

INQUISITOR

EXTERMINATUS



40 New Psychic Abilities
Mynarc the Unforgiven
Talon – Hive Ganger
Your Questions Answered

**GAMES
WORKSHOP**

Issue 3

£3.50/US\$6.95

Chaos Henchman Conversion Packs

Sergeant Stone has been transformed into this Chaos Cultist using a Chaos henchman head, long rifle and supporting hand.



The Chaos Henchman components can be used on any Inquisitor figures for a corrupting influence. However to create the best lackeys for your Magus to order around we recommend using Desperado, Imperial Guard or Mutant Characters.

This Chaos mutant was originally Quovandius but has been 'gifted' with a tentacle and head from the Chaos henchman pack.



Chaos lackeys converted with the new Chaos Henchman conversion pack.

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THOUGHT FOR THE DAY:

IF WE ARE THE WATCHERS, MUST WE WATCH OURSELVES?

INCOMING DATA-SCRIPT FROM INQUISITOR LORD THORPE...



If there is one topic that is bound to cause comment amongst Inquisitor players, it is Space Marines. Do they break the system no matter how good your intentions? Should they be banned? Can they be incorporated into a scenario or campaign in a suitable fashion? Are they a major cause of 'warrior band escalation'?

These are questions that have become recurring themes in many conversations, on mailing lists and message boards, and I have taken it upon myself to investigate the phenomena. I will be embarking on a project that will hopefully culminate in an article that will provide guidance and reassurance for players concerning Space Marines and their role in the Inquisitor game. I'm not sure how long this will take, but hopefully it will be ready in time for next issue's deadline.

Anyway, I hope you enjoy this issue's offerings, and remember that it's all for fun at the end of the day!

Gav Thorpe
Inquisitorial Representative





Adept Hall

Andy's wise words...

This issue has a strong taint of Chaos running through it. Phil Kelly has come up with some great new Chaos-themed psychic powers that will add even more depth to your games. All Inquisitors tread a dangerous path with only their strength of will and faith keeping them from falling into the abyss. This issue we feature an Inquisitor who has strayed too far, see the full article on

page 23 to find out what happens to one of the Emperor's most faithful when they are consumed by the warp. The new Magus model is a great chance for GMs to make a great movie style villain for their scenarios. The Magus could become a common foe between rival Inquisitors, as well as the basis of a new warband for players especially with the Chaos Henchmen conversion pack just released. Anyway, enough of my rambling, enjoy issue 3.

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Cover - A Magus prepares to defend his Master as it emerges from the gateway.



A Fanatic
studio product

New releases

The tide of Inquisitor releases refuses to turn and this issue is no exception. For those of you who wish to run a warband that's all-out Chaos and makes no pretensions by hiding under the 'Radical' label, then this issue's releases will be of special interest.

The Chaos Magus was designed by Mark Bedford and is a great model, resplendent in tainted power armour and carrying a large daemonsword covered in leering faces. The Magus has been used for our sample character, Mynarc the Unforgiven. You can find full rules for using Mynarc later in this issue.

To accompany your Magus, Mark has also sculpted the Chaos Henchman conversion pack, which contains seven different components including a head sprue with three heads. These pieces can be used to convert Human and Mutant models into henchmen for your Magus's warband. Mark has designed the set for a myriad of different combinations.

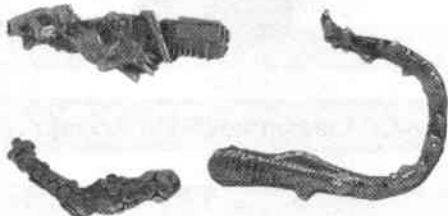
Last but by no means least is the Hive Ganger. This is the last of the Imperial Guard figures from the talented hands of the Perrys. Like the other figures in this range the Hive Ganger can be heavily converted using the webbing and conversion packs into something completely different.



Hive Ganger

One complete model (Arms may vary)
Out now!

Model by Alan & Michael Perry. Painted by Michael Anderson.



Chaos Magus

One complete model
Available from July

Model by Mark Bedford. Painted by Tammy Haye.

Chaos Henchman Conversion Pack

7 piece component set
Available from July

Components designed by Mark Bedford.

The Twisting Path

Chaos Psychic Powers in Inquisitor by Phil Kelly

Over the ages Inquisitors without number have proven themselves able to harness the energies of the Immaterium, bending them to their will and shaping reality around their desires with the force of their indomitable minds. It is not uncommon for an Inquisitor to influence the mind of a lesser man, to open a door or portal with but a wish, even to hurl incandescent bolts of balefire at his foes. But even the most innocuous cantrip can open a pathway for possession, attracting daemons from the warp like sharks to a drowning man. The fate of those unshriven in the eyes of the Emperor is often far worse than any devised by man, as a psyker unsure of his talents can be torn inside out within the blink of an eye – his mortal soul the cost of his ignorance. Thus only the most capable and psychically gifted Inquisitors dare to use their powers on a regular basis, knowing full well that the slightest lapse in concentration could cost them, at the very least, their mind.

However, there are those in the galaxy in league with the very energies they seek to exploit, the Lords of Chaos; the Ruinous Powers themselves. To these foolish, corrupt or insane individuals, such dangerous knowledge comes quickly and easily. The most potent of these magi can conjure coruscating infernos with but a gesture, change their form with a word and cripple those who would harm them with a glance. But such eldritch knowledge comes at a terrible price...

