



Packing Heat

Rules for Weapon Concealment

By Richard Plumb

INTRODUCTION

Craven moved through the milling queue like a crooked old man. Gone were any sign of his Inquisitorial authority. Gone were those days. All he had now was revenge, which lay beyond this threshold. The security guards made to make him go through a great arch that chimed when metal was detected. He had planned for this and moved through grinning to himself. His hand clenched around the wooden knife, heat hardened to glide through flesh. His foe would die by it tonight.

On many occasions in Inquisitor, many warbands can be split up, captured or even go undercover. This may usually amount to stealth moves in the night, dodging from shadow to shadow and feeding guard dogs with hunks of meat.

Yet in certain areas such as bustling hives or cities, a character or even warband might want to hide their weapons, perhaps because they are forbidden in the more privately owned areas. One good example of this is within the Sorrowitas missions and cathedrals that demand the total relinquishment of arms before entering; only their servants may bear weapons in its holy sanctum. Even the likes of Inquisitors are challenged on this as it is declared part of the Imperial religion.

You may not even want those around you to know who your character is and dress him in the attire of an average citizen, spare for the Bolt pistol casually holstered under his arm in a 'pit' holster (see below).

These types of conditions have probably already happened to many GMs whose players have smartly resorted to more subtle tactics than guns blazing. After all, it's Inquisitor not Warhammer 40,000!

USES IN INQUISITOR

Within the Imperium and in fact the whole galaxy, there are countless ways of detecting dangerous intent and weapons to do it with. The Eldar simply detect the emotion of any would be assassins within their ranks (which is rare), Tau have hi-tech virtual-mappers that detect any possible lumps and bumps in cloths from a distance and postulate if it's a weapon. Even the Tyranids kill any organism that no longer receives messages from the Hive!

Meanwhile the Imperium, with its less trustworthy populace and its less definite solution, tries its best.

Whenever a character walks past someone or is 'frisked' by someone who is attempting to locate any hostile weapons or perhaps specific wargear, roll a test as described below and add any modifiers that are relevant. Once again, GMs are suggested to be original and should ad-hoc with the rules presented here. Maybe the concealing character has a cold and a gun that makes a funny noise if shook?

Lastly, if there are any Eddie Murphy wannabies, the character may attempt to blather to explain any suspicious items and get away with it. Though to do this he must successfully pass an unmodified initiative check and actually come up with the 'speech.'

'Look man! It's a clock, not my fault if it looks like a bomb is it?'
Again, GMs discretion.

Concealment check = Basic initiative test.

+/- Modifiers:

- + Weight of the concealed weapon (e.g. +15% for laspistol),
- + Searching equipment (see below),
- + Physical check (i.e. frisking) +20%,
- + Bionics or anything increasing visual senses (e.g. +20% advanced bionic eye),
- Range (10% per yard),
- Awareness affects (Closed helm -25%),
- Concealing equipment.

Because close combat weapons posses no weight, cross-reference them on the table below to find out what weight to modify the concealment check with. You may notice that a power fist is counted as being as concealable as a knife. Well it is in Inquisitor, where such things can be as subtle as a glove under a glove and not always the hulking devices strapped to space marines! Sometimes someone can claim that it is a helpful bionic and get away with it!

Close combat weight reference

Reach	Modifier
1	+5
2	+20
3	+35
4	+50

At the end of the day these rules should bring a more exiting edge to any game, which as I have seen, relies on nothing more than the superb combat engine that Inquisitor offers. But there is more here to use! The bricks have been laid and gamers should feel obliged to construct their own game from it.

If these rules succeed in making players 'think' more in their campaign actions as well, then I think it worked. Remember, the game is what you make it!

Below I've added a few pieces of equipment, two new psychic powers and a scenario for you to try. Please try them all out and if you make any changes because of problems you have found let me know!



NEW EQUIPMENT

Covert webbing: Military in design, combat webbing is an assortment of straps and strands that can fit under a shirt, cradling equipment and arms into the more 'snug' of places. Covert webbing reduces any holstered pistol or basic weaponry by -10% when involved in a concealment check. This effect is lost if the character is frisked.

