

INQUISITOR

EX T E R M I N A T U S



Rules for Kal Jerico
Chrono – Gladiators
Vehicle Rules
Pathfinders character class

**GAMES
WORKSHOP**

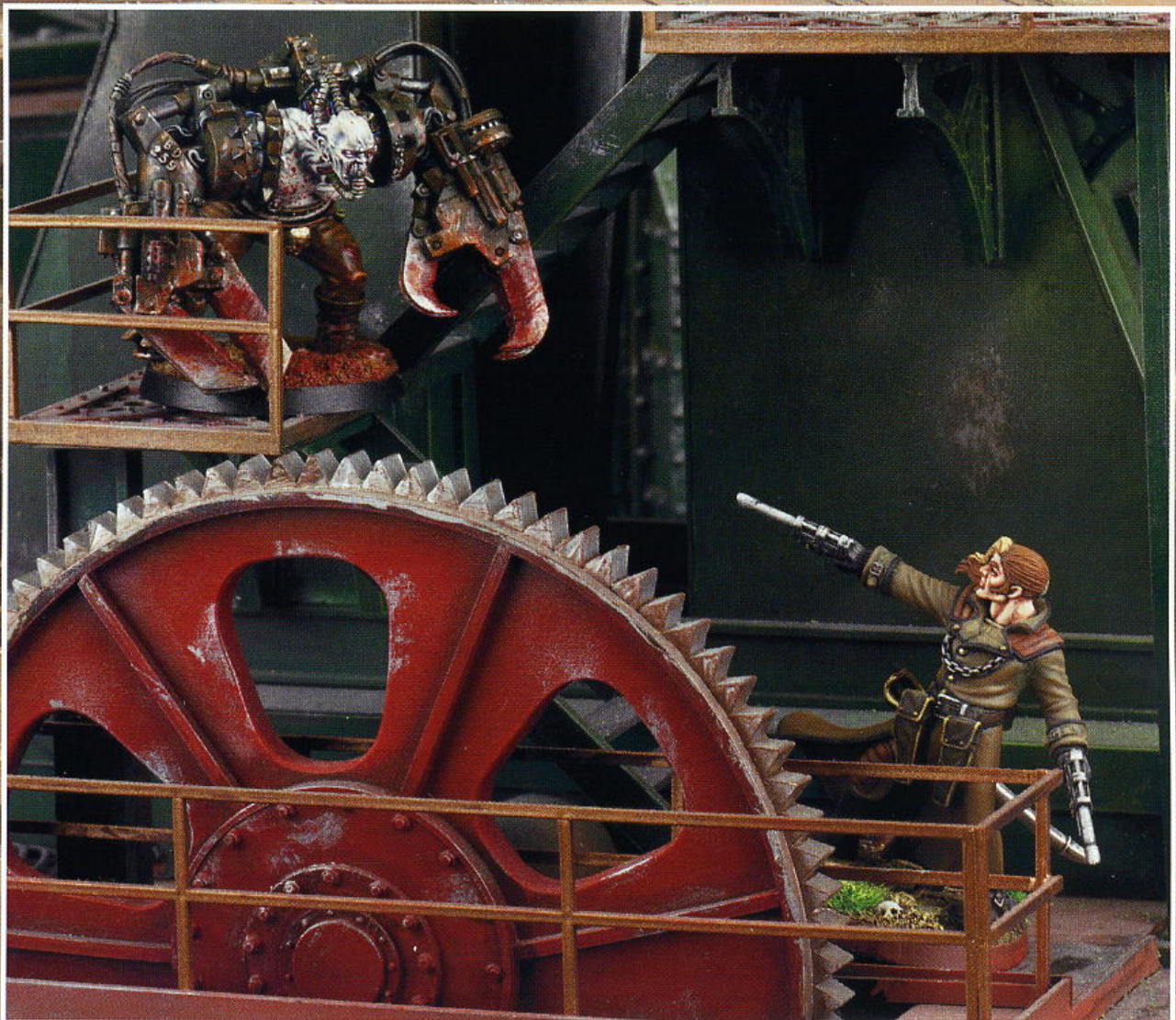
Issue 2
£3.50/US\$6.95



The debonair Kal Jerico



Would you be happy meeting this chap
in a dark alley?



Kal duels with Krash by the giant gears of a factory hab

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WELCOME INQUISITOR

YOU MAY PROCEED >

THOUGHT FOR THE DAY:

ONLY THOSE THAT PROSPER CAN TRULY JUDGE WHAT IS SANE

INCOMING DATA-SCRIPT FROM INQUISITOR LORD THORPE...



Welcome back to issue 2 (or if this is your first time, then hail and welcome!).

Even as Andy Hall nags me for this editorial, another great work is in progress. Those of you who are regular frequenters of that heretical network of rogues and knaves called the Internet will undoubtedly be aware of Exterminatus.com, the web page companion to this magazine. Well, the Fanatic web-servitors are labouring away as I type, renovating our online Inquisitor presence to bring it kicking and screaming into the 41st Millennium.

Since we started planning our ongoing support for Inquisitor, Exterminatus magazine and Exterminatus.com have always gone hand in hand, and I would like to take this opportunity to explain to you how these two different forums will be put to good use.

Put briefly, the magazine is dedicated to the nuts 'n' bolts Inquisitor rules, and the painting and modelling aspects of Inquisitor. The website is aimed at the background and narrative campaign elements of the hobby, as well as acting as an archive and online ordering facility. This is because background and scenarios can take up a lot of space, but that's generally not a problem with the Internet, while painting guides and photographs of new characters will always look best on good old-fashioned paper.

Sometimes, articles will cross over between the two media. For instance, if we put a new scenario on the website, you may find details for modelling the terrain or the rules for an NPC in this magazine. Similarly, if a new character is released in this magazine, we might put some scenario ideas or campaign threads related to them on the website. See how it works!

In all honesty, at the moment the website needs the greatest input from Inquisitor GMs and players out there, because we truly want to turn it into a massive resource of background information, scenarios (both thumbnail ideas and fully written), campaign storylines, NPC suggestions and everything else. It's all been quite hectic and a bit disorganised to tell the truth, but now that Inquisitor is officially under the Fanatic umbrella, it'll receive the attention it couldn't get when our regular web guys were running it (the poor fellas have enough of work to do as it is!). So if you've sent submissions before and heard nothing, please try again – there was simply not enough time to answer every submission, and we ended up not putting as many links, as much information and as many suggestions on the site as we would have liked.

Gav Thorpe
Inquisitorial Representative

Andy's wise words...

Greetings fellow Inquisitors! My favourite article this month is Rob Atkin's excellent Genestealer Cults. Rob came to me asking how to work the Purestrain in the game, as there was no doubt it was going to be hard as these things can rip Terminators apart. This is why it is put firmly under the GM's control. The secret to using a Purestrain or indeed any large creature is to treat it as a horror movie monster; it should be seen rarely and used to pick off stragglers when it serves the plot of your game. Players will not enjoy seeing the monster run into the centre of their warband, ripping them to shreds, but by creating tension – having scanner ghosts and seeing things moving just out of sight, it will be a great gaming experience. Alternatively, if the GM has been wanting to get rid of that infernal Space Marine, now's your chance...



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Cover – Kal faces off against Krash



A Fanatic
studio product

New releases

There are three main releases for Inquisitor this issue. Two are brand new Character concepts; the other, a Desperado, is none other than Kal Jerico from the pages of Warhammer Monthly.

For those of you who are uninitiated, Kal is a noble's son from uphive who now spends his time as a bounty hunter in the underhive of Necromunda. Although he gets himself into many scrapes he always manages to find a way out due to clever thinking and a large amount of luck! The Inquisitor model of Kal has been designed by Alex Hedström, who also designed the Necromunda-scale counter-part. Kal comes with three different heads and a mix of weapon hands so you can have him with pistols drawn or sabre or both!

One of Kal's many enemies is the Chrono-Gladiator Kriegar Thrax. These enormous man-machines are creations of the Adeptus Mechanicus. They have a set time limit to kill their target or they will self-destruct themselves, this obviously makes them very dedicated in their vocation! To see how Thrax got on against Kal check out Warhammer Monthly issue 54 (out in April). Aly Morrison has sculpted this brute and I can honestly say he is one of my favourite 54mm models so far. The rules for Kriegar and Chrono-Gladiators are in this very issue on page 26.



Sergeant 'Toothpick' Murke

One complete model
Available in May.

Model by: Alan & Michael Perry. Painted by Neil Roberts

Finally, another new Character concept is the Pathfinder. The model released is Sergeant 'Toothpick' Murke of Catachan, who first appeared in the Siren's Song story way back in White Dwarf 243, written by none other than Inquisitor author Gav Thorpe. As an Imperial Guard model you can quite easily swap and modify bits with the weapon and conversion packs released in Exterminatus 1.



Kal Jerico

One complete model
Out now!

Model by: Alex Headström. Painted by Mark Bedford



Krieger 'Krash' Thrax

One complete model
Out now!

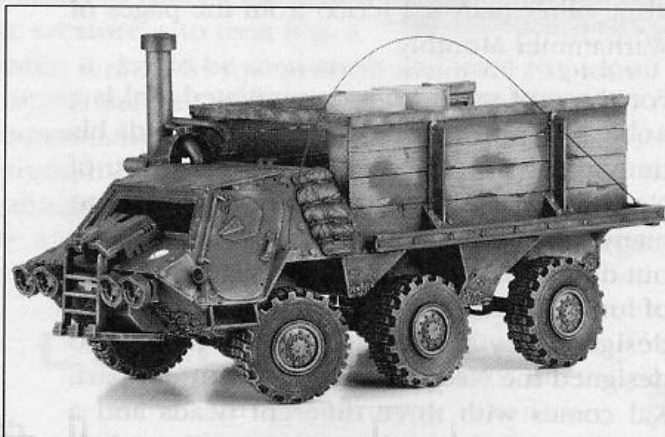
Model by: Aly Morrison. Painted by Michael Anderson

Put the Pedal to the Metal

by Graham McNeill

Car chases and heroic battles atop speeding vehicles have always been a staple of action movies, and it seemed only fitting that a game like *Inquisitor* should be able to do something like this. Graham McNeill takes a look at how you can use vehicles in your games of *Inquisitor*.

With the amount of model trucks and similar kits available, it's always going to be fun to include them in a game of *Inquisitor*. Rules for vehicles aren't difficult to come up with if all you want them to do is go in a straight line or just be scenery. But if you want your players to be able to interact with them, drive them and do all manner of heroic leaps from them, then that requires a bit more detail. Thankfully, the scope of the *Inquisitor* rules lend themselves to this level of detail. So buckle up and let's see how to use vehicles in your games.



Vehicles Profiles

For all intents and purposes, vehicles are treated like characters in their own right, in that they have stats, speed and injury (damage) just like characters do. The Toughness stat is unique to the vehicle while the others relate to the driver of the vehicle.

A sample vehicle profile looks like this:

(Don't worry, the odd looking bits will be explained as we go along).

