



Even though he is still bursting with new ideas for Inquisitor, Gav, in his role a Warhammer Loremaster, has just finished putting the final touches to the Tomb Kings Army Book. So it's about time he got back to Inquisitor!

EXTERMINATUS

Expanded Rules for Inquisitor

Exterminatus is our regular Inquisitor column, featuring new rules, wargear, special abilities, etc. This month Gav presents expanded rules for campaigns and a strange alien device – the temporal phase distort generator.

CAMPAIGNS

Many players have asked me to expand upon the short campaign rules given in Inquisitor, so I will oblige them here.

TIME FRAME

The rules in this and next issue work off an established time frame for your campaign. Depending on how long you want your campaign to last (in game terms, not real time) you should measure the time between scenarios in either days (for a 'quick burn' campaign) or in weeks (for something a bit more long-lasting and investigative).

This is where a campaign diary becomes really handy, so that you can keep notes on what the characters get up to between scenarios. Often it won't be necessary to keep track of every day or week, simply make a note of any time that has passed, any effect this has on injuries, training and so on, and any other notable activity.

PERMANENT INJURY EFFECTS

The following rules are in addition to the injury rules on page 176 of Inquisitor.

There is only so much injury a body can sustain, and repeated injury to a location will inevitably begin to take its toll on the character's health.

At the end of every game there is a chance that locations injured during that scenario have been permanently affected. This chance depends on how injured the location is. Roll on the Permanent Injuries table.

If a location suffers permanent injury, then it loses its lowest Injury level –

PERMANENT INJURIES

Injury level	% chance of permanent damage
Light	None
Heavy	20%
Serious	40%
Acute	60%
Crippled	80%

cross out the box on the character sheet. For example, the first time a location suffers permanent injury, it will lose its Light damage box. This means that the first level of injury suffered will always be Heavy from then on.

GETTING TREATMENT

As with normal injuries, a visit to a specialist physician, surgeon, psych-healer or other medical person may offer a chance of reversing or reducing the effects of a permanent injury effect. Each visit can only heal a maximum of one permanent damage level, and cannot be undertaken while there are any short-term injuries on the location. As with other damage, if a location is replaced with bionics, any permanent damage will be removed.

CHARACTERISTIC REDUCTIONS

Unless otherwise stated, all characteristics which are reduced during a scenario will recover at the rate of 10 points per day. The effects of a characteristic being reduced to zero or below varies according to the characteristic. Note that although a

characteristic may be at zero or below, many characteristic tests are still passed on a roll of 01-05.

WS and BS: The character will only ever hit or parry with the minimum 5% chance that everyone has, regardless of any other modifiers.

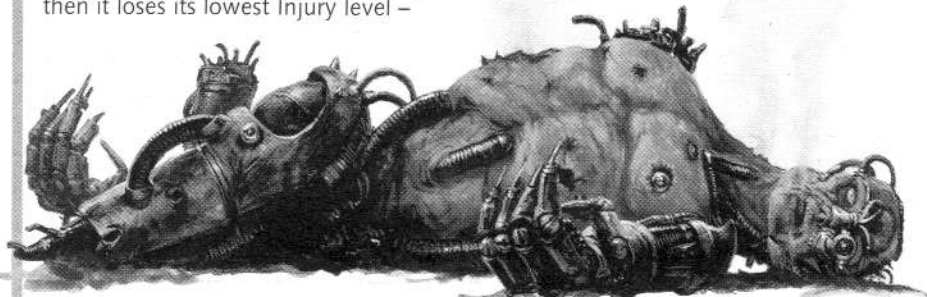
S and T: A character with these characteristics at zero or below falls into a coma and may do nothing while the coma lasts. Each day he is in a coma there is a 5% chance that he will die. If he does not pass away, he will recover 10 points to each reduced characteristic as mentioned earlier. When the characteristic goes above zero, there is a chance every day that the character will wake up. Take a normal characteristic test against the reduced characteristic, if this is passed then he wakes up. If both S and T are reduced, the character must pass a test against both in order to wake from the coma.

If S or T is ever reduced to a negative amount equal to the character's starting characteristic, he will die. For example, if a Toughness 67 character is reduced to Toughness -67, he will die.

I: A character with an Initiative value of zero or below counts as having Speed 1. In addition, outside of actual games he may not do anything related to the campaign as he is too exhausted and must spend all their time resting. This means that he can't go investigating, look for ammo and guns, even visit a medic or do similar activities. A character with zero or less Initiative may not spend any experience points he has earned (see below).

Wp: The character has no mind of their own and is completely open to suggestion. In order to perform any actions in a game, another character must tell him what to do (which will cost the guiding character one action to do so).