How I Learned to stop worrying and love the warp

Well, I've always had a truckload of enthusiasm for the use of psychic powers in the 41st Millennium. To me, the myriad possibilities thrown up by their use are far more involving than just shooting your opponents, even if it is with a grenade launcher, plasma cannon or whatever. Suddenly, the way is open to freeze your enemies in mid-leap, send a cloud of ravenous locusts to devour them, turn them into a pillar of salt, and so forth. The psychic powers presented in the Inquisitor rulebook, as well as the rules for daemon weapons, are far and away the most fun to use, although I must admit it's very frustrating when your Inquisitor blows his brains out due to a botched Willpower roll.

Naturally then, I was far more likely to turn to the dark side by treading the path of Chaos. I could investigate a vile new world of psychic power, all flowing easily to those who would

barter their eternal soul with the dark lords of the warp. No problems there. So I set about putting together a suitably diverse list of gribbly horrors for creative Gamesmasters to unleash upon their unsuspecting players. I hope you find them useful, or, at the very least, slightly nauseating. They can also be used for those players whose Inquisitors are of a highly radical or even Chaotic bent. Gamesmasters must be careful and responsible when allowing their players to use them, as some of these powers are very potent indeed. With a bit of common sense they can be used to create colourful and formidable villains for any campaign, or bolster the skills of a player's nemesis. After all, no Inquisitor should have an easy life...



Generating Psychic Powers

You can select your Chaos powers by rolling on the tables below, or, alternatively, you can select them as normal (especially if you're a GM creating an arch-villain).

To randomly generate a psychic power, simply choose the Chaos Psychic Power list appropriate to the Magus's patron god from the tables below and roll a D10.

UNDIVIDED PSYCHIC POWERS

D10	Power
1	Fleshcage
2	Brainflayer
3	Daemonic Shield
4	Eyes of Chaos
5	Hatestorm
6	Quicksilver
7	Lashblade
8	Warp Walk
9	Etheric Leech
10	Curse of Charybdis

SLAANESH PSYCHIC POWERS

D10	Power
1	Gift of Agony
2	The Torturer's Torch
3	Dark Bliss
4	Ophidian Maw
5	Phantasm
6	Hellshriek
7	Primal Horror
8	Symphony of Pain
9	Fleshy Curse
10	Mastery of the Soul

NURGLE PSYCHIC POWERS

D10	Power
1	Effluent Form
2	Putrid Torrent
3	Rain of Foulness
4	Choir of Poxes
5	Putrefying Embrace
6	Curse of the Leper
7	Invisible Flesh
8	Pestilent Earth
9	Vigour Mortis
10	Sanguinary Explosion

TZEENTCH PSYCHIC POWERS

D10	Power
1	Kiss of Change
2	Psyphon
3	Golem Sign
4	Babel Curse
5	Protean Form
6	Cerebral Splinter
7	Fluxleech
8	Flicker
9	Childmind
10	Changeling

House Rule: Nullification

We've found that it's an altogether too common occurrence that a psyker will fail a Willpower test by a large margin and instead of bending the nature of reality to his whim, finds his brain dribbling out of his ears. This is all well and good up to a point, but we've found that in a larger game a psyker who attempts a simple Blinding Flash can find himself nullified by two other psykers, resulting in a horrific psychic overload and a drooling idiot in place of a noble Inquisitor. As a result, it's impractical to use psychic powers unless you're sure there are no other psykers on the battlefield; the risks are too great. One house rule several of us in the Studio came up with was that a character can only attempt to nullify a power if he is directly affected by that psychic power. Thus a character may attempt to nullify a Blood Boil that is targeting him, but his allies may not. Similarly, he may attempt to nullify a Blinding Flash if he can see the origin of the flash, but not if he cannot see it (he is not the target and it does not affect him directly).

FLESHCAGE – Difficulty: 15

The psyker utters a blasphemous incantation and the ground before him bursts open, whipping tendrils of sinew and muscle flailing towards his foe. Those too shocked to react quickly find themselves enveloped in sticky, fibrous flesh, constricting and squirming as the ectoplasmic pseudopods attempt to crush the life out of the Magus's victim.

The psyker can use this power on any model within 24 yards of him that he is already aware of. This is a *ranged* power, but does not need line of sight. If the Psychic test is successful, the victim takes an Initiative test modified by the amount the psyker passed his psychic test by. If this is failed, the character is hit in D6 random locations exactly as if they had been hit by a Webber (see p72 of the Inquisitor rulebook). However, locations that are damaged by such an attack suffer 2D6 damage at the end of every turn as opposed to the usual D6. The effects stay in place exactly as with a webber, further psychic tests are not required. Characters can attempt to free themselves as normal, although web solvent has no effect.

BRAINFLAYER – Difficulty: 15

The psyker shudders violently as he disgorges a part of his vile essence into the atmosphere, the evil wraithform bowling towards its prey before violently attacking the mind of its victim. Those unable to shake off the phantasm find themselves wracked with pain as their brain lapses into a cataleptic seizure.

The psyker can use this power on any model within 18 yards, but must have line of sight. This is a *ranged* power. Immediately fight one close combat action between the Magus and his foe, but replace the combatants' Weapon Skill with their Sagacity and their Strength with their Willpower. Every action spent concentrating immediately before using this power allows a further round of combat to be fought. No special skills can be used (Feint, Furious Assault, etc). The victim may not parry or counter-attack, unless he is a psyker, in which case he may opt to parry and counter-attack as normal. Damage is caused as if using an improvised weapon, with the usual bonuses (therefore a character with WP 75 would do D3+6 damage, for example). All damage is automatically dealt to the combatant's head location.

