-Emperor of Mankind

The final representation of a psyker's potential is the abilities they have access to, representing the versatility and creativity with which they can manipulate reality.

The Special Abilities section provides a wide, but non-exhaustive, selection of psychic talents to choose from; these are loosely organised into disciplines, such as telepathy (the power to manipulate minds) and pyrokinesis (creation and control of fire).

Using Psychic Powers

A character with a *Psy Rating* can spend actions using one of their psychic powers. Unless stated otherwise in the power's description, using a power requires one action.

Like firing a gun or swinging a sword, a *characteristic test* is required to successfully employ a psychic ability (hereafter this test will be referred to as a “Psychic test”). The basic chance of an ability working is the character’s *Willpower*, which is modified as detailed in the “Psychic Ability Characteristics” and “Concentration” sections.

Psy Rating

Psy Rating represents the raw power a psyker can draw from the warp, which affects the game in two main ways.

Firstly, it determines the energy and force with which his psychic abilities can be manifested, allowing a telekinetic to move larger objects, a pyrokinetic to summon hotter and larger firestorms and a telepath to hold more minds under his sway. Secondly, *Psy Rating* represents the danger the psyker places himself, his allies and even reality under when manifesting his powers. The energies of the warp are fickle and dangerous, and drawing upon them is to damn one’s soul.

When using a psychic power, a character must declare what portion of his *Psy Rating* he is using to cast the power, which is known as *Casting Psy Rating* (or CPR - no relation to the first aid technique).

A character can normally choose to use any *Casting Psy Rating* up to his full *Psy Rating*, although some effects may limit this. (For example, an untrained psyker may not have the finesse to restrict his power, or a weakened psyker may not be able to use their full potential).

Once successfully cast, the *Effective Psy Rating* (or EPR) is used to determine the actual magnitude of the power. This is normally equal to the *Casting Psy Rating*, but some factors may act as a penalty. Should any combination of factors cause a power’s *Effective Psy Rating* to become zero or less, the power’s effects are entirely negated.

Psychic Phenomena & Perils of the Warp

When a psyker makes use of their curse, they draw the very essence of the warp into the real world. Such energies are hard or even impossible to fully control and stray psychic energies will often cause unnatural occurrences - frost may suddenly cover nearby surfaces, ghostly winds may blow through the room or it may

These effects are not necessarily dangerous, but will usually give the psyker away and even the most harmless effects may immediately provoke fear or anger in more close-minded individuals.

Using a Psychic Power is a *Hazardous* action, with the level of *hazard* determined by the *Casting Psy Rating*. Every level of *Casting Psy Rating* used has one level of *Hazard*, although certain psychic abilities may increase these values. The most common *Psy Ratings* are listed on the table below, but an easy reminder for these values and higher is to subtract the *Casting Psy Rating* from 11. (In the unlikely case of a *Casting Psy Rating* of 10 or more, the power always causes a hazard).

Casting Psy Rating	Hazard level
1	<i>Hazard</i>
2	<i>Hazard (9+)</i>
3	<i>Hazard (8+)</i>
4	<i>Hazard (7+)</i>
5	<i>Hazard (6+)</i>
6	<i>Hazard (5+)</i>

In the event that a psyker fumbles when taking a *Psychic Test*, they must take a *Perils of the Warp* test.

This is a *Willpower test*, using the same modifiers as the *Psychic test*. If they fail this, their power automatically fails, and the psyker suffers *Perils of the Warp*. If passed, their power succeeds, but they also cause *Psychic Phenomena*. See the corresponding sections below.

Psychic Phenomena

If a psyker causes *Psychic Phenomena*, roll on the chart below and apply the effects.

Psychic Phenomena Chart

D10 Roll	Effect
1-5	Minor Phenomena: The side-effects of the psyker's power are harmless, although still unnatural enough to draw attention. The GM can either take the result from the table below, or choose any effect he feels is appropriate for the circumstances or character. (Indeed, certain psykers may have a "trademark" phenomenon). 1: Dark Foreboding: For a brief moment, the psyker and characters within 2D10 yards get a feeling that something is not quite right somewhere in the galaxy. 2: Electrical Discharge: The air briefly becomes statically charged, causing hairs to stand on end within 2D10 yards and metallic surfaces to provide a small shock if touched. 3: Haunting Breeze: Moderate winds whip up in the vicinity of the psyker, blowing around light objects such as parchment or loose fabric within 2D10 yards. 4: Grave Chill: The temperature drops sharply for several seconds and surfaces within 2D10 yards are covered with a fine coating of frost. 5: Whispered Echoes: Sounds within 2D10 yards appear to quietly reverberate regardless of the surroundings until the Psyker's next turn.
6	Veil of Darkness: The world falls dark as lights dim and an unnatural gloom spreads. Until the end of the next turn, all visual <i>awareness</i> tests are at -20.
7	Psychic Backfire: The psyker is blown backwards by a sudden discharge of power. The psyker takes 2D10 <i>Knockback</i> .
8	Psy-quake: A shockwave rips through reality, disrupting gravity. The psyker and all characters within 2D10 yards must test <i>Strength</i> or <i>Initiative</i> (their own choice) or fall prone.
9	Shadow of the Warp: For an instant, reality takes on a much darker form, granting a brief glance at the heart of the warp. The psyker and all characters within 2D10 yards must test for Pinning.
10	Weakened Veil: Reality stretches thin, making it easier to draw upon the warp... and harder to keep it at bay. For the next D3 turns, all Psykers have +1 <i>Psy Rating</i> , but the <i>hazard</i> of any power is also worsened by 1.

Perils of the Warp

If a psyker causes *Perils of the Warp*, their power automatically fails, and they are automatically *stunned* until their next turn (cancelling any remaining actions from this turn) and immediately lose 3D10 *Willpower*. They must also roll on the table below and apply the listed effects.

Perils of the Warp chart

D10 Roll	Effect
1	Psychic Overload: The psyker is briefly knocked into a daze by the build up of energy. There is no additional effect beyond the default penalties for <i>Perils of the Warp</i> .
2	Psychic Concussion: All characters within 2D10 yards must pass a <i>Willpower</i> test or be <i>stunned</i> for one turn.
3	Displacement: The psyker is thrown out of reality, reappearing a short distance away. The psyker is teleported 2D10 yards in a random direction. Should he end up in a place it is impossible for him to survive (a solid wall, thin air, the vacuum of space or another character's position), move him to the closest possible safe location.
4	Temporal stasis: The psyker is temporarily frozen in time. He may take no <i>actions</i> or <i>reactions</i> , and is <i>unaware</i> of anything that is occurring. Equally, no outside forces may affect him - he cannot be damaged, injured or interacted with by any means. This state lasts until he passes a <i>Willpower</i> test (at -20) in the <i>Recovery Phase</i> .
5	Psychic Mirror: The psyker's power reflects, hitting an unintended target. If the power was targeted at an enemy, resolve it against the psyker himself (or an ally of the GM's choice). If the power targeted the psyker or an ally, it instead targets the closest enemy character (or, again, GM's discretion). If the power was <i>Persistent</i> , the effects last D3 turns.
6	Warp Blast: There is an explosion of power, scorching the edges of reality. All characters within 2D6 yards (including the psyker) take D3 hits, each doing D10 <i>damage</i> .
7	Blood Rain: A psychic storm erupts, saturating the area with raining blood and tearing the veil of reality. All psychic tests for the next D3 turns are <i>Hazard(1+)</i> , and psykers must re-roll successful <i>Willpower</i> tests to avoid <i>Perils of the Warp</i> .
8	Psychic Burnout: Warp energy wracks the psyker's body and sears his mind. The psyker takes 2D6 <i>Injury Total</i> and halves his <i>Psy Rating</i> (rounding up) for the remainder of the game.
9	Brain Blast: The build-up of energy rushes free, frying the psyker's brain in his skull. The psyker immediately takes 4D6 <i>Unstoppable</i> damage to the head location.
10	Possession: The psyker's mind is dominated by a daemon. See the section on <i>Daemonic Possession</i> .

Psychic Ability Characteristics

Much like a lasgun or bayonet has its own characteristics, so do warp bolts and telepathic messages have some common characteristics and traits within the rules.

Difficulty

Some powers are harder to control or simply require more skill to envision. This is represented by the psychic power having a *difficulty rating*, which applies as a negative modifier to the character's *Psychic test*.

Most *Difficulty Ratings* are in a range of approximately 0 to 40. Occasionally, very minor powers may be marked with a positive modifier (e.g. +5), in which case the difficulty is added as a bonus to the chances of success.

To an extent, psychic ability can be manifested through raw power rather than mere finesse. For every level of *Casting Psy Rating* above 2 used for the power, the *Difficulty* of a psychic power is reduced by 5 (to a minimum of half).

Intensity

Certain powers require considerable psychic energy to manifest, which is represented by the *Intensity* characteristic.

If a power has an *Intensity* characteristic, it is applied as a negative modifier when calculating the character's *Effective Psy Rating*.

Ranged

Most psychic powers can be used at a distance, but some are more difficult to control at range. If a power is described as *Ranged*, there is a modifier of -1 to the *psychic test* for each full yard between the psyker and his target.

Line of Sight

The warp is a realm where time and distance flow like water, and thus seeing your target in the real world is not necessarily a requirement. However, if a power is described as *Line of Sight*, it requires a higher degree of focus and may therefore only be used if the character can directly see his target.

Designer's Notes:

Note that in IRE, there is no bonus to the *psychic test* for having line of sight to a target. This rule was problematic with certain psychic powers (particularly those that could affect or detect several targets) and most often just artificially increased the *difficulty* of powers that needed *line of sight*.

Psychic Bolt

Of the infinite possibilities for the energies of the warp, hurling an arc of lightning is one of the simplest yet most effective. A psychic power described as a *psychic bolt* is a psychic "shooting" attack, and has a ranged weapon profile in the same way as a boltgun. *Psychic bolts* do not require ammunition, so do not have *shots* or *reload* characteristics, and similarly do not have any *encumbrance* for the character.

After the power has been successfully manifested, *psychic bolts* must roll *to hit* using the rules set out in the **Shooting** section, using the character's *Willpower* in place of their *Ballistic Skill*. Damage and injury are then calculated as normal.

As with other ranged attacks, the target may attempt to *evade a psychic bolt* as normal. The intention to react must be declared before the *Psychic test*, as with any normal reaction, but is *opposed* against the *to hit* roll for the *bolt*.

Persistent

Some psychic abilities are described as *persistent*. Such an ability has a continuous effect, rather than being resolved instantaneously. In every *Recovery Phase*, the psyker must pass an unmodified *Willpower* test to keep any *Persistent* abilities working. If the test is failed, then the power's effects end immediately.

This test is *Hazardous* - if *fumbled*, the psyker must test for *Perils of the Warp*.

A psyker is free to perform any other actions while maintaining a *Persistent* power, but for every power he is currently maintaining, his maximum *Casting* and *Effective Psy Ratings* are reduced by 1.

If psyker is taken out of action, any *persistent* powers which he currently has in effect end immediately.

Concentration

Similarly to how aiming works for shooting, a character can *concentrate* before using a psychic power. Each “level” of concentration adds +10 to the character's chance of success. For any psychic bolt, it additionally provides the bonuses of a *level of aim*, but with a halved bonus (+10 for *to hit* or +/-10 to hit location). Concentration bonuses are cumulative and carry over between turns. The benefits of *Concentrating* affect only the next Psychic power the psyker uses, after which the *Concentration* bonus is expended.

Losing Concentration

If the character fails a *Nerve* test, is hit by an attack or performs any other action or reaction (except *concentration*, *Wary* or *Pause for Breath*), then all levels of concentration are lost at the end of the action/reaction.

Regaining Focus

A psyker will often lose *Willpower* when attempting to manifest his powers, representing mental fatigue and the erosion of his soul by the energies of the warp. A psyker can, with time or mediation, attempt to regain his composure and sanity. He may test his (reduced) *Willpower* either as an action and/or once per *recovery phase*. If he passes, he regains D3 *Willpower*, plus his current *Willpower bonus*.

Reactions to Psychic Powers

A character can react to psychic actions as normal (by using a *prepared* or *reserved reaction* to perform an action outside of their normal turn sequence). There are also special *defensive* reactions that can be used specifically against psychic attacks:

Nullification

Psychic abilities can be cancelled, thwarted by the mental prowess of another psyker.

Nullification is a *defensive* reaction that can be performed by psykers against psychic abilities that target either them or another character/point within five yards. The reaction test for *Nullification* is always made using the reacting psyker's *Willpower* (rather than their *Initiative*).

The reacting psyker must declare what portion of his *Psy Rating* he wishes to use to attempt to nullify the power. *Nullifying* a power is *Hazardous*, with the same risks and effects as for casting a power.

The reacting psyker's *Willpower* test is at -20, further modified by +5 for every level his *nullifying Psy Rating* exceeds the *Casting Psy Rating* of the power, and by -5 for every level his *nullifying Psy Rating* is below the *Casting Psy Rating* of the power.

If the reactive psyker's *margin of success* beats the margin by which the power was cast, then any effects of the power targeted within five yards of the nullifying psyker are negated (although other targets of the power may still be affected).

Nullification can also be attempted by an active character as an action in their own turn to attempt to negate a *persistent* psychic power. In this case, the casting psyker must re-roll against their unmodified *Willpower*, and may choose the level of *Casting Psy Rating* they wish to use to resist the nullification (even if this is different to the initial casting attempt). As normal, this roll is *Hazardous*, with the same risks and effects as for casting the power.