Long coat: Many locals especially on frontier worlds, like wearing excessively long coats, some which scrape along the ground. While restrictive in high winds they look cool and have another very subtly use. A character wearing a Long coat may conceal a pistol or basic weapon along his side or a close combat weapon with a reach up to 2. These concealed items have their weight halved when involved in concealment checks making them easier to be hidden. This effect is lost if the character is frisked.

Plascore Weapons: Some armourers offer an alternative to steel guns or swords and offer high-density materials that won't be detectable by various scanners. A Plascore weapon is just like the normal version but removes the bonus that detector arches/wands offer anyone checking for it. Unfortunately it isn't cheap and upgrades the weapon to the next availability class (i.e. a Lasgun goes from basic to rare). Exotic or Legendary equipment and weapons cannot be made in Plascore as they depend on the materials they are made from.

'Pit' holster: Used by many field agents, the Pit holster is a simple design that hides a pistol-sized weapon under your shoulder. In affect it deducts -20% to anyone trying to detect it by eye but NOT if frisked. Other forms of this holster allow for pistols or reach 1 weaponry to be hidden on the ankle and in the small of one's back.

Spring Brace: A spring brace conceals a pistol sized weapon or reach one weapon much like the 'pit' holster does but with a quirky extra. The spring brace can mount a small weapon on the wrist and will 'pop' out if triggered placing the weapon into the characters hand as if he had the Fast Draw skill. This brace must be worn under sleeves. Because of their size and odd location, spring braces do still have the affect of the 'pit' holster despite being frisked!

Detector Arch & Detector Wand: Often used at spaceports or mass conveyances, the detection arch is a static system that searches for metals often found in guns and combat weaponry.

Other detectors search for chemical compounds found in bolt shells or energy signatures in Lasgun power packs. There are rumours that the Adeptus Mechanicus have a detector unit that detects machine spirits, but this is mere conjecture. Smaller in size are the detector wands, compact moveable devices that look similar to an Auspex but mounted on a small stick. It is less powerful than the Arch but still useful.

- The Detector Arch negates the modifies for concealing clothing and adds +30%.
- The Detector Wand negates for concealing clothing and adds +10%

NEW PSYCHIC POWERS (TELEPATHY)

Suggest

Difficulty: 15

The psyker reaches out with his mind as he states something simply like: 'These aren't the servitors you're looking for.' As he states this obvious lie his mind detaches his victims suspicion and leaves them apparently listening to an undeniable fact. If the psyker passes this test then everyone who is relevant and within earshot must pass a willpower test modified by the amount the psyker past his test by.

Eg: Willie Dank the smuggler uses his Wyrld psychic power: Suggest on two Enforcers who are questioning him in the street. As he says 'I ain't done nothing wrong, im free to go,' he rolls a test (getting 45) easily passing his test goal of one hundred by 55. Next, the two Enforcers must attempt to pass their willpower tests (each being a rather respectful 60!) modified by Willie's 55. They both fail not getting anywhere near the 5% they needed. Old Willie Dank just walks away carrying his new Enforcer Shotgun!

Detect Arms

Difficulty: 10

Some telepaths often see into the warp, perceiving it as a series of auras representing emotion or intent. What he sees is the playground of daemons, which feed upon this emotion. But one useful application of this power is in the detection of objects about someone. The psyker can scan someone, seeing not only his aura but also either the dead aura shapes of weapons and tools that are often depicted as black shapes. Sometimes the psyker can see a weapon with an aura, where the carrier has left such a murderous intent on it that it glows red with rage. If the psyker passes the test then he may attempt to detect for concealed weapons (and equipment) without any modifiers.



NEW SCENARIO – SMUGGLER'S RUN

In one of his many 'runs', Gabor Kullis has run into some trouble. His usual route through the slums has come upon a hitch, three of them in fact, each one an Enforcer. Some stupid feth-bag has gone 'ogryn' and shot-up some pilgrims. The murderer is still at large and now the Enforcers are checking everyone leaving the area. They block the only way into the subway and freedom. Now he has to find his way past and fast before he misses his train!

Mission: Gabor must make it into the Subway by game turn 6! Some players may prefer actual time constraints but its up to you.

Characters: The following characters are used in the scenario:

Equipment: Priceless artefact in a secure coded box (weight = 20 and cannot be opened.), knife.

Special Abilities: Dodge.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Gabor Kullis	35	45	55	55	60	60	60	70	40

'Ah Gabor Kullis, man of many guises. Some folk say he was short, some tall. But guaranteed, he always did his run. Even after that accident at the subway station...poor fether.'