Arbites Heavy Patrol Tank, driven by Arbites Enforcer

WS	BS	S	T*	I	WP	Sg	Nv	Ld	Speed
N/A	65	N/A	120	66	74	69	72	75	4

Base Damage Value: 12

Destruction Value: 60

D100 roll	Location	Armour Value	Check boxes
01-65	Hull	10	Light/Moderate/Heavy
66-75	Main Guns	8	Light/Moderate/Heavy
76-85	Side Sponsons	8	Light/Moderate/Heavy
86-00	Engines	10	Light/Moderate/Heavy

Armament:

Hull mounted autocannon and multi-laser (fired by driver)

Sponson mounted lascannons (2) fired by gunners (BS 60)

Notes:

N/A: This characteristic has no relevance to a vehicle.

* This is dependent on the vehicle itself, and sample values will be given later. The Toughness of a vehicle is used for working out ramming and is a measure of its durability and resistance to damage in the same way as for a normal character.

The shaded characteristics of the profile are those of the character driving it.

The driver of a vehicle must declare his actions as normal before rolling his Action dice to see how many he manages to successfully perform. Note that vehicle actions cannot be combined with any another action except talking or shouting to another character, ie, you can't shoot your bolter while simultaneously driving as part of the same action. If you want to do this kind of thing it requires a separate action.

When driving a vehicle, actions are divided into three types:

Moving

A vehicle can move at three speeds: Slow - 4 yards, Combat - 8 yards or Fast - 12 yards. Declare where the vehicle is moving to and at what rate as normal. For example, Inquisitor Kessel driving a stolen ground car declares he's driving to the corner of an abandoned warehouse at Combat speed. He manages to get three actions on his dice roll and can therefore move the ground car up to 24" towards his destination. Moving over difficult ground at **any** speed is considered a Risky action and failure means the vehicle has crashed. See Crashing for details.

Shooting

Each successful action represents the driver shooting one weapon mounted on the vehicle or ordering a gunner (should there be one) to fire it. He may also fire his own weapon should the vehicle not be equipped with any using actions as normal. He may fire any gun more than once if he has enough actions. If guns are controlled by separate people on board the vehicle, then as many weapons as actions were successfully completed by the driver may be fired. Each gun fires at the shooter's BS with all the normal modifiers. Weapons mounted on vehicles may be aimed as normal, but cannot count as rested. People riding shotgun (ie, in the passenger seat, back of a pick-up, etc) on vehicles may also shoot, declaring their actions separately from the driver as normal. Shots fired from a moving vehicle in this way may not be aimed or rested, and suffer a -5% penalty for every yard moved by the vehicle.

Ram

A vehicle may attempt to ram either another vehicle or run over a character. Declare that the vehicle is attempting this and see if enough movement actions are completed to allow the vehicle to impact on its target. Another vehicle may NOT avoid this attack, but a character may attempt to dodge out of the way by rolling equal to or lower than their Initiative value, with a modifier to their Initiative based on the vehicle's current speed.

Slow: +20%

Combat: No modifier

Fast: -20%

Success allows the character to make a free Dodge action, moving 2 yards to either the left or right of the vehicle. Characters who successfully dodge out of the way may attempt to jump aboard the vehicle (see later). Failure means they have been struck by the vehicle and suffer damage as follows:

A character or vehicle rammed will suffer one hit to a random location. For every 10 points or part thereof of difference between the attacking vehicle's Toughness and the target's Toughness, the target will suffer D6 Damage points. This is again modified by the speed of the vehicle:

Slow: -1 per dice

Combat: No modifier

Fast: +1 per dice

Normal armour, psychic and field saves will reduce this as normal. Any character taking damage equal to their Knockback value by a moving vehicle will be knocked prone and be stunned for one turn. This is in addition to any effects suffered due to the impact.

Example: *Hired killer, Jon Stamper is escaping from arms deal gone wrong, and is being pursued by some angry gangsters he's double-crossed. One of the pursuing gangsters is driving a pick-up truck (see the end of this article for its stats) and drives into the fleeing Jon at Fast speed. Rolling the dice, Jon takes a hit to the abdomen. His Toughness is 54 and the truck's is 80, a difference of 26. Therefore, Jon takes 3D6 points of damage. But since the vehicle is travelling at fast speed, each dice has a +1 modifier making a total of 3D6+3 damage points! The damage roll with modifiers comes to 14 points of damage, but since Jon is wearing Carapace armour this is reduced to 8. His Base Injury Value is 6, so Jon checks two injury boxes on his character sheet. In addition to the damage to his abdomen, since Jon's Knockback value is 7, he is knocked prone and stunned for a turn. Jon is in trouble now...*

Note: Being hit by a speeding vehicle is extremely painful (as it should be) and characters should be encouraged to avoid them at all costs!

Collateral damage

Vehicles don't get it all their own way. When ramming another vehicle whose Toughness is equal or lower to its own, they will also suffer damage from the ram. It will suffer half the damage points caused to its own hull/bodywork location. For example, a vehicle that causes 10 points of Damage to its target, will itself suffer 5 Damage points to its hull/bodywork. Should this be enough to penetrate its armour, it will suffer further damage as described later. Vehicles never take damage from ramming characters, with the exception of those characters wearing power armour or Terminator armour. These characters are substantial enough to cause considerable damage to a vehicle and cause collateral damage to them in the same way as other vehicles.

Death and/or Glory!

Should the ramming vehicle's Toughness be lower than its target it will suffer the full effects of the ram as noted earlier as though it were the target (even from an attempted ram against characters – though this is unlikely unless you're driving a rickety go-cart and hitting a Pit Fighter). The rammed vehicle will suffer half the effects of this as noted opposite in the section on collateral damage. In order to make such a Death or Glory attack, the driver of the weaker vehicle must pass a Nerve test or else will swerve aside at the last moment. This means that although an enemy vehicle may be larger and more heavily armoured than your own, as a last resort it may be worthwhile ramming it.

Crashing and going out of control

It may happen that through injury, psychic attack or damage to the vehicle that it either crashes or goes out of control. This is represented by the following rules:

Out of Control

If for any reason, a character cannot control the vehicle's movement or there is no-one left on board a vehicle to control it, it will move at the last speed it moved at last in a random direction. Roll a D6 to determine its direction. On a roll of 1-2, the vehicle turns 45° to the left, 3-4 it moves directly forward, 5-6 it turns 45° to the right. In Turns following this, it will move at the next slowest rate, again in a random direction, and so on each turn until it comes to a halt or crashes. If a character is able to (and wishes to) keep his foot on the gas while out of control he may do so, keeping the speed constant, or even accelerating! If this is the case, roll for a possible change of direction at the end of each action's movement.

Crashing

If a vehicle crashes, it will suffer damage if the Armour value of what it has hit is greater than its own. Compare the Armour value of what the vehicle has hit with the location of the vehicle that struck it. For each Armour point greater than the Armour value of the location it impacts on, a vehicle suffers D10+3 Damage points to that location. Crashing as a result of moving through difficult terrain is counted as hitting an obstacle with an armour value of D6+5 where the location hit

is the wheels/tracks location. In this case, the vehicle ends its movement for the turn on the difficult terrain, but if the driver is still alive, it may continue onwards in future turns. Remember that when the vehicle moves off it still counts as moving through difficult terrain, which is a Risky action, and if more 1's than 6's are rolled in the driver's next action roll, it will crash again. If the vehicle has crashed head on into a building or something equally solid, it will, of course, stop moving completely. However, if a vehicle has merely sideswiped or glanced a building, it can continue moving, assuming any damage hasn't put it out of action. The GM will adjudicate where necessary.



Arbites Heavy Patrol Tank

Shooting at vehicles

All shots directed at vehicles are at +30% to hit due to their size. Each vehicle has a hit location table in the same way as characters, though it will have different parts on it obviously. You'll need to assign hit locations and armour values to your vehicles, remembering to weight each location on how big and how well armoured it appears on the model. For the Arbites Heavy Patrol Vehicle we gave it the following locations and armour values: When working out hit locations, shooters may add or deduct up to 20% to their roll to reflect the greater ease of selecting a target. This is in addition to any modifiers applied for placed shots. Damage is worked out as normal.

This is a sample set of hit locations and armour values for the Arbites Heavy Patrol Tank.

D100 roll	Location	Armour Value	Check boxes
01-65	Hull / Bodywork	10	Light/Moderate/Heavy
66-75	Main Gun	8	Light/Moderate/Heavy
76-85	Side Sponsons	8	Light/Moderate/Heavy
86-00	Engines	10	Light/Moderate/Heavy

A vehicle has a Base Damage value, which is its equivalent of a character's Base Injury value and is worked out based on its Toughness in the same way. This will generally be a good bit higher than a character's to represent the more robust construction of vehicles. The Arbites Heavy Patrol vehicle has a Toughness of 120, giving it a Base Damage value of 12. Combined with its high Armour values, this makes it an extremely hard target to damage. Bear in mind though that this is a very heavily armoured tank and most vehicles will have much lower Toughness and armour values than this, such as the city car, which has

a toughness of 65. A vehicle also has a Destruction value, which like the Consciousness value of a character, represents when they have simply taken too much damage to continue. This value is worked out in the same way as a character's consciousness value (T/2). When a vehicle's damage points total EXCEEDS its destruction value, it is out of action and will come to an immediate halt. Any weapons mounted on the vehicle are also considered to be out of action and may not be used. Sample values for common vehicle types are given at the end of this article.

Damage to vehicles

Damage tables for vehicles are tricky in that vehicles can vary wildly from one to the other. For convenience sake they may be divided into five categories:

Hull/bodywork

Light: Scratches the paintwork and puts a dent in the bodywork. The Armour value of this location is reduced by 2 points, but the impact has no further effect.

Moderate: A spark ignites the vehicle's fuel and starts a fire inside. Every character in the vehicle takes one hit as though from a flamer. The fire in the vehicle finishes in the Recovery phase, though characters may continue to burn as normal (see p.70 of the Inquisitor rulebook). If the driver takes damage, the vehicle goes out of control in his following turn.

Heavy: The main body of the vehicle is smashed beyond recognition by an explosion that sends it out of control. Any character within the vehicle takes a hit to a random location as though from a demolition charge. Armour will reduce this as normal. The vehicle

then makes one last move directly forward at Slow speed and comes to a permanent halt.

Main weapon

Light: The weapons barrel is knocked off centre and may not be fired next turn. Any further shots with this weapon are at -20%.

Moderate: The weapon is blown off the vehicle and the backblast affects the Hull location as though the weapon has shot and impacted it. Roll for damage and apply the effects to the vehicle immediately.

Heavy: The weapon is destroyed and the weapon's magazine detonates, blowing the vehicle to bits. Apply the Heavy damage to the Hull result of the vehicle immediately.

Additional weapons

Light: The weapon is damaged and only has a 50% chance of firing each action. All shots that are fired suffer a -20% modifier.

Moderate: The weapon is destroyed and anyone manning the gun takes a hit to their chest as it blows up, suffering damage as though they had just been shot by it.

Heavy: As above, but the damage suffered is the maximum damage possible for that weapon type.

Engines

Light: The engine splutters and coughs out fumes as its gears crash. The vehicle may only now move at its current speed. It may not slow down or speed up and the only way to halt it is to destroy it or crash into an immovable object such as a building.