Note that the casting psyker's result on this test only relates to resisting the nullification attempt, and does not affect the power, even if the casting psyker passes with a higher *margin of success* or *Psy Rating*, or fails their roll (failure will mean they present no resistance, but the nullifying psyker must still succeed to nullify the power).

Resist

While the power of a psyker is formidable, it is not unstoppable. Many sapient creatures within the galaxy exhibit a subconscious level of psychic ability, or can otherwise ward off dark energies through simple luck or raw faith.

Resist is a *defensive* reaction that can be performed by characters (psykers or non-psykers) against non-Bolt psychic abilities that target them. The reaction test for *Resisting* is always made using half the reacting character's *Willpower* (rather than their *Initiative*), plus an additional -5 for each level of *Effective Psy Rating* over 2.

If the reactive character succeeds on their *Willpower* test, then they successfully resist the effects of the power. (Note that, unlike most *defensive reactions*, it is not necessary to beat the psyker's *margin of success*. Resisting a power is less a matter of skill and more of pure luck, instead represented by a high penalty on the reaction test).

Additional Psychic Rules

Daemonic Possession

On badly fumbling a psychic test, a psyker may find themselves possessed by a daemon, although daemonic possession may also occur in other cases, such as by a character wielding a daemon sword.

While a character is possessed, control is passed over to the GM (or another player, if appropriate). The character should act in a self-sacrificing, destructive and chaotic fashion - lashing out at allies, deliberately provoking conflict, carrying out casual murder - but cannot deliberately directly cause themselves harm (they cannot choose to jump off a building or shoot themselves in the head, for example).

They will also gain a random Daemonic trait, and the Possessed trait while they are possessed.

They will remain possessed until they pass a *Willpower* test at -20 in the Recovery Phase.

Sorcery

Not all characters who can manipulate the warp do so through innate psychic talent - some instead must rely on the deeply blasphemous art of Sorcery, shaping aetheric energies through dark ritual and arcane practices.

Characters can have a Sorcery Rating, allowing them to use Sorcerous Powers.

Sorcery uses the same basic framework as Psychic powers, but when using Sorcery Rating:

- Sorcerers test against their Sagacity rather than Willpower
- When calculating the Hazard for using a power, a character counts twice the Sorcery Rating being used.
- Sorcery requires the character to be able to gesture and incant the ritual, so the character must have at least one free hand and be able to speak. (Although some very talented Sorcerers may be able to invoke their powers through sheer will, but more on that in later versions of the rules!)

Although both rare and exceptionally dangerous, a character is permitted to be both a Sorcerer and a Psyker. In this case, they can combine their Psy Ratings and Sorcery Ratings if they wish.

They may test against either Willpower or Sagacity, although the Hazard for the power is still doubled.

Psychic Nulls [Experimental]

An exceptionally rare mutation within humanity, psychic nulls (also known as blanks, untouchables or pariahs) are a formidable weapon against the energies of the warp. Valued and reviled in equal measure for their soulless natures, untouchables can absorb and nullify the energies of the warp.

These characters have a *Null Rating*, expressed as a dice roll.

A weak psychic null might only be *Null Rating* 1D3, a formidable blank would likely have a rating of 2D3 or 3D3, but a Culexus Assassin would have an obnoxiously high *Null Rating* such as 3D6.

If any psychic power (friend or foe) is used or targeted near a psychic null, then roll the dice that relate to the Null's Rating, subtracting the full number of yards between the null and the power's user or target (whichever is closest).

Should this result in a negative value, the Null is treated as having rolled zero.

For example, if a null has a Rating of 2D3, and the power is targeted three yards from them, they should roll 2D3-3.

This value is immediately applied as a negative modifier to the Power's *Effective Psy Rating*, reducing its effect. As detailed in the Psy Rating section, should a power's *Effective Psy Rating* fall to zero or less, the power is entirely negated.

Similarly, if the target of, or a psyker maintaining, *Persistent* powers is near a Null (or Nulls) in the Recovery Phase, roll again - should this equal or beat the Psyker's *Psy Rating*, then all associated *Persistent* powers are immediately nullified.

More powerful Psychic Nulls will also generally cause an intense distrust in any nearby allies - the more extreme their nature, the more abhorrent they are to those around them. This will be addressed in a future update.

Injury, Damage & Recovery

A character hit by a bullet or blade might only suffer a scratch. On the other hand, he might be seriously incapacitated. This section looks at how a character is injured and what effect it has on them.

Hit Location

Taking a bullet in the arm is very different to taking one in the head, and can be the difference between life and death. When a target is hit, it is necessary to determine where they have been hit and how much damage they have suffered. To determine the hit location, roll a D100 and consult the Hit Location table below.

Hit Location Table

D100 Roll	Location
01-30	Leg
31-35	Groin
36-65	Arm
66-80	Abdomen
81-95	Chest
96-00	Head

If an arm or leg has been hit then it is the limb closest to the opponent, if this is unclear then either randomise (an even roll is the right limb, an odd roll is the left) or the GM must decide.

Close combat hit location

A character that strikes his opponent in close combat is more likely to hit him in the upper body or head. As such, an attack made with a close combat weapon may add +10 to its hit location roll, but the player must declare if he is doing this before rolling the dice.

The relative positioning of characters can also affect this. If the defender is at a lower level, add +10 to the dice roll. If the defender is at a higher level, subtract -10 from the dice roll.

Damage Rolls

An attack may inflict only a flesh wound or it may be a solid hit which causes considerable damage.

Inquisitor represents this by giving a random Damage value to weapons. This is specified in their profile as a number of dice to roll. Once you have determined where the target has been hit, roll the number of dice indicated to determine how much damage has been inflicted on the target.

Damage from close combat & thrown weapons

Close combat and thrown weapons have a Damage value, the same as guns.

However, the damage done by most of these weapons can be affected by how hard the character can swing them. Characters add their *Strength Bonus* (see the Characteristic section) to the damage caused by close combat or thrown weapons.

As a close combat attack or throw is usually a powerful full body motion driven by the legs and torso, characters do not halve their strength when calculating their *strength bonus* for a weapon held in one hand unless the attack is described as *two-handed*.

Fighting without a proper weapon

Unarmed close combat attacks (kicks, punches, biting, etc) inflict D3+1 damage.

By default, improvised weapons (rifle butts, chair legs, loose bricks, etc) do D3+2 damage, although the GM may decide that certain items (such as a sturdy iron pole or a particularly large rock) will do more.

These benefit from the additional *Strength bonus* as noted above.

Armour

Few warriors go into battle completely unprotected.

Armour offers some measure of defence to a character, and the protection it offers to a location that it covers is represented by its *Armour Value* (or AV). The higher the AV, the better the protection the armour provides and the less damage will be taken if that location is hit.

Once *damage* has been rolled, subtract the Armour value on that location to find out how much damage has actually penetrated the armour to hit the character.

Example

A character has a carapace breastplate, which has an Armour value of 6. If he suffers a hit to his chest doing 13 Damage points, this would be reduced by 6, leaving only 7 points of damage actually go through and hit the his chest.

Example Armour Values

Robes, heavy coat, etc	2
Flak	3
Carapace	6
Power Armour	10
Riot shield	4
Open faced helmet	5
Full face helmet	6

Special armour types

Certain types of armour are more effective against specific weapons, such the crystal matrix of reflec armour being good at dispersing hits from laser-based weapons.

If an attack from a weapon hits a location covered by an armour type that is effective against it, then the target's *armour value* is increased versus that weapon as stated in the description. This will usually be a random value (often D6), which is rolled separately for each hit against the armour. The rolled value will never be modified by armour piercing characteristics, unless an attack specifically ignores all armour.

Force Fields

Not all defences are based around physical armour. Some characters may protect themselves using psychokinetic barriers, energy fields or other such defences, all categorised as *force fields*.

These function much like armour, by reducing incoming damage, but instead have a random value generated for each hit. Simply roll the indicated number of dice whenever a location with a *force field* takes a hit.

Force fields extend several feet from the character's body, so provide no protection against close combat attacks.

Example Forcefield Values

Force field	Armour Value
Refractor field	D10
Conversion field	2D6

Cover

If a location is behind terrain, then an attack may be blocked or deflected by the intervening object. What locations are covered will depend on the terrain in question and the character's pose. If there is any doubt, the GM should adjudicate. Cover is essentially additional armour and works in basically the same way.

As explosive projectiles will often trigger on impact with cover, any form of cover provides D6 *special armour* against weapons with the *Fused* characteristic.

Example Cover Values

Type of Cover	Armour Value
Wood fence	2
Wood crate	3
Metal barrel	5
Brick or stone wall	8
Rockrete slab	10
Thick plasteel	12
Heavy armaplas	15

Effects of Injury

Injury can have a wide range of effects on a character. Injury is divided into two main categories: *Location injury* and *Injury total*.

Location injury represents the specific physical trauma each of the character's locations is currently suffering, and *Injury total* his overall well being, health, blood loss and pain.

In all cases, the effects of injury are applied at the end of the action that caused them.

(For example, if the target visible in a window suffered a prone result during a semi-automatic shooting burst, he would only drop out of line-of-sight after all the shots in the burst had been resolved).

Location Injury

Location injury tracks how much injuries caused to a character are impairing his ability. The amount of resilience he has is represented by his *Base Injury Value* (or *BIV*), equal to one tenth of his Toughness (see the Characteristics section).

Each of a character's location have a number of *injury levels* which represent the specific degree of impairment he is currently suffering: **None, Light, Heavy, Serious, Acute** and **Crippled** (note that the head and groin do not have the *Serious* injury level), which are tracked on the character's reference sheet.

If any hit inflicts an amount of *damage* (after any armour) up to the character's *BIV*, then the *injury level* on that location is increased by one level; If it inflicts *damage* up to twice the character's *BIV* (but more than once), then the *injury level* on that location is increased by two levels, and so on.

Example

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

Note that injury levels are based on the *damage* caused by individual hits. It is only the injury level that needs to be recorded for a location, not the total of the *damage* points inflicted upon it.

Example

To follow on from the example above, Shyloque already has a *serious* wound to the chest. It doesn't make any difference whether the previous hit was caused by 13 *damage* points or 18 *damage* points, only that he is *seriously* wounded. If Shyloque was later hit in the chest again, up to 6 *damage* points would take him up to an *acute* injury, but 7 or more would elevate his injury to *crippled*.

Once the character's injury level has been determined, compare this to the *Injury Tables* further through this section, which will tell you how the character has been impaired.

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

Immediate effects take effect when the *injury* is inflicted but, once resolved, are not applied again

Persistent effects will continue to impair the character for the rest of the game, unless the *injury* is recovered from (see section on *Recovery* later).

Injury effects on a location are cumulative. The *Immediate* effects of all *injury levels* caused by any hit are applied, as well as all *Persistent* effects of the current *injury level* or lower.

What do the injury levels mean?

The different injury levels represent increasing degrees of wounding. The exact nature of damage caused will of course depend on the location hit and the weapon being used, but these are rough guidelines:

- ❖ *Light* damage represents is shallow cuts, abrasions and bruising; nothing that will bother a hardened warrior much.
- ❖ *Heavy* damage will include serious cuts, sprains and torn muscle.
- ❖ *Serious* injuries include cracked bones, damage to internal organs and often heavy bleeding.
- ❖ *Acute* injuries will often be compound fractures, dislocations, massive exit wounds and shredded muscles.
- ❖ A character with a *crippling* injury will often pass out or even die immediately. The limb or internal organs are now so seriously damaged that they are barely functioning (if at all).

Stunning

Some attacks or injuries may *Stun* a character. A stunned character automatically falls prone.

While *stunned*, a character misses the indicated number of turns (if he has not acted yet this turn, then this turn counts as the first turn missed). He cannot use, declare or perform actions while stunned, but although may enter the *Engaged* state and/or use *Defensive* reactions at a -30 penalty. (Note that he may not *counter-attack*.)

Stunned results do not stack. If a character receives more than one *stunned* result, or is *stunned* again while in the *stunned* state, only the highest result applies (counting only the remaining, rather than original, duration of any previous result). Additionally, unless explicitly stated otherwise, no single *stunned* result may exceed three turns (although further stunned results on subsequent turns may cause a total duration exceeding this).

Example: Inquisitor Shyloque is hit in the head by a stub-auto bullet, causing both *light* and *heavy* injury. Checking the injury tables, he finds he has received two *stunned* results of D3 turns each. When these are rolled, he gets two turns and three turns, and he is hence *stunned* for the higher result of three turns. Two turns later, down to one turn remaining, a stray frag grenade inflicts a chest hit that causes another two turns of *stunning*. This increases his *stunned* result back up to two turns (as the new result of two turns is greater than the one turn that remains of the old result). Therefore, he finally recovers his wits four turns after the original stub-auto hit.

Bleeding

Some injuries will mention that the character is *bleeding*. In truth, he probably already has been for some time, but this specifically represents major blood loss - enough to potentially kill the character if left unchecked.

A *bleeding* character adds an additional D3 *damage* to his *injury total* at the end of every turn for every *bleeding* injury he has, applied after rolls for *recovery* are made (see the section on *Recovery* later).

This additional damage does not cause *location injury*.

Injury Total

Injury total is a running total of all the *Damage* points suffered by the character (regardless of which location they hit).

This total represents the character's overall level of health and impairment.

