



Lord Inquisitor Gav Thorpe has been enjoying his position tremendously since Inquisitor was released, and has been accusing anyone without a copy of the book of being a vile heretic.

EXTERMINATUS

Expanded Rules for Inquisitor

Exterminatus is our regular Inquisitor column, featuring new rules, wargear, special abilities, etc. This month Gav presents new rules for mutations and a deadly new close combat weapon – the Decapitator.

MUTATIONS

Mutations are a special type of Exotic ability, and should be treated in the same way when creating mutant characters. Remember that some of the Exotic abilities in Inquisitor may be the result of physical mutations, such as regeneration, spit acid and vampirism. Any character with three or more mutations is always fearsome as well.

If you are using the Random Character Generator from last issue, a character has a 5% chance of having D6 mutations, rolled randomly on the table shown here. Re-roll mutations which are obviously contradictory (such as iron hard skin or scales and rotting flesh, for example).

MUTATIONS TABLE

D100	Mutation
01-09	Atrophied (random limb)
10-20	Bony crest
21-30	Club hand
31-36	Cyclopean
37-45	Fangs
46-50	Iron hard skin
51-60	Rotting flesh
61-70	Scales
71-77	Talons
78-82	+D6x10 S
83-87	+D6x10 T
88-92	-4D10 S
93-96	-4D10 I
97-00	-4D10 Sg

ATROPHIED

One or more of the mutant's limbs is withered and feeble, with little or no muscle power. A single atrophied leg reduces all of the character's movement rates, except crawling, by 1 yard and means the character cannot sprint. If both legs are atrophied the character is affected as for one leg. In addition they count moving faster than a walk as a risky action and if they fumble their action roll, will fall over and spend the rest of the turn prone.

An atrophied arm is at half Strength. This means their overall Strength is reduced by a quarter (or halved if both arms are atrophied). The Strength of their normal arm is equal to two thirds of their modified Strength value. For example, if a character had Strength 65, this would normally be 33 in each arm (actually 32.5 but we round up). A character with an atrophied arm would reduce their overall Strength by 17 to 48. The atrophied arm would count as Strength 16 and the other arm Strength 32, for the purposes of Strength tests.

BONY CREST

The mutant's skull has abnormal growths across it, thick protrusions of bone that jut through the skin like a crest or horns. This bone gives the mutant additional protection to its brain. The mutant may re-roll the Toughness test to see if it is stunned when hit in the head.

CLUB HAND

The mutant's fingers and hand have fused together into a single knobby lump, giving it a powerful punch but rendering it unable to use the hand for anything else. The mutant may not hold anything in the club hand, but it may be used in close combat. The club counts as an unarmed attack that does an additional D6 damage.



Quovandius and Mutant Emissary Fabian show a variety of the mutations described.

CYCLOPEAN

The mutant only has a single eye, destroying their depth perception. The mutant doubles any penalties to hit due to range modifiers (bonuses for range modifiers are unaffected).

FANGS

Abnormally long and sharp teeth line the mutant's mouth, giving it a fearsome bite. Once per turn the mutant may make a free bite attack against a single close combat opponent within arm's reach. This does not take up any of the mutant's actions, and counts as an attack with an improvised weapon.

IRON HARD SKIN

The mutant is covered in thick, leathery skin like an elephant or rhino, which is insensitive and therefore reduces the pain felt from injury. Any time the character must add damage to their injury total, deduct 1 from the amount added. This has no effect on location damage.

ROTTING FLESH

This horrid mutation means that the mutant's skin is constantly dying and

sloughing off, exposing fat and muscle. This disfigurement gives off a disgusting stench and leaves them susceptible to injury as even glancing hits can rip off hunks of flesh. The character reduces their base injury value by 1 and they can be smelt by other characters on a successful Awareness test up to ten yards away and will be smelt automatically within five yards.

SCALES

In places, the mutant's skin has formed into hard, bony scales which act as a form of natural armour. Add 1 to the character's base injury value.

TALONS

The mutant's fingers are little more than sharp bone, which makes for a great natural weapon but hinders their manual dexterity. A character may have one or both hands as taloned. A taloned hand cannot be used to carry anything, but the character counts as being armed with a short sword (which cannot be dropped, etc).



NEW WARGEAR & RULES CORRECTION

The following is a new item of wargear to equip your characters with, and is used by Simeon 38X as detailed elsewhere in this issue.

DECAPITATORS

Decapitators are a vicious close combat weapon often fitted to combat cyborgs such as Pit Fighters, Arco-flagellants and Adeptus Mechanicus Praetorians. Consisting of four shear-like cutting blades, a decapitator can snip off whole limbs or, as the name suggests, lop of an enemy's head with one blow!

A decapitator has the following profile:

Reach	Damage	Penalty Parry
2	2D6	-25%

A character armed with a decapitator can attempt to make a special 'shear' attack. The attack is at -25% to hit, in addition to other modifiers. A shear attack does not do normal damage, instead the location hit automatically suffers D6 levels of injury. Increase the victim's injury total by the minimum amount

needed to inflict this amount of damage. For example, if a character with a Base Injury Value of 6 is hit in the arm, and the D6 roll comes up a 3, the injury is Severe and their injury total increased by 18.

RULES CORRECTION!

It appears the forces of Chaos breached manuscript security before Inquisitor was printed, leading to a somewhat bizarre physical alteration of our forces. Please note that the hit location table (and the one on the character sheet) is incorrect and should be amended to the following:

HIT LOCATION TABLE

D100	Location
01-15	Right leg
16-30	Left leg
31-35	Groin
36-50	Right arm
51-65	Left arm
66-80	Abdomen
81-95	Chest
96-00	Head