Moderate: A spark ignites the engine and it bursts into flames. The vehicle makes an immediate Out of Control move and everyone on board takes a hit as though from a flamer. The vehicle will come to an immediate halt after the driver's next turn, but in his turn he may control it normally (assuming he's not on fire!), getting one last breath of life from the vehicle.

Heavy: The vehicle's engine explodes spectacularly, wrecking it and engulfing its crew in burning fuel. Everyone on board takes a hit as though from a heavy flamer and the vehicle must make an Out of Control move at Fast speed before coming to a permanent halt.

Wheels/tracks/locomotion

Light: A tyre blows out or a track buckles and the vehicle lurches out of control for the next two turns.

Moderate: The vehicle immediately makes an Out of Control move at Fast speed and tips over onto its side, crashing and flipping over. The vehicle is halted (unsurprisingly) and everyone on board takes D3 hits to random locations, suffering D6+2 Damage points on each location. In later turns the vehicle may be righted by characters whose combined strength is equal to twice the vehicle's Toughness.

Heavy: The vehicle overturns and crashes to the ground in a spectacular fashion, landing in a mangled heap D10 yards in a random direction and flipping onto its roof, causing damage to all on board as noted above. Anyone underneath the wreck may be hit and are counted as being attacked by a ramming vehicle moving at a speed equal to how far the vehicle flipped on the D10. This may be dodged with an unmodified Initiative test. The vehicle may not be righted in later turns. There is a 25% chance that a stray spark may ignite the fuel tank. Should this occur, the vehicle will explode on landing as noted in the Heavy damage section for the Engine.

Close Combat against vehicles

Vehicles do not fight as such and have no WS characteristic. Attacking a moving vehicle is a Risky action and failure means the character has been run over by the vehicle as though it rammed him at its last moved speed. If a character charges into combat with a vehicle he gains the usual +10% modifier to his WS, but may suffer negative modifiers depending on how fast the vehicle was moving.

Stationary: Hits automatically

Slow: No modifier

Combat: -10%

Fast: -20%

When working out hit locations, characters may add or deduct up to 30% to their roll to reflect the greater ease of selecting a target. Damage is worked out as normal. In subsequent turns,

both the vehicle and the character are free to move off without penalty (assuming they can!) and no roll is required to break from combat.

If a character fails his to hit roll against a moving vehicle with a roll of 01-05, then he has fumbled the attack and been hit by the vehicle, suffering damage as though he had been run over at its last moved speed.

Carrying Passengers

Some vehicles are capable of carrying people, either inside or on flatbed pick ups, etc. To cover the various eventualities, it is convenient to say that if you can fit the character on top or inside your vehicles then you can carry them on the vehicle. For characters within vehicles (where the model doesn't allow you to place

them inside), a degree of common sense and GM's discretion may be required and this will depend a lot on what models you have available. It takes an action to open a crew door and get out (or in). From there, characters may move and act as normal.

Jumping onto, between and from moving vehicles

Jumping off

This is a particularly heroic thing to be doing, although it is kind of dangerous...

To jump off a vehicle requires one action and counts as falling from a height equal to the vehicle's speed that action, ie, Slow (4 yards), Combat (8 yards) or Fast (12 yards). So if a character jumps from a vehicle that moved at Fast speed that action, he would suffer damage as though he had fallen from a height of 12 yards (three hits to random locations, doing D6+12 damage to each location). In addition, the character rolls D10 yards in the direction of travel of the vehicle and is stunned for a number of turns equal to half the speed of the vehicle minus a D3 for a minimum of one turn. So continuing the previous example, the character would be stunned for 6-D3 turns. The skill Catfall can reduce this damage as normal.

Jumping on

Equally heroic and equally as dangerous...

To jump onto a vehicle a character must move into contact with a vehicle, or have just dodged out of the way. It requires an action to jump aboard a moving vehicle and to be successful a character must roll equal to or lower than his Initiative value with the following modifiers (stationary vehicles may be climbed aboard without a test):

Slow: No modifier

Combat: -30%

Fast: -50%

Success means the character has jumped onto running boards, the bonnet, roof, etc, and is considered on board and will be carried along with the vehicle when it moves. If the test is failed, the character must take another Initiative test to avoid being hit by the vehicle as it passes. If he is hit, he suffers damage as though he had been run over by the vehicle, is knocked prone and is stunned for D3 turns. If he manages to avoid being hit, then he falls prone, but is not stunned.

Jumping from one vehicle to another:

Sometimes it may be necessary for characters to leap heroically from one vehicle to another. This is a risky action and if the player rolls more 1's than 6's, the character has fallen between the vehicles and takes damage as described for jumping off a vehicle. The difficulty of jumping from one vehicle to another is dependent on the relative speeds of the vehicles to one another. To make the jump, the vehicles must be no further away than the character could normally jump (Strength divided by 20. Note that characters never gain the +50% modifier for sprinting beforehand). A character must make a successful Initiative test in order to leap across, with the following modifiers:

Speed of vehicle leapt from	Speed of vehicle leaping to	Modifier:
Stationary	Stationary	A normal Jump action
	Slow	-10%
	Combat	-25%
	Fast	-50%
Slow	Stationary	-10%
	Slow	0%
	Combat	-10%
	Fast	-25%
Combat	Stationary	-25%
	Slow	-10%
	Combat	0%
	Fast	-10%
Fast	Stationary	-50%
	Slow	-25%
	Combat	-10%
	Fast	0%

A failed roll means the character has fallen from the vehicle as described above.

Note: The speed is at the time of the jump, ie, what speed the character's vehicle moved at in its **last** action.

Dragging

Sometimes a character may be dragged along behind a vehicle. Should this occur, the character must take a Strength test for every 6 yards the vehicle moves in order to keep hold of it or they will be forced to let go, suffering damage as though they had fallen from the vehicle (halving its speed when working out the damage suffered

since it's not as bad as actually falling from a vehicle). For every 6 yards a character is dragged, he must take a Toughness test or suffer D3+1 damage to a randomly determined leg. A character being dragged may use an action to climb aboard the vehicle, requiring a successful Strength test to manage this feat or else continue to be dragged.

Knockback, Pinning and Nerve Tests

Drivers never need to test for pinning and do not suffer from Knockback. They are secure in their protected environment and fear not pedestrians! In addition, any character attacked by psychic powers receives a +25% to any test they are required to make due to the protection offered by the vehicle's superstructure and difficulty of picking out a target within a vehicle.

Repairing vehicles

While it may be convenient to assume that vehicles cannot be repaired in-game, it doesn't really fit with a few character types, such as Adeptus Mechanicus characters or those who have a background in this area. For convenience sake, we'll assume that any Adeptus Mechanicus, or character who has had a background in mechanics, tinkering, etc or one with the Machine Empathy psychic power can effect repairs to vehicles. They can 'heal' the vehicle in the same way they would a character though the test is made against their Sagacity. Success will reduce the

vehicle's Damage points total by D3 (+1 for every full 10 points of Sagacity above 60). In the same way as characters, a specific area may be targeted for repair, though no more than one Damage level may ever be repaired (ie, a vehicle at Heavy damage could only ever be repaired back to Moderate). Vehicles that have gone out of action by having their Destruction value exceeded may be brought back into service should a mechanic successfully repair them to a level where their Damage points are equal or below the Destruction value.

Sample Stats

Sample Stats for common vehicles (It is assumed that the drivers of these vehicles will have their own character sheets. The stats shown here are for guidance only. The last stat table has been blank for you to use):

Pick-up truck, driven by human renegade

WS	BS	S	T	I	WP	Sg	Nv	Ld	Speed
N/A	54	N/A	80	68	59	56	65	68	5

Base Damage Value: 8

Destruction Value: 40

D100 roll	Location	Armour Value	Check boxes
01-55	Bodywork	7	Light/Moderate/Heavy
56-65	Main Gun	4	Light/Moderate/Heavy
66-90	Engines	7	Light/Moderate/Heavy
91-00	Wheels	4	Light/Moderate/Heavy

Armament:

Hood mounted heavy stubber (fired by driver)

Ground car, driven by human

WS	BS	S	T	I	WP	Sg	Nv	Ld	Speed
N/A	45	N/A	65	56	66	58	44	49	4

Base Damage Value: 7

Destruction Value: 33

D100 roll	Location	Armour Value	Check boxes
01-55	Bodywork	6	Light/Moderate/Heavy
56-75	Engines	4	Light/Moderate/Heavy
76-00	Wheels	7	Light/Moderate/Heavy

Armament:

None

Armoured car, driven by Arbites Enforcer

WS	BS	S	T	I	WP	Sg	Nv	Ld	Speed
N/A	62	N/A	90	74	77	67	74	88	5

Base Damage Value: 9

Destruction Value: 45

D100 roll	Location	Armour Value	Check boxes
01-55	Bodywork	9	Light/Moderate/Heavy
56-65	Main Gun	5	Light/Moderate/Heavy
66-90	Engines	8	Light/Moderate/Heavy
91-00	Wheels	6	Light/Moderate/Heavy

Armament:

Turret mounted Auto cannon (fired by driver)

WS	BS	S	T	I	WP	Sg	Nv	Ld	Speed
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Base Damage Value:

Destruction Value:

D100 roll	Location	Armour Value	Check boxes
			Light/Moderate/Heavy
			Light/Moderate/Heavy
			Light/Moderate/Heavy
			Light/Moderate/Heavy

Armament:

Kal Jerico

By Christian Dunn

Daredevil. Rogue. Outlaw. Just some of the words that are uttered in the same breath as the name of Kal Jerico, infamous Underhive bounty hunter of Necromunda's Hive Primus. Born high up in the spires the young Kal Jerico grew up an orphan – his real mother purported to be an off-world dignitary and his father a high ranking noble eager to avoid a political scandal. His sense of adventure developed early and as soon as he attained adulthood, Kal made the journey downhive, choosing a life of action and adventure over one of tedium and protocol. Taking only a pair

of dueling laspistols and his father's ceremonial sabre, Kal's early bounty hunting career was far from spectacular and it was only his trademark good luck that prevented him from meeting with a grisly, premature end.

After several months of barely scraping together a living in his newly chosen profession Jerico crossed paths with another struggling bounty hunter, Scabbs – a pungent, half-ratskin underhiver - who Kal instantly took pity on and allowed to become his partner. Somebody had to do the dirty work after all! Together the pair succeeded where neither had been able

to individually and they soon built a reputation as a competent, if albeit indiscrete, bounty hunting partnership. Some high profile bounties such as the escaped pit slave Vandal Feg, uphive renegade and Escher gang leader Yolanda Catallus and crazed High Hierophant of the Redemptionist crusade Cardinal Crimson soon cemented this reputation but also began to draw the attention of certain factions and individuals who would seek to use

Jerico to achieve their own nefarious ends.

One of these individuals was Nemo the Faceless, the shadowy

Underhive crime lord and rumoured agent of the Inquisition. Taking over one of Jerico's gambling debts by way of blackmail Nemo forced Kal to run a little errand for him to retrieve a box that had been stolen by Ash Waste bandits and return it to him. Unbeknownst to Kal, Cheka – one of Nemo's most trusted lieutenants – had made a pact with the faceless one that would allow him to kill Jerico upon his return.