Effects of Injury Total

In addition to the effects of *location injury*, a character can be affected by his *injury total* in several ways:

System Shock

A character suffering a lot of *damage* at once will often pass out simply due to pain and shock. This is known as *System Shock*, and is one of the most common reasons a character will go *out of action*.

A character who takes 10 or more damage from one hit (after armour, etc) must pass a *Toughness* test with a +20 modifier or be taken *out of action*.

There are also higher levels of system shock, representing more major injuries:

Level 2 system shock is caused by taking 15 or more damage from one hit, reducing the modifier on the *Toughness* test to +0

Level 3 system shock is caused by taking 20 or more damage from one hit, further reducing the modifier on the *Toughness* test to -20

Gamesmaster's Note:

Some characters may have special rules that increase their System Shock values. In addition to increasing their System Shock value, this also increases the thresholds for System Shock tests.

- ❖ Characters that are noted to increase their System Shock threshold by half treat the *damage* thresholds as 5 points higher (meaning that L1, L2 & L3 System shock are caused at 15, 20 and 25 points respectively).
- ❖ Characters that are noted to double their System Shock threshold treat the *damage* thresholds as 10 points higher (meaning that L1, L2 & L3 System shock are caused at 20, 25 and 30 points respectively).

Characters may also be called upon to take *System Shock* tests or automatically suffer System Shock as a result of particularly traumatic *location injury*.

Consciousness

Even if a character is tough enough to not succumb to system shock, enough pain, injury and blood loss will eventually lead him to pass out. If a character's *injury total* ever exceeds his *Consciousness Value* (equal to half of his *Toughness* - see the Characteristics section), then he will pass out and go *out of action*.

Death

Sometimes, a character will be so heavily injured that he will simply die. If a character's *injury total* is ever greater than his *Toughness* then he is considered to be *dead*, with no chance of recovery at all!

Out of Action

When a character falls casualty he is said to be *out of action*. This normally happens through failing a *System Shock* test, automatically suffering *System Shock* because of a *location injury* or by exceeding his *Consciousness* threshold.

While *out of action*, a character cannot use any actions or reactions. This naturally leaves him at the mercy of other characters, liable to be further injured, captured or killed by his enemies, so be careful. Sometimes, discretion is the better part of valour!

A character who is *out of action* can be dragged as noted in the Movement section. If attacked in close combat, he is hit automatically in a location chosen by the attacker, treating all hits as critical hits.

While *out of action*, a character has a significantly reduced chance of recovery.

Recovery

While a character may get injured within a game, minor wounds will clot with time, or he may carry out or receive first aid that will lessen the effects of the injury. To represent this, characters get a chance to recover from or heal their wounds.

There are two main ways for this to happen:

- ❖ During the *Recovery Phase*, a character who is not *out of action* may take a *Toughness* test (commonly called a *Recovery test*). If successful, his *injury total* is reduced by D3 points plus his *Toughness bonus*.
 - Unless otherwise noted, a character may always attempt recovery in the *Recovery phase*, even if stunned or otherwise incapable of performing actions.
- ❖ A character may also attempt *first aid* actions to heal himself, or another character in base contact. If he does this, he must specify a location he is attempting to recover, and then take a *Sagacity* test. If successful, the specified location is healed by one level, and the character's *injury total* is reduced by D3 points plus the character's *Sagacity bonus*.

A location cannot normally be healed by more than two levels from the maximum injury it has suffered during that game - there's only so much that can be done to fix a broken leg during combat.

For example, if a location has suffered *Acute* injury, the best it can be healed to during that game is *Heavy* injury.

Injury effects from Recovery

If a character recovers injury levels on a location, any *persistent* injury effects are dropped to the level he has recovered to. He will not suffer any *immediate* injury effects again, although any *immediate* effects that are still in effect (for example, *Stunning*) are not cancelled.

Recovery for Out of Action Characters

A character who is *out of action* does not get to test for recovery in the *Recovery Phase*, but can potentially be assisted by his allies (or, rarely, enemies).

- ❖ For a character who has suffered *system shock*, the effect is negated on any successful recovery test.
- ❖ For a character who is *unconscious*, they will regain consciousness should their *injury total* fall below their *consciousness value*.
- ❖ Dead characters cannot recover within the course of the game (although they may well have advanced medical technology or dark pacts that might allow their return in future...)

Should a character recover from *out of action*, they are automatically *stunned* for their next turn.

Gamesmaster's Note:

While dying is the end of any given game for a character (unless you wish to exercise your GM's omnipotence), ultimately a character's fate is a matter for their player (and, to an extent, you) to decide. After all, player has probably put many hours or days of work into creating a character, so it should fall to him to decide if that's how he wants the character's story to end.

If a death is not a suitable end for the character, the kind of individuals involved in Inquisitor frequently make use of body-doubles, have access to the finest in medical technology, are owed favours by dark powers or otherwise have ways to cheat death... and, in fact, this could well be something you could explore within an ongoing narrative.

Heroes and Villains [Experimental Rule]

A proposed amendment to the rules is that an *out of action* character might sometimes regain his wits and return to the fight at a dramatic moment without aid from his companions.

If using this experimental rule, characters may still make a *recovery test* in the recovery phase, but only on half *Toughness*. (This will normally be a character's *consciousness value*, although for characters with abilities that modify their *consciousness value* it may be worth noting this value separately on their character sheet).

It is recommended that this special rule is reserved almost exclusively for player characters or highly important NPCs.

Knockback

A particularly blunt and forceful blow may physically stagger a character, pushing them back or knocking them down.

All characters have a *Knockback value*, equal to one tenth of their Strength characteristic. If an attack is said to cause *Knockback*, then compare the amount of *Knockback* done to the character's *Knockback value*.

(If not otherwise stated, the amount of *Knockback* is equal to the damage before *armour*, but after *cover* and *forcefields*)

- ❖ If the *Knockback* is to a location other than the character's legs and exceeds the character's *Knockback value*, they will be pushed back D3 yards away from their attacker.
- ❖ If the *Knockback* exceeds twice the character's *Knockback value* (to any location), they will additionally fall *prone*.

Gamesmaster's Note:

Knockback is normally reserved specifically for attacks that say they cause it, but you can of course apply the rule at other times. It's probably not worth applying if it will only push an Inquisitor a few feet back across a large open square, but should it have the chance of pushing him off a ledge or into the path of fast-moving traffic, this might be a sufficiently dramatic time to apply the rule.

Damage Tables

Head

Injury	Effects
Light	<i>Immediate</i> Character is <i>stunned</i> for D3 turns
Heavy	<i>Immediate</i> Character is <i>stunned</i> for D3 turns and adds D6 to his <i>injury total</i>
	<i>Persistent</i> Character suffers -1 <i>Speed</i>
Acute	<i>Immediate</i> Character automatically suffers <i>system shock</i>
	<i>Persistent</i> Character suffers -1 <i>Speed</i>
Crippled	Character is <i>dead</i> !

Arms

Injury	Effects
Light	<i>Flesh wound</i> - No effect.
Heavy	<i>Immediate</i> Character must test <i>Strength</i> or drop any item held. If it is only held in his hand, halve his strength for the test.
Serious	<i>Immediate</i> Character must test <i>Strength</i> or drop any item held, and adds D3 to his <i>injury total</i> .
	<i>Persistent</i> Character's WS , BS and S are halved for this arm, whether on its own or with the other (if using both arms, his S will be 3/4 of its normal value).
Acute	<i>Immediate</i> Character automatically drops anything held, and adds D3 to his <i>injury total</i> .
	<i>Persistent</i> Character's arm cannot be used and is also <i>bleeding</i> .
Crippled	<i>Immediate</i> Character must test for <i>system shock</i> and is <i>stunned</i> for D3 turns

Legs

Injury	Effects
Light	<i>Flesh wound</i> - No effect.
Heavy	<i>Immediate</i> Character falls <i>prone</i> .
Serious	<i>Immediate</i> Character falls <i>prone</i> and adds D3 to his <i>injury total</i> .
	<i>Persistent</i> The character has all his movement rates, except crawling, halved.
Acute	<i>Immediate</i> Character falls <i>prone</i> and adds D3 to his <i>injury total</i> .
	<i>Persistent</i> Character may only crawl and is <i>bleeding</i> .
Crippled	<i>Immediate</i> Character must test for <i>system shock</i> and is <i>stunned</i> for D3 turns

Chest

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

Abdomen

Injury	Effects
Light	<i>Immediate</i> Character adds D3 to his injury total.
Heavy	<i>Immediate</i> Character falls <i>prone</i> and adds D3 to his <i>injury total</i>
	<i>Persistent</i> Character suffers -1 <i>Speed</i>
Serious	<i>Immediate</i> Character falls <i>prone</i> and adds D3 to his <i>injury total</i>
	<i>Persistent</i> Character suffers -1 <i>Speed</i> and is <i>bleeding</i> .
Acute	<i>Immediate</i> Character is <i>stunned</i> for D3 turns and adds D3 to his <i>injury total</i>
	<i>Persistent</i> Character suffers -1 <i>Speed</i> and is <i>bleeding</i>
Crippled	<i>Immediate</i> Character must test for <i>Level 2 system shock</i> , is <i>stunned</i> for D3 turns and adds D3 to his <i>injury total</i>
	<i>Persistent</i> Character may only crawl

Groin

Injury	Effects
Light	<i>Immediate</i> Character falls <i>prone</i> .
Heavy	<i>Immediate</i> Character is <i>stunned</i> for D3 turns.
	<i>Persistent</i> Character suffers -1 <i>Speed</i>
Acute	<i>Immediate</i> Character is <i>stunned</i> for D3 turns and adds D3 to his <i>injury total</i> .
	<i>Persistent</i> Character suffers -1 <i>Speed</i> and is <i>bleeding</i>
Crippled	<i>Immediate</i> Character must test for <i>Level 2 system shock</i> , is <i>stunned</i> for D3 turns and adds D3 to his <i>injury total</i>
	<i>Persistent</i> Character may only crawl.

Damage Types

Not all attacks are equal. What might for one weapon be a glancing blow might be all another needs to inflict a major injury.

Rending

Rending attacks inflict wide and deep damage even against the toughest targets.

Rending attacks treat the target's *Base Injury Value* as if it were one point lower, to a minimum modified *BIV* of 3 (unless the target's *BIV* was already lower).

If a weapon is described as *Rending*(X), the target's *BIV* is reduced by X points instead!

Trivial

Trivial attacks produce a narrow wound channel and cause only localised damage. There may still be a lot of energy behind the attack, but such a wound is less immediately debilitating.

Trivial attacks treat the targets *Base Injury Value* as if it were one point higher.

If a weapon is described as *Trivial*(X), the target's *BIV* is increased by X points instead.

Note: In the unlikely event that a weapon has both the *Rending* and *Trivial* characteristics (perhaps due to conflicting weapon and ammunition traits), both modifiers are applied to the *BIV* before applying the minimum cap.

Tearing

Tearing weapons are not known for inflicting anything that could be described as a glancing blow, and inflict serious wounds with almost every hit.

Tearing attacks roll an extra die for damage and discard the lowest.

Weapons with *Tearing*(X) roll X additional dice, discarding the X lowest.

Example: Inquisitor Shyloque's bolt pistol fires explosive projectiles. As even a slight impact can set off the warhead, it has the *Tearing* quality. A bolt pistol has a damage characteristic of 4D6-2 damage, but because it causes *Tearing* damage, if Shyloque hits, he will roll five D6, and keep the four highest results (minus two points) to determine the force of the blow.

Unstoppable

Unstoppable damage is horrendous. Such attacks either warp physical law or are so hugely powerful that they can crush and annihilate almost any defence. As such, *Unstoppable* attacks inflict *injury* differently.

Unstoppable attacks ignore *armour*, *cover* and *forcefields*. In addition, rather than being compared to the target's *Base Injury Value*, *Unstoppable* damage instead inflicts one *injury level* for each damage die that rolls a result of 3 or more (to a minimum of one *injury level*).

Example: Inquisitor Shyloque's arm has taken a hit from an Eldar Wraithcannon. As a weapon that warps reality, it causes 5D6 *Unstoppable* damage. As the Wraithguard rolls a 2, 2, 3, 4 and 6 on its die, and three of these dice have a result of 3 or more, Shyloque's arm immediately takes three *injury levels* (taking it up to *Serious* injury), despite his flak sleeves. Additionally, he must add the total of 17 to his *injury total*, enough that he will have to test for *Level 2 System shock*.

Armour Piercing (AP)

Armour Piercing attacks, as the name suggests, are much better at piercing or ignoring a target's *armour*.

For the purposes of all *armour piercing* attacks, *cover* is counted as part of the target's *armour*, but *Forcefields* and *Special armour* are never modified by *Armour Piercing* attacks.

If there is any remainder, the final *armour value* is always rounded up.

Heavy AP

An attack with the *Heavy AP* quality ignores half of the *armour value* on the location it hits.

Soft AP [X]

Attacks with the *Soft AP* quality ignore any *armour values* of X points or less, but do not reduce *armour* above this value. If not specified, X is assumed to be 4 points.

Penetration [X]

Attacks with the *Penetration* (or *Pen*) quality ignore X points of the *armour value* on the location it hits.

Awareness

There are many weapons in The Battle for the Emperor's Soul. As formidable as a boltgun may be, sometimes stealth and subterfuge are equally valuable. This section deals with a character's familiarity with their environment and who... or what... may be around them.

