

INQUISITOR

MAJOR JAXON

SERGEANT BLACK

INQUISITOR MASTERCLASSES

ALIEN CHARACTER GENERATOR



EX T E R M I N A T U S

issue 1

£3.50/US\$6.95

**GAMES
WORKSHOP**



Krashrak the Stalker hunts down his fleeing prey...



Cornered, the Desperado tries one last stand against the Stalker

**INQUISITIONAL ACCESS PORTAL:
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WELCOME INQUISITOR.

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THOUGHT FOR THE DAY:

**TOLERANCE IS THE SIGN OF WEAKNESS
INCOMING DATA-SCRIPT FROM
INQUISITOR LORD THORPE...**



Hello, and thanks for reading the first issue of Exterminatus magazine.

There's plans afoot for new character types, new miniatures to represent them, painting tips, modelling articles and all manner of other Inquisitor-related material which I hope will expand the frontiers of your Inquisitor games and campaigns. As you might have guessed from this issue, we would like to have a theme for each magazine, each expanding Inquisitor in a different area. This month it's aliens, more specifically Alien Bounty Hunters. We also have plans for Desperados and Imperial Guard Veterans, as well as some very new and exciting, and at the moment secret, projects.

But a word of explanation. You are not likely to see an Eldar Aspect Warrior in these pages. Nor, oddly enough, a mega-armoured Ork Warboss. Tau battle suits? Hmm... When we were creating Inquisitor we wanted to make sure it was not just a matter of translating 40k massed battles into a bigger scale. The characters we came up with take the Warhammer 40,000 background deeper and further than the battles game, highlighting areas of the Imperium and its enemies not necessarily suited to an army and Codex. And that's the ethos Fanatic will be continuing through its miniatures releases and Exterminatus magazine. We will be exploring the shadowy confines of the Inquisition, their servants and their foes. There may well be an Eldar, Ork or Tau character, but don't expect it to be a carbon copy of a 40k troop type, because it won't be. Inquisitor is about strange and exotic heroes, anti-heroes and outright villains, which push the scope of 40k in new and interesting directions.

If players want to devise rules and convert miniatures for their Ork warband, then obviously it's their game and I hope they'll enjoy doing it. But for us, there's a whole shadowy and unexplored galaxy of horrific and strange Imperial servants out there, which we'll be bringing to you in the future...

Gav Thorpe
Inquisitorial Representative

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Cover – Jaxon briefs Krashrak on imminent dangers

New releases

There are a whole host of brand new releases this month as the Fanatic engine kicks in and we take on the Inquisitor game.

Krashak the Stalker was released back in October and the rules and background can be found in White Dwarf 263. This issue we have released a 'booster pack'. A booster pack contains loads of extra bits that allows you to change your original model into a different character. The alien booster pack contains different heads, arms, weapons, and many other little bits of exotic kit. With this in mind Graham McNeill has come up an excellent article full of tables that allow you to come up with some interesting and very different Alien Bounty Hunters.



Alien Bounty Hunter Booster Pack

8 components

Servo Skulls have been part of the 40K mythos since the days of Rogue Trader and now, at last, we have finally made models of some of them. Mark Bedford has come up with four different variants, pictured below. The Servo Skulls are available as a pack of four from the usual channels.



Servo Skulls

4 different models



Major Jaxon

1 complete model

Major Jaxon is one of the new Imperial Guard characters released this month. The Imperial Guard characters were designed by Alan and Michael Perry during the early stages of Inquisitor's development.

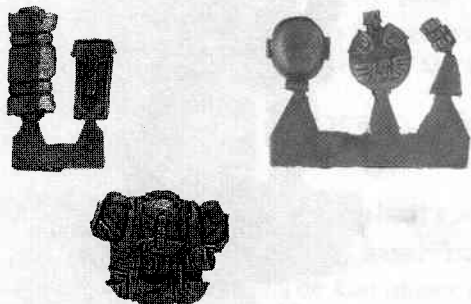


Sgt Dorian Black

1 complete model

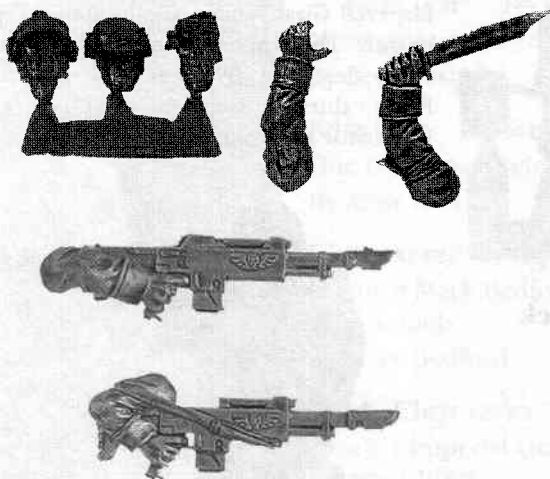
The other character to be released this issue is Sgt Dorian Black, a Cadian psychic null whose qualities are obviously sought after by the Inquisition. Look out for rules and background later in the issue.

To help characterise your Imperial Guard models further we've come up with what we have called the Webbing Pack. This contains loads of cool guard paraphernalia including water bottles, extra helmets and side arms. To provide you with even more Imperial Guard models we are also going to release the Imperial Guard Conversion Pack, which will allow you to turn your Dorian Black, or Major Jaxon figures into a different character.



Imperial Guard Webbing Pack

3 components



Imperial Guard Conversion Pack

5 components

But this is not all, oh no! Coming in January we have a Valhallan Guardsman and a scenic base set which will allow you to place your Inquisitor characters on some nicely modelled bases. In February we will be releasing Imperial weapon sprues. Fanatic sculptor Mark Bedford has really done a fantastic job on these sprues, which include a shotgun, lasgun and auto gun. He's also made a pistol sprue, which includes a rather cool looking six-shooter, a hand sprue so your models can hold the weapons, which will no doubt be used for other conversions. Another sprue is

what can be best described as a tome sprue which holds two volumes with the Inquisitional seal on and a separate skull!



Imperial Weapon Sprue

Available in February



Inquisitor Scenic Bases

Available in January

Dead or Alive, You're coming with me...

Randomly generated Alien Bounty Hunters, by Graham McNeill



There's no doubt that alien characters give you the chance to go nuts when converting your models, so Graham McNeill explains how you can randomly generate your own alien bounty hunters and set them on the trail of their prey.

With the variety of Inquisitor models available and the additional pieces from Mail Order, it's relatively simple to build your own characters. Bounty hunters are a staple of adventure fiction and make interesting characters in the game, providing you with exciting angles to hook your Inquisitor plotlines on. Alien bounty hunters allow you to really stretch your modelling muscles because you can go to town with converting and dreaming up new ideas for your characters. Here I'll try to show you how you can quickly and easily randomly generate these alien desperadoes.

Also, random characters are useful for GMs wishing to quickly create a non-player character for a scenario. So, to allow these hopeful gamblers to do just that, here's a random procedure for generating alien bounty hunters.

SEQUENCE

There is a set sequence to follow for randomly generating an alien character:

1. Generate Form
2. Generate Profile
3. Generate Abilities
4. Generate Equipment
5. Name them

1.GENERATE FORM

There's an almost limitless variety of aliens in the Warhammer 40,000 universe, ranging from basic humanoid ones to those who defy any classification of form. The first thing you should do is to find out what exactly your alien bounty hunter actually looks like, but be warned, some rolls on this chart could mean loads of sleepless nights figuring out conversion opportunities and wondering how you got into this mess in the first place. When you're getting ready to build your character, your bits box is your best friend, especially if it's full of Tyranid bits, mutation sprues and green stuff.

To start with, we'll assume that our aliens all have one head so we don't end up with Zaphod Beeblebrox or a three-headed knight that bickers about who ate the biscuits. Most successful species in the galaxy have evolved to walk upright on two legs, but that doesn't mean they all have. Roll on the table below to find out how your bounty hunter gets about.

D10 roll Method of Locomotion

1-7	Biped. The alien character walks on two legs. There are no changes to the alien's profile.
8-9	Quadruped. The alien walks on four legs, giving it a bonus of 3 yards to all its Movement rates (ie, it can walk 7 yards per action, and so on). You could model this as a centaur-like creature.
0	Multi-legged. The alien has a whole bundle of limbs. Because creatures with multiple legs generally move with a scuttling gait, they do not receive any bonuses to their movement, but multi-limbed models that are 'knocked prone' as a result of damage or stunning do not have to expend an action to get back up again. You could model these like a spider or scorpion or as some kind of centipede type creature.

Once you know how the alien gets about, it's safe to assume that it has a body attached to its legs and some limbs for shooting guns, wielding close combat weapons and dragging their prey back for the reward. Again you need to roll to find out how many it has.

D10 roll	Number of limbs
1-7	The alien has two arms. No changes to the normal rules.
8	The alien has four arms.
9	The alien has six arms
0	The alien has as many arms as you want or can fit on the model

Multiple Arms in Close Combat

Having multiple arms is of considerable benefit when it comes to combat, allowing the alien to more easily parry blows from an opponent or attack in a flurry of blades. To represent this, an alien with extra arms can use each arm that is carrying a close combat weapon to parry, counting the number of parries made by each weapon arm, not the alien itself to determine what proportion of its WS to use. When parrying with more than one weapon, the alien can only ever use a maximum of two, with the normal +20% parry modifier.

When attacking, each arm grants the alien an extra attack with whatever weapons it happens to be armed with. These will suffer the normal penalties of -20% for using an off-hand weapon (unless the alien is ambidextrous) and -20% for attacking with two or more weapons.

Multiple Arms and Guns

Not only does having more than two arms help when things get close and personal, but the ability to carry more guns can also be useful to say the least! When firing more than one weapon as part of a single action, the alien suffers a -20% modifier to each shot unless they're lucky enough to have the Ambidextrous skill. Firing any more weapons than this will result in a -40% chance to hit regardless of whether or not the alien is ambidextrous.

