

Questions and Answers

Answered by Gav Thorpe

Inquisitor has been available for over a year now so we thought it was about time we answered those niggling questions that occasionally crop up. A big thank you to the Yahoo! Groups Inquisitor list for providing the questions. So over to Gav...

Q It seems that the best way to achieve 'game balance' in Inquisitor would be to increase the role-play aspect of it. To that end, will we see more supplements in the future such as a gazetteer or a career advance scheme like in that grand old game, Warhammer Fantasy Roleplay?

A *I agree, but I don't think changing the rules will really change this. Play with the right attitude, that's the best thing to do.*

Q Is the Teleport psychic power silent or do you make a humming sound when you materialise? (Strange question I know but it does bring up issues with the Awareness rules).

A *Up to the GM what 'special fx' he wants to put on psychic powers (ie setting fire to things with fireballs, and so on).*

Q What can we expect to see in the near future as far as conversion kits, weapon sprues, and terrain for Inquisitor? Perhaps it would be easier to get into the game with a

little more variety of the above. After all, converting the characters into unique individuals is a large selling point.

A *The Fanatic studio (Andy, Jervis and co) have lots of booster packs planned to allow conversions. The Chaos Cultist conversion pack is released this issue with many more on the way. Look out for a melta-weapon booster pack coming soon.*

Q Is there an Ordo Hereticus Space Marine Chapter?

A *Nope – you'll have to wait and see who the Militant arm of the Hereticus are!*

Q Should most Eldar be toughness 40-50?

A *Obb, see next issue...*

Q Will we see all the 40K Races represented in Inquisitor?

A *Probably not all of them, and the ones that do wont be straight troop types out of 40K.*



❑ What are the stats for weapons like autocannons, shuriken pistols, etc. Should we make them up ourselves?

A *Leave it up to your GM.*

❑ Why can't exterminator cartridges be fitted to close combat weapons like in Necromunda? (I only mean standard-ish weapons like chainswords, eviscerators, breakable stuff...).

A *I'd forgotten they could be! I generally think of them like an auxiliary grenade launcher. If GMs don't mind their characters being able to combine a ranged weapon and close combat weapon in one, then feel free to do it.*

❑ How many Orders of the Inquisition are there?

A *Orders, or Ordos? There are three major Ordos (Hereticus, Xenos, Malleus) plus less popular Ordos such as Sicarius and Illuminas (beb, beb, just made that one up, but sounds good).*

❑ Are there any plans to make other actual 'Inquisitor' (the character type) models?

A *Yes, although don't hold your breath for them as these are still far off (Daemon Hunters anyone...)*

❑ Any plans to make a summary card like the one from the 40K boxed set, with an Injury Location table?

A *Most of the reference you need should be on the character sheets, plus the reference pages at the back of the book. There is a big reference card on the Yahoo! groups Inquisitor site.*

❑ What effects does machine empathy have on power armour?

A *The target object would be rendered useless as described. For power armour this would definitely be loss of Strength and a look at the Encumbrance rules wouldn't go amiss.*

❑ I was wondering if you are allowed actual daemons rather than hosts if using a Chaos cult, and would things like Khorne Daemons have any psychic resistance?

A *We had an actual daemonic character in the latest battle report – we'll be putting its character sheet up on Exterminatus.com*

soon. Khorne daemons should possibly be able to nullify psychics cast at them just like psykers, seems to fit the background to me.



❑ Is it possible to have an Arco-flagellant armed with, say, a shotgun, in other words do they need to have implant weaponry or can they just hold the weapon and change between weapons?

A *They only have implant weapons, so the shotgun would have to be implanted (and generally Arco-flagellants are designed for close combat). If you want this sort of this you might be better off with some kind of combat servitor (like my own Logan storm).*

❑ What would the Armour value be for Tactical Dreadnought (Terminator) Armour?

A *As if normal Space Marines were not controversial enough! This would be up to the GM that has created such a monstrous character, an off-the-cuff answer would be 15.*

❑ If a shot modifier takes the percentage chance into negative chance (ie -20) does the 0-5% automatically hit still work?

A *Yes, maybe the bullet has ricocheted off a pipe or something.*

❑ What does a Xenarch death arc look like!?

A *Zappy!*

If you have a burning question then send it to Andy (Exterminatus Editor) at the Fanatic email address; fanatic@games-workshop.co.uk Andy will then collate all the questions for a future article. So, see you next time!