Introduction to Awareness

Awareness is a somewhat difficult concept to put in precise terms, and so this section is as much guidelines as it is actual rules.

At its core, awareness is the idea that a person can only act and react upon what he knows. While the player may be relatively omniscient, able to see the entirety of the table and everything currently going on, the characters themselves are usually considerably less well informed about their situation. Such a distinction is important - the principle behind this section is that a player should not allow any such "out-of-character" knowledge to influence a character's actions

Good intentions go a long way here, but it is nonetheless possible to get carried away and start acting as a player rather than from the character's point of view. For this reason, the GM is expected to police the players with regard to the legitimacy of the actions they are performing with their characters.

Overall, characters shouldn't take any action unless they're aware of the circumstances surrounding it. A player may know that Sgt Stone is waiting in ambush around the next corner, but Inquisitor Shyloque does not. Is it reasonable that Shyloque should throw a frag grenade around the corner "just in case" there's someone waiting there? Probably not. The inverse may also apply at times. A player may know that something is a bad idea (to continue the above example, walking around a corner where a drug-fuelled Imperial Guard veteran is lying in wait), but if the character doesn't have the same information, they should continue to act in ignorance.

Note that awareness also applies to friendly characters as well as enemies. A character can easily lose track of his comrades and what they are doing.

Degrees of Awareness

Awareness is not a completely binary matter, and there are a huge number of ways in which a character can be partially informed. It is easiest to explain this concept through an example:

At the start of the game, Inquisitor Shyloque has no idea that Enforcer Barbaretta is in the area, and is therefore completely unaware of her presence. While he will almost certainly display a degree of vigilance and paranoia all the time (an Inquisitor doesn't live long if not wary), he won't be able to specifically act against her.

Later on, Shyloque hears the sound of Barbaretta's footsteps on metal decking. He now becomes aware that someone is in the area and has a reasonable idea of her location, but will not know who she is or much about what she is doing. He can reasonably infer she is probably walking around, and also that she is probably not having a chainsword duel (as he'd have heard that!), but won't know more than he could have worked out by listening. He now knows that someone else is in the area, and can act accordingly.

Shortly afterwards, Shyloque moves into an open area, where Barbaretta is standing a few yards directly in front of him. As he can clearly see her, he is now fully aware of where she is, what she is doing and can identify her.

However, as soon as she finds an opportunity, Barbaretta runs around a corner. Now Shyloque can't see her, he is no longer aware of her exact location or actions. However, he will remain aware of anything he has previously seen Barbaretta do. This includes which direction he saw her run off in, thus allowing him to attempt pursuit.

The rules will occasionally force a character to be or become *unaware*. In these circumstances, the character is unable to become *aware* of any new information (as limited by the given rule) but, as in the above example, will continue to remember any information he was previously *aware* of.

For a common example, the *Engaged* state forces a character to focus on their immediate surroundings. Should, before Barbaretta have run off, Shyloque have become *Engaged* in a melee with Sgt Stone then, with his attention fully on that fight, Shyloque would have been too busy to have seen which direction Barbaretta had departed in.

The GM should apply common sense to these cases. Shyloque might perhaps knock Sgt Stone back out of the normal *Engaged* area, but in this case his attention will probably remain on the Sergeant. Also, should something suitably dramatic happen (such as someone crashing a Valkyrie into a nearby building, or an entire ammo dump exploding just behind him), he will probably notice!

Actual awareness rules

Obviously, not here yet - sorry. (And I know they weren't in the last Revised Edition version either).

The Awareness rules as I see them normally played are handled in a very loose and free-form fashion by GMs, and I really need to fully refine a way of standardising and summarising that approach into something that doesn't come across as a completely schizophrenic rule structure.

Communication & Psychology

Not all battles are won with force of arms. Many a conflict is brought to an end through the persuasion or intimidation of an enemy. This section details some of the ways in which characters can reason with, or simply terrify, their opponents.

Talking

If a character wishes to talk to another character, then each action of speech will allow him a few seconds of speech - enough for a medium length sentence or perhaps two shorter ones.

If necessary, the GM should adjudicate exactly how many actions a given sentence might be, but is recommended to be generous, in order to facilitate players being able to roleplay their characters.

A common use of talking in game is to make other characters *aware* of new information.

Characters can speak or shout, as mentioned in the Awareness section, although many Inquisitorial agents will be equipped with vox-links or micro-beads that will allow them to communicate with each other at longer distances.

Conversation

Characters will often want to talk to each other in a dialogue. As it would be time consuming and not very interesting if each character had to wait for their own turn to respond (making it difficult to roleplay within the timeframe of a game), conversations may instead use an alternative mechanic.

A character may start a Conversation as an action. He must declare a target for his Conversation (who must be within hearing distance). Any further actions need not be declared (similar to the *Engaged* state).

For each Action spent (including the one used to start the conversation), the active character may make a statement of up to a few seconds in length, and the target may (but is not obliged to) make a response.

The active character can end the conversation at any point during his turn, but must make his next action a *Pause for Breath* (as normal for re-declaring actions mid-turn).

Persuasion

Often one character will wish to talk another character into doing what he wishes.

If a character wishes to attempt *Persuasion*, his target must be able to hear him (or otherwise understand his meaning). The character must then present an argument, of up to a few seconds of speech per action.

Once his argument is complete, the persuader and target must make a *persuasion* test. This is an *opposed test* with the persuading character testing against using half-Leadership, and the target testing against half-Willpower.

If the persuading character wins the opposed roll, the target is persuaded to the persuader's point of view, and must act accordingly. (The target may of course choose to be persuaded even if the test fails, but will not be compelled to).

Once persuaded, character may spend **one** *Passive* action a turn considering the persuading character's offer by making a *Sagacity* test and if passed will no longer count as persuaded, but he must otherwise act accordingly.

It is up to the gamesmaster to determine the modifiers for persuasion, usually on a scale between **+30** and **-30** depending on the reasoning and knowledge of the characters involved. The persuader's test should be rewarded for intelligent and eloquent arguments, but penalised for uninventive or faulty reasoning.

The target's test conversely should be rewarded if the persuasion goes heavily against their nature or if they have expertise that would contradict the claims, and penalties if they know very little about the subject at hand.

Players should use common sense when determining whether a character can be persuaded to do something and the GM should arbitrate any disagreements; however, a persuaded character will not shoot at or attack the persuading character

Threatening

When persuasion fails – or a character isn't a persuasive type – then threatening might work.

Threatening works in the same way as *persuasion*, but the target must oppose it using half-*Nerve*, and attempts to recover against Threatening use the character's *Nerve*.

Similarly to Persuasion, Threaten tests are modified depending on the gravity of the threat. A weedy scribe threatening to shoot would likely be an unintimidating foe, but a hulking Space Marine Captain would be a terrifying sight.

NOTES - expand and refine these descriptions for the special abilities section:

Brutal – The character may choose to make threaten tests using his Strength instead of his Leadership.

Intimidating – The character may make threaten tests using his full Leadership.

Persuasive – A Persuasive character may make persuade tests using his full Leadership.

Abilities

Special Abilities

Acrobatic

The character is highly agile, able to leap vast distances, perform aerial flips and execute dramatic swings.

- ❖ The character's *jumping* and *leaping* distances are doubled.
- ❖ The character may reroll any movement based characteristic test - for example, any initiative test to avoid being knocked prone or footwork in close combat (but not *Manoeuvring* an opponent, which is considered an attack)
- ❖ The character may negate any *fumbled hazardous* movement results on a D6 roll of 3 or more.
- ❖ The character reduces the percentage chance of an action combined with a jump by a quarter rather than by half.

Agile (Dodge)

Quick of mind and quick of step, the character is a very hard target.

If the character attempts an *evade* reaction to shooting, they do not suffer the normal -30 penalty to their *reaction test*.

Ambidextrous

Whether by nature or through hard training, the character is able to use both hands with equal effectiveness.

The character suffers no extra penalty for performing an action with his off-hand.

Bodyguard

The character specialises in putting the life of others before their own.

If any other character is targeted by a shooting or melee attack that passes within 3 yards of the bodyguard, the bodyguard may attempt to *Evade*, *Parry* or *Dodge* the attack on behalf of the other character.

If the bodyguard attempts to *Evade* or *Dodge* the attack, then any attacks they beat on the *opposed* roll will, rather than missing outright, instead hit the bodyguard.

The other character may still attempt to *react* to the attack themselves, but the results of the Bodyguard's *reaction* are always applied first. For example, if the original target and bodyguard both beat the attack on an opposed Evade roll, the bodyguard is still hit, even though the target would have successfully evaded the attack anyway).

Catfall

The character is agile, capable of twisting in mid-air and instinctively rolls with a landing.

They may test *initiative* when they fall. If they pass, their falling distance is reduced by 1 yard, plus an extra yard for each 5 *points of success*. Additionally, they will land on their feet and will not be *stunned*.

Combat Master - Not yet refined and playtested. Possible serious exploits.

The character is capable of fighting against groups of opponents with ease.

Any reactions against him granted by the *Engaged* state are at a -30 penalty, unless the reaction is rolling off against him in an opposed skill check.

(Example: A character attempting to parry one of his attacks would not suffer a penalty, as this is an opposed roll).

Combat Stance [Skill Group]:

The character has extensive martial arts training and practice, and can position himself to affect the flow of close combat, and has access to one or more of the styles listed below. See the Additional Melee Rules section for the full rules for stances.

Stances require techniques that have to be practised for each specific type of weapon, which should be noted on the character's profile sheet. For example, "Combat Stance: Aggressive (Great Hammer)".

Combat Stance: Aggressive

Keeping their weapon back, the character is immediately ready to deliver a strike, but is left open to attack. This technique hinges on delivering an overwhelming first blow.

This stance grants the character +20 to hit when making a melee attack, but they are at -20 to use any defensive melee reaction.

Combat Stance: Defensive

Keeping their weapon immediately in front, the character maximises their ability to intercept and counter incoming blows. This technique focuses on surviving long enough to outlast one's opponent.

This stance grants the character +20 to use any *defensive* melee reaction, but their melee attacks are at -20 to hit.

Combat Stance: Rooted

The character takes a solid stance, leaving all his movements to become very deliberate and considered. Any attempt to manoeuvre the character in close combat, along with any knockback, automatically halves the distance moved. However, the character's own movement distances are also halved, including dodges, meaning he can never gain the bonus to dodging, as he cannot make a full 2 yard move.

Combat Stance: Fluid

The character moves like water, making themselves a hard target to hit. There is a -20 penalty to hit the character with close combat attacks. However, because they're forced to move with their opponent, the opposing character always gets to decide who makes their "fighting for position" moves first.

Gamesmaster's Note:

Note that this is not an exhaustive list of combat styles, but it does covers many common varieties of martial style. Players and their Gamesmasters are encouraged to think of more styles, but it should be remembered that a style should normally convey both an advantage and a disadvantage. If a style only had positive aspects, it would be the default form of that martial art!

Cool Head

Quickly recovering his bearings under fire, the character may use any form of reactions (rather than just *defensive*-type reactions) while pinned, but takes a -20 penalty to all tests other than reaction tests until he recovers.

Crack Shot

The character is particularly skilled at spotting and targeting weak points in their opponent's armour.

If the character chooses to use one of their levels of aim to target weak spots, they may re-roll the result of the **Penetration(D6)** roll.

Deadeye Shot

The character has a talent for hitting his enemy just where he wanted, and may modify the rolled hit location for shooting by +/- 10 for single and semi-automatic fire.

(Blast, Flame and Full-auto weapons are too imprecise to use this talent.)

Deceptive Fighter (Feint)

The character is particularly skilled at leading his opponents in combat.

If the character attempts an *Attack: Feint* action, then if the defender is forced to re-roll their defence due to the Feint, the character may choose which of the defender's results stands.

Deflect Shot

The character has reflexes so fast that they can even parry bullets.

Deflect Shot is a *Defensive Reaction*, made against the defender's *Weapon Skill*, that can be made to *oppose* a shooting attack against the character, if the character is currently holding a melee weapon. If successful, the shot is deflected and does no damage.

On a *Critical* success, the character can attempt to deflect the shot at another target (even the original attacker), rolling against their own BS, treating the attack as Range A with a +0 accuracy modifier.

The character can attempt to parry against Semi-automatic or Full-automatic fire (but not flame or blast weapons!).

In this case, he will oppose each shot separately, and may continue to try and deflect shots until he is beaten on an opposed roll (getting hit will rather disrupt his focus!).

The gamesmaster may decide that some weapons simply cannot be deflected (a sawn-off shotgun, for example!)

Fast Draw

The character has perfected the art of unholstering and losing a shot in the same movement. The character may draw any pistol type weapon for free as part of a shooting action.

Fearless

Fear doesn't even register in this character's mind. The character automatically passes all Nerve based tests (and cannot choose to fail them, even if the player would prefer that outcome).

Feel No Pain

The character is inured to pain, and can fight on through injuries that would leave mortal men screaming wrecks. The character halves any *speed* penalties caused by injury results, and may re-roll any failed *strength* or *toughness* tests caused by injury. Additionally, the character's System Shock and Consciousness values are increased by half (calculated before rounding off).

First Strike

The character can turn the unsheathing of a sword into their first blow or parry in a fight. The character may draw melee weapons as a free action or reaction.

Force of Will

Inured to the horrors of the galaxy, the character is able to face down foes that would leave mortal men fleeing in insane terror. The character ignores the effects of all forms of the *Fearsome* trait.

