INQUISITOR REFERENCE SHEET

You dare to call me Heretic? He who have not heard the whispers of the Dark Gods in your ear?

MOVEMENT RATES & MODIFIERS

ACTION	SNEAK	CRAWL	WALK	EVADE	RUN	SPRINT	JUMP	DRAG
RATES	2yds (RA)	2yds	4yds	5yds	6yds	10yds	S/20yds(*RA)	1yds

NOTES: **Add 50 % if Sprinted last action*
         RA Failure or % distance of Jump.
CHANGE STANCE: Free with any other action.

MODS: *Difficult Terrain (-1yds, Risky Action – Fall Prone)*
       Obstacle less than 2yds High (1 action to leap)
       Obstacle more than 2 but less than 4 yards high (2 Actions to cross, Risky action – Fall Prone)
COMBINED ACTIONS WITH MOVEMENT: Except Shooting):   -2% for each yard travelled
COMBINED SKILL ACTION: Reduce skill by 50%.

SHOOTING NOTES & MODIFIERS

RANGE

TYPE	01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71+
A	0	-10	-20	-30	-40	-50	-60	-70	-80	-90	-100	-110	-120	-130	-140
B	0	-5	-10	-15	-20	-25	-30	-35	-40	-45	-50	-55	-60	-65	-70
C	0	-10	-10	-10	-20	-20	-20	-30	-30	-30	-40	-40	-40	-50	-50
D	0	-5	-5	-10	-10	-15	-15	-20	-20	-25	-25	-30	-30	-35	-35
E	0	0	-5	-15	-30	-45	-60	-75	-90	-105	-120	-135	-150	-165	-180
F	0	0	0	0	-15	-15	-30	-30	-45	-45	-60	-60	-75	-75	-90
G	0	-10	-10	-10	-10	-10	-20	-20	-20	-20	-20	-30	-30	-30	-30
H	-5	-5	0	0	+5	+5	+10	+10	+5	+5	0	0	-5	-5	-10
I	-50	-40	-30	-20	-20	-10	-10	-10	0	0	-10	-20	-30	-30	-30
J	0	0	-10	-10	-20	-20	-30	-40	-50	-60	-70	-90	-110	-140	-170

MODIFIERS

SHOOTER

Each Yard Moved in Combined Action	(-5)
Combined Action other than Movement	(Half after Modifiers)
Each Action spent Aiming	(+20)
Rested Weapon	(+10)
Each Semi-Auto Shot	(-10)
Firing Full-Auto	(BS/5) All targets in 2yds
Firing Flamer	(BS/4) All targets in 2yds
Shooting with Off-Hand	(-20)
Shooting with 2 Weapons	(-20)
Insufficient Strength to use weapon	(-1 for each point of difference)

TARGET

Last action Walk	(-8)
Last Action Run/Sprit	(-12)
Last action Evaded	(-20)
Other Movement	(-2/yard)
Target twice Human Size	(+30)
Target half Human Size	(-30)

FLAME WEAPONS CHART

RANGE	2-5	6-10	11-15	16-20	21+
NO.HITS	D6+2	D6	D3+2	D3	1

Effect: *Any hit sets location on fire 50%, No NV bonus for pinning test if not hit)*

PLACED SHOTS

PLACED SHOT:	(1/10 of Required Hit Roll)
AIMED PLACED SHOT:	(Hit Roll Required – Range)
LASER SIGHT:	(+10 to Chance of Placed Shot)
EFFECT:	(Shooter may modify Hit Location by +/- 20)

LINE OF SIGHT

LIGHT TERRAIN	(8 Yards)
MEDIUM TERRAIN	(6 Yards)
HEAVY TERRAIN	(4 Yards)

THROWN WEAPONS

Maximum Range = Throwers Strength / 2 – Weapon Weight

INDIRECT FIRE

Automatically scatters D10 Yards +/- 1 for each 10% BS test failed/passed by.