Multiple Limbs and Hit Locations

Now the tricky part... Once you have your alien and it's turned out he has four legs and six arms, you'll notice that the standard Inquisitor character sheet doesn't quite match up to your monstrous creation. Since it's impossible to be sure exactly how many limbs you'll end up with, it would take many, many pages to come up with all the possible permutations of character sheets. So what you'll need to do is assign values to each Limb location as well as Groin, Abdomen, Chest and Head as normal. Remember to assign them ranges that are realistic based upon how large they are on the model. Don't go giving the alien's head a 1% chance of being hit if it's twice the size of the rest of the model! Your GM will be able to help you out here. To give you a bit of guidance on this, I'll use an example of a centaur-like alien with four arms. Assuming its body is roughly horse sized and the rest of its body is in proportion, I'd assign it hit locations as follows:

You'll notice that there's no Groin location on this table and that's because on a creature like this, its groin is tucked away under its body, safe from all but the most determined opponents. Hopefully this will give you an idea of what I'm talking about in terms of generating hit locations.

D100 Roll	Location
95-00	Head
89-94	Upper left arm
83-88	Upper right arm
68-82	Chest
62-67	Lower right arm
47-61	Abdomen
41-46	Lower left arm
31-40	Left foreleg
21-30	Right foreleg
11-20	Left hind leg
01-10	Right hind leg

A Rule About Multi Limbed Creatures

Another thing astute players will realise is that creatures with a great many hit locations are hard to seriously hurt, as it's less likely that you'll be able to hit the same location again and again given the smaller range of numbers for each location. You'll chip away at them, but you'll find it a lot harder to land

that killer blow. To redress the balance, opponents in close combat or shooting at a creature with more legs or arms than a human may always add or deduct up to 5% when rolling for hit location, in addition to any other modifiers such as placed shots and close combat modifiers.

2.GENERATE PROFILE

Okay, now that we know what your alien looks like, it's time to see how tough a character he is by rolling on the random profile generators below. These are split into three categories to represent various levels of experience of the bounty hunter. Roll a D10 to see what level of bounty hunter you get:

D10	Level of Character
1-3	Rookie
4-8	Tracker
9-0	Hunter

	WS	BS	S	T	I	Wp	Sg	Nv	Id
Experienced Hunter	65+2D10	65+2D10	65+2D6	65+2D6	65+2D10	40+3D10	55+3D10	70+2D6	60+2D6
Dogged Tracker	55+2D10	55+2D10	65+2D6	60+2D6	60+2D10	40+3D10	50+3D10	60+2D6	50+2D6
Rookie	45+2D10	50+2D10	60+2D6	60+2D6	55+2D10	40+3D10	40+3D10	50+2D6	40+2D6

3.GENERATE ABILITIES

Your alien now receives a number of rolls on the Standard Abilities table below, depending on the level of the character. Rookies get D6+1 rolls, Trackers get D6+2 and Hunters get D6+3. If you roll the same result you must either roll again on this table or roll on the Alien Abilities table instead. The D100 roll is modified by the level of the character you're rolling, to reflect their growing specialisations as they bring in more victims. Rookies have to accept the dice roll they get, Trackers can modify the roll by +/-10% and Hunters by +/-20%. Note that if you modify the dice roll, you **must** apply the modifiers in full.

STANDARD ABILITIES	
D100	ABILITY
01-06	+10 WS, +10 BS
07-10	+5 S, +5 T
11-13	+10 I, +10 Wp
14-17	+10 Sg, +10 Nv, +10 Id
18-22	Acrobatic
23-26	Ambidextrous
27-28	Blademaster
29	Catfall
30	Deadeye shot
31-34	Deflect Shot
35-37	Dodge
38	Fast Draw
39-41	Feint
42	First Strike
43-45	Force of Will
46-48	Furious Assault
49	Gunfighter
50-51	Heroic
52	Hipshooting
53	Leader
54-55	Lightning Reflexes
56	Medic
57-58	Nerves of Steel
59-64	Quickload
65-67	Rock Steady Aim
68-71	Mutation (See table on page 9)
72-73	Exotic ability (see Exotic table)
74-75	Psychic Power (see Psychic tables)
76-95	Alien ability (see tables below)
96-00+	Player's choice from this chart. (which can be to pick Alien ability, Exotic ability etc.)

Daemonology Psychic Powers

D100	ABILITY
01-34	Banishment
35-49	Instability
50-84	Sanctuary
85-94	Teleportation
95-100	Vortex of Chaos

Pyromancy Psychic Abilities

D100	ABILITY
01-35	Blinding Flash
36-50	Burning Fist
51-80	Fireball
81-100	Firestorm

Biomancy Psychic Abilities

D100	ABILITY
01-18	Blood Boil
19-35	Choke
36-55	Enfeeble
56-70	Hammerhand
71-80	Regenerate
81-90	Storm of Lightning
91-100	Warp Strength

Exotic Abilities Table

D100	ABILITY
00-05	Daemonic
06-11	Possession
12-18	Familiar
19-35	Fearsome
36-42	Frenzy
43-50	Regeneration
51-67	Spit Acid
68-75	Terrifying
76-82	Vampirism
83-100	Wyrd (generate power as normal)

Telepathy Psychic Abilities

D100	ABILITY
01-10	Demoralise
11-25	Distraction
26-30	Embolden
31-38	Enforce Will
39-44	Mesmerism
45-50	Mind Scan
51-60	Psychic Shriek
61-69	Psi-track
70-72	Puppet Master
73-90	Telepathy
91-100	Terrify

Alien Ability

Note that there are no modifiers applied to this chart.

D100	ALIEN WEIRDNESS
01-05	Acid Blood
06-10	Barbed tail
11-15	Bestial face
16-20	Beweaponed extremities
21-25	Breath weapon
26-30	Chitinous hide
31-35	Dimensional shifting
36-40	Elastic limbs
41-45	Electric blood
46-50	Enhanced senses
51-55	Envenomed claws
56-60	Exothermic body
61-65	Horns
66-70	Iron hard skin
71-75	Razor sharp claws
76-80	Secondary jaws
81-85	Tentacles
86-90	Web spinner
91-95	Wings
96-00	Player's choice from this table.

Psychic Discipline Table

A psyker has an ability from D3 different disciplines

D100	DISCIPLINE
01-16	Miscellaneous (01-40 Detection, 41-100 Gaze of Death)
17-35	Biomancy
36-50	Telepathy
51-70	Telekinesis
71-90	Pyromancy
91-100	Daemonology

Telekinesis Psychic Abilities

D100	ABILITY
01-20	Machine Empathy
21-35	Psychic Impel
36-50	Psychic Shield
51-60	Psychic Ward
61-100	Telekinesis

Alien Abilities

Acid Blood: If this character is wounded, any characters within 3 yards have a 50% chance of being sprayed with corrosive blood. This does D6 points of damage, plus an amount equal to the alien's Toughness divided by 20 rounded up. So a Toughness 80 character's blood will do D6+4 points of damage. In addition, any armour location hit by the acid loses half the damage inflicted from its Armour value. For example, if a character in Power armour is struck for 8 points of damage on the arm, the character suffers no damage, but the Armour value of that location is now reduced to 6. Field armour or psychic saves will reduce the damage a character suffers, but will obviously not be damaged themselves.

Close combat weapons used to inflict damage on an alien with acid blood will start to dissolve. Every turn after the weapon first caused a wound on the alien, it will lose D3 points from the maximum damage it can inflict. If this takes it to 0 or below, then it is destroyed and can no longer be used. Note that this 'dissolving' effect does not actually affect how much damage the weapon deals out, rather it is just an indication of how badly it is melting.

Barbed Tail: A barbed tail allows the alien to make an extra attack in close combat in addition to those it would normally be allowed to. This counts as having a reach of 4, does D6+3 damage (modified by Strength as normal) and cannot be used to parry.

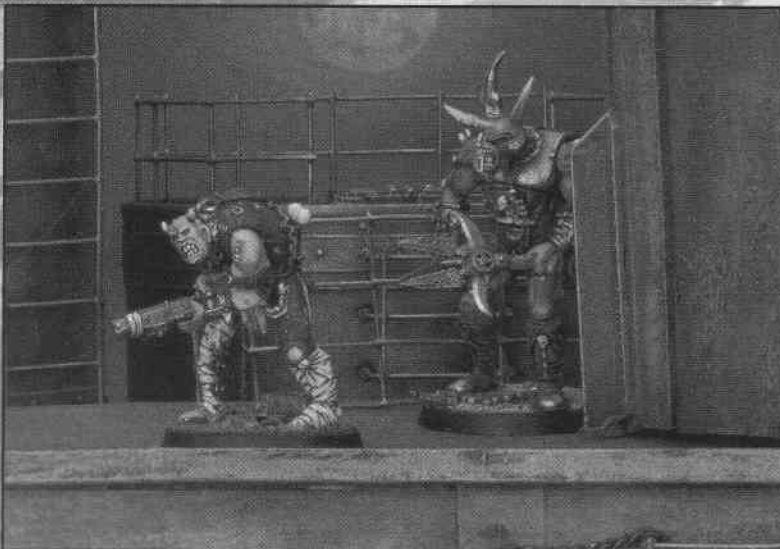
Beastial Face: The alien's face is that of a monstrous, slavering beast with dripping fangs. The alien may make an additional bite attack in close combat in addition to those it would normally make. This has a reach of 0, does D6+Strength bonus damage, and cannot be used to parry. In addition the alien now counts as having the *Fearsome* ability.

Beweaponed Extremities: One or two (your choice) of the alien's limbs end in a bladed, barbed or clubbing growth made up of solid, calcified bone, chitinous blades, or some other form of alien physiology. These limbs have a reach of 3, do D10+ Strength bonus damage and have no parry penalty (it's easier to get a limb in the way of an opponent's attack than a weapon). However, any attacks that are parried by the alien's limb have a 15% chance of adding D6 to its Injury total. This chance is doubled to 30% if it parries a critical hit.

Breath Weapon: The alien can breathe toxic, corrosive, burning or otherwise painful fumes over its prey. This attack can only be used in close combat and requires an action to perform. Roll to hit as normal, but use the alien's BS with no modifiers to establish whether or not this attack hits. The hit location for this attack will automatically be the head and it can be dodged, but not parried. If the breath hits, it will do D6 points of damage. Regardless of what damage this inflicts, the wounded character will be stunned for one turn, though they will not be knocked prone as a stunned character normally would. Note that this is not cumulative. If the character suffers a stunned result on the Injury tables, then this 'bonus' stunning is not added to any other turns that must be spent stunned.