DAEMONIC SHIELD – Difficulty: 15

The character channels the Immaterium through his body, a sea of lost souls writhing around him in a dance of contorted agony. Only the strongest willed can look upon the Magus whilst this ethereal shield remains in place, and although it will not turn aside a bolt, such a horrific sight can easily turn aside the wielder of the gun.

This is a *persistent* power. A character wishing to fire upon or charge the Magus whilst the Daemonic Shield is in place must first pass a Nerve test. If this is failed, the rest of the character's actions for that turn are wasted as he tries desperately to hold his position instead of fleeing in terror. Characters with Nerves of Steel are unaffected by this power.

EYES OF CHAOS – Difficulty: 15

The Magus closes all his senses, reaching out with his mind to ascertain the immediate future. It is said that the most gifted of sorcerers are able to see into the minds of their foes, and react to their actions before they have even come to pass.

This is a *persistent* power. If the Magus succeeds in passing a Psychic test, he may re-roll one single dice per turn, as long as the power remains in operation. He must accept the result of the second roll.

HATESTORM – Difficulty: 20

The Magus calls upon his dark gods to gift him with a portion of their own hatred, and becomes the focus of a crackling nimbus of dark light. Anyone caught within the radius of this actinic explosion finds himself infused with a psychotic hatred of all living things, hurling himself into combat at the first opportunity.

This is a *persistent* power. If the Magus succeeds in passing a Psychic test, the Hatestorm will erupt, covering a radius of D10 yards around the psyker extended by an extra 10 yards for every full 10% he passed the Psychic test by. All models caught in the radius of the Hatestorm, barring the Magus himself, are subject to Frenzy and have the Furious Assault ability for as long as the power is active.

QUICKSILVER – Difficulty: 20

The Magus imbues himself with the raw power of Chaos, his movements speeding up as more and more warp energy becomes infused within his muscles and sinews. If used often enough, the Magus can transcend time

to a small degree, his movements blurring next to those of his mundane counterparts.

If the Magus succeeds in passing a Psychic test, he gains +1 Speed. This is a *persistent* power. He may use this power once every turn, and the effects are cumulative. Test only once per turn to see if the Magus is able to continue using the Quicksilver power. However, if he fails to pass the test, he adds D6 to his injury total for each +1 Speed he has accumulated as nervous exhaustion takes its toll. This damage may not be prevented by any means.

LASHBLADE – Difficulty: 20

The Magus cuts deep along his knuckles and a whipping blade of shimmering blood springs forth. Anyone hit by the lashblade finds his vital essence drained, repeated blows leaving nothing but a desiccated corpse in the Magus's wake.

The Magus takes 2 Damage to his preferred arm when he attempts to use this power. If the Psychic test is passed, he counts as being armed with a sword with the following daemonic properties: Lashing, Vampyre, Enfeeble. The Lashblade cannot be dropped. Every time the Lashblade is parried, the Magus adds D3 to his injury total. This is a *persistent* power.

WARP WALK – Difficulty: 20

Drawing ancient symbols in the air and whispering in an arcane tongue taught to him by the daemons he serves, the Magus opens a gate in reality that allows him to step through and emerge at a given point, often behind his foes...

If he has any actions left after using this power, the Magus may step through the Warp and emerge anywhere on the battlefield; he must then pause for breath but afterward may continue using his actions as normal. This is a

risky action; however, if he rolls more 1s than 6s when using this power, he becomes trapped in the Warp, steps out in a remote location, or suffers some other undesirable fate. He is removed as a casualty.

ETHERIC LEECH – Difficulty: 10

The Magus summons a thirsting leech-daemon from the Warp, setting it up on his foe. Its victim feels nothing of its presence at first, but soon feels his will sapping away. This continues until he is nothing but a dribbling imbecile, his mind in tatters, at which point the leech returns, bloated, to the Warp.

The Etheric Leech may target any character within 12 yards of the Magus, and requires line of sight. It is a *persistent* power. The character affected by the Etheric Leech loses D10 Willpower every turn this is in effect for the rest of the game. If he is reduced to 0 Willpower, he may take no further actions for the rest of the game.

CURSE OF CHARYBDIS – Difficulty: 15

Breathing in a great lungful of air as he mouths the heretic words of the curse, the Magus becomes the centre of an invisible vortex of power that draws his enemies closer, dragging their resisting bodies toward him. Those affected by this power find flight impossible, and are ultimately drawn into the vile clutches of their enemy.

This is a *persistent* power, and targets the Magus himself. At the end of each opposing character's turn, he must pass a Willpower test at -50 or move D10" directly towards the Magus, circumventing any obstacles in his path by the shortest route possible. If this takes them into contact with the Magus it is not counted as charging, but combat is still initiated. It can cause a character to fall if they are above ground level.

Nurgle Psychic Powers

EFFLUENT FORM – Difficulty: 10

The Magus transmutes his raw substance into purest filth, his outward appearance discolouring and blotching until it resembles nothing more than a statue shaped from pox-riddled slurry. Any blow directed against him spatters his opponent with flecks of vile, diseased faecal matter.