Using the locator ring that Nemo had given him, Kal followed the box's trail deep into the underhive where he was ambushed by none other than his old enemy, Yolanda Catallus. Taunting Kal, Yolanda revealed the contents of the box: the head of a datum drone, a weird servitor hybrid used by Tech-priests for storing valuable information – information that Nemo wished to get his hands on. With a gun pointed to Kal's head, Yolanda was just about to find out who was so desperate to retrieve the drone when a rescue arrived in the most unlikely of guises: fanatical Redemptionist preacher Cardinal Crimson. Since their first encounter Crimson's hatred of Kal had grown to the same proportions as his faith in the Emperor of Mankind and he had launched a crusade to rid the Underhive of the heretic Jerico. In the ensuing combat Yolanda made her escape on the back of a motorcycle but, seeing the locator ring fading, Kal made a last desperate



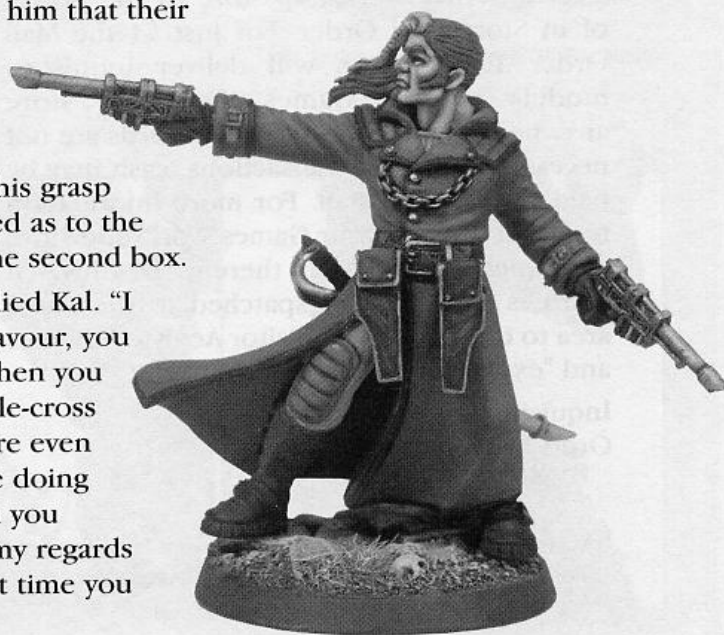
gambit to retrieve the head and fulfil his debt to Nemo.

Spying Yolanda on an underpass, Jerico climbed an overlooking tower and leapt hundreds of feet headfirst towards the speeding motorcycle. Grabbing one of the many ancient Underhive power cables before he hit the ground, Kal was able to kick Yolanda from the bike and make his escape through the cavernous tunnels that snake beneath Necromunda. That escape was not to be as easy as he expected as both Yolanda and Cardinal Crimson took up pursuit on 'borrowed' motor cycles and gave chase through the Underhive. After a lengthy pursuit Kal was able to shake off the twin threats by performing a death-defying jump across a chasm, whilst simultaneously unseating both his would-be captors. With the datum drone now safe, all that remained was to make the rendezvous with Nemo but one final peril lay ahead him; Cheka lying in

wait with a sniper's rifle. With Kal firmly in his sights Cheka squeezed the trigger and BLAM! From out of nowhere a second assassin fired, taking out Cheka in his vantage point high above Kal's position. With his gun still smoking Scabbs stepped out from the shadows having received a message left for him by Kal before he set off on his mission downhive.

Upon arrival at Nemo's hideout Kal presented the crime lord with two boxes and informed him that their score was settled in full. With the drone's head safely within his grasp Nemo inquired as to the contents of the second box. "My fee," replied Kal. "I owed you a favour, you called it in. Then you tried to double-cross me – but we're even now. Pleasure doing business with you Nemo. Give my regards to Cheka next time you see him..."

Having carved a reputation for himself in the lower reaches of Hive Primus and having already had dealings with the Inquisition's agents it cannot be long before the Order of Blessed Inquiry calls upon Jerico for his services. Any Inquisitor's warband that recruits Kal Jerico can depend on a gunslinger who is both capable and lucky, and who always manages to do things in his own debonair style.



Kal Jerico is Ambidextrous.

Equipment: 2 x dueling laspistol with lasersights (standard laspistol profile except damage 3D6-1), Sabre.

Special Abilities: Fast Draw, Gunfighter, Hipshooting, Rock Steady Aim, Plain Dumb Luck (see below).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Kal Jerico	60	81	51	48	81	65	65	62	55

NEW ABILITY – PLAIN DUMB LUCK

The Emperor smiles kindly on the character and they are able defy the odds and extricate themselves from the most difficult of circumstances. Once per game they may re-roll any one Difficulty test and choose to keep either result, **or** you may force a -60 modifier on any opposing character's roll that **directly** affects the lucky character. GM's must be prepared to judge if there is any incongruity in whether the character is affected by a roll.

More letters from fellow Inquisitors and snivelling heretics alike. Inquisitor Acolyte Edwards seems to have whipped up a frenzy of responses to his missive in last issue.

A response from Mail Order

Greetings

In the last issue of Exterminatus, a renegade identifying himself only as Inquisitor Acolyte Edwards claimed that although he was a regular visitor to the Poole Games Workshop store he was unable to mail order Inquisitor models as he did not have a credit card. The Adeptus Arbites branch of Mail Order have contacted us to deny this foul slander and demand his termination with extreme prejudice.

ALL Inquisitor models are available from EVERY Games Workshop store by the power of In Store Mail Order. For just £1 the Mail Order Tech Adepts will deliver Inquisitor models to any Games Workshop store anywhere in the country. Credit Cards are not necessary for these transactions, cash may be paid to the store staff. For more information report at once to your Games Workshop store and question the staff therein. Deathwatch marines have been despatched to the Poole area to track down Inquisitor Acolyte Edwards and "explain" the system to him.

Inquisitor Webster-Deakin
Ordo Maillus Ordos Divison

More on Marines

Fellow Inquisitors

Having picked up my copy of the first edition of Exterminatus, (better than expected, well-done Fanatic) I felt that the comments, particularly about Space Marines needed answers.

While I think that Acolyte Inquisitor Edwards makes a number of excellent points I believe that he has failed to grasp one essential one; that it is not the Armour that makes the warrior. Having witnessed, and had similar tales related to me of Space Marines encountering the most potent weapons in the Universe (game) and coming away unscathed when the armour stopped only some of the damage I believe that it is the Marines Super Human toughness that is out of proportion.

On the Battlefield (i.e. in 40K) a Space Marine has a toughness of 4 compared to an Imperial Guardsman with a toughness of 3. This is an increase of only 1/3 extra. In Inquisitor however the toughness of a Space Marine Captain Artremis is 140 compared to 60 for Major Jaxon, more double the value. Even without the armour this gives Artremis a base injury value of 14 compared to Major Jaxon's 6. Discounting the Armour a Bolter (Standard Shells, Max Dam 24) can not inflict more than 2 levels of injury on the Marine while a common weapon such as a Lasgun (Max Dam 12) or Autogun (Max Dam 14) is incapable doing more than a light injury. Experiences in the Field (40K again) show such weapons are capable of harming Space Marines albeit with lucky hits which strike a weak point by accident or design.

Instead of simply down grading armour in Inquisitor as Edwards suggests, perhaps we should take account of these two factors instead. Reducing the Base toughness of a Space Marine to levels consistent with 40K would give a character with a toughness of between 80 and 100. Despite the apparent sacrilege of weakening Space Marines this is still very tough especially with the Armour. They are just no longer capable of walking unscathed through plasma grenades and shrugging off Lascannons as a mere annoyance.

To other points made by fellow Inquisitors in the Data Script I have to say that I agree whole heartedly with Inquisitor Remo while recommending that Inquisitor McHugh's radical suggestion of a "points" system earn him level 3 Excruciation. The beauty with Inquisitor is that it encourages creativity without forcing players to sweat over exact point's costs, something that always thwarted my efforts to apply serious creativity to wargear and special attributes in 40K. Obviously any beardiness that attempts to take advantage of this should be ruthlessly purged at every opportunity, and Inquisitors should be careful of the forces they unleash upon the universe, but so should anything that threatens this infinite potential that no other Games Workshop game can match.

Acolyte Inquisitor Reverie,
Last point of contact: Pursuing investigations in Sheffield University Wargames Society.

'Toothpick' Murke

by Neil Roberts

Masterclass Article

starts on page 21

INQUISITOR MASTERCLASS



Figure 1: Construction



Figure 2: Undercoat



Figure 3: Legs, Trousers and camo



Figure 4: Las-rifle & Chain

INQUISITOR MASTERCLASS



Figure 5: Face & War Paint



Figure 6: Cyber Arm & Tattoos



Neil is an expert modeller from Cornwall where he's a regular at the Truro store. Look out for more from Neil in the future including an article on how to do tattoos.



Figure 7: Boots, Backpack, T shirt & Neckerchief



Figure 8: Base detailing and display

KRIEGER 'KRASH' THRAX

by Michael Anderson
Masterclass Article
starts on page 19

INQUISITOR MASTERCLASS



Figure 1: Construction



Figure 2: Undercoat



Figure 3: Face & Torso Flesh



Figure 4: Piping, wires and coils

INQUISITOR MASTERCLASS

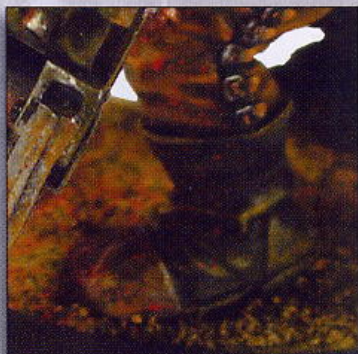
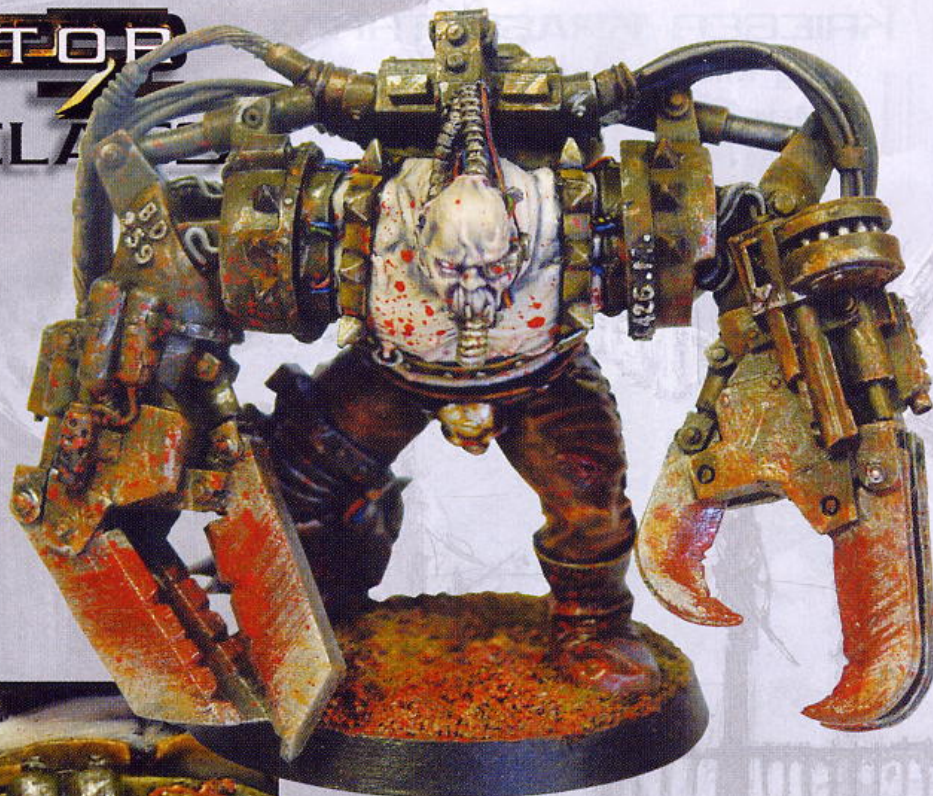


Figure 5: Boots



Figure 6: Straps & Buckles



Michael Anderson is the chap behind this excellently painted monstrosity. You can see his article on page 19 to see how he painted it. Michael has converted and painted many Inquisitor models to a world class standard, these will be seen in a future issue.