THROWN GRENADES

Risky Action.
Nominate Target Point
Maximum Range = Throwers Strength / 2 – Grenades Weight
If over range automatically scatters 2D10 Yards, Otherwise Scatters D10 Yards –1 / 10% passed BS Test by.

BLAST WEAPONS

If shooter misses blast scatters D10 + 1/ 10% failure of BS Test.
Blast weapons scatter no more than _ total range to target.
Deduct 1 dice of damage from blast rating / Yard from centre of blast.

GRENADE FUMBLE CHART

DICE ROLL	EFFECT
1-2	The grenade explodes in the character's hand. Resolve its effects centred on the character.
3-4	The character drops the grenade. It scatters D10 yards from the character in a random direction before exploding.
5-6	The grenade is a dud and does not explode.

PLASMA WEAPON FUMBLE CHART

DICE ROLL	EFFECT
1-2	Explodes! The character counts as shooting himself in the firing arm, Resolve damage and injuries in the normal way. The plasma weapon is destroyed.
3-4	Critical Overheat. The character drops the weapon and takes 2D6 damage to his firing arm. The weapon is too hot to be picked up for D10 turns.
5-6	Overheat. The character drops the weapon.

CLOSE COMBAT MODIFIERS

Charge (Counts as run 6yds, Reach 4 Weapons may stop at Arms Length 3Yds, others must close to 1 Yards)	
CONTINUING:	
Attack (Reach 4 Weapons only if at arms length)	
Circle: (2yds to Left or Right, may not finish closer or further from opponent)	
Advance & Attack (Close 2 Yards & Attack, no penalty for combined action)	
Step Back (Move 2Yds away)	
Fire Pistol At Arms Length only, Use WS to Hit, Defender may Dodge only with a +20Mod, no other modifications to Dodge Roll)	
Break Off (Initiative Test at +20 Modifier, Run 6Yards if succeeded)	
Critical Hit: Hit Roll required/10 (x2 Dam after mods before Armour)	
Note: Reach 4 Weapons count as improvised after first round of combat if not at arms length.	

ATTACKING/PARRYING MODIFIERS:

Charge(without drawing Weapon)	+10
Weapon Reach	+/- 10 / Point of Difference
Target Twice Human Size	+30
Target Half Human Size	–30
Target Prone	+20
Attacker has higher Ground	+10
Turn to Parry	-20/90
Stunned	Half Weapon skill
Using 2 weapons	-20/+20 if Parrying with both
Using Off-Hand	-20
First Parry	Full WS
Successive Parries	50%, 25%, 12.5% Etc
Counter Attack	Roll under parry – weapon parry modifier
Dodge	+20 & Move 2 Yards Away

PSYCHIC POWER NOTES & MODIFIERS

MODIFERS		NOTES
Each Action spent Concentrating	+10	OVERLOAD: For each full 10 points WP Test failed by Lose D10 WP.
Range to Target	-1 /Yard (if Ranged Ability)	RISKY ACTION: If failed lose 2D10 WP
Difficulty Rating	Varies	PSYCHIC BOLTS: Shooting Modifiers apply in addition.
LOS (If not required)	+20	PERSISTANT POWERS: Unmodified WP Test to sustain

AWARENESS

Pause for Breath gives awareness of everything within LOS and in the Open.	
NIGHT: Vision restricted to Initiative/10 Yards	
AIMING: Only aware of events within 2 Yards of Target.	
CLOSE COMBAT: Only Aware of Opponents.	

HEARING

RANGE(Yards): Pistol 100, Basic 150, Heavy 200, Sneaking 1, Crawling/Walking 5, Running 10, Sprinting/Evading 15, Breaking Glass 50, Door Banging 30, Shouting Heard 30, Shouting Understood 20, Conversation Distance between parties x Yards.