This is a *persistent* power. While it is in effect the Magus halves his Strength and BS, but can only take 1 level of damage each time he is hit by an opponent. The maximum amount of damage that can be inflicted by any one

wounding hit is equal to the Magus's System Shock value. Each time he is hit in close combat and the attacker is not at arm's length, the opponent is spattered with hissing, disease-riddled effluent and must pass a Nerve test or halve his Weapon Skill until that close combat engagement ends or the Magos is taken out of action.

PUTRID TORRENT – Difficulty: 15

Inbaling through phlegm-riddled lungs until his bloated form is distended beyond all reason, the Magus disgorges a writhing stream of maggots, burning pus and hissing

bile at his foes. Few can stand before this repulsive and degrading onslaught.

The Magus may eject the Putrid Torrent exactly as if he was firing a Hand Flamer with no shots or reload characteristic. This attack does not count as flaming and cannot set locations on fire, but may hit multiple targets and locations as normal. Models hit by the Putrid Torrent must flee from the Magus at their maximum Movement rate for the first of their subsequent actions. However, if they have the Special Abilities *Nerves of Steel* or *Heroic* they are unaffected.

RAIN OF FOULNESS – Difficulty: 10

Calling upon Grandfather Nurgle to bless his enemies with the touch of putrefaction, the Magus causes the skies to split open like the swollen belly of a corpse and rain a shower of filth and rotting blood upon his foes. Few can do other than seek shelter from such a hideous and unnerving phenomenon.

The Magus must nominate a point where the Rain of Foulness originates from; the distance between the Magus and this point is the range modifier for this ability. Every model under the radius of this power, which is equal to the amount the Magus passed his Psychic test by, in yards, must act exactly as if they had failed a Pinning test (see page 37 for details). The Magus is never affected by this power.

CHOIR OF POXES – Difficulty: 10

In a gurgling drone accompanied by the death rattle of his victims, the Magus incants the true names of the diseases he has been blessed with over the millennia. Those within earshot find themselves wracked with spasms of delirium and pain.

All characters must make a Listening test (see the Awareness section) as if the Magus had spoken normally. Those who pass this test must pass a Toughness test or subtract -1 from their Speed for the rest of the game. The Magus is never affected by this power.

PUTREFYING EMBRACE – Difficulty: 25

The Magus reaches out his dripping arms to clasp his opponent to his repugnant and bloated chest; a successful grapple inevitably resulting in the saturation of the victim in stinking, roiling pus and other such unsavoury fluids.

The Magus must be in close combat to use this power. If he then succeeds in hitting with two successive unarmed close combat attacks, regardless of whether the victim takes damage from these attacks, the victim is locked in the Putrefying Embrace. He must take a Toughness test minus the amount by which the Magus passed his Psychic test. If he fails, he takes one level of damage to every location regardless of armour or other factors.

CURSE OF THE LEPER – Difficulty: 25

Whispering an incantation taught to him by a Plaguebearer, the Magus focuses a stream of psychic plague into one of his victim's limbs. Before his cataract-encrusted eyes, the limb begins to shrink, wither and rot – flesh sloughing from it in a glorious display of premature putrefaction.

This power requires line of sight. The Magus may choose a limb belonging to the target character. This limb counts as Crippled as long as the Magus is not stunned or put out of action.



INVOILABLE FLESH – Difficulty: 25

The Magus causes his flesh to bulge and ripple, growing a black, scabrous crust that constantly leaks a white fluid laced with blood. Although it restricts his movement, the Magus gains considerable protection from the blows of his enemies whilst this power is in effect.

This is a *persistent* psychic power. When successfully employed the Magus suffers from -1 Speed. However, he gains 2 points of armour per full 10% he passed the Psychic test by, on all locations. For instance, if he passed the Psychic test by 37%, he would gain 6 points of armour on all locations.

PESTILENT EARTH – Difficulty: 10

Chanting a litany of plague and infertility and crouching so that he may touch the earth beneath, the Magus causes the very ground to putrefy, turning hardened soil into a quagmire of greenish-grey quicksand in an instant.

This is a *persistent* psychic power that is always centred around the Magus himself. The ground around the Magus, to a distance of 3D6 yards (roll each turn), is treated as being a scabrous and cloying sludge. It is impossible to move faster than Walking rate when within the radius of this power. Any movement action that would normally carry the moving character into the sludge is halted at the edge; actions may be taken from there. This power has no effect if the Magus is standing on metal.

Slaanesh Psychic Powers

GIFT OF AGONY – Difficulty: 15

The Magus utters one of the ancient words of pain, and all within earshot are wracked with agonising spasms, their nervous systems erupting into an inferno of insufferable torture.

All characters must make a Listening test (see the Awareness section) as if the Magus had spoken normally. Those who pass this test add 3D6 to their Injury total. This power may only be used once per game.

THE TORTURER'S TOUCH – Difficulty: 20

The Magus channels the dark energies of Slaanesh into his body, imbuing his touch with the capacity to inflict incredible levels of pleasure or pain. The slightest brush of his fingertips can cause his victims to go into paroxysms of sensation.

This is a *persistent* power, and targets the Magus himself. He must pass a Psychic test to

Why am I a fool? It is you who worships a corpse, at least I have awakened to the fact that the dark gods and Him are one and the same.

