

Inquisition Warband

"If it doesn't hurt, it doesn't count!"- Inquisitor Lord Kryptman

The Inquisition is a secretive organisation whose members are bound by no Imperial law or authority except their own. The sole duty of the organisation is to investigate any possible or potential threat to the future of humanity, and to take whatever measures it considers appropriate to expose and destroy that threat. Aggressive monsters, serious genetic deviation, political corruption, the machinations of governors, gross incompetence, treason and heresy are threats enough to keep the Inquisition permanently occupied. The City of the Damned is just one more dark stain upon the world that must be cleansed and purged of evil.

Choice of Warriors

An Inquisition warband must include a minimum of 3 models. You have 500 GC which you can use to recruit your initial warband. The maximum number of warriors in the warband is 12.

Heroes		Henchmen	
Inquisitor:	Each Inquisition warband must have one Inquisitor.		Inquisitor warbands uses the same Henchmen list as Witch Hunter warbands.
Pupil:	Your warband may include a single Pupil.		
Daemon Hunters:	Your warband may include up to 3 Daemon Hunters.		

Inquisition Skill Table

Inquisitor: Combat, Shooting, Academic, Strength, Speed

Witch Hunter: Combat, Shooting, Academic, Speed

Pupil: Combat, Academic, Strength

Starting Experience

An **Inquisitor** starts with 20 experience.

Daemon Hunters start with 12 experience.

A **Pupil** starts with 8 experience.
Henchmen start with 0 experience.

HEROES

1 Inquisitor ... 70 GC to hire

Inquisitors often [dress](#) the part, stalking the Empire in flamboyant and distinctive masked costumes. In their wake they sometimes bring an entourage of personal assistants.

Profile	M	WS	BS	S	T	W	I	A	Ld
Inquisitor	4	4	4	4	3	1	5	2	9

Psychology - Inquisitors are immune to all psychological effects as described in the Mordheim Rulebook. They cannot be affected by *fear*, *terror*, or any other psychology rule.

Weapons and Armour: An Inquisitor may be equipped with weapons and armour chosen from the Witch Hunter Equipment List.

Special Rules: Leader: Any warrior within 6" of the Inquisitor use his Leadership characteristic when taking any leadership tests.

Special Rules: Wizard: The Inquisitor is a wizard and may use both Light spells as Prayers of Sigmar. He must take at least 1 spell from the Sphere of Light.

Daemon Hunters... 25 GC to hire

Witch Hunters are the members of the grim Order of Witch Hunters. They are dedicated to eradicating Chaos and all it's minions.

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemon Hunter	4	3	3	3	3	1	3	1	7

Weapons and Armour: Daemon Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment List.

1 Pupil... 30 GC to hire

The pupil's duties are very demanding. He has to minister to the Inquisitor's needs, furnish him with tools and weapons, and also record faithfully his actions and history.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pupil	4	3	3	3	3	1	3	1	7

Weapons and Armour: Pupils may be equipped with weapons and armour chosen from the Witch Hunter Equipment List.

Special Rules: Sacrifice: A Pupil close to his Inquisitor master may jump in front of an attack otherwise meant for his master. As soon as an attacker scores a succesful hit on the Inquisitor the Pupil may choose to sacrifice himself to save his master. Move the pupil model between his master and the attacker and work out damage as normal. The Pupil may only do this if he is within 2" of his master and not in combat with another model. He can move up to 4" if he has one or more skills from the Speed skills list.

HENCHMEN

Bought in groups of 1-5

See the Witch Hunter warband Henchmen table.

The Inquisition

Sphere of Light

The spells of the Sphere of Light are mostly directed at combating deamons and evil wizards or bringing down mass destruction on the foe. Though Inquisitors must always take at least one spell from the Sphere of Light it's worth considering taking some spells of other spheres if you aren't battling Chaos, though the bulk of Light spells are still useful against most opponents.

Light Sphere

D6 Spells

- 1 *Scourging (Difficulty 9, Range 24")* Strikes the first single target within range in a straight-line path. The victim suffers D3 S4 hits and must pass a Leadership test or be stunned and unable to do anything until the next Shooting phase. Daemons struck by Scourging suffer D3 hits at S8 rather than S4.
- 2-3 *Purge Witch (Difficulty 7, Range 12")* Pick an enemy wizard within range. The enemy wizard rolls D3 and adds his Leadership to the roll; your wizard rolls 2D3 and adds his Leadership to the roll. If the enemy wizard's score is lower, he loses and suffers 1 Wound for each point he lost by. Otherwise the feedback inflicts D6 wounds on the friendly wizard.
- 4 *Flames of Purging (Difficulty 10, Range 12")* Every living creature within range suffers an S4 hit. After damage has been assessed, the wizard himself must pass a Leadership test in order to stop the Flames. If he fails - or decides to continue the firestorm - he suffers a wound as the flames start to consume his body and the Flames of Purging remain in play, scoring another S4 hit on all living models within range at the start of the next Shooting phase. Repeat until the wizard succeeds in his test, or the wizard is slain. *Clarification: Flames of Purging is a difficult power to use properly but is so powerful that it can win the battle for you if it's played at the right time. The wizard using Flames of Purging cannot move, shoot or do anything else if he fails to stop it or chooses to continue it.*
- 5 *Aura of Fortitude (Difficulty 7, Range 9")* The user and all friendly models within range increase their Ld to 10 as long as this power is in play. All affected models also gain a [saving](#) throw of 4+ on D6 against all magickal attacks. The wizard must pass a Leadership each Turn each turn to maintain the Aura.
- 6 *Aura of Fire (Difficulty 9, Range Personal)* When in play, will negate any Wound suffered by the user on a D6 roll of 4+. In hand-to-hand combat, any wound saved means that the Aura is rebounded against the model that struck it, causing a Strength 3 hit for each Wound saved. The wizard must pass a Leadership each Turn each turn to maintain the Aura.

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