Furious Assault

The character can turn their initial charge into a brutal, violent blow. The character's *to hit* bonus for charging is increased to +30.

Gunfighter

A *gunfighter* has excellent co-ordination and can easily use a pistol in both hands. The character suffers no extra penalty for firing a weapon in both hands, although normal modifiers for his off-hand still apply. As normal, both weapons must be fired at the same target.

Hardy

The character is able to fight on even through wounds that could debilitate a normal man. The character has an additional "Trivial" level of injury on all locations. This precedes the normal "Light" injury level, and has the same effects. (However, it means that each location needs to take an additional level of injury to suffer the more penalising damage effects of Heavy, Serious, Acute or Crippled injuries).

Heroic

The character is a natural action hero who never hesitates in the face of danger. Fortunately, their routine recklessness seems to repeatedly defy the odds.

Once per turn, the character may re-roll a single 1 on their action dice. Additionally, once per turn, they may attempt to negate one *fumble*, and will do so on a successful D6 roll of 3+.

Hipshooting

Able to fire accurately even at a dead run, the character suffers no penalty for moving during a combined movement and shooting action.

Iron Jaw

No matter how hard the character is knocked about, he always quickly regains his wits. If the character is *stunned* by injury (but not by toxins or psychic powers), he may take a *Toughness* test. If passed, the character is not *stunned* and is knocked *prone* instead. If the character takes more than one *stunned* result from a given hit, a separate test is rolled for each result.

Iron Will

Leader

The character is able to inspire those around him through either example, rousing command, insightful advice or blunt threats. Any friendly character (but not the leader themselves) within 6 yards may use the *Leader's* Leadership characteristic in place of their *Nerve* (such as when making *Pinning* or *Fear* tests).

Lightning Reflexes (Rapid Reaction)

A character with *Lightning Reflexes* is able to respond to a changes in a combat situation in the blink of an eye. The character automatically gets one free *reserved reaction* per turn. This does not count towards the normal limit of the number of *reactions* a character can store.

Lightning Wits

The character thinks on his feet with outstanding speed, able to assess a combat situation and come up with the best course of action in moments. If a character with *Lightning Wits* is allowed to *Change Actions* as described in the Actions section of the rulebook, then he may do so automatically, with no need to succeed on an *Initiative* test or *counter-reaction*.

Additionally, he may ignore his first compulsory *Pause for Breath* action per turn. (For example, when re-declaring his actions, or if he is in a close combat that ends while he still has actions left.) This does not apply to non-compulsory *Pause for Breath* actions declared by the player.

Marksman

The character's aim modifier is increased by 5 per level of aim. This applies to both hit rolls and location modifiers (normally allowing a level of aim to provide a +25 hit bonus, or a +/-25 location modifier).

Medic

The character is trained in first aid and healing. A medic may re-roll his Sagacity test when making a healing action.

Nerves of Steel

The character is inured to combat, and resigned to the fate that there is one specific bullet with his name on it.

The character automatically passes Pinning tests (although can still be automatically pinned by effects that bypass the test).

Paranoia

The character is always slightly on edge, convinced that someone is out to get them - although they can never rest easy, sometimes their twitchiness and suspicions play out.

The character starts the game with D3 paranoia points. Each of these points may be used either as a free *Reserved reaction* (which can be in addition to their other reactions, but must otherwise meet the necessary criteria), or to re-roll one *reaction test*.

Plain Dumb Luck

Luck always seems to play into this character's hands.

The character starts the game with D5+1 Fate points. Prior to any of the character's own rolls, or any roll that directly affects the character (the Gamesmaster may be required to adjudicate whether a roll directly affects the character), the player can spend any number of these Fate Points. Each Fate point spent requires the dice be rolled an additional time (which can exceed the normal limit of a single re-roll), and the lucky character may then choose which result applies.

Example: *Kal Jericho has just been hit in the chest by Inquisitor Shyloque's bolt pistol. As Shyloque's player picks up the dice to roll the damage, Kal's player declares that he will spend two of Kal's fate points to modify the damage roll. As such, Shyloque must now roll for damage three times (once by default, and an extra time for each Fate point spent), and gets results of 6, 14 and 19. Naturally, Kal picks the result of 6 - by sheer luck, the bolt round only grazes him and fails to detonate, leaving him with only minor injury.*

Quickload

Through deft hands and practice, the character can pluck a magazine from his weapon and slide a fresh one into place in the same move. A character with *Quickload* takes half as many actions to reload a weapon (or can reload twice as many shots per action, as appropriate to the weapon). This has no effect on weapons that need to recharge.

Rock Steady Aim

Through steady hands and practice, the character is able to always keep his weapon on target.

A character with *Rock Steady Aim* may keep one *level of aim* when moving at a *walk* (no *running*, *jumping* or *crawling*!) or after firing on *semi-auto*. He will still lose his aim if any of the other circumstances listed in the shooting section arise. (e.g. failing a Nerve test).

Scale Terrain

The character can clamber over terrain with ease and can practically run up walls. Their climbing rate is increased to 5 yards per action and they do not treat climbing as a Hazard (unless the GM rules the surface is particularly dangerous).

Steady Breathing

The character is a master sniper who can wait hours for the perfect shot on a target.

The character can maintain up to a maximum of five *levels of aim*.

Stealthy

The character knows how to conceal themselves in the shadows and move without making a sound.

The character is at -20 to be seen or heard by other characters (see the Awareness section) and the character does not treat Sneaking as a *Hazardous* action

Subdue

The character specialises in hitting their opponent in ways to incapacitate rather than kill.

The character can use the special *Attack:Subdue* close combat action when armed with any weapon that has the *Stagger* trait. The basic attack process is handled as per a normal close combat attack.

If the attack connects, the weapon is treated as *Rending*(3) and *Soft AP* (4).

No damage levels are added to the character sheet (although injury total is), but the target must pass a *Toughness* test or immediately take the highest level of Immediate injury effects that would have resulted from the hit. Use the next highest available level if the one rolled doesn't have Immediate injury effects.

Swift

The character has the knack for acting at exactly the right moment to sway the tide.

The character may choose to take their own *character turn* at any point during the overall game turn, regardless of their Speed or Initiative value. (In the event that two characters have this ability, use their Speed/Initiative values as a tie-break should they wish to act at the same time).

True Grit

The character may continue to test for Recovery in the Recovery phase even if he is out of action, and is not automatically stunned when he returns to action.

Weaponmaster (Blademaster)

The character has exceptional skill and practice with a specific class of weapons, able to move his blade as if combat were a mere ballet.

A weaponmaster must pick a specific class of close-combat weapon in which he specialises.

When using such a weapon, he may choose to treat it as Reach X, and has +1 to his *Critical* chance.

Word of the Emperor [Skill Group]

The character is highly versed in the oratory and scripture of the Ecclesiarchy, and can speak as if with the Emperor's own voice. The character has access to one or more of the styles of scripture listed below and can chant them as a combined action.

Word of the Emperor: Catechism of Banishment

A censure of the creatures of the Warp, the Catechism of Banishment can weaken daemons

If any *Daemonic* character (friend or foe) is within hearing range of the Catechism of Banishment when the chant starts, at the start of their turn, or by moving into range, they must pass a *Willpower* test or be stunned until the start of their next turn.

Word of the Emperor: Catechism of Hate

Most commonly used as a battle chant by fiery Ministorum Preachers or the Chaplains of the Adeptus Astartes, the Catechism of Hate inspires a fuming hatred of the foe.

Any friendly model within earshot is subject to Frenzy and gains the Furious Assault trait.

Word of the Emperor: Curse of Undoing

A powerful condemnation of the works of the Ruinous Powers, the Curse of Undoing can ward away psychic powers.

While chanting the Curse of Undoing, the character may attempt to *nullify* psychic powers as if they had Psy Rating 2.

They do not treat *Nullification* as a *hazard*.

Word of the Emperor: Damning Oratory

The character digs into their mental library of sermons to denounce those in the vicinity.

If any opposing character starts their turn within hearing distance of a character chanting Damning Oratory, they must pass a *Nerve* test or spend their first action recovering from their nervousness.

Characters with *Force of Will* ignore this effect.

Word of the Emperor: Faith Overcomes All

Chanting the sermons of Saint Sebastian Thor, the character's resolve is hardened to face any form of foe.

While chanting, the character and all allies within earshot are granted *Nerves of Steel* and *Force of Will*.

Word of the Emperor: The Will and the Way

The character chants hymns intended to instil resolute spirit in their comrades, pushing them to their physical limit.

Friendly characters within earshot gain the *Feel No Pain* ability, but cannot choose to fail Nerve tests.

Traits

Traits are slightly different to Abilities. While Abilities are things which a character can do, Traits are something that the character is.

Daemonic

Daemons are creatures of Chaos, and their nature follows the fickle and blasphemous rules of the warp. Even in manifest form, they are not fully bound by the physical laws of the mortal plane, and will possess unique strengths and weaknesses.

Daemonic characters will usually have one or more daemonic traits. Some common examples are given below, but GMs/players are welcome to add to this list.

Cloak of Darkness:

The character is surrounded by a dark miasma of void. The character is hard to spot even in ordinary light (with a -20 penalty) and nearly impossible to spot in dark conditions (additionally doubling any penalty for darkness). However, bright light harms him, so at the end of every turn the character is in direct sunlight, he adds D6 to his injury total. Additionally, Blinding Flashes or Photon Flash Flares count as frag grenades against characters with this ability.

Impervious:

The character is exceptionally resilient to normal attacks, but suffers grievous injuries from silvered or blessed weapons.

Except against silver or holy weapons, the character can never suffer more than one level of damage from any one hit, and never has more than 10 points added to their injury total from any one hit. However, silver or blessed weapons inflict *Rending* (2) damage, and add an additional D6 damage to the character's *injury total*.

Invulnerable:

The character is nearly impossible to harm except with blows to the heart or head. Any damage (after armour/etc) is halved to any location other than the chest or head. However, hits to these locations cause double damage (after armour/etc).

Shadow:

The character exists partially in realspace and the warp simultaneously. The character has D6 forcefield against all non-psyhic attacks, but psychic attacks will cause double damage (after armour/etc).

Void-chill:

The character's blood is frozen in their veins, and they suck any heat out of their surroundings. The character is invisible on infrascopes and thermal auspexes, and any character within 5 yards of them in the recovery phase must pass a Toughness test or take D6 injury total from frostbite.

However, heat based weaponry is highly effective against these characters. Any attacks that do *Thermal* damage do an extra D10 damage to the creature.

Fearsome

The character tests the nerve of all those who face them, instilling a penetrating horror to simply look upon them.

There are several forms of *Fearsome*, detailed below. Some particularly scary characters (such as manifest daemon princes!) may have more than one of these traits.

If any *Nerve* test caused or affected by a *Fearsome* trait is failed by four degrees or more, the affected character must immediately attempt to flee away from the *Fearsome* character as fast as they can, until they regain their Nerve by successfully passing a Nerve test at the start of one of their turns (before actions are declared).

Note that any character who becomes *aware* of a *Fearsome* character must also be made *aware* of any *Fearsome* trait(s) they possess. Scaring people is not a subtle matter, and can often mean attracting attention you would rather have avoided.

Fearsome: Brutal Foe

The character is a hulking warrior, a foe who could tear you limb from limb with his bare hands. Getting within arms' reach of such an opponent is a death sentence.

If a character comes within melee range or starts their turn within melee range of an opponent with *Brutal Foe*, they must take a Nerve test (Rolls of 96-00 do not automatically fail) or be at -20 *Weapon Skill* until their next turn. Characters with the *Brutal Foe* trait are immune to this effect - they're dangerous enough to weather the fight.

Fearsome: Dread Reputation

The character has a reputation that precedes him. Whether it is because of an invincible record in hundreds of battles or because he exacts the most extreme cruelties upon his victims, only a fool or a hero would stand against him.

Any character aware of a character with a *Dread Reputation*, is at -20 Nerve for all Nerve tests caused by the *Dreaded* character. (e.g. Pinning, Threatening, etc).

Fearsome: Unnerving Presence

Simply being around a character with *Unnerving Presence* is a horrifying experience. Whether they have an psychic aura, a hideously scarred appearance or exude terror pheromones, they sap the nerve of those around them.

While within 10 yards of a character with *Unnerving Presence*, all opposing characters are at -20 Nerve.

If the *Unnerving Presence* is because of a hideous appearance, the characters must be *aware* of the character for this effect to take place.

Fearsome: Terrifying

Terrifying is a level above mere Fearsome, and is always stacked with at least one other variant of *Fearsome*. Any associated Nerve tests take an additional -20 penalty.

Designer's Note:

You'll probably notice that Fearsome has been split into several categories. It was found that players would regularly want to give gruesomely scarred characters the Fearsome trait, but this often resulted in the rather implausible situation where a Space Marine could be stopped in his tracks by what frankly simply equated to a somewhat ugly Inquisitor... and the "stay out of arm's reach" nature of Fearsome didn't really suit certain types of scary characters. As such, things have been broadened out. If you have a Fearsome character, you'll need to consider which type of Fearsome best represents them.

Frenzy

Frenzy is not so much an ability as a mental state, which may occur due to drugs, psychic powers or simply mental conditioning. While Frenzied, a character's actions must be to attack an enemy character in close combat. If there are no enemy characters within close combat range they must rapidly as possible towards the closest enemy character they are aware of to get into close combat range.