Undisclosed Crime Boss

Equipment: Pump action shotgun with 12 executioner shells; detection wand; carapace armour on legs, chest, arms. One Enforcer has a cyber mastiff.

Special Abilities: Dodge; Quickload.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
X 3 Enforcers	70	70	60	60	60	65	65	75	75

'Ahh, the Enforcers, beloved keepers of law and order. There is nothing I like more than seeing a patrol squad doing their job. Reminds me so much of the boys when they are doing theirs.'

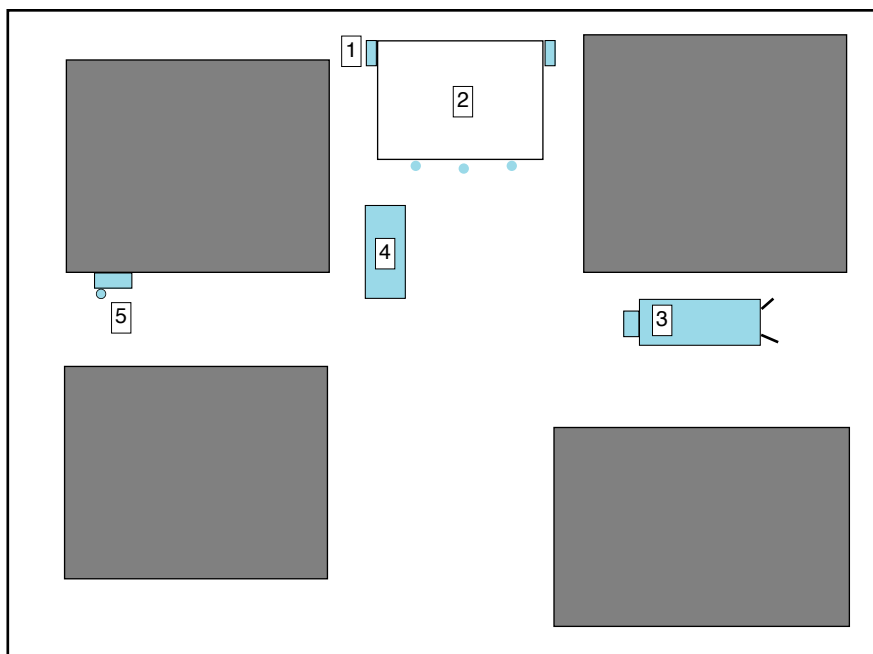
Undisclosed Crime Boss

Setting: The basic layout of the scene is shown below. I've kept it basic allowing any original gamers to chop and change where they like.

Key:

1. Air Vent
2. Subway
3. Truck
4. Enforcer Car
5. Old Hekbert!

- All doors are locked shut.
- The Enforcer patrol car is open but un-drivable thanks to their gene-identify locks. Some more adventurous gamers may remove this lock and have Gabor ram the patrol out of the way! A good car representation is simply one of those large matchbox cars. I use a Games Workshop mail order box
- Armour values:
Patrol Car: 10
Truck: 8



SPECIAL RULES

Passing the Enforcers

The Enforcers will not attack Gabor unless he acts suspiciously (up to GM!) and refuses to comply. Good example of this would be him sprinting past their visual range. Also, if Gabor is searched at any time by eye or frisk and his package is found then he is busted and the game ends with the Enforcers carrying him off with comments like 'Perp'. The Enforcers will not 'talk' or reason with Gabor and will use any opportunity to rule out any citizen. They will search more than once so NO hiding the box, getting searched then trying to pass by!

The GM should feel free to be ad-hoc with this scenario especially with eccentric Gabors.

When Gabor tries to pass the Enforcers roll on the table below for how deeply they look.

Enforcer mood roll (D10):

- 1-5 Move along citizen – The Enforcers seem little interested in you, only test for a visual concealment check.
- 6-7 Frisk 'im – The Enforcers are following protocol and give Gabor the once over patting along his body for any suspicious objects.
- 8-9 Get the wands – the Enforcers stick a gun in Gabors face as one of them goes to the car to get one of their detection wands. He gives you a once over with it. Test for a concealment check using a detection wand.
- 10! Were going downtown! – It is not Gabor's night, the Enforcers are convinced that they have their murderer and put Gabor in shackles. He could run, maybe he did, but poor Gabor's running days are over.