Figure 7: Industrial Metal



Figure 8: Gore and remains

INQUISITOR MASTERCLASS

Kriegar 'Krash' Thrax by Michael Anderson

When I first set eyes upon the Chrono-Gladiator model, I immediately knew that it represented one of the darkest and most barbaric elements of Imperial society in the 41st Millennium. This barbarism was to be the main theme that I would explore in terms of painting the model. I wanted the Chrono-Gladiator (from now on C-G) to seem functional and only partially alive. After all, with that amount of bionic replacement, the human becomes more technology than organic matter.

With this in mind, and after studying the components of the model thoroughly, I began to decide on a colour scheme for our vicious little friend. I already knew that I wanted the bare skin on the model to look extremely unhealthy and pallid, as if it was being kept alive by chemicals and technology, rather than more natural means. As far as the actual technological element of the model was concerned, I imagined a semi-military look to it. At this point I realised that apart from these two elements, there was not a great deal more to the model in terms of potential colour application, so I decided to delve deeper into its background for extra personality.

I realised that a rogue C-G in the employment of an Inquisitor, or another more sinister master, would not be as well maintained as one performing it's original function serviced by Tech-priests. I decided that I wanted it to look oily, rusting and generally battered from it's encounters, and of course, since it's only function is to kill it had to be particularly gory.

The figure had a lot of straight line areas to it, so it was simply a matter of filing away any minor mould lines without worrying about those awkward curving lines that you get on more organic models. I positioned pins in the arm to body sections but decided that since the join would need no filling, I would paint the arms and backpack separately to the torso and legs. The gaps between the head and body sections were filled with Green Stuff and smoothed into the surrounding areas with liquid poly-cement, which softens the putty to an almost liquid consistency. This can then be

Painting the Model

blended with a wet brush. (see fig.1)

At last I was ready to paint this behemoth. I undercoated the separate sections with Chaos Black spray and allowed them to dry (with the aid of a hair dryer). (see fig.2)

As with many other figure painters, I find the best method to paint a model is to always paint the flesh first. For me this is partially psychological, as it is the face that creates the personality of the character, and I find it much more satisfying working around this personality, rather than doing the mundane areas first.

For the basecoat of the flesh I used a mix of Dark Flesh and Nauseating Blue, adding Dwarf Flesh to this mix to create the first highlight. This was painted liberally over the skin using a Standard brush, only leaving the basecoat showing in the very recesses. I then proceeded to add more and more Elf Flesh to this mix. This created the successive highlights with a Fine Detail brush until the colour became pure Elf Flesh. The number of stages you do this in depends on how smooth you want the transition to be, I used three stages with the Elf Flesh ratios being 1:3, 50:50, 3:1 and finally plain old Elf Flesh.

The next stage was to paint Pallid Flesh over the more prominently raised areas of skin in a streaking motion, to give a rippled effect to the musculature. I picked out the final highlights using Skull White and the basic skin was then complete. (see fig.3)

Next, I picked out the tender flesh around the piping, scars and bionics, which I gave a thinned wash of Scab Red. I highlighted these with Tentacle Pink, Pallid Flesh and finally Skull White. This gave the skin a uniform effect, but allowed subtle differences in tonality where the flesh was more stretched.

Happy with the skin areas, the next section I tackled was the piping in the head. The larger metallic ribbed pipe I gave a basecoat of

Boltgun Metal mixed with Chaos Black. This was successively drybrushed with Boltgun Metal, Chainmail and Mithril Silver. I then washed the pipe with a watered-down mix of Snakebite Leather and Chaos Black, to give an oily effect, and picked out the final highlights in Mithril Silver. This technique is how I painted all the bare metal areas on the C-G, such as the claws and scratches.

The red pipes were basecoated with Scab Red, then highlighted with Blood Red. The blue pipes were basecoated with Regal Blue, and highlighted with Enchanted Blue then Lightning Blue. The green pipes were basecoated with Dark Angels Green and highlighted with Goblin then Bilious Green.

At this point the colours on these pipes seemed a little bright, so once again a wash of thinned Snakebite Leather and Chaos Black was applied to give a grimy effect. (see fig.4)

Following the pipe work, I concentrated on finishing the remainder of the torso and legs, starting with the various belts and straps that adorn the C-G. I basecoated these straps with a mixture of one part Snakebite Leather to two parts Chaos Black, gradually blending increasing amounts of Snakebite Leather in to the outer edges of the straps. For the final highlight I added a thin line of Bubonic Brown to the edge with the side of the brush (making sure there was not too much paint on the brush). (see fig.6)

I basecoated the trousers with Scorched Brown, then used a Standard brush to apply the first highlight of Bestial Brown to the majority of the surface, carefully blending this into the basecoat. Next, I highlighted the raised creases with Vermin Brown, then a mix of Vermin and Vomit Brown and then finally pure Vomit Brown around the edges. I then layered a thin wash of Bestial Brown over the trousers to increase the density of pigmentation and to draw the differing shades closer together.

For the main skull belt buckle and skull insignia upon the knee, I began by basecoating the area in Tin Bitz. Instead of highlighting using fluid brush strokes I dappled the highlights onto the more raised sections of the area, using Brazen Brass, Shining Gold, Burnished Gold and finally Mithril Silver. Dappling is simply splodging small amounts of thin colour, dead simple!

The next area I painted was the boot with steel toecaps. The toecap was painted in my oily metal technique, but instead of painting on the final Mithril Silver highlight I dappled it on and painted small streaks representing

scratches to the metallic surface. (see fig.5)

The final major areas to cover were to be the industrialised painted metal areas of the bionics and powerplant - backpack. Again these were very simple to achieve, I began by basecoating the whole area with a 2:1 mixture of Chaos Black and Camo Green. I then blocked in the first highlight, which was a 50:50 mixture of Chaos Black and Camo Green and highlighted the very edges with Rotting Flesh. This was followed with my oily metal wash, which toned down the final, stark highlight and gave a more uniform finish.

The dirtying down or ageing effects that I used again could not be simpler. I began by painting scratches and chips all over the painted metal areas of the model using Chainmail. I then took a large Drybrush, and dipped it into Vermin Brown. After removing most of the paint (but not as much as if I was to drybrush something), I then stippled this onto the areas most likely to be affected by rust, ie. chipped areas or the areas that would take the most damage, thus creating the unmaintained machine feel that the C-G exudes. (see fig.7)

Now came the nasty (if not mildly entertaining) bit of adding the gore. Warhammer 40k is suggestive but Inquisitor is very dark. I had created the opportunity to go over the top on the gore but without it distracting from the imagery of the model. 'Hoorah' I cried, and whipped out my toothbrush. The toothbrush, due to the stiffness of its bristles is the perfect brush to apply a splattering effect. At this point I simply watered down a 2:1 mix of Blood Red and Chaos Black and dipped the brush into it. I carefully pulled back the bristles, and let rip! Obviously the gore level is all down to personal preference but I thought it was suitable on this occasion.

The base was coated in a mixture of sand, gravel and static grass, then given a wash with my now familiar oily metal wash. When this had dried I drybrushed it with Bleached Bone and added some more remnants of the Chrono-Gladiator's recently eviscerated victim (more gore!). This was followed with a quick blast of Matt varnish and I then picked out the gory areas with gloss varnish to give that final touch. (see fig.8)

Wow! Eleven hours later, and after lots of blood (not my own though, you will be pleased to hear!), a little sweat and even fewer tears, the Chrono-Gladiator was complete and well worth the effort. Now all I need is a new toothbrush!

INQUISITOR MASTERCLASS

'Toothpick' Murke by Neil Roberts

Conversion

The conversion was deceptively simple. Firstly, I cut the legs at the boot tops, pinning them back together, leaving a slight gap. A similar operation set the waist joint with a slight twist to suggest movement and make the figure more dynamic. These gaps were filled with milliput and sculpted to match the rest of the figure. Why the gaps? Simple really! I wanted to alter the figure's proportions by extending its legs and body. (see fig.1)



A normal person is about six times as high as their head alone. If you increase the number of 'heads' a person is high, they appear more heroic. It's a trick shown to me by my brother, Darren (he works in the Truro store, if you're interested in saying 'Hi!'), and is used a lot in comics to make super-heroes look really heroic. Some of them can be drawn up to nine 'heads' high! Increasing the length of both legs and body increases the number of 'heads' whilst still keeping the figure in proportion, and used properly this minor conversion can make an otherwise stocky figure look almost graceful. Changing the legs in this way also meant cutting the boots at the toes before lengthening and reposing them so that they touched the ground realistically and stayed in proportion.

The left arm was straightened by cutting and bending at the elbow. This meant re-sculpting the muscles so that the bicep was relaxed and the tricep flexed by using Green Stuff after first clipping out the bicep entirely. The grenade was clipped from Brother Artemis' belt packs before being fitted into the figure's hand, oriented so that the ring lay realistically. The fingers had to be bent and the thumb clipped off and re-sculpted using Green Stuff to grasp the grenade tightly.

The shoulder of the right arm was clipped at the rear to twist it more to the front and the gap filled with milliput. The arm was bent and

twisted at the elbow so that the butt rested in the crook of the thigh, and a shaped blob of Green Stuff suggests pressure from this contact.

The basic shape of the backpack was sculpted in milliput with pouches and a combat knife from my bits box mounted on it. Further details, including the large pocket, fabric folds and webbing straps, were added with Green Stuff. The bits box was raided again for interesting bits to hang from the straps, before I added the bedding roll.

I tried using tissue paper doped with PVA glue, then metal foil from a Chinese take-away (the things I do for my art!), before rolling out a thin strip of Green Stuff, trimming it to size and rolling it up. Pressing into place, I added deep folds before putting the whole piece aside to harden.

A last comment on using modelling putty. Whichever type you use (and I tend to use most of them for various different purposes) remember one thing – don't try to do too much in one sitting. Nothing is more depressing than ruining a perfectly good bit of sculpting on one part of a figure by crushing it with a stray finger whilst trying to do more to another part of it. Don't say you weren't warned!