VIGOUR MORTIS – Difficulty: 20

Funnelling the horrific energy of disease-riddled death into his body, the Magus is invested with unnatural power, his form spasming with the desperate throes of one whose lifeblood is draining from his rapidly expiring corpse.

With the successful use of this *persistent* psychic power, the Magus gains D3 Speed and the *Lightning Reflexes* skill.

SANGUINARY EXPLOSION – Difficulty: 25

The Magus flings his arms wide bellowing an ancient curse, his lungs rupturing within him as the words of pain are spoken. His target convulses briefly whilst he tries to contain the nauseous energies running rife through his vascular system. If he fails, the blood in his body begins to gush from every orifice and pore, staining the dry earth with his precious vitae.

This is a *ranged* psychic power that requires line of sight. The victim must take a Toughness test or add 5D6 to his Injury total as torrents of his lifeblood explode outward in a gory cloud of scarlet mist. The Magus himself adds D10 to his injury total regardless of whether or not the target's Toughness test is passed. Damage inflicted by the Sanguinary Explosion may not be prevented by any means.

use this power. If passed, all of his unarmed close combat attacks cause 2D6 damage regardless of Strength or other factors. All characters damaged by this attack are stunned for D3 turns.

DARK BLISS – Difficulty: 25

Hissing one of the syllables of his master's true name, the Magus enters a state of ecstatic sensation where any slight discomforts his opponent can inflict are as the lightest pinpricks to a raging god.

This is a *persistent* power, and targets the Magus himself. The Magus adds 1D6+2 to his Base Injury value and 2D6+4 to his System Shock characteristic. This does not affect his Consciousness and Toughness characteristics in any way.

OPHIDIAN MAW – Difficulty: 5

The Magus's jaws can be distended to an incredible extent, striking with snakelike

speed and clasping onto his victim, sucking all emotion and vigour out of them until they are nothing more than a mindless shell.

If the Magus is in close combat with a stunned enemy model and hits with an unarmed combat attack the damage is counted as having the following daemonic properties: *Brain Leech, Enfeeble.*

PHANTASM – Difficulty: 15

Drawing obscene symbols in the air in front of him, the Magus opens a gateway into his foe's mind, the hopes, dreams and secrets of his enemy laid bare for him to use and abuse as he wishes. The most common use of this power is for the Magus to manifest the heart's desire of his foe, as few can stand fast when their ultimate dream is flaunted in front of them like a cheap trinket.

This is a *ranged* psychic power, and requires line of sight to the target. His opponent must make an unmodified Willpower test. If the Magus passes his Psychic test by more than his victim passed his Willpower test, the Magus may choose a point within both his and his opponent's arc of sight. Place a suitable marker at this point. His chosen opponent must spend all of his subsequent actions heading toward this point until he reaches it, at which point he may act as normal. If he is engaged in combat the effects of this power are automatically ended.

HELLSHRIEK – Difficulty: 15

The Magus emits a scream of such piercing intensity it temporarily stuns and deafens his foes. Psykers feel the sound boring into their souls with hideous intensity, their pain a beacon to malevolent daemons of the Warp.

All models within 4D10 of the Magus are stunned for one turn and automatically fail any Hearing tests for the rest of the game. Psykers add D10 to their Injury total and are at a -20% to the use of any psychic powers for the remainder of the game, in addition to other factors. The Magus himself is immune to these effects. This power may only be used once per game.

PRIMAL HORROR – Difficulty: 10

Allowing the vibrant and perverse energies of Slaanesh to flow through him, the Magus projects a shimmering, dancing curtain of howling, fleshy nightmares into the subconscious of any that dare look upon him. Those who seek to harm him first have to overcome a roiling, hissing phantasmagoria of their worst fears.

This is a *persistent* psychic power. All characters attempting to charge the character must first pass a Nerve test, modified by the amount the Magus last passed his psychic test by. If they fail, they must immediately turn directly away from the Magus instead of charging him as they attempt to conquer their fears. They may make no further actions during the turn other than moving away from the Magus should they fail the test.

SYMPHONY OF PAIN – Difficulty: 25

The Magus throws his arms apart, conducting a chorus of daemonettes that cavort and howl around his reflection within the Immaterium. Their siren call picks at the fabric of his opponents' minds, causing blinding sheets of pain to eclipse any conscious thought.

The Magus himself is the target of this *persistent* psychic power. All models within the amount of yards equal to the amount the Magus's psychic test was passed by must treat all normal actions as risky actions. If an affected character rolls more 1s than 6s for his turn's actions, he must spend the rest of his turn crouching on the ground as the overwhelming pain running through his nervous system temporarily incapacitates him. He does not count as stunned or prone.

MASTERY OF THE SOUL – Difficulty: 30

The whispered words of Slaanesh emanating from the Chaos Magus's lips call forth the darkness from the souls of his enemies, giving these destructive and hateful emotions full rein whilst this power is in effect.

This is a *ranged* psychic ability that requires line of sight. The target character must pass a Willpower test, modified by the amount the psyker passed the test by. If this is failed, he must act in accordance with the most destructive and evil side of his personality for his next turn; the Gamesmaster controls the character and acts at his own discretion for the entirety of the affected player's subsequent turn, after which the power ceases to have any effect. For example, an affected Monodominant Inquisitor might find everybody other than himself wanting in the eyes of the Emperor, and open fire upon his comrades, whereas a Radical Inquisitor might seek to ally with the Magus in exchange for knowledge he knows will ultimately destroy him. Gamesmasters are encouraged to be creative when a character comes under the effects of this power!