Modifiers:

Add +1 to the above roll for every injury level that Gabor had taken in his misadventures.

If Gabor had deactivated the wands they keep silent and the concealment check counts as 'Move along citizen.'

If Gabor has hidden the wands properly then the Enforcer simply counts as 'Frisk 'im.'

There is a variety of ways that Gabor can achieve his goal to get past the Enforcers and obviously it isn't going to be through sheer force of arms! To organise these suggestions I've put them into paths that can be taken.

Distract:

If Gabor looks around he may notice the barrels left half unloaded by the roadside. It looks like the owners have fled the scene (or were shot) when the Enforcers turned up. If Gabor checks these barrels and passes a sagacity test then he may be told that they are high concentrate Petrochem for the nearby conveyance station.

Petrochem is highly flammable and an arsonist (like Gabor?) could tip a barrel or two over and light them up before hiding. To light them up Gabor could use his knife to scrape against the iron grating on the gutter (must pass an initiative test or specific question to GM to become aware of it) or, if Gabor checks the truck driver's compartment he will notice the lighter still left on the seat!

When the fuel goes up in flames, roll for damage against the truck counting the flame as a flamer. If the damage beats 10 then the truck explodes like a demolition charge.

If the truck explodes, all three enforcers come running. Roll initiative tests (no modifiers) for each of them. If one passes, they notice the flame and d6 of them come running (3 being obviously the highest number). The mastiff is brought with them.

Disguise:

Down the left alley on the map lives old Hekbert the resident hobo. He lives in a little cardboard house with his rats and cradles his alcohol like a teddy bear. Hekbert is still snoozing off last nights drinking competition against himself (which he won!) and is snoring loudly. Old Hekbert is wearing a rather large looking duffel coat with many torn inside pockets. Gabor could slowly (passing a successful nerve test) peel the coat of Old Hekbert and use it to help conceal the box, increasing his chances of it not being detected if he is checked over by the Enforcers.

If the roll is failed, Old Hekbert wakes up and starts screaming really loudly. 1 or 2 Enforcers (Roll d6 - 1-3=1, 4-6=2) will come to see what is going on. If Gabor gets away before they arrive, the Enforcers will 'lawfully' beat up Hekbert and smash up his home up searching for wasting Enforcer time. If Gabor is seen, game over as they shout FREEZE! Unless of course you think he can escape and hide?

Divert:

Gabor could look for another way of getting into the subway. The best access he will find is an air vent into the Subway's toilets. Unfortunately it's too small for him, but a thoughtful Gabor could slip the box down into the vent and pick it up from the other side! It will take a successful initiative test to get the box into the vent. This is a risky action and if is blown will cause 2d6 damage to Gabor's arm as the vent's rotor blades cut into him.

Sabotage:

If Gabor can successfully sneak up to the Enforcer patrol car then he can quietly open the door and look in. On the passenger seat is a trio of detector wands. Gabor could either steal them and hide them somewhere good, or if he passes a sagacity test, figures out how to switch them off, so when he is searched they don't go bleep!

The GM should roll the sagacity test in private and feel free to lie to Gabor's player about his success rate until he tries to pass the Enforcers. Very nasty.

VARIATIONS ON A THEME

Like most inquisitor scenarios, this one is purely modular. What I mean by that is that you can strip away what you like in it and throw the rest in the bin. One example of this is if you wanted the scenario to be themed on an Inquisitor's escape from a heretic prison? Or maybe if you like Eldar you could have an Eldar Ranger who is trying to warn his master.

Another idea is having two characters, one on either side, trying to get a package or maybe a person across a line. They must not be able to simply force their way through or we fall into the realms of simplistic gunfights. This scenario is meant to be a thinker and forces players to use their head rather than their ammo.

With this idea in mind you can come up with many settings, characters, obstacles and solutions that could flesh it out. Personally, I want to know what would happen if Gabor accidentally found the murderer that caused the arrival of the Enforcers hiding in old Hekbert's hut!

Now if I could just find a way to sneak past in my Leman Russ Battle Tank...

ABOUT THE AUTHOR

Richard Plumb was a key timer in our Liverpool store. he claims that is he gets talking about Inquisitor he could make girl fall into a coma quicker than you can roll a D6.