Chitinous Hide: The alien's body is covered in thick plates of interlocking chitin, providing a hard carapace of natural body armour. Aliens such as this must regularly shed

their skin as they grow and thus the thickness of their carapace will wax and wane throughout their lives, so every game you'll need to establish how hard their armour is at that particular time. To represent this, roll D3+1 for each location, head, abdomen, etc, and add this to the armour total on that location. This can be combined with any other sort of armour as normal.



Dimensional Shifting: The alien can alter the molecular structure of its body to become more fluid and insubstantial at will. It cannot become completely ghostly and therefore cannot pass through solid objects, but it can use an action to become thin and insubstantial. If the alien passes a WP test, other characters trying to spot or hear it suffer a -50% modifier on their detection rolls when testing for awareness. This is a *persistent* ability and the alien must pass a WP test every turn to maintain it. While insubstantial, the alien counts as having a Refractor field which **does** protect it in close combat, though attacks it makes itself will only inflict half what they would normally. This is applied after the damage dice have been rolled.

Elastic Limbs: The alien can stretch all of its limbs to outlandish proportions and thus all its attacks count as having a reach of 4, regardless of weapon type.

Electric Blood: If this alien is wounded, any characters within 4 yards have a 25% chance of being lashed with arcs of flaring lightning (50% if wearing metal armour). This does D10 points of damage, plus an amount equal to the alien's Toughness divided by 20 rounded up. So a Toughness 80 character's blood will do D6+4 points of damage. In addition, if the affected character is wearing metal armour he will suffer an extra D6 points of damage. Field armour or psychic saves will reduce the damage a character suffers as normal.

Close combat weapons (with the exception of non-metal weapons, power weapons, shock weapons, electro-flails and daemon weapons) used to inflict damage on an alien with electric blood will conduct a powerful charge and injure the wielder. For every full 5 points of damage caused, the attacker adds =1 to his Injury total. In addition, he must pass a Strength test or drop his weapon.

Enhanced senses: The alien has preternaturally sensitive sensory organs; eyes that can sense heat or radiation, ears that are tuned to hypersonic vibrations or olfactory senses that can discern the prey's scent from leagues away. It can track its prey by the most minute traces in the wind or on the ground. To represent this, the alien may add +30% to its Initiative characteristic when testing for awareness.

Envenomed Claws: The alien can metabolise a virulent poison within its bloodstream which it can secrete through its claws. You can have up to two of the alien's limbs secreting venom and can choose to have any one of the toxins listed on page 89 of the Inquisitor rulebook as the alien's poison. To take effect, the alien must make an unarmed attack and cause damage with the limbs carrying the poison.

Exothermic Body: Unlike mammals, the alien absorbs its heat from the surrounding environment, basking in the sun's heat to store energy within its body before using that energy to act. This makes the alien's strength and endurance vary depending on how much energy it has had a chance to absorb recently. To represent this, roll on the following chart and apply the resultant modifiers.

D6	EFFECT
1-2	Reduce WS, BS, S, T, I by -D10
3-4	No change to profile
5-6	Increase WS, BS, S, T, I by -D10
Note that these modifiers only apply for one game. You'll need to roll again when next your character next takes to the field of battle.	

Horns: Bony protuberances curl outwards from the alien's head allowing it to make a head-butt attack. The alien may use one of his actions in close combat to attempt to smash his head into his opponent's face. This is an attack with a reach of 1 and which cannot be parried, though it may be dodged as normal. If the head-butt connects, it does D3 points of damage and automatically stuns its victim for D3 turns, regardless of whether or not any damage is actually caused. In addition, the victim must pass a Strength test to avoid dropping whatever he's carrying as his hands fly to his mashed face.

Iron-Hard Skin: The alien's skin is a hard, impervious surface, inflexible and pitted with age. This allows the alien to add =5 armour points to all hit locations, but has the effect of reducing its Initiative characteristic by -25%.

Razor-Sharp Claws: Harder than diamonds, the alien's claws are capable of ripping through the toughest armour with ease. In game terms this means that all the alien's unarmed attacks ignore the first 5 points of armour on a



location and always count as critical hits – inflicting double damage. Therefore, if an alien with razor-sharp claws and Strength of 82 who hit a target wearing carapace armour would do a total of D3+3 doubled, minus 1 point for the victim’s armour (since the claws ignore the first 5 points of armour).

Secondary Jaws: The alien’s jaws are able to open much wider than a human’s, and a secondary jaw linked to powerful intercostal muscle fibres can shoot out and take a bite from the alien’s opponent. When in close combat, the alien may use this attack in addition to those it is normally allowed to make. This attack has a reach of 2. Roll to hit as normal and if it is successful, roll for hit location, but with a modifier of +30% to the roll. The attack does D6+Strength bonus damage unless it hits the head, in which case it counts as a critical hit. This attack can be dodged or parried, and armour will reduce damage inflicted from this attack as normal. However, if it is successfully parried, the secondary jaw is severed from the alien’s mouth and the alien itself suffers 2D6 Damage points to the head which armour will have no effect against.

Tentacles: One or two (your choice) of the alien’s limbs comprise of waving tentacles. These are capable of gripping close combat weapons as normal (but not guns as it can’t pull the trigger) and can also be used to entangle, choke and restrain the alien’s foe. The alien counts as having the skill *Subdue*.

Web Spinner: The alien can shoot goutts of sticky web-like goo from its hands. This counts as an implant web pistol though it does not need to reload. The limb designated as the web spinner arm cannot be used to grip anything else.

WINGS: The alien is equipped with wings that unfurl from its back allowing it to swoop gracefully over the battlefield. Flying movement is at the rate of 15 yards per action and the alien need take no notice of intervening terrain and can fly up to higher levels of the battlefield. The alien may not fly into combat; it must first land and then sprint into combat as normal. Shooting at flying characters incurs a -20% modifier to represent its faster speed and when measuring range to and from a flying alien, use the horizontal distance, not the diagonal.

Mutations

MUTATIONS TABLE	
D100 roll	Mutation
01-09	Atrophied
10-20	Bony Crest
21-30	Club hand
31-36	Cyclopean
37-50	Fangs
51-60	Rotting Flesh
61-70	Scales
71-77	Talons
78-82	+D6x10 S
83-87	+D6x10 T
88-92	-4D10 S
93-96	-4D10 I
97-00	-4D10 Sag



Atrophied: One or more of the alien’s limbs is withered and feeble, with little or no muscle and power. A single atrophied leg reduces all of the character’s Movement rates, except crawling, by -1 yard and means the character cannot sprint. If both legs are atrophied the character is affected as for one leg. In addition, they count moving faster than a walk as a risky Action and if they fumble their action roll, will fall over and spend the rest of the turn prone.

An atrophied arm is at half Strength. This means their overall Strength is reduced by a quarter (or halved if both arms are atrophied). The Strength of their normal arm is equal to two thirds of their modified Strength value. For example, if a character had Strength 65, this would normally be 33 in each arm (actually 32.5 but we round up). A character with an atrophied arm would reduce their overall Strength by -17 to 48. The atrophied arm would count as Strength 16 and the other arm Strength 32, for the purposes of Strength tests.

Bony Crest: The alien's skull has abnormal growths across it, thick protrusions of bone that just through the skin like a crest or horns. This bone gives the alien additional protection to its brain. The alien may re-roll the Toughness test to see if it is stunned when hit in the head.

Club Hand: The alien's fingers and hand have fused together into a single knobbly lump, giving it a powerful punch but rendering it unable to use the hand for anything else. The alien may not hold anything in the club hand, but it may be used in close combat. The club counts as an unarmed attack that does an additional D6 damage.

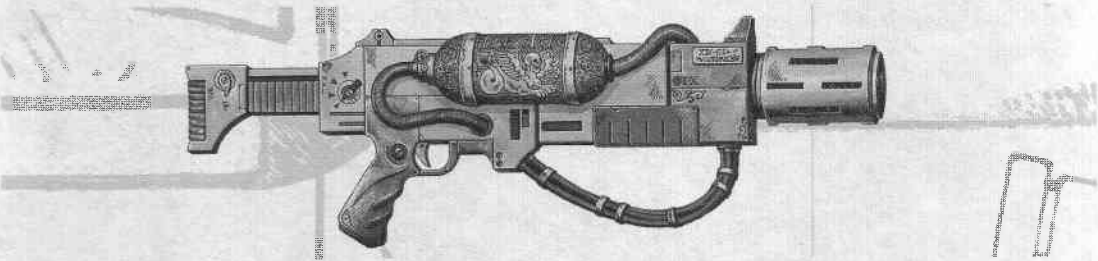
Cyclopean: The alien only has a single eye, destroying its depth perception. The alien doubles any penalties to hit due to range modifiers (bonuses for range modifiers are unaffected).

Fangs: Abnormally long and sharp teeth line the alien's mouth, giving it a fearsome bite. Once per turn the alien may make a free bite attack against a single close combat opponent. This does not take up any of the alien's actions, and counts as an attack with an improvised weapon.

Rotting Flesh: This horrid mutation means that the alien's skin is constantly dying and sloughing off, exposing fat and muscle. This disfigurement gives off a disgusting stench and leaves them susceptible to injury as even glancing hits can rip off hunks of flesh. The character reduces their base injury value by -1 and they can be smelt by other characters on a successful Awareness test up to 10 yards away and will be smelt automatically within 5 yards.

Scales: In places, the alien's skin has formed into hard, bony scales which act as a form of natural armour. Add 1 to the character's base injury value.

Talons: The alien's fingers are little more than sharp bone, which makes for a great natural weapon but hinders their manual dexterity. A character may have one or both hands as taloned. A taloned hand cannot be used to carry anything, but the character counts as being armed with a short sword (which cannot be dropped, etc).



4.GENERATE EQUIPMENT

Each character gets D3+3 rolls on the Equipment table with the same modifiers as applied on the Skills table. If you roll the same result you can accept the duplicate result or you may roll again on the table if you wish.