KISS OF CHANGE – Difficulty: 20

The psyker hisses forth a stream of pure change, anything caught in its path convulsing in a bewildering display of shapes and colours. The effects it can have upon a living thing range from the virtually ineffectual to the truly devastating.

The psyker can only use this power if he is in close combat and at arm's length from his foe. It may only be used once per turn. The Magos may use one of his close combat actions that turn to use this power on an opponent. This attack cannot be parried in any way, although it may be dodged at the victim's basic Weapon Skill minus the amount the Magus passed the Psychic test by. If the attack hits, the victim takes D10 damage to D6 randomly determined locations (roll separately).

PSYPHON – Difficulty: 20

The Magus locks gaze with his victim through the Warp, drawing the psychic strength from his mind and adding it to his own. Repeated use of this power inevitably results in the braindeath of the victim.

This is a *ranged* power that does not need line of sight, although the Magus needs to be aware of his victim to use this power. The victim must take a Willpower test modified by the amount by which the Magus passed his own Psychic test. If the victim fails this test he loses 3D6 Willpower, whilst the Magus adds this amount to his own Willpower characteristic.

GOLEM SIGN – Difficulty: 20

The Magus etches a sign in the skien of reality, the marks appearing physically on the forehead of his intended victim. The next command the Magus utters will be obeyed by the victim as the power of Tzeentch moulds his mind, although instinct cannot be overruled even by the power of the Magos.

This is a *ranged* power that requires line of sight. The victim must take a Willpower test minus the amount by which the Magus passed his own Psychic test. If this is failed the victim will act under the control of the Magus for the first of his next actions. This cannot be a combined action, eg, walk forward and shoot, and cannot harm the affected character.

BABEL CURSE – Difficulty: 5

Muttering under his breath, the Magus taints the minds of all those nearby with a

cacophony of daemonic voices, causing any attempt at communication to emerge as a gibbering, sussurating bawl that carries no meaning whatsoever.

All those within a radius of yards equal to the amount the test was passed by may make no more verbal communications of any kind for the remainder of the game. The Magus is exempt from these effects.

PROTEAN FORM – Difficulty: 20

The Magus distends and warps his form into a new and horrific shape, channelling the power of Chaos into his own flesh to bless his enemies with a glorious vision of change.

This is a *persistent* power that targets the Magus himself. The Magus may swap the characteristics on his statline around into any order he wants. So, for instance, a venerable sorcerer could swap his Sagacity of 135 with his Strength of 32, becoming a raging beast. He is counted as being Fearsome whilst this power is in effect.

CEREBRAL SPLINTER – Difficulty: 15

At first, all the victim of this power will feel is a sharp stabbing pain in his head, however a sliver of psychic energy has been implanted in his cortex, and the pain intensifies as the living splinter worms its way through the front of the victim's mind, leaving him debilitated and ultimately comatose.

This is a *persistent* power that may only be used upon a character in the Magus's line of sight. The victim must take a Willpower test at the beginning of his turn or suffer a -1 to his Speed. At the beginning of the second turn in which this power is active, a failed Willpower test will result in this penalty being raised to -2 to his Speed. At the beginning of the third turn, he will suffer -3 to his Speed, and so on, until he is reduced to 0 Speed, in which case he is considered to be out of action.

FLUXLEECH – Difficulty: 10

The Magus, feeling the shift in the air preceding the use of a psychic power, opens his mind to the changes about to be wrought upon reality. In this way, he can glean great knowledge from the powers used against him.

This power may only be used when the Magus is affected by his opponent's psychic powers. It may not be nullified. The successful use of this power allows the Magus to attempt a Sagacity test, if he passes this test he may learn

the psychic power that has been used upon him, immediately and permanently adding it to his own abilities.

FLICKER – Difficulty: 25

The Magus creates a flickering field of unreality around himself, his image becoming intermittent and transparent as he makes a constant series of tiny jumps through warpspace and back again. In this manner, he may even pass through adamantium bulkheads and wrought-iron bars, and the blows of the enemy can pass through him as if he were no more than a ghost.

This is a *persistent* power that targets the Magus himself. Whilst active, his actions that involve movement can ignore any terrain between his start and finish point for this action and this action alone. For instance, the Magus could 'run' through a piece of terrain that is 5" wide, even though it would normally be impassable, but not 'run' through a piece of terrain 7" wide, as he would end that particular action in impassable terrain. He may move in any direction when using this power, even vertically. Game Masters must use their discretion in ambiguous cases. Whilst this power is active the Magus counts as being equipped with a Displacer Field.

CHILDMIND – Difficulty: 30

With a simple twist in the chronology of his prey's mind, the Magus regresses his foe's psyche to when they were a mere child. Even a mighty sage can be reduced to squatting in the middle of the battle, on the brink of tears as the confusion and noise around them renders them incapable of decisive action.

This *persistent* power requires line of sight. The victim temporarily loses half of his Sagacity, Willpower, Leadership and Nerve characteristics, counting as stunned for as long as this power is in effect. He may only defend himself in combat by dodging. These effects automatically end if the Magus does anything other than maintain this power.

CHANGELING – Difficulty: 10

The Magus calls on the great Weaver of Fates to bless his favoured son with the power of confusion. A veil of illusion is drawn over both the intended prey and the Magus himself, and even the closest companions of the victim may open fire upon their former ally, believing him to be the Magus and vice versa.

