



Storm Trooper

House rules for using Storm Troopers in Inquisitor.

By Andrew Finney

Sometimes, the inquisition needs a fighting force with better training than the average guardsman. Mostly, this means recruiting from the Adeptus Astartes, but if this option is not viable, then Imperial or Inquisitorial Storm Troopers are likely to be recruited. These individuals are highly trained in both overt

and covert operations. In the case of many of these troops, their training emphasises more on ranged combat than hand-to-hand combat. Many Inquisitors prefer to use Inquisitorial Storm Troopers over Imperial Storm Troopers, due to a higher level of specialised training, and insured loyalty to the Inquisition.

STORM TROOPER CHARACTERISTICS

Equipment: Unlike Guardsmen, Storm Troopers very rarely pick up equipment during battle. Fortunately, they are often equipped with rare and exotic equipment. All Storm Troopers are equipped with Sealed suits (see special equipment), and Inquisitorial Storm Troopers may even be equipped with anti-psyhic weapons.

Special Abilities: All Storm Troopers have Nerves of Steel..

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Storm Trooper	70	80	60	60	55	60	60	70	65
Random	60+2D10	70+2D10	55+2D6	55+2D6	45+2D10	45+3D10	45+3D10	65+2D6	60+2D6

SPECIALIST EQUIPMENT

Sealed suit: The armour worn exclusively by Storm Troopers is totally sealed, exposing none of the wearers skin when fully closed. It consists of carapace armour, a closed helmet and re-breather. As such, it gives 6 points of armour to all locations, and gives a gas resistance bonus of +50%. For working out the point cost of the character, the suit costs 58 points.

Note: Some guard regiments augment their suits by bonding or ablating different armour types, so don't worry about adding special armour types to your character.

Hellguns/Hellpistols: Storm Troopers often carry super powered Lasguns. The most common type is hardwired into the Troopers backpack. This backpack supplies a constant stream of power into the gun, removing the need to reload, and reducing the weapons down time. The only drawback to this weapon is this; if the weapon is overused, all energy is drained, and the gun will stop working until the power pack has re-charged. The re-load value in square brackets shows how many shots can be re-charged per turn that the gun is in active (e.g., a hellpistol has only 4 shots left, but is unused for three turns, now giving them 10 shots).

Hellweapon	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Hellpistol	Pistol	E	Single	-	2D6+3	30	[2]	15
Hellgun (MP)	Basic	E	Single	-	2D6+3	60	[2]	25
Hellgun (CP)	Basic	E	Single/semi (2)	-	2D6+3	50	[2]	30

All of these weapons are rare.



LIEUTENANT JULIUS GUMMER

The desert troops of the world of Acaris are renown for their large armies of highly trained Storm Troopers. It was during the defence of the Cadian Gate that the regiments of Acaris rose to their current level of renown. One of the main reasons for the potency of their Storm Trooper divisions is that the Storm Troopers are cloned in large amounts, resulting in their training being easy, due to their similar mindsets. The other is that quite often, entire regiments will be formed from Storm Troopers, with many being promoted to the level of corneal.

Yet, even with the extreme cloning rate, the regiments often contain as much as 35% of natural humans. One of these natural Storm Troopers is Julius Gummer, a veteran of the defence of the Cadian Gate, who was promoted to lieutenant for his part in the stalwart defence of the chapel of St. Roland in planets capital. Since then, he was recruited by the late Inquisitor Marrion, and has now joined on as part a warband, along with a Space Marine and a young acolyte by the name of Crow Daemonbane, who was Marrion's apprentice.

Equipment: Sealed Suit; Hellpistol; Pump-action shotgun; Shock maul.

Special Abilities: Nerves of Steel; Hipshooting.

Julius Gummer is left-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Julius Gummer	77	80	75	65	54	50	58	74	69

NOTES ON CREATING AND

PAINTING STORM TROOPER CHARACTERS

Inquisitorial Storm Troopers are painted in the usual colours of the Inquisition. Imperial Guard Storm Troopers can wear the colours of any world that has Storm Troopers (for example, it would be silly to have a Storm Trooper wearing Catchan colours). When building a Storm Trooper character, you should remember that Storm Troopers wear sealed suits, and as such

should wear a fitted re-breather mask, attached to the helmet (please note that some prefer not to wear helmets, so don't feel compelled to fit a re-breather to the miniature). Many Storm Trooper variations are equipped with power packs and short-wave transverse for battlefield communications fitted into a backpack, which is then connected to either a Hell gun or Hellpistol via two power connectors. Storm Troopers are often equipped with other weapons, such as Flamers, Meltaguns, etc, so don't feel forced to use Hell weapons.

ABOUT THE AUTHOR

Andrew Finney is an Inquisitor fan. Unfortunately, that's all we know about him at this time!