If the character has multiple enemies within combat range, they may choose which to attack. They may also, if they wish, choose to ignore out of action enemies in favour of conscious enemies.

If a Frenzied character is not aware of any enemy characters, they will act at half speed. They are not forced to attempt to find enemies, but cannot attempt any task the GM deems to be "complex".

A frenzied character may not use *prepare* or *reserve* reactions (however, reserved reactions granted another source, such as *Lighting Reflexes* or the *Engaged* state, are permitted). Any reactions they use must either be *Defensive* or "Take the Hit" reactions (the resulting counter-attack from the latter must, of course be used to attack).

Possession

The character is possessed by an entity of Chaos, and no longer perceives pain as a mortal human would.

- The character may ignore the first Stunned result they suffer in any turn.
- The character's Speed may never be reduced below half its starting value (rounding up) by injury.
- System Shock and Consciousness are calculated using the entity's Willpower, rather than the character's toughness. (Including when rolling for System Shock).

If this trait is a permanent trait on the character's profile, then if for any reason this trait is removed (such as the daemon being exorcised), then the character will be automatically stunned for D3 turns.

Regeneration

The character can heal wounds that would leave most men dead or dying, their flesh rapidly knitting itself together. If the character is not *out of action* (or if they have *True Grit*), they gain a free *regeneration* action in the Recovery phase. The character must specify the location he wishes to recover, and then take a *Toughness* test. If successful, the specified location is healed by one level, and the character's injury total is reduced by D3 points plus the character's *Toughness bonus*.

The character can also attempt to regenerate using actions during their normal turn (representing them trying to push bits back into place so that they heal faster - similar to attempting a first aid action, but tested against Toughness rather than Sagacity).

Additionally, regenerating characters are not limited to healing a location by a maximum of two levels below the worst level on the location that game. It is possible for a regenerating character to go from crippled to completely uninjured!

Vampirism

Through drinking a victim's blood, life force or otherwise absorbing their essence, the character can leech power from their enemies.

Vampirism is a *Touch Attack* - if successful and the attack hits a location with 6 points of armour or less, add D6 injury total to the victim (no location injury is caused) and subtract the same amount from the Vampire's injury total. This cannot heal the vampire below an injury total of 0 and has no effect on location injury.

Psychic Abilities

Psyker-specific abilities

While not psychic powers in of themselves, certain abilities are only available to psykers.

Favoured by the Warp

Dedicated to the art of weaving the energies of the warp, the psyker seems to be marginally more in control of their powers than most...

The character may re-roll any failed *Perils of the Warp* test.

Uncontrolled

Either completely untrained or simply incompetent, the psyker shows no ability to restrain his powers.

The psyker must always use his full Psy Rating for any psychic test.

Wyrld

The psyker has an ability that they are so attuned to that they can use it spontaneously.

When using a Wyrld Power, the character is treated as having a *Willpower* characteristic of 100 (although this is modified as usual). Wyrld Powers have their *Hazard* doubled, but in the event of a *fumble*, the result of the *Perils of the Warp* test is automatically *Psychic Phenomena*.

Miscellaneous powers

Detection - Difficulty 0

The psyker scans his surroundings for the life signs, mental signatures or warp echoes of his enemies.

The character is immediately aware of everyone within D10 yards per level of *Effective Psy Rating*.

Gaze of Death - Difficulty 10 - Psychic bolt

Dark energies shoot forth from the psyker's eyes, scorching at the flesh of his enemies.

	Type	Rng	Mode	Dam
Gaze of Death	Psychic	A	Semi(4)	2D6+EPR

Consider adapting Dark Heresy minor powers to expand list. Possible examples: Dread Aura, Float, Healer, Lucky, Torch, Unnatural Aim

Biomanipulation

Blood Boil - Difficulty: 1/2 Target's Toughness - Line of Sight & Ranged

The psyker reaches into his target's body, rapidly accelerating the target's pulse and pushing his blood pressure to extreme levels. In the most spectacular cases, the victim's heart and brain explode!

Roll a D6 for every level of *Effective Psy Rating*. For every result of 4+, the target suffers one level of damage to both the *head* and *chest* locations, to a minimum of one level.

Characters with a bionic heart are only affected on rolls of 5+. Characters without blood or a blood substitute are immune.

Choke - Difficulty: 1/2 Target's Toughness - Ranged

The psyker paralyses his target's respiratory tract and diaphragm, robbing him of breath.

Roll a D6 for every level of *Effective Psy Rating*. The target takes a stunned result equal to one turn for every result of 3+, to a minimum of one turn. (For the purposes of determining stunning priority, all turns are added into one result).

Characters with bionic lungs are only affected on rolls of 5+. Characters who do not need to breathe are immune.

Enfeeble - Difficulty: 1/2 Target's Strength - Ranged & Persistent

The psyker drains the vigour from his victim, making him weak and incapable.

Until the power ends, the target's strength is reduced by D10 for every level of *Effective Psy Rating*.

Characters reduced to 0 strength or less fall *out of action* while the power lasts.

The strength of any bionics is not affected.

Hammerhand - Difficulty: 5 - Persistent

The psyker hardens the flesh of his arm, forcing his muscles past their normal limits.

While the power lasts, the psyker's unarmed attacks instead do D5 damage per level of *Effective Psy Rating*.

Regenerate - Difficulty: 20 - Persistent

Focusing his power on a cellular level, the psyker binds wounds and knits flesh.

The psyker may target himself or another character he can touch (within 1 yard). While the power (and physical contact) are maintained, the target gains the *Regeneration* exotic ability.

Any regeneration actions use the psyker's *Willpower* in place of the character's *Toughness*, and the power's *Effective Psy Rating* in place of the character's *Toughness bonus*.

Storm of Lightning - Difficulty: 5 - Psychic Bolt

Bio-electrical energy jumps from the psyker's finger-tips, arcing from target to target.

	Type	Rng	Mode	Dam
Storm of Lightning	Psychic	15	Flame	D10 + EPR

Warp Strength - Difficulty: 5 - Line of Sight, Ranged & Persistent

The psyker invigorates the target, strengthening muscle, toughening tendons and hardening bone.

Until the power ends, the target's strength is increased by D10 for every level of the power's *Effective Psy Rating*.

Pyrokinesis

Blinding Flash - Difficulty: 0 - Line of Sight & Ranged.

Summoning up a surge of mental energy, the psyker releases it in a blaze of arcane power.

Pick a point anywhere within *line of sight* of the psyker as the source of the *blinding flash*. Any character (friend or foe, but not the psyker himself), who has *line of sight* to the *blinding flash* must pass an *Initiative* test, modified by -10 for each level of *Effective Psy Rating*, but +1 for each yard of distance from the flash.

If failed, the character is stunned for a turn. (note that he is not knocked prone).

Burning Fist - Difficulty: 0 - Persistent

The character wreathes their hands in supernatural flame, making them a formidable brawler.

While the power remains active, the psyker's unarmed attacks cause *Fire* damage, and add the power's *Effective Psy Rating* to their damage.

Fireball - Difficulty: 5 - Psychic Bolt

The psyker summons an orb of unnatural fire and hurls it at the enemy.

	Type	Rng	Mode	Dam
Fireball	Psychic	C	Single	3D6 + EPR

Firestorm - Difficulty: 10 - Psychic Bolt

The psyker unleashes a formidable blaze, bathing a wide area in flame.

	Type	Rng	Mode	Area	Blast	Dam
Firestorm	Psychic	B	Single	4 yds	EPR	2D6

Inferno - Difficulty: 10 - Psychic Bolt

Letting forth a vast torrent of flame, the psyker immolates all those who would oppose them.

	Type	Rng	Mode	Dam
Inferno	Psychic	Flame	Single	2D6 + EPR

Telekinesis

Machine Empathy - Difficulty: 5 - Ranged, Persistent

Machine empathy allows the psyker to use his mind to tamper with mechanical, electrical and electronic systems - including an enemy's weapons and equipment.

Machine Empathy may be used in two ways:

- ❖ Pick a weapon or piece of equipment as the target. While the power persists, the item ceases to function.
- ❖ *Machine Empathy* can also be used to lock or unlock doors, operate machinery, fire emplaced weapons, and so on, at the GM's discretion. The GM should assign appropriate modifiers to the difficulty of the task attempted.

The GM should adjudicate if a target object is sufficiently sophisticated to be targeted. Machine empathy cannot, for example, affect a carapace breastplate or basic steel sword, but could be used to disable power armour servos or a chainsword.

Psychic Impel - Difficulty: 3x target's Knockback value - Intensity: 1 - Ranged, Line of Sight

The psyker uses a powerful telekinetic push to force the target back.

Pick a target within line of sight. The target is thrown back D6 yards from the psyker for each level of *Effective Psy Rating*, capped at a maximum of 3D6. At higher *EPR*, the psyker may roll one D6 per level, picking the highest three dice.

If the target hits any scenery or another character, resolve any remaining distance as *falling* damage.

Telekinesis - Difficulty: Special - Ranged, Persistent.

The psyker can move physical objects with the power of his mind, levitating them through force of will alone.

The GM must decide how heavy the object to be picked up weighs, as this affects the difficulty of the power. The difficulty of the power is equal to the weight of the object divided by the Psyker's *Casting Psy Rating* (this value is not further reduced by the normal bonus for *Casting Psy Ratings* above 2), plus the range modifier.

While levitating an object, the psyker may move it up to 2 yards per level of *Effective Psy Rating* per action. Alternatively, he may hurl the object, using the starting point of the object and rules for thrown weapons, using his *Willpower* in place of his *Ballistic Skill*, 20x his *Effective Psy Rating* in place of his *Strength*, and his *Effective Psy Rating* in place of his *Strength* bonus.

Psychic Barrier - Difficulty: 15 - Intensity: 1 - Persistent

The psyker surrounds themselves in a corona of energy, deflecting shots and blows.

While the power lasts, the psyker is counted as having a force-field equal to D5 per *Effective Psy Rating*, capped at a maximum of 3D5. At higher *EPR*, the psyker may roll one D5 per level, picking the highest three dice.

Telepathy

Telepaths are psykers who specialise in affecting their target's thoughts, emotions and perceptions. One of the hardest disciplines to master, where skill is often more important than raw power.

Demoralise - Difficulty: 0 - Ranged

Using his powerful empathic abilities, the psyker reaches into the mind of his target and fills their mind with dread.

Pick a target. This target must take a *Pinning* test, with an additional modifier equal to the *margin of success* on the psychic test.

Distraction - Difficulty: 10

The psyker interferes with his target's perceptions, breaking his attention for a brief moment.

The victim counts as being stunned for one turn, but does not fall prone.

Embolden - Difficulty 5 - Persistent & Ranged

The psyker reaches into the mind of his target, instilling an intense feeling of heroism.

Pick a target (who may not be the psyker themselves). This target's *Nerve* is increased by the power's *margin of success* while the power lasts.

Enforce Will - Difficulty: 1/2 Target's Willpower - Ranged

Using subtle mental urges, the psyker compels the victim to unwittingly perform a simple action.

Nominate a single target character. If the power is successful, the psyker may force the target to immediately perform a single action. The chosen action may not directly kill or injure the victim themselves (such as shooting themselves or leaping off a cliff), but could force him to step into view, fire upon his comrades or drop his weapon.

Mesmerism - Difficulty 20 - Persistent, Line of Sight, Ranged

Reaching into his target's mind, the telepath uses his mental powers to entrance them.

Pick a single target character. While the power is in effect, the target is *stunned*, but does not fall prone. The victim may attempt to break free at the start of each of his turns, and will do so if he successfully passes a *Willpower* test.

Mind Scan - Difficulty 10 - Ranged

The psyker reaches into his enemy's thoughts, gaining a brief glimpse of their intended course of action.

Pick a single target. The psyker gains a +30 bonus to their *reaction test* for any *defensive reactions* against that character until the psyker's next turn.

Additionally, in certain scenarios, if the psyker wins an *opposed Willpower test* against the target, they may be able to reveal information relevant to the psyker - such as the holding place of a prisoner, a door's keycode or such other details.

Psychic Shriek - Difficulty 5 - Ranged

One of the crudest telepathic powers, the psyker summons raw psychic energy and launches it into the enemy's brain, overloading their senses and nervous system.

Pick a single target. The target must pass a Willpower test with an additional -5 penalty per *Effective Psy Rating*, or be *stunned* for one turn, plus an extra turn for each two *degrees of failure*. (To a maximum of three turns).

If he rolls over twice the required value, he suffers *System Shock*.

Puppet Master - Difficulty 20 - Persistent

Reaching out with his mind, the psyker pulls on the invisible strings of the target's soul...

Puppet Master requires total concentration, so the psyker may do nothing else while he chooses to maintain the power. The victim must take a Willpower test, and if he fails he is partially taken over by the psyker's will. While under the psyker's control, his actions are controlled by the psyker's player instead. However, the control is not complete, and the victim is at -1 speed, and a further -20 to any rolls required to perform skills while under the psyker's influence. The victim may attempt to break free of the psyker's control at the start of each of his subsequent turns and will succeed if he can pass a Willpower test.

Telepathy - Difficulty 5

The psyker can project a message into the mind of another.

Telepathy can be used in two ways - *placed sending*, or *broadcasting*.

Placed Sending is a *ranged* ability. Pick a single target, and if successful the psyker can project a message he could convey in a single action.