This is a *persistent* power that requires line of sight. The Magus may swap position with his victim, otherwise keeping the positioning and facing of the models exactly the same. The identities of the characters remain the same, only their appearance changes; the swapping of models is merely a visual aid. This power ends immediately when the Magus (now represented by his victim's model) takes damage from any source. If the effects of the power end for any reason the models are swapped back immediately. Characters must pass a Sagacity test at the beginning of their turn or act as if the affected models are who they appear to be.



Phew! Well, there we have it; if that's not enough to comprehensively equip your bad guys with evil warp-spawned powers then hopefully it's inspired you to create your own. As you've no doubt picked up by now, some of these powers are extremely potent. But remember; making a Faustian bargain with an elder god is the short cut to temporal power, part of the reason the Imperium has such a tough fight on its hands. Some of them are best used when the Magus is alone (the area effect powers, for example) and have been designed with a sort of end-of-level guardian theme in mind; the combination of a few of these powers in a Magus with a familiar or high willpower will provide a real challenge for even the most hard-bitten Inquisitorial warband. Sure, there's the small price of eternal damnation to pay for such abilities, but what are you gonna do?

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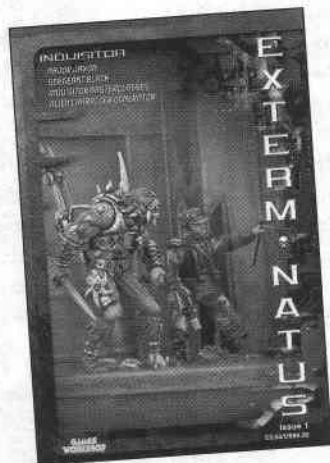
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Talon - Hive Ganger

By Andy Hall

Kados is an unimpressive hiveworld containing three main hives, the largest being Kados Prime. Like many, if not all hives in the Imperium, the lower regions of a hive – the Underhive – is an overcrowded and destitute place where gang warfare is rife. Talon was born and grew up in the Underhive of Kados Prime. Life expectancy in the Underhive is low, the majority of its inhabitants will never leave and know nothing of the galaxy beyond. However Talon thrived in this environment. From an early age he was recruited into a gang, the Skull Hunters, and was soon leading raids against rival gangs and the controlling Guilds.

It was during this time that a pro-alien terrorist organisation released a deadly xeno-virus into the Kados Prime Underhive. Within months the entire hive was contaminated, the number of inhabitants of Kados Prime had halved within mere weeks. Inquisitor Vortis of the Ordo Xenos had managed to infiltrate the terrorists and was desperately trying to find a cure. Kados

Prime was now a lost cause but the disease was highly contagious and it was only a matter of time before it moved off-world. During his investigations in the lower habs of the hive Vortis came across Talon and the remnants of the Skull Hunters. Talon had watched as his gang had been decimated by what the inhabitants had simply called the Plague whilst he had remained unaffected. After a small confrontation Vortis managed to convince Talon to come with him, using the promise of finding and punishing those who had released the virus upon the hive.

Vortis's Adept found a unique organism in Talon's blood, which not only resisted the alien virus but also hunted down and destroyed the viral cells. This was used to produce a vaccine, although it would only protect and cure if the virus was still in its infancy in the host. Vortis and his warband, accompanied by Talon – then set out to destroy the terrorists, after infiltrating them earlier he knew where to find them,

Talon was given the bitter-sweet pleasure of killing the groups leader. Kados Prime was then razed to the ground by order of Vortis, along with billions of inhabitants. The two remaining hives were provided with the vaccine and seemed free of the alien taint, although whether this was a cover-up by the hive governors' remains to be seen.

Vortis was impressed with Talon's brutal, urban-style fighting and so has employed him in his warband. Talon had never left the Underhive before he met Vortis and so is finding the galaxy a dangerous and deadly place – just the way he likes it!



Talon

Talon is right-handed

Equipment: Lasgun (Triplex pattern), Power Knife, Throwing Knife (concealed in boot), Knuckle Dusters, three Injectors (one of Slaughter and two of Spur). Goggles – When wearing his Goggles, Talon has the Range Finder and Infrascopes gunsight abilities (see page 90 of the Inquisitor rulebook).

Special Abilities: Blademaster, Hipshooting, True Grit.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Talon	60	55	62	54	57	65	45	78	55

Talon - Hive Ganger

by Michael Anderson

Masterclass Article

starts on page 21

INQUISITOR MASTERCLASS



Figure 1: Skin tones, Hair, Goggles & Bandana



Figure 2: Jacket & Gang Insignia



Figure 3: Trousers & Knife Sheaf



Figure 4: Boots

INQUISITOR. MASTERCLASS



Figure 5: Straps



Figure 6: Metallic Areas



Michael returns after his marvellous Masterclass on the Chrono-Gladiator with Talon. Michael was so pleased with the result he entered Talon into a figure painting contest.