Sg: The character becomes a clinically insane, a drooling imbecile! While his



Sg remains at zero or below, he may do nothing at all outside of a game – he has to be kept restrained for his own protection. In addition, roll a D10 on the Madness table opposite to see what particular affliction the character is suffering from. When his Sg passes above zero again, there is a 25% chance that the character's madness is permanent.

Nv: The character becomes a total coward. All enemy characters he faces count as if they are terrifying to the character.

Ld: The character loses all sense of personality, discipline and personal hygiene. He will quite frequently forget what he is doing, wander off on his own and is otherwise easy to disorientate. The character acts as normal, with one exception. After he has performed each action, roll a D6. On a roll of 2 or more, everything is fine and he carries on as normal. On a roll of a 1, however, he forgets what he was up to and performs no more actions for the rest of the turn. Note that he does not count as stunned, he merely performs no more actions.

For example, if such an afflicted character had three successful actions and was aiming, firing and then aiming again, he must roll after each action. If you rolled a 1 after his first action then he would aim, but then forgets to shoot. If you rolled it after his second action he would aim and shoot but then forgets to aim again. There is no point rolling after the character's last action.

Well, that's it for now. Next month I'll be looking at experience and training.

MADNESS TABLE

D10 Effect

- 1 **Phobia.** The character is mortally afraid of the thing that drove him insane. The character who reduced the character's Sg to zero or below counts as having the Terrifying exotic ability against the afflicted character.
- 2 **Frenzied.** The character becomes a blood-crazed psychopath and follows the rules for the Frenzy exotic ability.
- 3 **Paranoia.** The character believes that everyone is out to get him, even his comrades. Roll a D6 at the start of every turn. On a 1, his paranoia overcomes him and he must use his available actions to either shoot or charge the nearest friendly character. On a roll of a 2, he may act normally unless in cover, in which case he spends the turn hiding as well as he can. On a roll of 3 or more, his paranoia has no effect.
- 4 **Invincibility complex.** The character believes himself to be impervious to all harm. The character is never pinned, and may not evade as a move, nor protect himself with skills such as deflect shot or dodge.
- 5 **Fearful.** The character jumps at his own shadow, and is easily startled. All enemy characters counts as having the Fearsome exotic ability to this character. In addition, he will only pass Pinning tests on a roll of 01-05, regardless of his Nv characteristic and any modifiers.
- 6 **Panic Attacks.** The character is prone to bouts of panic, during which he suffers loss of breath, disorientation and nausea. The character must take a Pinning test at the start of every turn.
- 7 **Catatonia.** The character occasionally lapses into a catatonic state, during which his eyes go blank and he does not respond at all to what's going on around him. At the start of every turn, there is a 10% chance that the character is stunned for the remainder of the turn. He does not fall prone if he goes catatonic.
- 8 **Hallucinations.** The character occasionally loses his grasp on reality. Every turn in a game, there is a 10% chance he will act as if affected by a Hallucinogen grenade.
- 9 **Wild Hallucinations.** The character is tormented by waking nightmares and visions. Every turn in a game, there is a 50% chance that he will act as if affected by a Hallucinogen grenade.
- 10 **Total Headcase.** Roll on this table at the start of every turn to see what madness he suffers from for the duration of that turn.

NEW WARGEAR

The following is a new item of wargear to equip your characters with, and is used by Techpriest Tezla, detailed elsewhere in this issue.

TEMPORAL PHASE DISTORT GENERATOR

This item is unique to Techpriest Tezla. Based upon technology which Tezla uncovered in ancient Necrontyr ruins, the Temporal Phase Distort Generator acts as an anti-stasis field, turning the user partially insubstantial. When working efficiently, this can make Tezla impervious to harm. However, in order to work it has been cybernetically integrated into his own

body and malfunctions often occur, causing him grievous wounds and intense agony.

Every time Tezla is hit while the distort generator is operational, there is a chance that it simply passes through him. This chance is equal to 100% minus the amount of damage done. For example, if Tezla took 7 points of damage then there is a 93% chance that the hit has no effect on him whatsoever. However, if he does take damage this means that the generator has shorted itself out, and he takes double the normal amount of damage from bionic feedback. This is increased to triple damage if hit in the abdomen

or left arm, where the primary field controls are located.

It takes one action to activate or deactivate the field. While it is active, Tezla cannot interact with his environment outside the field. This means that he may shoot normally (as the bullets will leave the field) but cannot attack in close combat, operate machinery, etc. He may pass through solid objects whilst moving, though there is a 5% chance that the field shorts out as he attempts this, causing 2D6 damage to D6 locations and leaving him stunned for D3 turns at the point he tried to enter the terrain.