Broadcasting sends out a general message that can be picked up by anyone within range. The range of the message is equal to half the psyker's *margin of success*, plus 5 yards per *Effective Psy Rating*. The psyker may specify a maximum range before rolling, but suffers an additional -10 penalty for doing so.

Terrifying - Difficulty 10 - Ranged

The psyker projects the image of the target's worst nightmare into their mind.

The target must take a Nerve test with a penalty equal to the psychic *margin of success*. If failed, they must flee from the psyker as fast as they can. The effect will last until they can pass a *Nerve* test at the start of one of their turns (before actions are declared).

Daemonology

Banishment - Difficulty 20 - Intensity 1 - Line of Sight & Ranged

The psyker sucks the energy of the warp from the target, weakening daemons and psykers alike.

Nominate a target character.

- Against a daemonic character, the daemon takes D6 injury total per *Effective Psy Rating*.
- Against a psychic character, the target must roll a Willpower test per *Effective Psy Rating*. For each failure, the target loses one level of Psy Rating for the remainder of the game.
- Against other characters, there is no effect.

Instability - Difficulty 20 - Persistent

The psyker can phase their body partially into warp-space, allowing them to pass through solid objects.

While phased, the character does not interact with the real world in any way - he cannot attack or be attacked, moves freely through solid objects (including other characters), and are sufficiently hazy and indistinct that they cannot effectively communicate with any other characters. Psychic weapons and attacks may still affect them as normal, although they cannot use psychic powers themselves lest the back-flows of warp energy tear them apart, body and soul.

Phased characters do not move as normal. Instead, they may float, at a rate of up to 2 yards per *Effective Psy Rating*. While unstable, the character glows faintly, adding +20 to the chances of spotting them.

Sanctuary - Difficulty 20 - Persistent

The psyker creates a zone around him which can repel daemonic creatures.

Sanctuary creates a zone around the psyker with a radius of twice the power's *Effective Psy Rating*.

Any *Daemonic* creature within this radius at the start of their turn or trying to enter it must pass a Willpower test with a -5 penalty per *Effective Psy Rating*. If failed, the daemon is immediately pushed back outside the radius, stunned for the remainder of turn and takes D3 injury total. Additionally, daemons within the radius during the recovery phase take an additional D3 injury total.

Teleportation - Difficulty 20 - Intensity 1 - Ranged

Tearing through realspace, the psyker can displace matter from one point to another.

The psyker can displace himself, another character or other object of up to human size/weight to another point of the area. Nominate a point to which the psyker is attempting to teleport the target. If the power is successful, roll D10 per *Effective Psy Rating*. If this is greater than the distance in yards the psyker wishes to teleport the target, the power is successful. Otherwise, the target is displaced this many yards in a random direction. If this would result in the target being displaced into impassable terrain, place them/it at the closest valid location.

Vortex of Chaos - Difficulty 30 - Intensity 2 - Ranged

The psyker opens a rift between the warp and the real world, sucking in any who get too near.

Nominate a target point. The vortex extends D3+1 yards from this point. Any character within the area must test Strength, with a penalty of -20 per *Effective Psy Rating*, or be sucked in. If sucked in, characters are thrown in a random direction 2D10 yards from the centre of the vortex (if they hit solid terrain or another character, resolve any remaining distance as Falling damage) and stunned for D3 turns.

Additionally, the effects of the Weakened Veil result on the Psychic Phenomena table apply until the start of psyker's next turn.

Armoury

In this section, we look at some of the many weapons that Inquisitors or their agents, allies, rivals or enemies may either use or encounter in the Battle for the Emperor's soul, from the common and dependable laspistol and brutal boltgun to many of the exotic and bizarre archaeotech or alien weapons that exist within the galaxy of the 41st Millennium.

While this list is fairly extensive, it is certainly not exhaustive. Gamesmasters should feel free to invent new arms, armour and materiel for specific characters or scenarios, and there are wide range of articles that add to this list.

Rarity

The items within are marked with a rarity. This is not a direct measure of how useful or powerful the item is, but is instead a guideline for whether a how easy it is to acquire such an item, how difficult it is to maintain and how conspicuous the item is likely to be.

All of these factors can be useful for determining what equipment is right for a character.

While most Inquisitors could certainly own a plasma gun (*Exotic* scarcity), as they have more than the necessary resources, authority and world-experience to have acquired one during their lifetime, it may not be their weapon of choice. Many of their investigations may call for operating away from official supply lines, and such a weapon will certainly draw a lot of attention!

- ❖ **Common:** Such items are generally the kind of thing that a regular Imperial citizen could acquire without too much of a challenge, or might even be required to carry by Imperial law. Such items are produced on a massive scale by manufactorums, underhive workshops or other widespread methods, and can easily be found across almost the entire galaxy. This is not to say that finding them is necessarily legal.
- ❖ **Uncommon:** These items are the kind of thing that could be owned by the common Imperial public, but are some combination of expensive, custom, specialist or restricted that means they are something of an oddity.
- ❖ **Rare:** These items are only likely to be seen in the hands of official or wealthy individuals/corporations - probably due to cost, heavy legal restrictions or scarcity. It is not inconceivable that a civilian might possibly possess such a item, but acquiring these requires money and connections that they are unlikely to possess. Items of this cost and scarcity are likely to draw attention, whether wanted or not.
- ❖ **Exotic:** Even for official owners, Exotic items are rather hard to come by. Likely to be treated as “special issue” by most Imperial organisations, it takes good connections and considerable wealth to own such things.
- ❖ **Legendary:** Such items are the stuff of legends, frequently literally. It would be improbable for even the longest lived and most well travelled Rogue Trader or Inquisitor to see more than a very few examples of these throughout their entire life.

Gamesmaster's Note:

Gamesmasters are encouraged to use rarity as a tool to help balancing scenarios and investigations. An Inquisitor who insists on always carrying around his storm bolter and wearing full power armour may well be very formidable if a fire-fight breaks out, but in an investigation in the underhive, he will make himself highly conspicuous.

NOTES: At present, the armoury of the Revised Edition is incomplete, with no sections for Ranged Weapons, Explosives, Bionics and Miscellaneous equipment. Although the project intends to address these areas and help improve, refine and rebalance them for a new generation of Inquisitor, trying to develop these in-depth is delaying the release of the latest version of the project. As such, refer to the existing Living Rulebook or articles for any equipment not yet covered here.

Close Combat Weapons

In addition to their normal rules, any basic ranged weapon or close combat weapon can also be used as an improvised weapon (unless specifically stated in their rules), such as using the hilt or butt of the weapon to hit the opponent.

Standard Weapons

Standard Weapons	Reach	Damage	Attack Modifier	Parry Modifier	
Knife	1	D6	0	-20	
Gladius	2	D10	0	-15	
Rapier	3	3D3	+5	-10	
Gothic Sword	3	2D6	0	-10	
Bastard Sword	3	2D6+1	0	-15	Two-handed
Great Sword	3+	3D6	-5	-15	Two-handed
Axe	2+	2D6+2	0	-15	
Great Axe	2+	3D6+2	-5	-20	Two-handed
Hammer/Mace	2+	D6+3	-5	-20	Stagger
Great Hammer	2+	2D6+3	-5	-15	Stagger, Two-handed
Staff	3-	D6	0	-5	
Short Spear	3+	D6+2	-5	-15	
Spear	4+	D10	-5	-10	Two-handed
Halberd	4	D10+2	-5	-15	Two-handed
Flail	2	D10	0	-30	*1
Whip	4	D10	-10	-30	*2
Knuckle Dusters	0	D3+3	-5	-35	
Armoured Gauntlet	0	D3+4	-5	-10	*3
Improvised Weapon	1-	D3+2	-10	-20	Stagger
Unarmed	0	D3+1	0	-30	
Shield	1-/X	D6	0	+10	Stagger, *4

1) A flail lands D3 hits for every blow landed, rolling location for each hit separately.

2) There is a -20 modifier to any attempt to **Parry** a whip.

3) Armoured Gauntlets cannot be dropped due to injury results (although can be voluntarily removed), and can in fact be worn while carrying another weapon. However, they are always made for a specific hand.

4) A shield has Reach 1- when attacking, but Reach X for the purposes of **Parrying**.

Chain Weapons

With a motorised chain of cutting teeth, chain weapons can rip, tear and saw through muscle, sinew, bone or even solid armour.

Special Rules:

Because of their brutal nature, Chain weapons inflict *Tearing* damage.

Chain Weapons	Reach	Damage	Attack Modifier	Parry Modifier	
Chain Knife	1	D10	-5	-25	
Chain Short Sword	2	2D6	-5	-20	
Chain Sword	3	3D6	-5	-15	
Eviscerator	3+	3D6+2	-10	-20	Two-handed
Chain Axe	2+	3D6+2	-5	-15	
Chain Glaive	4	2D6+2	-10	-15	Two-handed
Frost blade	3	2D10	-5	-20	*1

1) Frost blades are manufactured from the diamond-hard teeth of Fenrisian Ice Kraken, and are therefore immune to being destroyed by power weapons.

Power Weapons

Power weapons are built with a powerful disruption field generator that, when turned on, encases the weapon in a energy field that weakens the molecular bonds of matter, giving the weapon the power to slice through thick armour or sever limbs in one blow.

These weapons are highly prized, and often serve as a badge of office for high ranking Imperial servants or officials.

Special Rules:

Power weapons have *Penetration(5)*.

If a power weapon makes a Critical(2) roll when either successfully *parrying* or successfully being *parried*, then the opponent's weapon is cut in half, and can now only be used as an improvised weapon. If the weapon was already only an improvised weapon, it is outright destroyed. (Should an opponent be electing to use the haft or butt of a weapon as an improvised weapon, it is not considered to be *only* an improvised weapon the first time it is cut in half).

Note that the *parry* must win any *opposed roll* (rather than simply passing), and this effect does not apply if the attack is *dodged* instead of *parried*.

Power, Shock, Daemon and Force weapons are immune to being destroyed in this manner.

Power Weapons	Reach	Damage	Attack Modifier	Parry Modifier	
Power Knife	1	2D6	-5	-20	
Power Short Sword	2	3D6	-5	-15	
Power Sword	3	2D10	-5	-15	
Power Great Sword	3+	2D10+2	-10	-15	Two-Handed
Power Axe	2+	2D10+2	-5	-20	
Power Great Axe	2+	2D10+4	-10	-20	Two-Handed
Power Hammer	2	2D6+4	-5	-20	Stagger
Power Great Hammer	2+	2D6+6	-5	-20	Stagger, Two-Handed
Power Halberd	4	2D10+2	-10	-20	Two-handed
Power Fist	1	2D6+3	-10	-15	Stagger, *1
	0	2D10+3	-20	-15	*1
Chain Fist	1	2D6+4	-10	-15	*2

1) Power fists are servo assisted, boosting the character's strength with that arm by +20.

They also have a choice of two profiles - the first for punching or striking attacks, the second for crushing or grabbing attacks. Naturally, the crushing attack can be used while **Grappling**.

2) Chainfists inflict double damage against vehicles and structures.

Designer's Notes:

You will probably note that power weapons have been quite significantly modified, with less damage, less chance of damaging an opponent's weapon, but instead the *Penetration(5)* trait.

One problem with power weapons in first edition was that all high damage weapons generally came to be avoided by players in order to encourage more interesting games, and so a lot of players avoided them taking them even when it would have suited the characters in question. The intention here is to rebalance power weapons so that players feel less guilty about giving them to characters (although still keeping them a serious threat to people in power armour!), which will hopefully play into the general goal of IRE to increase the variety we see in how close combats play out, and how different weapon match-ups can create very different feeling fights.

Shock Weapons

Built with powerful electrical charge generators, the blow of a shock weapon can overwhelm the nervous system, staggering and stunning an opponent. For this reason, they are typically blunt weapons, commonly used by the Adeptus Arbites and other law enforcement for riot control, as well as bounty hunters and slavers for bringing in their victims alive.

However, it is not unknown for lethal weapons to be fitted with shock charge generators, simply to provide their user with an unfair advantage in combat.

Special Rules:

Any character hit by a shock weapon, even if it is stopped by armour (but not cover or a forcefield) must pass a toughness test or be stunned for one turn.

All Shock weapons have the Stagger property.

Shock weapons are immune to being destroyed by power weapons.

Power Weapons	Reach	Damage	Attack Modifier	Parry Modifier	
Shock Maul	2+	D6+3	0	-15	
Shock Sword	3	2D6+1	0	-15	
Neural Whip	4	2D6	-10	-30	*1
Electroflail	2	D10+1	0	-30	*3

1) There is a -20 modifier to any attempt to *Parry* a whip.

2) A flail lands D3 hits for every blow landed, rolling location for each hit separately.

Note that regardless of how many exact hits are rolled, the character hit will only need to test for stunning once.

Daemon weapons

Daemon weapons have had the spirit of a daemon bound into them, imbuing them with some of the daemon's unnatural power. Daemon weapons can be truly powerful weapons, but using one can cost a man his soul...

Daemon weapons can be any Standard or Chain-type close combat weapon, or a ranged weapon (except grenades!). (The mechanisms of Power and Shock weapons are too heavily interfered with by the daemononic binding).

Daemon weapons will have one or more special properties, depending on the power of the entity bound to the weapon.

Entity	Warp Power	Daemon's Willpower
Daemononic Servant	1	55+D10
Daemononic Beast	2	60+D10
Lesser Daemon	3	65+2D10
Daemononic Herald	4	70+2D10
Daemon Prince	5	75+3D10
Greater Daemon	6	80+3D10

Warp Power defines the number of daemononic traits that the weapon may have. A daemon weapon may have any combination of traits costing up to their total Warp Power, as long as no single trait requires more than half of the daemon's Warp Power (rounding up).