D100	Equipment table
01-10	Close combat weapon
11-20	Pistol
21-50	Basic weapon
51-55	Heavy weapon
56-60	Grenade
61-65	Special ammunition
66-75	Armour
76-80	Bionics and implants
81-85	Combat stimms
86-90	Gunsights and auspexes
91-95	Cyber creatures
96-100	Miscellaneous

Weapons

Determine a weapon's availability on the table below, and then choose a weapon of the appropriate type from those available in the Inquisitor rulebook.

D6	Weapon availability
1-3	Common
4-5	Rare
6*	Exotic
* Roll another D6. If you roll another 6, they can have a Legendary weapon.	
For grenades, the character has D3 if a common type, or 1 of a less available type.	

ARMOUR

Roll for armour type on the following table. Power armour covers all locations except Head. For other armour types, roll D6 random locations, re-roll duplicate results and Head results. To see if the character has a helmet, roll a D6. On a 1, 2 or 3 they have no helmet, on a 4 or 5 they have an open helm, on a 6 they have a closed helm. An open helm has a 25% chance of containing D3 randomly generated autosenses (see bionics page), a closed helm has a 40% chance of incorporating D3 autosenses.

"Aliens are scum, they must be eradicated from our worlds, purged from the galaxy, destroyed wherever they appear. However on occasion they can be a useful tool..."

Inquisitor Taarn shares his radical views.



D100	Armour type
01-10	Padded clothing (2 points)
11-25	Flak
26-30	Carapace
31-38	Power armour
39-44	Shield (roll on table below)
45-50	Ceramite Powered
51-63	2 points ablative
64-73	2 points ablative plus roll again
74-82	Refractor field
83-90	Conversion field
91-100	Conversion field plus roll again

D10	Shield type
1-3	Light shield (2 points armour)
4-5	Reinforced shield (3 points armour)
6-7	Buckler
8	Suppression shield
9	Mirror shield
10	Storm shield

COMBAT STIMMS

Roll D6 on the following table:

D6	Dispenser type
1-3	Inhaler (D10 doses)
4-5	Injector (2D10 doses)
6	Gland
Roll D6 to determine type. Re-roll if not allowed with dispenser	

D6	Stimm type
1	Slaughter
2	Psychon
3	Reflex
4	Barrage
5	Spook
6	Spur

BIONICS AND IMPLANTS

Roll D6 on the following table.

D6	Bionic type
1-3	Bionic Limb
4-5	Bionic sense
6	Other implant

D6	IMPLANTS Implant type
1	Implant weapon (D6 roll: 1-3: Left hand, 4-5: Right hand, 6: Shoulder/Chest implant)
2	Bionic Organ (D6 roll: 1-2: Lungs, 3-4: Heart, 5-6: Brain)
3	Bionic head (+D6-1 armour)
4	MIU
5	Psi-booster (re-roll if not a psyker or Wyrd)
6	Mechadendrites

D6	BIONIC LIMBS Limb
1	Left arm
2	Right arm
3	Both arms
4	Left leg
5	Right leg
6	All legs
For creatures with multiple arms or legs, apply the results to one limb only unless you roll a 6.	

D6	BIONIC SENSES sense
1-2	Hearing
3	Right eye
4	Left eye
5	Both eyes
6	Both eyes and ears

D6	BIONIC QUALITY Quality
1-2	Crude
3-4	Average
5-6	Advanced

MISCELLANEOUS

Roll D100 on the following table:

D100	equipment
01-14	Medi-pak
15-20	Web solvent
21-30	Psychic hood (non-psykers re-roll)
31-45	De-tox
46-74	Filtration plugs
75-82	Gas mask
83-89	Re-breather
90-00	Synskin
Roll D6 to determine type. Re-roll if not allowed with dispenser type generated.	

CYBER CREATURE

Roll a D10 on the following table:

D10	Cyber/psyber creature
1-2	Gun skull
3-4	Med skull
5-6	Combat skull
7-8	Hunter skull
9	Cyber Mastiff
10	Psyber Eagle (non-psykers re-roll)

GUNSIGHTS/AUSPEXES

Roll D10 on the following table:

D10	Gunsight/ Auspex type
1-2	Range-finder
3-4	Infrascopes
5-6	Laser sight
7	Motion Predictor
8	Bio-scanner
9	Motion tracker
10	Psi-tracker

5. NAME THEM

Right, that's the easy part done with. Now all you have to do is the really difficult part, which is give your new character a name and develop a cool background for him. As Gav says in the rulebook, coming up with a cool name is one of the hardest parts of developing characters. A good name will inspire fear, interest and evoke an image of the alien and who he is, so don't just settle on the first name you can think of. After all, who's going to be afraid when they hear that the dreaded bounty hunter Snarplehoop of the Smeerps has been set on their trail! On the other hand, learning that Krashrak the Stalker is after you is enough to give anyone sleepless nights. Invent some background for your alien character, as there's nothing like hearing of his exploits and fearsome reputation to establish a narrative to your games and campaigns or even suggest plot hooks. Trust me, it really helps.

So there you have it. Hopefully this article will inspire you to see what gribbly alien weirdness you can come up with and send shivers of terror down the backs of lawbreakers everywhere. Remember, the law is on your side.

Well... most of the time!

This page is a repository of information concerning Inquisitor articles. It will show you where you can find all the Inquisitor articles that have been published and even let you know if they are available on the web as a free download. Unlike other Fanatic magazines Exterminatus articles are not labelled Experimental, Official or House rules. This is because Inquisitor is not a competitive game and as stated in the rulebook GM's should feel free to pick and choose rules outside the core rules set. Therefore all rules given in Exterminatus are optional and will remain so. All information is taken from the UK editions of White Dwarf so you will have to work an issue ahead if you live in the US or Australia (these issues are numbered one issue ahead of the UK editions).

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A Breach of Security – Fiction

Battle for the Emperor's Soul – Designer's notes

Diary of an Inquisitor – The creation of a warband

Defender of the Imperium – Battle Brother Artemis

The Dweller Beneath – First battle report

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Diary of an Inquisitor – Second part of Phil Kelly's diary

Creating Random Characters – Rules for character generation

Inquisitor Eisenhorn – Fiction

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Krashrak the Stalker – Alien Bounty Hunter character



The Major Jaxon
Masterclass article starts
on page 21

INQUISITOR MASTERCLASS

Photo 1 - Assembly (a)



Photo 1 - (b)



Photo 2 - Undercoating (a)



Photo 2 - (b)



Photo 3 -
Basic Colours



INQUISITOR MASTERCLASS

Major Jaxon by Seth Nash

Seth is a talented figure painter, converter and modeller. On page 21 he explains the advanced techniques he used to paint the Major Jaxon model, which has recently been added to the Inquisitor range.

Photo 4 - Highlighting (a)



Photo 4 - (b)



Photo 5 - (c)



Photo 5 - (b)



Photo 5 - Finishing Touches (a)



Photo 5 - (d)



INQUISITOR MASTERCLASS

Krashrak The Stalker

by Tammy Hays

The Masterclass article starts on page 19

Tammy is one of the Studio's world famous 'Eavy Metal Team, and an honourary member of the Fanatic crew because of the number of times she's helped us out by painting figures for our display cabinet. She was the first person we thought of when we started thinking about including painting masterclasses in Exterminatus magazine.



Photo 1 -
Undercoating

Photo 2 -
Stippling

Photo 3 -
Glazing



Photo 5 -
"Spotting"

Photo 4 -
Highlighting
Flesh



INQUISITOR

MASTERCLASS

Photo 6 -
Armour



Photo 7 -
Highlighting
metal



Photo 8 -
Brass colours



Photo 9 -
Weathering



INQUISITOR MASTERCLASS

Krashrak the Stalker by Tammy Hays

Painting Inquisitor figures is very different to painting Warhammer or Warhammer 40,000 models (often referred to as 28mm models). The main difference between working in the two scales is that there is a lot more surface area to deal with on an Inquisitor scale model, which means that highlighting and shading the model needs to be dealt with more subtly than you would find on a 28mm model. Also, because of the larger scale the sculptors can put on a lot more small bits and pieces, making the models very detailed and characterful.

The model of Krashrak looks feral and cold blooded, and I wanted to emphasise this in the way I painted him. He had to look bizarre, and truly alien, and to get some inspiration I looked through some sci-fi magazines and the Codex: Tyranids. I find using reference material like this a very useful tool when painting a model, because it provides you with ideas that you might not even have considered before.

Once I had a pretty good idea of what I wanted the figure to look like, I started cleaning the flash and mould lines from it. Thankfully this figure doesn't come in a lot of small fiddly bits, so sticking him together was straightforward. I pinned the major components like the torso, arms and legs with brass wire to strengthen the join.

Once the glue was dry I gave the whole figure an undercoat of Chaos Black spray and was then ready to start painting

Painting the Model

The first thing I always paint on a figure is the face and any other skin areas, because that's almost always the focal area, giving the figure much of its character. I started off with a mix of Dark Angels Green and Regal Blue for the base coat. Next, I added some Rotting Flesh to the mix for the first highlight, which I painted on with a Citadel Standard brush, following the shape of the muscles. **[Photo 1]**

I rarely use drybrushing to highlight an area, because I find the result to be too grainy, even on highly textured areas like fur. I prefer to paint on the highlights carefully using a small brush. This way I can pick out any raised detail with a large amount of control. The result after a few layers of highlights is a smooth finish, which looks extremely natural and clean.

For the next highlight, I added more Rotting Flesh, taking care not to cover the previous highlight completely, concentrating on the centre of the muscles. I used a rough stipple effect on the face, to show that it was a weathered, tough area. This left me with a very good colour base for detailed highlighting and glazing, to bring the colours to life. **[Photo 2]**

I use stipple effects mostly on areas like leather and skin, although it works great on metal parts as well, to simulate a dented surface. I started to paint the highlights on with a Detail brush, but instead of using normal, flowing brush-strokes, I painted rough blotches on the area. I then highlighted the blotches, making sure that the spots would be more pronounced.