Painting

First, a slightly thinned mix of Dark Angel Green and a touch of Chaos Black was laid onto the legs. After this base colour was touch dry I added a thick lowlight wash of the base colour plus more Chaos Black to the creases and blended it into the base. Next came the final lowlight – I painted pure Chaos Black, again slightly thinned, into the deeper creases and some of the borders between surfaces (pocket to trousers, zip line, etc). Everything was left to dry thoroughly while I stood up and stretched my back out! (see fig.2)

Now using the base colour again I dry brushed. Yes, that's right, I drybrushed the whole of the trousers very (and I can't stress that enough), very lightly with the base colour. This really tied the lowlights into the base by

redefining the base coat and softening the edges where the colours met.

Now when I say drybrush, I really do mean Dry brush. I don't just blot the brush dry, I really clean it (if you want to give it a go imagine you're trying to clean your brush as much as possible because you've forgotten the water and you won't go far wrong). My brush ends up barely contaminated with paint at all! I always test the brush by using it on the back of my thumb, just behind the nail – if it's ready to use it will actually highlight the skin cells while leaving the gaps between them unpainted. Then I just drybrush in the normal way, laying on a lot of thin coats to build up the depth of colour I needed. This method gives very fuzzy edges to the dry-brushed colour, blending together two colours by letting the lower layer peep through the upper at the border where the drybrushing has laid the paint on more sparsely.

Next came the first real highlight, added only to the tops of the creases and other high points by painting on a thinned coat of the desired colour (pure Dark Angel Green). The next level of highlight was a mix of Dark Angel Green and Bleached Bone. This was thinned even further than the last highlight and applied by drawing it very gently along, not against, the very highest contours. It's a bit like applying a wash carefully on the high rather than low points of the figure, and just like a wash it allows the colour beneath to show through. If you try this please load your brush very lightly, or you'll be in danger of flooding the figure – control is vital to this technique. Keep a tissue handy to mop up spills, just in case.

Because the figure is a jungle fighter rather than a parade soldier I decided to weather the trousers slightly. In my misspent youth I used to wear my own combat trousers to the point where they were ready to fall to pieces. The first part to go was always the knees, and the first sign of wear was that the cloth would lose its colour. To stimulate this I mixed a Dark Angel Green highlight using Skull White, not Bleached Bone. Why? I normally use Bleached Bone to create highlight mixes as the slight touch of brown in the paint gives warmth to the result. With Skull White it can look washed out, almost pastel. For the worn cloth this was just what I wanted. I applied the colour by loading the brush as I would for normal drybrushing and then patting the paint into place. This gives a rough wear pattern, which includes signs of wear in the creases of the cloth, where a normal drybrush won't touch.

This technique isn't perfect yet, but all painting is practice. (see fig.3)

The next stage was the easy bits. I picked out the buckles, chain and dog tag with Boltgun Metal. When this was dry I washed them with Chaos Black, then highlighted with progressive mixes of Boltgun Metal and Mithril Silver, leading up to pure Mithril Silver highlights. Separate components were picked out, where necessary, with slightly thinned Chaos Black. I also used this technique on the metal components of the las-rifle and hand grenades. The tiny skull was painted using similar combinations of Burnished Gold and Shining Gold. (see fig.4)

A quick shot of varnish sealed the colour. I often lightly varnish large figures as I go as it means the completed areas are better protected from the incidental handling that goes with painting a figure. It also gives a poorer surface for other paint to stick to should an accidental splash have to be cleaned off. The boots were painted with a base of Bestial Brown and Chaos Black, lowlighted with a thinned Chaos Black run into the creases. I highlighted first with a pure Bestial Brown and then, very lightly with a mix of Bestial Brown and Bleached Bone. To make the boots look scuffed and worn, just like the trousers, I reached for the only reference material I needed – my own boots. Following the scuff pattern on them I blocked out the worn areas on the boots with a mix of Snake Bite Leather, Bleached Bone and a bit of Skull White. I added more Bleached Bone and Skull White for the highlight mix, which I painted on with coarse cross-hatched brushstrokes to emphasise the roughness of the worn areas.

I painted the backpack in much the same way as the legs, after first removing the knife. As much as possible I like to paint a figure in its component pieces, test fitting the parts repeatedly as I go. With this figure that was not, unfortunately, an option – the only parts I could leave separate were the knife and right arm.



The face was painted on its own, but I used the same colours on the rest of the skin as well. The face is the most important part of any figure, the natural focal point. I

always find that if the face doesn't 'work' then the whole figure won't, no matter how good the rest is, so it's

worth spending time on. An Ork Hunter provided the inspiration for this figure's face-paint, but the half-and-half style was based on an Eisenhower conversion I had previously painted with 'skull' war-paint. The base colour for the skin was an even mix of Elf Flesh and Bestial Brown. Lowlight shades were created by adding more Bestial Brown, while adding Bleached Bone to the base created the first highlights and using Bleached Bone with just a small amount of the base colour added created the final highlights. The eyes were painted in with Bleached Bone before Chaos Black was used to pick out the pupil/iris in each (I never bother trying to paint eye colours in figures below 1/12th scale as it never works properly – the end result lacks any subtlety or 'life'). The shape of the eye was redefined by using Bestial Brown, and a small amount of slightly thinned Chaos Black was painted in a controlled wash above the eye to finish off. (see fig.5)

The war-paint was blocked in using Bleached Bone. Lowlights were added using Bestial Brown, highlights were Skull White, and Chaos Black was used to define, shape and add character to the pattern. The facial design is meant to be just that – a stylised design, not a perfect representation of a skull – so it doesn't have to adhere to the shape of the face beneath, or even accepted human anatomy. In fact before deciding to paint a human skull I came very close to basing the design on a canine skull and calling him a dog soldier (a bad pun, I know).

I agonised over the T-shirt. I wanted to paint a design or logo on it, but I didn't want it to be too ornate or colourful. the perfect image literally leapt out at me from my bookshelf. I copied the 'Black Library'



logo from the spine of one of the new novels, Gav Thorpe's excellent *13th Legion* to be precise. After the T-shirt had been highlighted (Chaos Black with Bleached Bone) the basic design was painted on using Skull White thinned more heavily than normal. I tidied the edges up and added small details by brush, using Chaos Black, and by pen, using a Staedtler .005 pigment liner. I use this pen a lot for drawing designs on figures and vehicles as it gives a uniform thickness of line every time. Remember – there are no prizes

for making things hard for yourself. If you discover a quicker or easier way of getting as good a result then go for it! (see fig.7)

The cybernetics on the right arm were next to the Lasrifle, so I used a modified metal painting technique to distinguish them. Essentially it's the same as the one outlined previously, but substituting Tin Bitz for Boltgun Metal. With the bending of the arm certain rods had been twisted slightly off-true. Rather than ignore this I decided to use it and painted the affected 'rods' as tubes or wires of various colours after re-undercoating with Skull White. This added some much needed colour to the otherwise bland cybernetics as well as covering up the evidence of the conversion. (see fig 6)

Basing

From the scraps box I chose a length of embossed wood which I cut and glued into place to appear half-buried. I covered the remaining area of the base with PVA and sprinkled over my favourite basing material – crushed house brick. This is easy to prepare. Get hold of a red house brick and a hammer and then use the latter on the former, vigorously! The end result is a powder of varying grades which looks more natural than sand. This stage was completed before painting began.

After the figure was painted I glued on static grass, washed it with thinned PVA to hold it securely in place, and then glued on a short length of ordinary parcel string to represent high grass or reeds. (see fig.8)

Once the base was painted I reconstructed the finished figure and varnished it.

Last Touches

Looking at the final figure I decided to add two little touches, one to each shoulder. Simple tattoos, well executed, can stop large areas of flesh from looking boring or, even worse, overpowering. Complex or well chosen simple designs can tell you a little bit about the history or allegiance of the figure bearing them.

The first symbol I chose was an arrow design which was used by the British Government to mark objects belonging to them, which is why convicts had it on their clothing. I liked the idea that this soldier is just Imperial property and to reinforce that I chose a barcode for the second tattoo. If you look carefully you can see 'CAT2' in the design, indicating membership of a Catachan regiment. (See fig.6)

Pathfinders

By Andy Hall

Pathfinders are highly sort after by members of the Inquisition. Their ability to track, snipe and scout unnoticed has its obvious advantages for Inquisitors. The majority of pathfinders under the employ of Inquisitors will be sequestered from Imperial Guard regiments famous for their scouts, such as the Catachan Devils or the Headhunters of Mortant. This is not always the case as more tribal stock also has good trackers that are used by the Inquisition such as the Ratskins of Necromunda.



Wherever they originate, pathfinders are specialised warriors that Inquisitors will

always find a use for them whether its tracking heretics or fleeing or hunting aliens.

Pathfinder Characters

Equipment: This can vary depending on the character's background. However most Pathfinders will fight unseen and from a distance, so a long range weapon such as a sniper rifle is not uncommon.

Special Abilities: Detection – Pathfinders have an innate ability to instinctively know where the enemy is, whether this is a latent psychic power or just having the ability to notice broken branches and hidden footprints depends on the Character. In any case detection works exactly as described on page 57 of the Inquisitor rulebook.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Pathfinder	55	85	55	60	70	60	60	70	50
Random	40+2D10	70+2D10	40+3D10	55+2D6	60+2D10	45+3D10	45+3D10	65+2D6	40+3D6

Sergeant 'Toothpick' Murke

'Toothpick' Murke hails from the Deathworld of Catachan. Like many sons of Catachan he was orphaned from an early age and so was recruited into the 24th Catachan Hellbringers of the Imperial Guard. The Hellbringers specialise in guerilla warfare and so are sent to many inhospitable areas many, mirroring that of Catachan, to do battle in the name of the Emperor.

Sergeant Murke gained the name 'Toothpick' soon after joining. While fighting a hoard of feral Orks on the world of Oiho. Even for greenskins they were particularly savage using low tech weapons such as spears bows and clubs made from wood and sharpened bone. Being a Catachan, Murke had their infamous almost fatalist sense of humour and would brag to his companions how

he would never be impaled by the 'Toothpicks' the Orks carried into battle. As if the Emperor also had a sense of humour, even entombed in his Golden Throne, shortly after Murke and his patrol ran into the Orks and he gained a jagged scar just under his left pectoral by the Orks crude prodders. Ever since he has been know as 'Toothpick'.

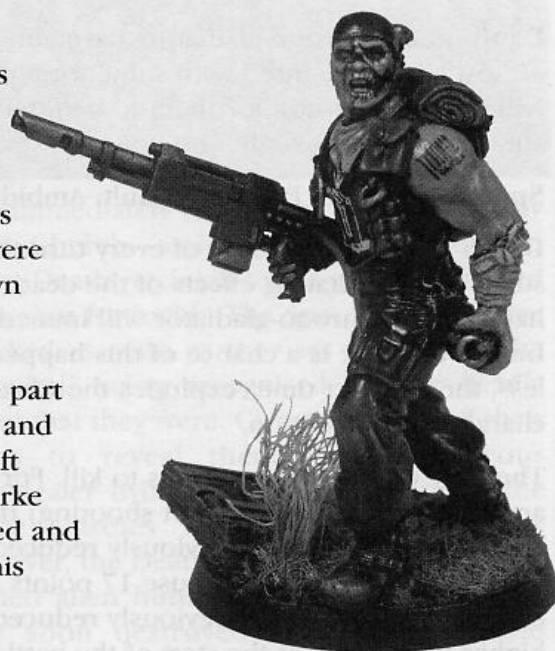
It was on the Jungle world of Darwin, that Sergeant Murke first came to the attention of the Inquisition. Murke's company led by Lieutenant Green was sent to retrieve two dignitaries from the crashed shuttle site near the alien hostiles.