Daemon weapons, as sentient entities, also have their own Willpower value, which can influence the effectiveness of some of its traits, as well as influencing the risk to the wielder's soul...

Daemon weapons also have a Possession Modifier, equal to the Sagacity of the character who bound the daemon, minus the Daemon's Willpower. For example, if a character with Sg 66 had bound a daemononic herald with Wp 78, then the weapon would have a Possession Modifier of -12 (Sg 66 - Wp 78 = -12). Make a note of this value on the weapon's profile.

The cost of power

At the start of each of their turns, any character carrying a daemon weapon must test against daemononic possession.

This is a Willpower test, modified by the weapon's Possession modifier. There may also be additional modifiers depending on the character's status.

A character is **weakened** if they are Pinned, Stunned, Fleeing, or wielding an unfamiliar daemon weapon (such as one they've picked up during a scenario). Weakened characters take no additional modifier.

A character is **vulnerable** if they are Out of Action, on Fire, or suffered Perils of the Warp last turn. Vulnerable characters test on a -30 modifier.

If a character is neither *weakened* or *vulnerable*, then they test with a +30 modifier, and will not automatically fail their test on a roll of 96-00. (If this should make a character's Willpower 100 or more, it is not necessary to roll for the test).

If this Possession test is failed, then the character succumbs to the daemon within their weapon and is possessed. The character must pass their Possession test at the start of any subsequent turn to regain control. They are automatically deemed to be at least *weakened* while possessed.

In the event that a character needs to test for carrying more than one daemon weapon, roll in order of the daemon's willpower values, starting with the highest.

Daemonic Weapon Traits

Unless specified otherwise, daemonic traits cost one point of Warp Power.

Although many of the descriptions mention close combat weapons, these are still permitted for ranged daemon weapons unless specifically stated that they are for melee weapons only. Players/gamesmasters are also free to come up with their own stories of how the weapons were created and should not feel bound by the suggestions in the descriptions.

Note that seemingly contradictory combinations of traits like Screaming and Silence **are** permitted. Daemon weapons are not bound by any such rules as logic...

Aether-Honed: The blade's edge is unfathomably keen, sharpened by the energies of the warp. The weapon causes *Tearing* damage.

Aura of Damnation: The weapon projects a sensation of hopelessness, and the weak flee before its power. While drawn, the wielder has the **Fearsome: Brutal Foe** trait.

Bound (Warp Power 0): The weapon is psychically cursed to the character and cannot be parted from them. The wielder can draw the weapon at any time as a free action (it jumps from the scabbard to the character's hand). If the weapon is lost or dropped, then the character can command it to fly back to his hand for one action. In any Recovery Phase where the character is separated from their weapon, they must pass a *Wp* test or take D6 *injury total*.

Breathe: The scaled blade and ether-shark hilt allow the character to breathe anywhere. Whilst wielding the weapon, the character cannot be affected by gas weapons, drown, suffocate, etc.

Brain Leech: Tempered in the flames of a burning library of forbidden lore, the blade seeks out knowledge and steals it. Any character that takes damage from the blade (after armour) must pass a *Willpower* test or lose 4D10 Sagacity for the remainder of the game.

Corrupter:

Daemonbane: The daemon within the blade is highly jealous of the freedom of other daemons. The blade ignores all effects of Daemonic Traits, and any warp based defence (daemonic armour, psychic force fields, the Instability psychic power, etc). Naturally, daemonbane weapons cannot be wielded by *Daemonic* characters.

Deathlust:

Deflection:

Enfeeble:

Ensnaring: The blade splits into thorny, twisting appendages, delighting in winding around the weapons of foes. Opponents are at -20 to *parry* or *dodge* attacks from this weapon.

Entrance:

Felling (Close Combat weapons only): Quenched in the blood of a fallen hero, the daemon within the weapon craves glory, and none more so than bringing down a mighty foe in close quarters.

If attacking a character with *Toughness* 70 or more, and/or more than three injury locations with 6 or more points of Armour, the attack's *Critical* chance is increased by two levels (normally to *Critical(3)*).

Against opponents with *Toughness* 80 or more and/or more than three injury locations with 10 or more points of Armour, the attack's *Critical* chance is increased by a further two levels (normally to *Critical(5)*).

Fiery Blast:

Flight:

Gnawing:

Lashing: The weapon writhes like a snake, coiling and striking as it pleases. The weapon is treated as Reach X, and therefore never suffers reach modifiers.

Leaper: The daemon once soared on bat-like wings, and it conveys this same agility to its wielder. While drawn, the character has the Acrobatic and Catfall skills.

Magic Absorption:

Mind Stealer:

Preserver: The daemon shows its wielder brief glimpses of the future, allowing them to escape danger. While the blade is drawn, the character may re-roll their characteristic test for one *Defensive reaction* per turn.

Resilience:

Resurrection:

Screaming: When unsheathed, the weapon shrieks with unnatural joy. Whilst wielding this weapon, the character has the **Fearsome: Unnerving Presence** trait.

Silence: The daemon was a patient hunter, lurking for the perfect moment to strike. It deadens sound around it, allowing its bearer to strike with impunity. Sneaking is no longer *Hazardous* when the weapon is drawn.

Soulrender: Barbed with hooks that tear at its victim's soul, the blade sees no difference between spiritual fortitude and physical.

When calculating injury from this weapon, use the target's *Willpower* in place of their *Strength* or *Toughness* for calculating *Location Injury* or *System Shock*. (This does not affect the target's Consciousness or Death thresholds).

Stuff of the Warp (Warp Power 2): The blade is a flickering whisp that exists neither wholly in the warp or in real space. The weapon's damage type is converted to *Unstoppable* damage.

Timeless: Forged from the bronze of the bells of a defiled church, the weapon exists outside of time, dragged along only by its owner. Whenever it is released from their grasp, it is immediately pulled through time to whenever it is next needed, its master grasping it out of thin air.

The weapon can always be drawn as a free action, but the weapon simply does not exist whenever it is ever released from the character's grip (making it impossible to throw, drop, pass to another character, or steal!).

However, as the owner never builds up a resistance to the whispers of the daemon, the weapon is always treated as unfamiliar, meaning a character will be at least *weakened* while the blade is drawn.

(Although as it doesn't exist at any other time, they do not have to test while it isn't drawn!)

Transmuting (Warp Power 2): While once metal, the blade has slowly crystallised into solid quartz.

The daemon lends part of its essence to its wielder, granting them their specific strengths and weaknesses. Choose a *Daemonic* trait to association with the weapon (see the Traits section for examples) - while the weapon is drawn, the character gains this trait.

Unblinking: The blade is dotted with staring eyes, looking out from the steel. While drawn, the character takes no penalty for attacking or defending to the sides or rear in close combat.

Warpflame:

Weightless: The weapon is borne aloft by the power of the daemon, weighing nothing in the hands of its owner. The weapon has no *Encumbrance*, and has Attack and Parry Penalties of 0.

Willweaver: With a grip carved from the bones of a tortured psyker, the weapon responds not to the user's hand, but to his mind. When attacking or parrying with this weapon, the character uses their *Willpower* in place of their *Weapon Skill*.

Vampyre:

Armour & Forcefields

Armour Types

Flak armour:

Flak armour is made of layers of reinforced and impact absorbent materials. Although the exact composition varies, it is designed primarily to protect against shrapnel and ricochets, providing only moderate protection against direct hits. Flak armour has an Armour Value of 3.

Mesh Armour:

Constructed out of a series of interlocking plates or rings, Mesh armour is designed to spread the force of a shot or blow over a wider area. Although this design is more commonly associated with certain Xenos races, it is not unknown within the Imperium, particularly amongst the wealthy.

Mesh armour has an Armour Value of 4

Carapace Armour:

Carapace armour is built from solid plates that are hard enough to smash apart bullets and deflect blades on impact, offering impressive protection against most common weaponry. It is generally made of hardened metals, high-density polymers or impact resistant ceramics.

Mesh armour has an Armour Value of 6

Heavy Clothing:

Although not specifically armour, some clothing can be thick enough to potentially turn a slow blade or offer a little protection against a deflected bullet.

Heavy Clothing will have an Armour Value of 1 or 2, depending on its thickness.

Special Armour

Certain armour types are more effective against specific types of attack, or otherwise have special properties.

See the *Injury, Damage & Recovery* section for more details on armour effective against specific attack types.

Ceramite

Ceramite is a ceramic-based armour composite that excels against heat based weaponry.

Armour made of Ceramite is treated as D6 points higher against heat based (Thermal) attacks, such as plasma, flame and melta weapons.

Reflec

Reflec armour contains micro-crystalline structures that help redirect and dissipate the energy of laser based weaponry. Armour made of Reflec is treated as D6 points higher against laser attacks, such as lasguns.

Ablative

Often layered as an upper layer over other armour, Ablative armour is designed to dissipate the energy of a shot or blow by shattering or burning.

Ablative armour is subtracted from the incoming damage as normal, but each point of armour can only be used once, and any damage stopped is subtracted from the remaining ablative armour on that location.

(Damage is always assumed to be absorbed by the ablative layer first)

For example, a location has 6 points of armour, three of which are ablative. A stub-auto shot does 5 points of damage, which the armour stops successfully, but this shatters all three points of ablative armour on the location, meaning the armour now only provides three points of protection.

Because Ablative armour excels at dissipating energy, and is designed to work by being destroyed, Armour with any remaining ablative coating ignores any armour piercing properties of any incoming attack (unless the attack ignores armour entirely).

Bonded

It is possible for armour types to combine the effects of special armour types (e.g. reflec & ceramite together), in which case the additional effects of all types are used.

If ablative armour is bonded with other types, the special effects of those types are lost when the last ablative armour point is destroyed.

Helmets

Helmets come in many varieties across the Imperium, although in general they are manufactured using similar materials and techniques to other armour.

Helmets can be made out of any armour type listed above, and can be made to an Open or Closed design.

A Closed helmet has the full armour value of its armour type, but the full face protection restricts the character's vision and muffles sound, conveying a -20 penalty to vision or sound based awareness tests.

The armour value of an Open helmet is reduced by one point, as it doesn't provide full head protection, but it restricts its user's vision and hearing less, meaning only a -10 penalty to vision or sound based awareness tests.

Both styles of helmet reduce the character's hearing distances by a fifth. (For example a character could only understand shouting at 16 yards, rather than 20 yards).

Power Armour

Power armour represents the pinnacle of Imperial armour technology, with heavy plating over an exoskeleton of powerful actuators and electroactive fibre bundles that grants the wielder not only extreme resilience to attacks, but also a dramatic increase in their physical strength.

Power Armour almost always comes in full suits, covering all locations (although a helmet may be optional).

Light Power Armour:

Light Power Armour has an Armour Value of 8, and provides the wearer with a +10 bonus to their Strength.

Heavy Power Armour:

Heavy Power armour has an Armour Value of 10, and provides the wearer with a +20 bonus to their Strength.

The size of Heavy power armour turns its wearer into a somewhat large and cumbersome target, so a character wearing it is considered one size category larger for the purposes of their Target size modifier.

(A normal human would therefore be a +10 to hit Large Target)

Astartes Power Armour:

Astartes Power Armour has an Armour Value of 10, and provides the wearer with a +20 bonus to their Strength.

However, due to the more sophisticated interface of the Black Carapace, the character's size modifier is not increased for the bulk of their armour (although Space Marines will generally be Large Targets anyway).

Additionally, the suit has 3 points of ablative ceramite armour on the chest, arms and legs, and an injector with five doses of detox.

Power Armour Helmet:

Power Armour helmets have an Armour Value of 8, and are treated as closed helms. However, they will often also include auto-senses that negate the penalties to the wearer's awareness.

Astartes issue helmets include such autosenses and a rebreather by default.

Shields

In addition to being able to parry and deflect attacks with them in close combat, a character is also able to take cover behind a shield, using it as armour.

The character's carrying arm will always be protected, but a character can also use the shield to protect two adjacent locations against attacks from their front. By default, these locations are assumed to be the chest and abdomen, but a character could instead choose any logical combination of locations - although if a character chooses to shield his head, he probably won't be able to see very much.

A particularly large shield can potentially cover more locations, but for every additional location a shield can cover, its attack and parry penalties will be worsened by -5, as it becomes more cumbersome.

Common armour values are below:

Wooden: Armour Value 2

Reinforced Plastic: Armour Value 3

Metal or Armaplas: Armour Value 4

Some shields may potentially include coatings from the special armour types.

Special shield types

Suppression Shield:

Suppression shields are intended for riot control, and are fitted with a electric charge generator for subduing unruly civilians. They are treated as a Shock weapon and use all corresponding special rules.

Suppression Shields will typically have an Armour Value of 4.

Mirror Shield:

Mirror Shields are specially made to redirect laser based weaponry, and allow the user to use the *Deflect Shot* ability against all forms of las weapon.

Mirror Shields will typically have an Armour Value of 3.

Storm Shield:

A storm shield is fitted with a force field generator, giving superlative protection.

Rather than conveying an armour value, a Storm Shield instead conveys a 2D10 force field, which is effective against attacks from close combat.



*"I have fought with the shadows on the edge of your vision.
I have seen the faces that laugh at you in your nightmares."*

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