MODIFIERS

Each Target Location in Cover	-5 (Cumulative)
Each yard Target moved last turn	-2 (Cumulative)
Each full 10 yards Distance	-5 (Cumulative)
Declaring specific viewing area	+20
Weapon Fire within LOS	Automatic
Wearing Open Helm	-15
Wearing Full Helm	-25

MODIFIERS

Wearing Open Helm	-25
Wearing Full Helm	-35 (Subtract 25% from Hearing Ranges)

Backstab Attack: If Target not Aware within 1yard, Attacker may modify Hit Location by +/-20 & Victim may not parry or dodge.

HIT LOCATION CHART

Dice Roll	Location
96-00	Head
81-95	Chest
66-80	Abdomen
51-65	Left Arm
36-50	Right Arm
31-35	Groin
16-30	Left Leg
01-15	Right Leg

HIT LOCATION ROLL MODIFIERS

MISSILE		COMBAT	
Placed Shot	+20	Combat	+20
		Defender in Lower Position	+10

INJURY NOTES

All Damage & Injuries are applied at the end of the Inflicting Characters Turn.
BLEEDING: Characters add D3 to their injury total each turn.
STUNNED: Characters may no nothing except parry at half their weaponskill.
PRONE: Characters may dodge, crawl or fire a weapon, or spend an action getting up.

LOCATION DAMAGE TABLES

HEAD DAMAGE TABLE

Any character that is hit in the head, regardless of the damage inflicted, must pass a Toughness Test or is stunned for one turn.

LIGHT	Immediate	Character is stunned for D3 turns.
HEAVY	Immediate	As Light plus character adds D6 to his injury total.
	Persistent	Character suffers –1 Speed.
ACCUTE	Immediate	Character automatically suffers system shock.
CRITICAL	Immediate	Character Is dead, dead, dead!

GROIN DAMAGE TABLE

LIGHT	Immediate	Character falls prone.
HEAVY	Immediate	As light plus the character is stunned for D3 turns.
	Persistent	Character suffers –1 Speed.
ACUTE	Immediate	As Heavy.
	Persistent	As Heavy. Character adds D3 to injury total and is bleeding.
CRITICAL	Immediate	Character automatically suffers system shock.

CHEST DAMAGE TABLE

LIGHT	Immediate	Character falls prone.
HEAVY	Immediate	As Light.
	Persistent	Character is at –1 Speed.
SERIOUS	Immediate	As Light. Character stunned for D3 turns and adds D3 to his Injury total.
	Persistent	As Heavy.
ACUTE	Immediate	As Serious.
	Persistent	As Serious plus character is bleeding.
CRITICAL	Immediate	Character automatically suffers system shock.

ABDOMEN DAMAGE TABLE

LIGHT	Immediate	Character adds D3 to injury total.
HEAVY	Immediate	As Light plus character falls prone.
	Persistent	Character is at –1 Speed.
SERIOUS	Immediate	As Heavy.
	Persistent	As Heavy plus character is bleeding.
ACUTE	Immediate	As Heavy plus character Is stunned for D3 turns.
	Persistent	As Serious.
CRITICAL	Immediate	As Acute.
	Persistent	As serious & character is knocked prone & may only crawl

ARM DAMAGE TABLE

LIGHT	Immediate	Character suffers no additional effects.
HEAVY	Immediate	Character must pass a Strength test or drop any object held.
SERIOUS	Immediate	As Heavy.
	Persistent	Characters WS & BS and Strength are halved when using injured arm plus add D3 damage to his injury total.
ACUTE	Immediate	Character drops anything held.
	Persistent	Characters arm may not be used and is bleeding.
CRITICAL	Immediate	Character must test for system shock.
	Persistent	As Acute.

LEG DAMAGE TABLE

LIGHT	Immediate	Character suffers no additional effects.
HEAVY	Persistent	Character reduces Speed by –1
SERIOUS	Immediate	Character falls prone and adds D3 to his injury total.
	Persistent	As Heavy plus all characters movement rates are halved
ACUTE	Persistent	As Serious & character may only crawl, Leg Is bleeding
CRIPPLED	Immediate	Character must test for system shock.
	Persistent	As Acute.