After locating the wrecked shuttle, the company retrieved the remaining survivors and headed into the jungle to the rescue site where another shuttle was on its way. The enemy dogged the company's trek through the jungle terrain at every step. Known as Sirens, they were nightmare creatures who used their psychic powers to control corpses to do their bidding, like the mindless zombies of children's stories.

Only the skill and the experience of the Catachans and more specifically the pathfinding ability of Murke's squad to stay ahead of the tireless enemy saved them. Even then the company took severe casualties.

The rescuing shuttle arrived just in time, 'Toothpick' being one of the last to board. When the shuttle touched down in the relative safety of Darwin's provincial city, a mammoth platform standing on large plinths above the jungle canopy, Inquisitor Taarn of the Ordo Xenos was waiting for them. Taarn had been on Darwin for a few Standard Imperial months investigating the Siren threat. On hearing of this encounter he was there to meet and interrogate the survivors. Taarn was particularly impressed with the softly spoken Sergeant Murke. His pathfinding skills were ideal for Taarn's own excursions into the Darwin jungle. 'Toothpick' became part of Taarn's warband and even when Taarn left Darwin he kept Murke with him as a trusted and useful member of his party.

Although wary of the Inquisitor at first Murke began to like and trust the Inquisitor. On the Deathworld of Villania, Murke lost his arm to Prowler Trap plant. Taarn arranged Murke to have a replacement augmatic arm and hand, which Murke is still getting used to. And even after all this time Sergeant Murke is still known by his nickname 'Toothpick'.



'Toothpick' is Right Handed

Equipment: Lasgun, Sniper Sight (Lasgun may be used at range H or Range C), Devil's Claw (Catachan Knife use as short sword), 5 Grenades. Bionics – Arm: Strength 68 and +1 armour.

Special Abilities: Detection, Booby Traps (see below)

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
'Toothpick' Murke	52	88	58	65	73	63	51	69	48

NEW ABILITY – BOOBY TRAPS

The character can create and set booby traps. It will take three actions to set a booby trap. Once a booby trap is set the character nominates a trip zone which if another character walks in will set a trap this can be up to 2 square yards. If an enemy character walks into this zone then an explosive will go off – treat as if being hit by a grenade. See page 81 of the Inquisitor rulebook for the different effects of grenades. The character is free to think of different booby traps, and effects must be judged by the GM, these will be Risky actions to set.

Chrono-Gladiators

By Graham McNeill & Andy Hall

Fitted with numerous bionic weapons and attachments, the Chrono-gladiators have a pre-set destruct deadline, which is only extended when they are in battle, as they thirst for life itself. Every second the Chrono-gladiator is not in combat, his life-timer ticks down the seconds towards his death. The death clock's life timer can only be reversed by the chemicals released in the sensation of

shedding blood. In battle they are ferocious opponents, who fight for the thrill of combat and the promise of an extended life. Most are pumped full of a lethal cocktail of combat stimms and bio-enhancers and their sanity is questionable, as the only life they can lead is one of constant battle and bloodletting.



Chrono-Gladiator Characters

Equipment: Chrono-gladiators have almost no equipment other than that necessary for killing. Almost all will be fitted with some form of power weapon, usually power claws or gloves. It will also be common for them to be fitted with several injector implants with a mix of combat stimms, notably Slaughter and Spur.

Special Abilities: Furious Assault, Ambidextrous, Force of Will, Terrifying, True Grit

Death Timer: At the start of every turn there is a 10% chance that a Chrono-gladiator will suffer the debilitating effects of the death timer ticking towards self-destruction. Should this happen, the Chrono-gladiator will immediately lose 2D10 from its Strength, Toughness and Initiative. There is a chance of this happening every turn and should any value drop to zero or less, the destruct timer explodes the Chrono-gladiator's heart. Needless to say, this takes the character out of action.

The only way to reverse this is to kill. For every 2 points of damage caused, after deductions for armour, in close combat (not shooting) the Chrono-gladiator may restore 1 point to any one of his stats that had been previously reduced. For example, if Crash were to snip an opponent with his power claw and cause 17 points of damage, he would be able to restore 8 points to one stat that had been previously reduced. No amount of bloodshed will bring a stat value higher than it was at the start of the battle. If a Chrono-gladiator kills people before suffering any debilitating effects from his death timer, then no benefit is gained.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Chron-gladiator	65+2D10	30+2D6	65+4D10	70+2D6	50+2D10	65+2D6	30+2D6	90+2D10	3D10
Kreiger Thrax	78	37	84	76	56	71	36	98	17

Kreiger 'Krash' Thrax

Thrax was the bodyguard of a tech-smuggler, caught by a Skittari patrol on Gryphon IV and sentenced to become a Chrono-gladiator. After his initial discomfort he soon settled into his new role managing to beat the self-destruct clock every time, until he met Kal Jerico...

'Krash' has all the skills mentioned above in the rules. He also has an Implant Stubber in his left arm and an Implant hand flamer in his right (neither weapon has a reload). His power claws count as power gloves and can use the same crush attack. His left leg is an average bionic and he is fitted with a rebreather. The mechanised parts of his body grant him 6 points of armour on his arms, 2 points on his right leg and 2 points on his groin. If shot or attacked from behind, his chest and abdomen count as having 3 points of armour.

The Church of the Fifth Generation

by Rob Atkins

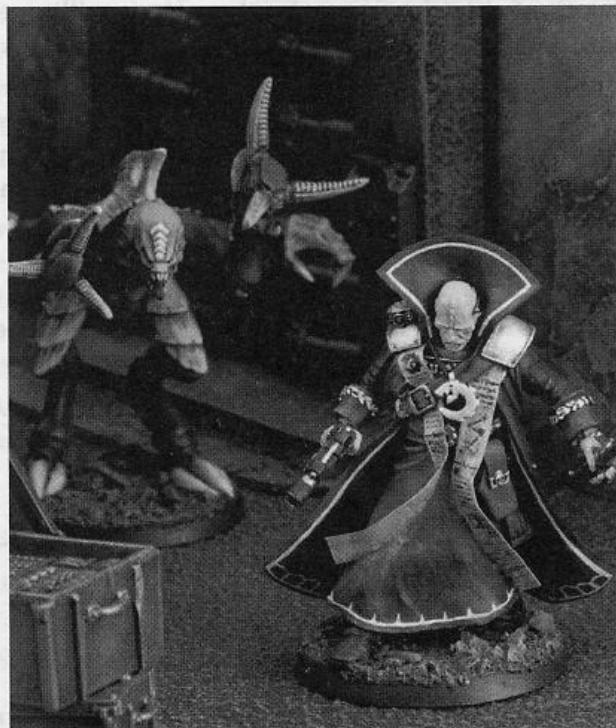
Rob has developed and modelled his own Genestealer Cult warband. Here is the background and his take on genestealer Cults in Inquisitor.

The Church of the Fifth Generation was officially sanctioned as a minor ecclesiarchical sect within the manufacturing colonies of Boehm some 150 years before it fell under the scrutiny of the Inquisition. In such time, it arose to be one of the most popular churches on the planet, and was renowned for the devotion and fervour of its congregation. The Church of the Fifth Generation seemed to inspire devotion in Imperial citizens in all walks of life, preaching worship of the holy all-father and a belief in the ultimate oneness of all beings.

Routine inspections by off-world ecclesiarchical investigators reported that the church was, as far as could be told, completely devoted to the worship of the Divine Emperor though some peculiarities did exist which couldn't be explained away as incorporation of ancient local customs. Notable amongst these was a preponderance of baldness within both the clergy and the congregation – assurances were obtained from the high priest himself, Magus Demitri Borovast, that this was nothing more than the holy tonsure of the sect. This, along with a host of other minor transgressions, was willingly overlooked by the Ecclesiarchy so long as the more than generous tithes continued to roll in.

However, the tithes did not continue to roll in – they slowed to a trickle and soon stopped altogether. An investigator sent to discover the reason for this sent alarming reports stating that all Imperial and Ecclesiarchical iconography had been removed from the many chapels and cathedrals, and that all references to Him-on-Earth in prayers, hymns and service texts had been altered to 'the All-father' or simply 'the Patriarch'. Even more alarmingly, the newly-unveiled statue of the 'Emperor' in the main cathedral portrayed him in the aspect of a four-armed 'devourer of worlds.' Tragically, before the investigator could submit his final report condemning the Church, he was found dead.

This was enough to bring Boehm and the Church under the scrutiny of the Ordo Xenos,



who immediately recognised the true identity of the Church – an insidious Genestealer cult. Three Deathwatch kill-teams were dispatched to Boehm forthwith. The Space Marines were attacked as soon as they set foot inside the cathedral, being recognised for the deadly threat that they were. Clergymen cast off their robes to reveal themselves as hideous genestealer hybrids who then fell upon the Space Marines with unmatched ferocity. However, the Deathwatch are the most highly trained alien hunters in the Imperium, and they soon destroyed their attackers and fought their way down to the catacombs they knew would be hidden under the cathedral. There they were met with relentless waves of hybrids and purestrain Genestealers before finally fighting through to confront and kill the Patriarch in his throne room, with the loss of many Space Marines. With the death of the Patriarch the majority of the remaining cultists and stealers were quickly wiped out, though a few escaped. More importantly, Magus Borovast was unaccounted for amongst the dead. Their primary objective achieved, the kill-teams were re-assigned to more pressing missions, and one Inquisitor Vehemen declared that he would root out the fugitive Magus and the shattered remnants of the cult.

Demitri Borovast – Reverend Magus of the Church of the Fifth Generation

Magus Borovast was the public face of the Church, and its religious leader. As a Genestealer Magus, he is highly psychic and can still exert considerable influence over those members of the clergy and congregation who survived the brutal massacre at the High Cathedral. He feels a great responsibility towards what remains of his congregation and is determined to continue the good work of the Church on Boehm. He is willing to take any measure to ensure that the Church survives, and understands that this may well call for several influential church-goers to make personal sacrifices. Above all, Borovast awaits the time when the Great Oneness of all things shall come to pass – a time which he believes draws near.

Magus Borovast is right handed

Equipment: Laspistol, staff of office, psychic hood, heavy robes (purple), digilasers – laspistol & needler.

Psychic Powers: The Horror (Terrify), Psychic Shriek, Hypnotic Gaze (Mesmerise).

Special Abilities: Leader, Force of Will.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Magus Borovast	47	54	57	55	59	92	79	77	87



Brother Sandref Vostock – Blessed great-grandson of the Holy All-Father

Brother Vostock is a 3rd generation Genestealer hybrid. As such, his physical appearance is a fairly random mix of human and Genestealer characteristics. He possesses a third clawed arm, and has a fairly hunched stance, prominent fangs and an extended cranium, as well as the usual inherent baldness. He was raised in hiding by the Church and performed duties as a minor clergyman, albeit heavily robed. Following the evil slaughter of the All-Father, Vostock has attached himself completely to Magus Borovast, acting as his loyal bodyguard and looking to him for guidance in these troubled times. So as to fulfil this role to the best of his ability, Brother Vostock has cast aside all attempts at disguise, realising that there is little to be gained from it.