The next stage was to glaze the skin over completely with an equal mix of Dark Green and Blue Ink. I use glazes a lot, mostly to give the areas I'm painting a bit more colour, but also to change colours slightly in tone and hue. I mix up the colour I want (in this case turquoise) with inks, and add a huge amount of water, almost to the point that you can't really tell if there is any pigment in there at all. It might not look effective when you first apply it, but after the second or third layer you really start noticing a difference. The trick is to be patient and let every layer dry thoroughly before painting on the next one. **[Photo 3]**

Next I mixed even more Rotting Flesh into the highlight mix and using a Detail brush, started building the muscle tone in lines, picking out the veins and painting the edge of the upper lip. I also painted finer stipples on the face,

working from the edges inwards and making them fade gradually. For the final highlight stage I added yet more Rotting Flesh to the mix and, using a Fine Detail Brush, I painted the edges of the face and the tops of the muscle areas so they would really stand out. Unfortunately, this last stage made the skin look a little too 'bleached' to my liking, so I gave it a final glaze of really thinned down Blue and Green ink. **[Photo 4]**

The skin looked a little plain like this, so I decided to paint on some mottled spots, to make him look more 'out there'. I mixed up some Codex Grey and Chaos Black, and painted the lower jaw, the spikes on his 'feelers' and the bone protrusions on his arms, legs and torso with it. On top of that, I painted small round spots (concentrating around these areas) to represent a discoloring because of the bony growths. I highlighted this with Codex Grey, then Bleached Bone and finally, a mix of Bleached Bone and Skull White. **[Photo 5]**

I touched up any areas I accidentally went over with Chaos Black, and once this had dried, I started painting the body armour, left shoulder guard and the gauntlets with Chaos Black and Boltgun Metal. **[Photo 6]** I highlighted these with Mithril Silver, using a Detail brush. I painted the other shoulder guard, the detailing on the gauntlets and the holster on his right leg with Tin Bitz. I gave this a highlight of Brazen Brass. **[Photo 7]** To finish them off I gave these areas a quick highlight of Brazen Brass mixed with a tiny blob of Mithril Silver, taking care that I didn't put too much of it in the mix, because it is quite a strong colour **[Photo. 8]**.

Now I gave all the metal areas I'd just painted a watered down glaze of Brown and Black Ink, to give the impression that it has some weathering on it. Weathering can be achieved in a few different ways. The technique I used here is very similar to 'normal' glazing, although I didn't water down the mix as much, because I wanted the result to be a bit more blotchy and patched.

[Photo. 9] The rest of the metal was painted with Boltgun Metal, glazed with a Brown and Black Ink mix, and highlighted with Mithril Silver.

I wanted the boots, part of the backpack and leather straps to be black, and as the model was undercoated this colour I didn't need to apply a base coat. I carefully painted on a highlight of Codex Grey and Chaos Black mixed in equal proportions, making sure that

only the top edges of detail were painted. I then highlighted this with Codex Grey, using a Fine Detail brush.

All the bone detail like the skull trophies and the spike on the right shoulder guard were given a base coat of Bestial Brown. I highlighted that with Bubonic Brown, then Bleached Bone and finally a mix of Bleached Bone and Skull White.

The wood-effect on the trophy poles and the handle of the Shockthrottle was a lot easier to do than it might seem. First the areas were painted with Scorched Brown, which was then highlighted with Snakebite Leather, painting the highlights on in lines with a Fine Detail brush. These lines were then highlighted with a mix of Snakebite Leather and Bleached Bone. I tried to paint these highlights as much in the centre of the original lines of Snakebite Leather. After this, I painted a glaze of watered down Flesh Wash on the ends of the areas where the wood touches other colours.

The fur was painted with Scorched Brown, then highlighted with a mix of Scorched Brown and Vomit Brown. Finally the eyes and the remaining details on the backpack were painted with Blood Red.

The base was done very simply because I didn't want it to overpower the figure. I stuck sand on the base, together with some large bits of aquarium stones, and a broken piece of aluminium piping. I painted this Chaos Black, and after it had dried I drybrushed it with Codex Grey, then lightly drybrushed it again with Bleached Bone. The rocks were re-painted with Scorched Brown, then highlighted with a mix of Scorched Brown and Bubonic Brown. I added another highlight of Bubonic Brown before using a Fine Detail brush to paint Bleached Bone on the edges of the rocks. The piping was painted with Tin Bitz and then highlighted with Boltgun Metal. Finally I varnished the model with Purity Seal.

Finishing a figure is always a good feeling, but even more so with Inquisitor figures because they are so impressive to look at and make cool display pieces as well as gaming figures. I'm really pleased with how this model turned out, and am already planning out the next project.

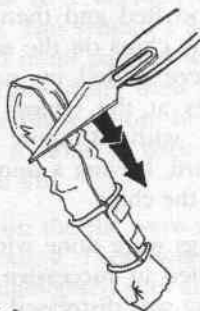
I'm sure you'll be happy to hear that we hope to feature further masterclasses by Tammy in future issues of Exterminatus. If you have any questions to Tammy then drop us a line!

INQUISITOR MASTERCLASS

Major Jaxon by Seth Nash

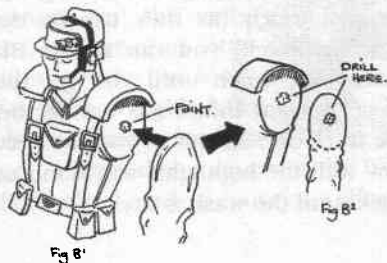
Before I paint a model I like to have an idea of the character it's going to portray, as this will effect the way I paint the model. After a bit of thought on the subject this is what I've got:

Rather than using the model to represent Major Jaxon, I decided I wanted a lowly Guard lieutenant that has been seconded by an Inquisitor and has now been serving at the Inquisitor's side for some time. I wanted the lieutenant to look as if he had been in the thick of the action for quite a while, not 'factory fresh'. The paint scheme was stolen from... erm, sorry, I mean influenced by the Cityfight Imperial Guard on the back of WD 260 (as Picasso said, 'artists steal, amateurs copy').



With these ideas in mind I could get on with cleaning the figure and developing ideas for conversions and a paint job that would convey the right image. A million articles have already explained how to remove flash so I'll just mention that my

method is to hold the side of a scalpel blade horizontal to the mould line and draw the blade down until nice and smooth [fig a]. When everything was clean I set about the model with some Blu-Tak so that I could get the position of head, limbs, etc., exactly where I wanted them. Once I was happy with the pose the bits were pinned and glued. Personally, I line up pin holes by placing a dot of paint on one of the two bits to be drilled and press the surfaces together, leaving two dots where I need to drill [fig b].



Before I stuck the figure to the base I turned it upside down so I could put the foot peg in the various holes and decide which one worked best for the model. Generally I don't cut the peg off, as a lot of my stuff is intended for gaming and leaving the peg on helps stop the figure coming off its base.

After filling gaps with green stuff I could get on with conversions. At this stage I was already pretty happy with the figure, so I decided to keep the conversions to a minimum. The pointing hand received a little embellishment with the addition of a cane. This is just some fuse wire poked through a hole drilled in the hand, with the addition of a blob of green stuff moulded into the shape of a skull.

The next tweak was dead simple: a small length of fuse wire added to the comm-link to represent an antennae.

Finally, I attached a dagger to the model's back. The idea behind this is that the knife is a badge of office, given by the Inquisitor to all those in his service. Little touches like this can help to unify a group of models without having to use a limited pallet of colours to tie them all together like you would for a unit in Warhammer or 40K. The dagger itself is from Sgt. Stone, superglued in place with the addition of two thin rolls of green stuff to represent loose tie cords [Photo 1b].

With all converting complete I finished the figure by adding dry dirt and gravel attached with superglue. I used dirt and gravel because I wanted a rough battleground look, and sand just doesn't cut it for this purpose.

I know that this seems a lot to get done before you can put brush to figure, but it's worth going the extra mile. If a sculptor can put 30+ hours into making a model, I'm sure that I can put an extra 20 minutes in cleaning and preparing it. Refer to **photograph 1** one to see what the model looked like at this stage.

I was now ready to actually get painting. First I gave the model a black undercoat. My tip for undercoating is to hold the base of the model with an old pair of needle nose pliers. This allows you to rotate, tilt and even turn the

model upside down so that you end up with an even coat all over the model

I have an underlying method to painting. It's one that I was taught ages ago and just stick with. It's evolved a bit since then but the basics remain the same. In nutshell it's 'paint the figure as if it's getting dressed'. OK, it's a bit weird, but it works, honest!

Here's how the method works in practise. First I get the dry/wet brushing done on the base, and on any large metallic bits of the model. This is the messiest bit of painting so I do it before anything else to avoid getting paint on stuff that's already done. For this model the base is painted with Scorched Brown and then drybrushed with progressively lighter mixes by adding Bleached Bone, working out from the centre toward the edges. I expect to do a final dry brush of the very edge of the figure right at the end because I always end up rubbing off a bit of paint from the edges of the base while painting the rest of the figure. The metal parts of the model are just painted with Boltgun Metal followed by a Black/Scorched Brown wash.

With the messy bits out of the way I started painting the model 'as if it were getting dressed'. This simply means that you start off doing the model's skin, and then paint other areas in the order that they would have been put on if the model were getting dressed, ie. from the skin and then progressively outwards.

For the skin I used a five - to - one mix of Elf Flesh and, yet again, Scorched Brown. Once the paint was dry I gave it a wash of Scorched Brown mixed with Varnish gloss. I do this with most of my thin colour washes because I don't really use inks, which I think dry too shiny. This method gives a wash with an ink-like consistency, which doesn't dry with such a sheen on it - try it and you'll see what I mean!

Next, I added highlights, starting with Elf Flesh and working through to Skull White. The bags under this guy's eyes were also given a very thin Turquoise glaze to add a little sleep deprived look to the model.

By the way, if you find, like I did on this figure, that the shading wash is too dark for your base coat when it comes to high-lights, you can mix a very thin base coat and paint it all over the area which is too dark. Just don't let it puddle in the recesses on the model (excess paint can be removed from these areas by sponging off with a damp brush). This should help lighten the tone of the shading to the desired result.

Refer to **photograph 2** to see what the model looked like at this stage.

Next in line for some attention was the model's uniform. This was painted Shadow Grey, adding Codex Grey to high-light. The camouflage pattern was created with a mix of Skull White and a tiny amount of Codex Grey, hi-lighted with Skull White. Random black dashes finish off the camouflage effect.

The uniform then needed to be distressed to give the worn look that I wanted. This was achieved by applying a thin black wash all over the model, followed by dappling the bottom of the uniform with Scorched Brown, using an old large drybrush. Just make sure that you haven't got too much paint on the brush or they will look like splodges instead of splatters.

While I was in the distressing mood, I gave the face some stubble by adding a few coats of very thin Black wash. Just don't go too over the top with this or it will look like the bottom half of his face has gone black.

With the uniform complete I could start adding some detail to it. First I painted the shoulder pad with Skab Red, which was highlighted with Blood Red and then given several Red glazes. The chips on the edge of the shoulder pad were added by painting irregular black shapes at the edges, which were then painted with Boltgun Metal highlighted with Mythril, leaving a thin black border to help define the chips.

The Company markings were done with very thin Skull White applied in successive coats, before the whole thing was distressed with a Black wash.

In order to give lettering/symbols a distressed look I set about them with a sharp blade, being very careful to remove only parts of the lettering and not the colour underneath. Just don't overdo it or you'll make the lettering/symbol too unrecognisable.

Refer to **photograph 3** to see what the model looked like at this stage.

The next 'layer' on the model was the flak jacket. I painted this with Chaos Black with a Rotting Flesh highlight. If the highlights stand out too much (as they usually do when I highlight black) you can always Black wash them back down until you get the desired effect. Several thin coats are far better than one thick one for this as you can't really judge how well the highlights will stand out on the black until the wash is dry.

I painted the belt and the straps on the model with a mix of Vomit Brown and Chaos Black, highlighted with Bleached Bone. As a general rule, I highlight browns with Bleached Bone as it gives a warmer feel than white. However, if I want a really cosy feel, say for well worn leather, saddles etc, then I use Bronzed Flesh. I use similar methods with black and reds. For example, if I want a cloth or natural feel for a black area then I use greys, or sometimes Bleached Bone, Skull White or Rotting Flesh. For areas of red fabric I use Bronzed Flesh or Bleached Bone to achieve the right look. On the other hand, if the area I am painting is meant to be plastic, PVC's or anything man made, then I use blues to high-light black and oranges to high-light reds. It just looks more artificial. The point is that you should experiment with using different paints when highlighting in order to achieve the desired effect.

After painting the metallics on the jacket with the traditional Boltgun Metal highlighted with Mythrill Silver, I decided to add a little detail to the back. Some of the first Imperial Guard figures (way back in '89 I think or maybe '90) had painted designs on the back of their jackets so I decided to keep the tradition going. The symbol I added is just a stylised Guard motif painted with successive coats of very thin white, then tidied up a little with Chaos Black before being given a thin Black wash to tone it back into the jacket. [See photo 4b]

Next on the list were the model's boots and gun casing. These were painted Chaos Black and highlighted with an Ultramarine Blue and Chaos Black mix, adding a little Skull White at the end. It has to be said that with the boots I don't know why I bothered, because they ended up with a rather over zealous mud effect using Scorched Brown. Now you see the hi-lights now you don't! This is a prime example of over dapppling. You have been warned...

Refer to **photograph 4** to see what the model looked like at this stage.

I was now on the home straight. The cuffs and the dagger both got a base coat of Skab Red and then the dagger was highlighted with Fiery Orange, and the cuffs with Bronzed Flesh (see my previous note above for an explanation of the reasons behind using different colours to highlight these areas). The dagger also received a few glazes of red. As I said before, I wanted the dagger to be like a badge of office so I made a conscious effort to

make it look almost out of place on the model, more in keeping with the sophisticated tastes of a high ranking Inquisitor. The detail work on the knife's sheath was painted first black, then thin white with the tiny skull in the centre Bleached Bone. The metallics on the dagger are Shining Gold with a Scorched Brown wash highlighted with Mythrill Silver. [Photo 5d]. I carried this across to the top of the cane to give the impression that perhaps it was a gift as well.

The only other point of interest at this stage is the little targeter on the comm-link. The lens effect was created by adding blobs of gloss varnish to the area and allowing it to dry to get the correct curve. I had to repeat the process about six times to get the correct result.

The model itself was now done, so I could turn my attention to the base. I added a post and placard made from plasticard, and barbed wire constructed from fuse wire. The rusting on the post is a thin Dark Flesh wash, painted on in lines to create watermarks. The Dark Flesh is then mixed with Fiery Orange and a thin line painted down inside the marks to exaggerate the look of corrosion. The same is done at the joints of the barbed wire.

The plaque on the post was painted with Fiery Orange over black, applying the paint in thin coats so that the undercoat discolours.

Next I added static grass to the base and dry brushed it with Bleached Bone. On Inquisitor models I applied two coats of static grass, allowing the first to dry before adding more on top. I only do this on Inquisitor figures because I think it looks better and thickens the grass up a bit. The flock then gets a Scorched Brown wash and a bit of a prodding to make it look muddy and trampled.

The model was now pretty much complete. To finish it off I cleaned up the edges of the base, and then varnished the model with matt varnish in order to protect it. Then I went over the areas of the base not covered with grass with a PVA glue and Scorched Brown mix to give the look of wet mud. Gloss varnish was also applied to the dagger sheath and shoulder pad to give them a suitably polished appearance. Then, for a final finishing touch cut some plastic rod, painted it with Brazen Brass, and then stuck the painted pieces to the base to represent spent ammo casings. Note these clearly don't belong to the model, as he has a las-pistol. With that the model was finished (phew!). You can see the finished result in **photograph 5**.

Major Moriaus Jaxon grew up as a Progena in the Schola Progenium located on the Shrine World of Harper's Point. There, Jaxon gained the reputation of being a wayward rebel and was often found in the Schola's many discipline halls feeling the bite of a Drill Abbot's electro baton. Even though Jaxon was constantly in trouble, the Drill Abbots recognised in him a great ability to lead. In his formative years Jaxon was a small lad, in fact many students of his stature would often be bullied – something the Drill Abbots would encourage as this showed strong character in the bullies, and the victims would either overcome the adversity becoming stronger from the experience or emotionally break and were therefore weak and unfit to lead. Jaxon however was never bullied, in fact what he lacked in physical presence he more

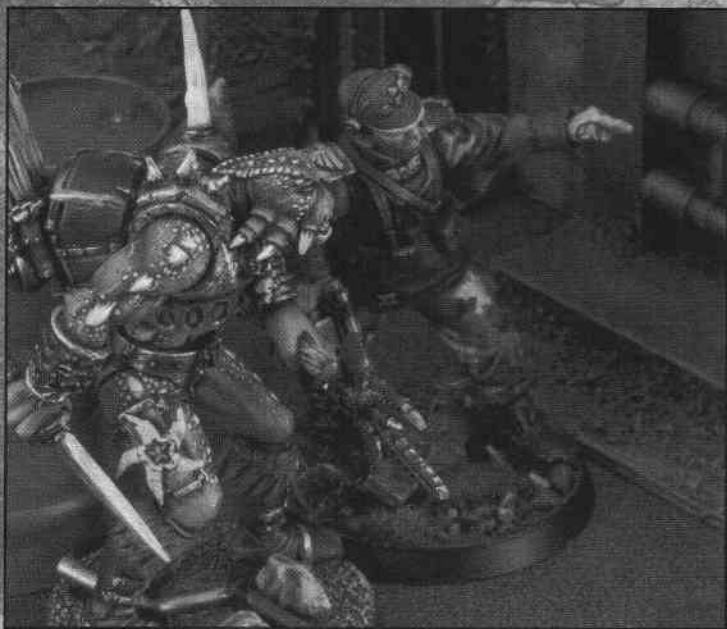
than made up for in strength of will and leadership, to such a degree that the bullies worked for him. The Drill Abbots were aware of Jaxon's commanding role among the other Progena and recognised in him the potential for a great commander. All that was needed was a lot more discipline.

When Jaxon reached adulthood he was sent to serve as a lieutenant for the 76th Thacian Gunners. Young lieutenants fresh from the Schola Progenium joining and expecting to command veteran regiments such as the 76th Thacians have a history of struggling to lead and gain the respect of such grizzled veterans. However, just like in the Schola, Jaxon had secured the respect of the Guardsmen within the first few weeks of the campaign – many soldiers who had served for decades unflinching obeying the

young officer's orders without question. For another twelve years Jaxon led the 76th Thacian's eventually gaining promotion to Major.

During the re-taking of the Lost World of Bryce Jaxon's company was assigned to Colonel Kayter, a tall bald-headed man with a piercing gaze. Jaxon hated him from the moment he set eyes upon him. The loathing continued to grow as Kayter sent Jaxon and the 76th on a series of inconsequential and suicidal missions. Casualties were heavy but were soon replenished with recruits supplied by Kayter. After a mere six months over half of the 76th was now made up of Kayter's recruits. Jaxon had lost a lot of close friends and good men in the last six months, his anger at Kayter's inept command began to rise. What's more the recruits were adequate at best, they did not mix with other members of the regiment and they all seemed to carry the same racial characteristic of being bald. With suspicion mounting Jaxon left the field accompanied by his most trusted men, to report back to the campaign headquarters and confront Kayter.

Jaxon had constantly been in the field for three months and so it was his first visit to headquarters in a while. The first noticeable thing was that a considerable change in the décor had occurred. The prominent Imperial eagle had been replaced with inscriptions declaring love for the all-father. The personnel



Major Jaxon

at headquarters again were all bald and eyed Jaxon and his retinue with the utmost suspicion. Jaxon knew there was something wrong but undaunted continued to the rather opulent office of Kayter.

The walls of the office were covered with thick purple drapes and the desk and other furniture were ornately carved. As soon as Jaxon and his squad entered the large office all pretence that Kayter still served the Emperor was dropped. Two insidious alien Genestealers emerged from behind the drapes and charged. Jaxon had ordered the squad to have fully loaded and ready weapons before they entered the building and so when the Stealers launched themselves across the room they were quickly shot down. Jaxon ordered the door to the office closed and blocked and a firefight ensued in the spacious office between Kayter and his attendants, and Jaxon's men. Once again Jaxon's leadership and the veterans of the 76th Thacians won through. Jaxon killing Kayter with a satisfying las

shot through the head. By this time the office door was being assaulted from the other side, the unmistakable hiss of more genestealers could be heard as a claw punctured the heavy door. Jaxon moved his squad forward, going behind the drape in the far wall where they found the large, intimidating form of the Stealer Patriarch.