Brother Vostock is right handed

Equipment: Autogun (2 reloads), laspistol, knife, flak armour.

Alien Abilities (See Exterminatus 1): Three arms (two left, one right), Beweaponed extremity (left upper arm), Razor-sharp claws (left upper arm).

Special Abilities: Fearsome, Furious Assault.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Brother Vostock	68	29	67	50	57	42	38	62	45



Petri Hyachof – *Vestibulary of the High Cathedral,*
Great great-grandson of the Holy All-Father

Vestibulary Hyachof is a 4th generation Genestealer hybrid, making his physical appearance virtually identical to a normal human, except for the obvious baldness. He was a hall monitor in the High Cathedral and was thus in the first wave of believers to try to defend the cathedral and the All-Father. He suffered massive head injuries in the ensuing violence and was left for dead by the Deathwatch in their eagerness to press further into the building. Magus Borovast sensed that he was still alive and rescued him whilst escaping. Surgeons belonging to the Church's congregation managed to save Hyachof's life by rebuilding much of his ruined cranium and replaced his damaged senses with enhanced bionics. The result was that Hyachof's visual and aural acuity were both increased, though he is now somewhat emotionless in character and does not feel as strong a bond to Borovast as the other survivors. He recovered a book of prayers and hymns and a steel incense burner from the ruins of the high cathedral, and these items are of great spiritual comfort to him as he awaits the coming of the Oneness of beings.



Vestibulary Hyachof is left handed

Equipment: Revolver with 15 shells and 6 manstopper shells, heavy robes (purple), large book (+2 armour to abdomen from front), steel censer, advanced bionic eye with built-in rangefinder (left), advanced bionic ear (left), average bionic eye (right).

Special Abilities: Nerves of Steel.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Hyachof	61	57	52	48	62	58	48	87	88

Purestrain Genestealers

Genestealer purestrains are ferocious opponents, a lightning fast blur of claws and teeth. Lone Genestealers, unless acting as part of a co-ordinated brood or hivefleet, are bestial and predatory in nature. Because their actions largely rely either on the will of others or on instinctual behaviour rather than true cognitive decision making, they are difficult to create a background for in Inquisitor. Giving a Genestealer a history implies giving it experience etc, and this doesn't quite feel right, coupled with the fact that they are crazy-hard means that I do not tend to use my Genestealer as a player controlled character.

Instead, I have taken advice from Andy in Fanatic and devised some highly experimental rules for using Genestealers as GM controlled beasties. These guidelines are pretty open-ended so that they can be adapted by the GM

for a wide variety of scenarios, but are essentially based on the old idea of Genestealers appearing as 'blips' on an auspex or scanner in the Space Hulk game. Imagine that an Inquisitor's party are out hunting down a genestealer in the depths of an underhive somewhere. They would want to know where the Genestealer is before they can see it, lest a flurry of messy ambushes makes short work out of them. As such, they will be loaded up with scanning equipment, and will be on edge and alert for any sign of movement picked up on the scanner. There may well be more moving bodies than there are Genestealers, but the hunters don't know which blip on their screen is the beast and which are harmless rodents...

The rules are based around this concept. The GM can place a number of 'blip' counters on the battlefield for the players to avoid/hunt down – little more than pieces of paper saying 'blip' on one side and what the blip represents on the other side. I recommend about three or four blips per actual Genestealer – the rest will be local fauna of

the scurrying variety; giant rats, Miralian death hogs, Von Ryan's Scurrier, etc. The GM moves the blips as he sees fit each turn, after the players have finished moving their characters. A limit of about 10 yards of movement per turn seemed sensible to me. When a blip first passes within line of sight of a character, it is revealed, eliciting one of the following responses from the player: "Aww, it's just a rat/death hog/scurrier (delete as applicable)" or "Aaaaargh! Aaaaargh! Run like crazy!!!" When everyone has calmed down, the GM now controls the Genestealer if that is what has been revealed, as a normal GM-controlled character, fitting into the usual Turn sequences and so on. The fate of rats, etc, I leave entirely to the GM to decide! The

following profile is my attempt at a reasonable (some would say unreasonable, it depends on how big a gun you're holding) set of characteristics for a standard Purestrain Genestealer, drawing heavily on the fantastic alien generator article from *Exterminatus* Issue 1. Remember this is just my take on the rules, these are by no means the definitive stats and abilities.

There is a wide range of possible scenarios which could incorporate Genestealers – I have used them to help my Genestealer cult characters flee from pursuing Inquisitors, but there are all manner of bug-hunt style scenarios that are possible, or the GM may just wish to surprise two unsuspecting players!

Purestrain Genestealers

Special Abilities: Fearsome, Ambidextrous, Nerves of Steel.

Alien Abilities (See *Exterminatus* 1): Multiple arms – genestealers have four arms, Beastial Face, Chitinous Hide, Beweaponed extremities (left and right front arms), Razor-sharp claws.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Purestrain	95	0	120	95	90	75	20	90	15
Random	80+2D10	0	100+3D10	90+2D6	80+2D10	50+3D10	10+3D6	80+2D	5+3D6

Modelling the Cult

Magus Borovast

This was the first miniature that I thought of converting for my cult and Eisenhorn was just far too tempting a target for conversion into a Magus.

The basic Eisenhorn legs, torso and head were all stuck together as normal, but I was keen to change the shape of the model to reduce the cries of "Oh, you've painted Eisenhorn purple, how interesting" that I would otherwise receive. To this end, I did away with his arms and backpack gubbins and filled in his inner robes between the legs with Green Stuff. The arms I went for as an alternative are from Yan Van Yastobaal. His staff is Sgt Stone's glaive with the blade replaced with three staff tops from an old 40k Genestealer Magi.

The psychic hood was made from a large 'collar' of Green Stuff, stretched out and left to dry before trimming (reduces creasing that way) with detail made from wire and stuff stuck to the back. Other random bits of detail to enhance the Genestealer flavour were to extend his forehead and augment it with ridges, replace the icon round his neck with a bit of traditional Genestealer cult iconography

and add paper streamers with writing on made from erm, paper. It was then time to reach for the purple paint!

Brother Vostock

Having created a Magus, I required a companion, and the 'Slick' Devlan miniature seemed the ideal model to base it on. He's a little hunched and somewhat scruffy, which immediately put me in mind of a Genestealer hybrid. The main areas of conversion are his head and the arms. I did actually use Slick's head under there somewhere – I trimmed off all his hair, a fair bit of his ears and all of his mouth area. The mouth was then replaced with a cut down Tyranid warrior mouth to make him suitably toothsome, and plenty of sculpting with Green Stuff ensued to extend the cranium backwards.

Slick's original two arms were cut up and repositioned to carry the autogun, which was mainly constructed from the original stubber and a 40k exitus long rifle. The third arm is a scything talon arm from the Tyranid large Biomorph sprue, with the talon itself replaced with three claws from an Epic 40,000 Carnifex and some green stuff. This arm was then joined to the torso slightly higher than the other left arm, and Green Stuff was used to amend the clothing to suit.

Purestrain Genestealer

After having created a Magus and a hybrid, it was pretty obvious that I was going to have to make a Genestealer next, or it wouldn't be a proper Genestealer cult, so I sat down with the Tyranid codex and had a good think...

The solution I eventually devised uses a total of zero Inquisitor scale pieces, and is entirely constructed from 40k and Epic Tyranid pieces. I shall start with the body and work my way outwards to the various extremities. The main torso is the main body section from the Red Terror model, which I found to be the ideal shape and size. The carapace on the Red Terror has some really nice texture, so I was more than happy to keep it. The hip joint and tail are from a plastic Tyranid warrior and are pretty much just stuck directly to the Red Terror torso to complete the main body section.

There was only really one set of legs that provided the height, joints and carapace that I was after, and these were from the 40k Hive Tyrant model. The extra carapace at the top adds to the model rather than detracting from it, and the only modification I had to make to the legs was to sculpt really long toes over the Tyrant's stubby ones. I suppose 'clawy-hoofy bits' might be a more accurate description than toes. The two front arms with the three large claws each were made using the same patented method as on Brother Vostock's third arm, though I added extra shoulder bits made from green stuff to increase the overall arm length.

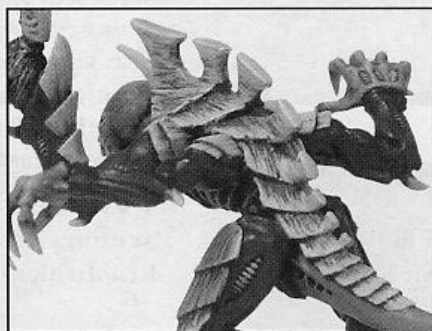
The back two arms are also plundered from the large biomorph sprue – the rending claws were pretty close to what I wanted, looking at

a 40k Genestealer (which is something I did a great deal of, and is to be recommended). I increased their overall length again by adding more Green Stuff shoulder action (all over a wire support for strength) but comparison with the 40k version revealed I needed more fingers – one more on each hand. The only conceivable way of doing this appeared to be to painstakingly sculpt an extra finger on each hand and hope I made a decent job of it. I used wire as a frame again, and built each finger up in about five or six stages of Green Stuff, but got a fair approximation in the end.

That just leaves the head and neck. The head makes use of the mouth from another plastic Tyranid warrior and the back of the head from the really old metal Tyranid warrior head (no, not the old one, the really old one, featured in WD145 I believe – really good veins around the back of the cranium!). I just trimmed these two pieces to fit each other, keeping the eyes from the plastic warrior, but when I'd stuck them together, the eyes looked far too small so I had to dig them out and sculpt some bigger ones. The bony ridges, much of the cheekbones and eye sockets and the vast majority of the neck are also made up from Green Stuff. And I think that about covers making the Genestealer – I also recommend leaving the arms separate until you've finished sculpting everything else. To reinforce the Genestealer feel, I painted the purestrain in as close to 'traditional' Genestealer colours as I could manage. All bases in the group are a brown stone rubble affair, to represent the ruins of the high cathedral.

Vestibulary Hyachof

This guy was added at a slightly later stage as after a couple of games I felt I needed more 'henchmen' type people, and I wanted to increase the visual 'churchy' feel of the group. The main body, legs and upper arms for Hyachof are taken straight from Devotee Malicant, just with anything of a redemptionist nature removed. Damian Bloodhound's right arm was cut down, and positioned clutching at the book, which I believe used to be Malicant's as well. The censer and head are from Tech-Priest Tesla, I added a hood to disguise a less than perfect head-fitting procedure and then reached for the purple paint again. Oh, and there's a little bit of incense smoke made out of cotton wool – smells lovely you know!



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.

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Exterminatus 1

Dead or Alive, You're Coming with Me – Generating alien characters
Materclass: Krashrak – Expert showcase
Materclass: Jaxon – Expert showcase
Major Jaxon – Rules and background
Sgt Black – Rules and background

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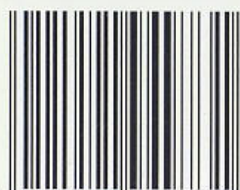
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