The Patriarch seemed lethargic, its psychic link had suddenly broken from its magus who was obviously Kayter. Before it could react the Patriarch was peppered with bolts of laser fire from Jaxon and his men and as its riddled corpse slid from its gilded throne the assault on the door stopped as members of the cult fled. With the building secured Jaxon immediately called for assistance. Imperial forces from off world fighting the Bryce campaign on neighbouring planets answered and set course. On world however Guard regiments had been inescapably tainted by the alien cult and internecine fighting broke out as cultists

fought Guardsmen loyal to the Imperium.

It was not long before the Inquisition came to investigate. Unfortunately for the still loyal Guardsmen the order of Exterminatus was declared on the planet, the alien taint judged to have grown too great. Inquisitor Vorne was in charge of the investigation and like the Drill Abbots from many years before recognised Jaxon for what he was. After hours of psychotherapy and strenuous interrogation Vorne was sufficiently happy that Jaxon remained loyal and free from alien influence. Jaxon's trusted squad were not exempted from the order of Exterminatus but there was little Jaxon could do. Vorne made it clear that Jaxon was the only exception. Over the years since Jaxon joined Vorne's retinue this has been a major source of contention between the two. Jaxon's men had been sentenced to death and it had been his wish to die with them. Vorne argues that he has a lot more to offer the Imperium and it would have been disloyal of him to die that day.

Major Jaxon is Right Handed.

Equipment: Lasipistol (Thacian Pattern, standard Lasipistol profile except Damage 3D6), Flak Armour, Comm-Link (see below), Motion Tracker.

Special Abilities: Heroic, Leader.

	WS	BS	S	T	I	Wp	Sg	Nx	Ld
Major Jaxon	67	81	57	60	57	69	84	74	91

NEW EQUIPMENT - COMM-LINK

The comm-link allows a character to communicate with other members of his party no matter where they are on the table as long as they also carry a comm-link. This allows characters to be *aware* of anything the other characters with comm-links are *aware* of and vice-versa. For more information on *awareness* see page 52 of the Inquisitor rulebook.

Converting the Masses

by Mark Bedford

Hints and tips for the experienced and novice on converting, painting, modelling, terrain building, and diorama making in the world of Inquisitor. This issue we look at the materials you need. On the next page Mark has included a few quick fire tips that are useful for modellers to know.

The Basic Tool Kit



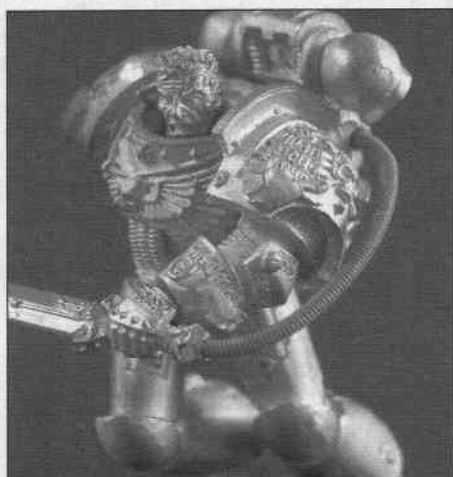
For converting or altering any models a basic tool kit is essential to make life easier. It should contain some of the following:

- *Cocktail Sticks*. For applying glue and holding small parts that need to be painted separately (the stick the model is on can then be stuck into the polystyrene so the model can dry).
- *Old Toothbrush*. For cleaning the mould lines from your figures. They are also good for creating texture on bases by pressing the bristles into wet putty.
- *Wire or Paper Clips*. For pinning figures together or making extra pipes on models.
- *Clippers (or Snips)*. For clipping wire/converting figures/very useful for altering plastic parts.
- *Fret Saw*. Again useful for accurately removing parts from figures.
- *Pin vice*. For drilling holes for pinning/holding small parts while either painting them or while a converted part is drying.
- Various glues or adhesives. There are many types but the basic three will start you off. They are super glue, PVA wood glue, polystyrene cement. These all have different uses. Super glue will stick figures together (and fingers if you are not careful! That is why I use cocktail sticks). Wood glue for paper based materials and for basing. Polystyrene cement for gluing plastic parts together.
- *Scalpel and Spare Blades*. For removing detail (and fingers if you are not careful) and for cleaning up figures. Always use a new blade when starting a new job and replace as soon as the blade edge becomes worn or damaged.
- *Files*. Again used for cleaning up figures, getting rid of those nasty mould lines and for removing unwanted detail.
- *Modelling Putty*. There are many different brands on the market. Putty is used for filling gaps, detailing bases, sculpting new detail. I prefer to use green stuff, as that is what I have available for sculpting figures.

I also would recommend a cutting mat of some description as this protects the surface from sharp objects and spilt glue. They can be quite an expensive purchase so an old piece of hardboard or the back board from an old picture frame can be a cheaper substitute – just replace it when it becomes too tatty.

This is all you really need to convert models and build kits, and everything can be purchased from your local Games Workshop, most DIY stores or hobby shop. But please be careful with these items and always read any warnings printed on the packaging. Also, don't be afraid to ask others for help, I still do and I'm 34!

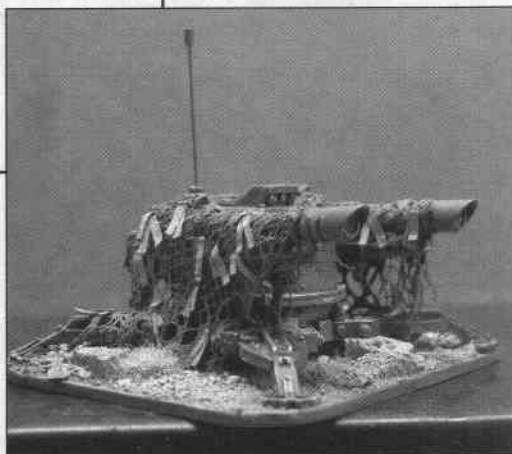
Pipes and Tubing



Guitar wire makes fantastic tubing for Inquisitor models. It can be purchased in various sizes and in materials, from steel to brass (brass is much easier to bend and cut).

40K Models

Just because you are playing in a different scale does not mean you have to discard all your 40k terrain and start again for Inquisitor. I have found that the Forge World tarantula works great as a sentry gun for Inquisitor scenarios.



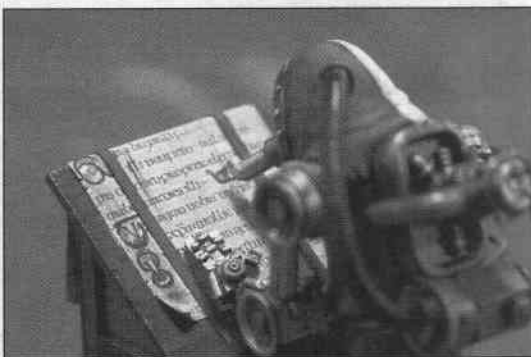
Written Text

You can easily make written text for inquisitor pieces by reducing copies of medieval text on a colour photocopier, then painting a few highlights on the photocopy.

You can find many different samples of text in the local library and they usually have a photocopier as well.

If you have any hints or tips that you would like to share with the masses please send them into me at Exterminatus, Fanatic, Games Workshop, Willow Road, Nottingham, NG7 2WS or email Fanatic@games-workshop.co.uk

Until next time.



Sergeant Black was born on the Imperial planet of Cadia, which is located close to the realspace /warpspace overlap commonly known as the Eye Of Terror. The forces of Chaos have spewed forth from the Eye of Terror for the last ten millennia, ever since the remnants of the Traitor Space Marine Legions fled there at the end of the Horus Heresy. The first major Imperial outpost in the path of the vengeful Chaos forces is Cadia. As a result the people of that planet have become hardened to the ways of war. It is said that Cadian children learn to load a lasgun before they can walk, and that Cadian mothers will smother at birth any child that shows even the slightest hint of mutation or deformity.

If this is true then Sergeant Black was fortunate indeed to survive the first hours after his birth, for he has been marked out from other men with an extraordinarily rare mutation. Fortunately for Black the mutation is one that affects the soul rather than one's appearance, and thus he survived the hard-eyed gaze of his Cadian birthmother.

The mark that Black bears is that of the psychic null known to Imperial scholars as a *Pariah*, an affliction that affects only a handful of children across the whole galaxy in each generation. Most humans have a corresponding presence in the parallel dimension known as the Warp. This 'soul', for want of a better term, can be seen and attacked by

psychically attuned creatures such as Daemons or Enslavers, and also by psykers of the different races that inhabit the material universe. A psychic null does not appear to have this presence in the Warp, or if they do it is so well shielded or hidden as to be invisible. This renders the null all but invulnerable to any form of psychic attack or power, for such attacks actually affect a

creature's presence in the Warp (or their soul, if you will) rather than their physical body. The ability also makes the null nearly invisible to creature's that normally inhabit the Warp, as they 'see' the Warp rather than the material plane, even if they inhabit the material plane at the time. A Daemon will therefore only be dimly aware of the presence of a psychic null, and will only be able to attack them by guessing where they are from the actions that they carry out.

Such a power is extremely valuable, but it is not without serious drawbacks. Many never know the benefits of the power that they bear, but they will be all too horribly aware of the effect it has on normal people, as being a Pariah sets the person apart from the rest of Humanity. All humans are able to sense very slightly the presence in the Warp of those people around them. Most are unaware of this ability, or attribute it to other things, like being a good judge of character, or being able to sense another person's 'aura'. However everyone is able to do it, which makes being confronted by a Pariah a distinctly unsettling experience. The Pariah appears human, but their lack of presence in the Warp renders them alien and different to the rest of the race they belong to. It dooms the Pariah to a life of solitude



Sergeant Dorian Black

and rejection, often for no apparent reason.

Sergeant Black therefore grew up isolated and alone, set apart from his peers and family. He learned to rely only on himself, and to assume that there was a deep flaw in his character that meant he would forever be alone. But Cadia is above all a military society, and like all able-bodied citizens Black was called upon to serve in the Cadian shock troops. Although rejected by his comrades on a personal level, none could question his ability as a warrior, for Black is blessed with physical strength, fast reflexes and an unshakable resolve. These talents meant that while his affliction meant that Black would never achieve high rank, he quickly rose to the rank of Sergeant and then Veteran Sergeant.

Until this time Black's invulnerability to psychic attack and invisibility to

creatures of the Warp had not been apparent. Even Cadian troops, fighting in the frontline of the war against the incursions of Chaos, can serve their entire military career without ever seeing a psyker or Daemon, let alone being attacked by one.

Sergeant Black was therefore lucky, in many ways, to be singled out for special duty during the suppression of a Chaos cult on the mining colony of Misril VIII. One of the ringleaders was suspected of having made his lair deep underground in a set of disused mineshafts and Black's squad was one of many sent to hunt the suspect down. Black's men were the first to find the heretic's hidden lair and in the fierce battle that ensued it was revealed that he was a pyromancer – a psychic adept able to create an inferno from thin air. All five of Black's men were burnt to death in the battle, but Black himself

survived unscathed having broken the pyromancer's neck with his bare hands.

Such prodigious good fortune does not go unnoticed in the Imperial Guard, and Black was quickly imprisoned as a suspected heretic following the battle. While Black languished in the cells awaiting execution for his crimes against the Imperium, friendless and alone as ever, he was visited by Inquisitor Eisenhorn, who had been one of the chief architects behind the destruction of the Chaos cult. Eisenhorn's powerful psychic abilities allowed him to very quickly ascertain that Black was actually a Pariah and therefore a most useful agent. Given a choice between death or membership of Eisenhorn's infamous entourage of cold-hearted mercenaries, Black chose to follow the stern-faced Inquisitor. He has served Eisenhorn loyally ever since.

Sgt Black is Right Handed

Equipment: Lasgun (Mars Pattern); Flak Armour; Knife; 3 Choke Grenades.

Special Abilities: Quickload, Pariah

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Sgt Black	73	79	60	66	49	60	68	74	65

NEW ABILITY – PARIAH

The character has little to no presence in the Immaterium. For that reason no psychic powers maybe used directly against him. Also, any Psychic power used or directed at anyone or thing within 10 yards of the Pariah suffers a -50% difficulty modifier in addition to any other modifiers. Daemons and Creatures of the warp cannot see a Pariah but can be aware of his actions ie hear his weapon firing, moving an object etc. To spot a Pariah a Daemonic entity must pass a -40% Initiative test. If the Pariah Character has been making noise as explained above then the modifier is -20%. Additional mods can be made for shooting a Pariah if the GM desires.

Data-Script

This part of Exterminatus is dedicated to you. It is your chance to get on your soap-box and have your say about the Inquisitor hobby. Be warned though for any radical leanings will be subject to internal purging!

Controlling the Masses

Hello,

Inquisitor. We all love it. But wouldn't it be a whole lot better if there were a way to control at the outset the level of 'beardiness' allowable? Instead of someone turning up with an immortal Space Marine with the biggest, nastiest weapons around, why not save the over-eager little bunny a bit of time and effort!?

'That Space Marine could destroy the whole planet and not break a sweat. You can't have it.'

'But the rules say I can!'

'I'm GM, shut up.'

sound of small child sobbing in the corner. See my point? I've seen far too many making ridiculous figures, where's the roleplay in a squad of Terminators wiping out a small, poorly armed, mutant rebellion? I completely agree that roleplay is a good thing, but how can you expect a game to flourish that is blatantly in favour of the idiot that brings a whole army of super-powerful kill anything against whatever paltry stuff the GM has?

I do understand that the plot is controlled by the GM and encounters can be made to try and even things up, but wouldn't it be much better if all of this was taken care of beforehand?

It cuts out the necessity of weeding out the beardy characters, thus making the whole campaign more enjoyable for all involved.

Inquisitor McHugh <Barney>
Cyberspace

Thank you for your rather radical opinion Inquisitor McHugh. Inquisitor is a game of freedom. Much of the rule system has been left open-ended and up to the GM. This is quite deliberate, to enforce some kind of point system that inhibits players and stifles creativity would be quite wrong. Unlike 40K or Warhammer where a player brings an army to play, it is the GM's job to create a cast of Characters to play in his scenarios, players can help with this Character generation but the GM has the final say. So saying "the rules say I can" is actually wrong. The GM decides the characters.

Now please report to the nearest Inquisitorial access portal for self-purging.

Hi,

Why does everyone pick Space Marine warbands? I don't know, but I have a few theories.

First: Power armour and other stats. This is the simplest reason. Basically, a power armoured model of any kind is a force to be reckoned with as they are simply so hard to hurt. The remedy for this is as follows (and it works): armour can only cancel out a maximum of half the damage inflicted. The reason for this is that although the shot might not penetrate the armour, the impact trauma might be enough to cause some pain. Space Marines in Inquisitor are really hard. Artemis is a Captain, yet many of the Marines rolled up using the Random Generation table are better. Better than a Deathwatch Captain? Something weird here.

Second: Sheer prevalence. Space Marines are the most common army in the 40K universe as they are: a) easy to play, b) great looking 28mm models (well done Jes!), and c) included in the 40k box set. Now don't get me wrong, I like Space Marines (I myself have a 1500 point army which gets used on a regular basis and am dying for the new Rhino).

Third: Fantastic model! Well done!

Fourth: All the GW stores carry the Artemis model, but not all carry the full range. I'm lucky, Poole GW occasionally has a separate model which isn't in one of the Starter sets, but I can't use Mail Order (I'm not 18 yet-almost, but not quite, so no credit card) and haven't got the resources to get to a shop which does have them. If you good folk at GW were to make the basic models (not necessarily the Fanatic conversions) available in all the stores – not in vast amounts, just a couple of each, then the non-Mail Order, using masses would have a wider choice and the other models would get a look in.

Fifth: The CIA/Illuminati/make them do it.

Inquisitor Acolyte Edwards <Simon>
Cyberspace

Thank you for your report Inquisitor Edwards. It does seem the honourable warriors of the Adeptus Astartes are seen more regularly than they should. What is this CIA you speak of – some kind of Chaos Cult?

Greetings

If you think that the only difference between Inquisitor and 40k is the scale and the fact that you can link games into campaigns, you're very wrong. First off, 40k can be linked into campaigns with about the same amount of effort. All you need is an arbitrator to serve the part as the GM, or the players can just be co-operative. Now, obviously the scale is different, I won't address that. But there are far more differences. Most notably, Inquisitor is not a wargame! Games of Inquisitor, while technically part of the metaphorical (and metaphysical I suppose) war against the daemon, the heretic, and the alien, are not wars in and of themselves. Even 20 models per side seems rather excessive. Not that there's anything wrong with that, but you really shouldn't think that Inquisitor was designed to be a larger scale, fewer-model version of 40k.

The fact that a GM exists is a huge difference (I realise that there was one in 1st edition 40k) and gives the game a much more RPG feel. Assuming your players are friendly and co-operative, and your GM is fair, you should have absolutely no need for points. And if you're playing with people who don't fit these descriptions, why are you playing with them? Inquisitor is a game that should be played casually and in a fun spirit, more so than Warhammer, because the rules are more guidelines than set-in-stone strictures. They are suggestions to the GM, if you will. He can bend or break them as he wishes. Obviously, this requires some give and take on everyone's part, enough so that points are really redundant and unnecessary if people play with the spirit of the game.

Inquisitor Remo <Chris>
Cyberspace

Your points are well received Inquisitor Remo. Any Radicals care to disagree?

That is all for this time Brother Inquisitors. If you have any heretical comments you wish to see in print then email: Fanatic@games-workshop.co.uk

Or write to: Exterminatus, Fanatic, Games Workshop, Willow Rd, Lenton, Nottingham NG7 2WS, UK

INQUISITOR

Range

These pages have a complete listing of all the models and printed material available for Inquisitor. Get in touch with your local GW Mail Order department or visit the GW website: www.games-workshop.com to find out prices and how to order.

New Releases

- Major Jaxon
- Sergeant Black
- Alien Booster Pack
- Imperial Guard Webbing Pack
- Imperial Guard Conversion Pack
- Inquisitor Servo-skull set

Accessories

- Inquisitor (192 page book)

Space Marines

- Artemis, Deathwatch Battle Brother

Inquisitors

- Eisenhorn
- Covenant
- Witch Hunter Tyrus

Henchmen

- Damien 1427
- Preacher Josef
- Delphan Gruss
- Quovandius
- 'Slick' Devlan
- Duke Von Castellan
- Cherubael
- Special Security Enforcer Barbaretta
- Simeon 38X
- Mutant Emissary Fabian
- Severina & Sevor (2 figures)
- Sergeant Stone
- Devotee Malicant
- Tech-priest Tezla
- Hunt-team Leader Lucretia Bravus
- Yan Van Yastobaal
- Damian Bloodhound
- Krashrak the Stalker





Inquisitor Tyrus sets three Servo Skulls upon a renegade alien Bounty hunter



Inquisitor Tyrus and his current retinue look for signs of heresy on an Industrialised planet

INQUISITOR

Dead or Alive You're Coming with Me...

Rules for generating Alien Characters in your games.

By Graham McNeill

Inquisitor Masterclass

- Major Jaxon

The first of our expert tutorials explaining how to get the best out of modelling and painting including colour pages!

By Seth Nash

Inquisitor Masterclass

- Krashrak the Stalker

More painting expertise, and colour pages.

By Tammy Hays

Major Jaxon

One of the new releases this issue – rules and background.

By Andy Hall

Converting the Masses

Sculptor Mark Bedford shows us what little bits of modelling you can do to improve your miniatures.

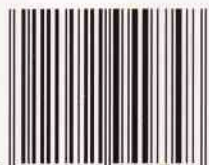
By Mark Bedford

Sergeant Dorian Black

Another Imperial Guard to be released this month is the Cadian

Sergeant Black

By Jervis Johnson



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