Figure 7: Tattoo's



Figure 8: Base Detailing & Display

Mynarc the Unforgiven

by Tammy Hays
Masterclass Article
starts on page 19

INQUISITOR. MASTERCLASS



Figure 1: Base Coats



Figure 2: Body Armour & Daemonface Detail



Figure 3: Skin Tones



Figure 4: Weapons

INQUISITOR MASTERCLASS



Figure 5: Tubing

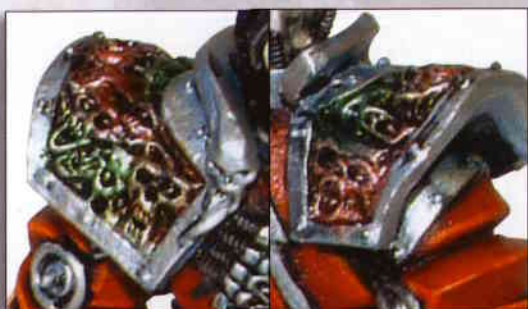


Figure 6: Shoulder Armour



Tammy works on the 'Eavy Metal team here at the Studio. Being such a good painter does have its disadvantages as she is constantly in demand. As soon as she finished Mynarc she took a week off for a well-deserved break!



Figure 7: Tabard & Legs



Figure 8: Base Detailing & Boots

INQUISITOR MASTERCLASS

Mynarc the Unforgiven by Tammy Hays

Painting Mynarc was a real challenge, as I wanted to try and give him the look of an Inquisitor, while leaving a colour scheme that fitted in with the powers of Chaos. After some careful consideration and reading through the background Phil Kelly wrote for the figure I decided to paint his armour red. The main reason for this was because I wanted him to stand out on any battlefield and the colour has a definite menacing feel to it.

Colour Schemes

Choosing the right colour scheme can add to the atmosphere and look of any model you're painting. Whatever I paint, I always make sure that the colour scheme that I use is the right one for the job. Sometimes this might mean actually doing 'colour tests', by trying out several different colour schemes on multiples of models. If you don't have the luxury of owning more than one copy of a figure, a good tip is to make photocopies of the figure itself (literally placing the model on the copier window) and trying out the colour schemes you have in mind on the images.

I started out by giving his armour a basecoat of Red Gore, highlighted with a mix of Red Gore and Fiery Orange, blended into the basecoat (see fig.1). I tried to make the transition of the lighter colour into the darker basecoat as smooth as I could make it, to emphasise the 'hardness' of the material. I mixed in some more Fiery Orange for the next highlight, concentrating on the edges on the armour and the daemoniac face details. The final highlight I used was pure Fiery Orange; this time I only highlighted any sharp edges on the armour and the most dominant features of the faces in the armour. This makes the colour look quite pale, but that was easily remedied by giving the whole armour a glaze of watered down Red Ink. I used this way of painting on purpose, because the surface of the armour gets a real smooth finish.

I wanted the face of the figure to look extremely worn and corrupted by Chaos, so I

'Drawing' Faces

The faces in the armour might look intricate and difficult to paint, but it is actually extremely easy to do and doesn't take a lot of extra time. I painted the faces with the base colour at the same time as I was painting the rest of the armour (see fig.2). It's best to 'draw' the faces on the armour with a fine brush, not worrying too much about blending it into the background. I set up the features in lines, making sure that the expressions are nice and grim.

When I used the first highlight colour, I simply highlighted the features like the nose, cheeks and mouth like I would with any raised detail. If you're not too sure about where to put the highlights, take a look at the face of the figure and pretend the light is shining on his face from above. You can always put it under a desk lamp and see for yourself where the areas catch the light.

I then highlighted the cheeks and the nose with Fiery Orange, and carefully dotted in the eyes and teeth. On any faces where the shape of the eyes and mouth are a bit blurred I re-painted the empty areas with Chaos Black.

started with a basecoat of Snakebite Leather, mixed with Goblin Green and a dab of Chaos Black. For the first highlight I added Elf Flesh to the mix. I then added some Rotting Flesh to the mix, and kept adding that to the mix for the consecutive highlights. When I was satisfied with the way the face was looking, I took some Purple Ink and painted that on the eyelid and the bottom lip. The boils were painted with Snakebite Leather, then highlighted with Bubonic Brown and Bleached Bone. (see fig.3 and below)



Skin Tones

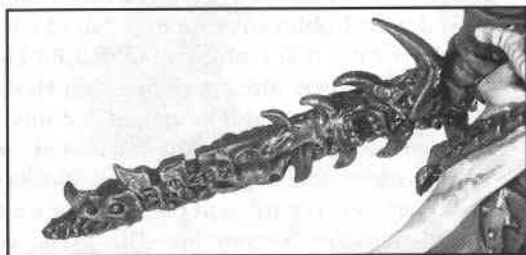
Using odd skin colours is a great way to set mutant and chaos-tainted figures apart from the rest of the 'healthy' inhabitants of the Imperium. There is absolutely no need to stick to conventional colours either; you could use purples, blues, and even yellows in the skin tone to set it off from any of your other figures.

The ornate metalwork on the armour was painted with a mix of Boltgun Metal and Enchanted Blue (see fig.2). This gives a really nice blueish metal colour which stands out perfectly against the red of the armour. I gave this a wash with Blue Ink mixed with Black Ink, because I found that the contrast wasn't that good. I highlighted the metal with the original basecoat and finally with Mithril Silver.

Experimenting with Colours

Experimenting with odd and bizarre colours that you would not normally mix together is a great way of getting to know your paints and how they react to each other. I actually chose the colour because some blue accidentally flowed into my Boltgun Metal on my mixing palette and I liked the colour so much I decided to use it!

The sword (see fig.4 and below) and the shoulder pad (see fig.6) were drybrushed with Boltgun Metal to start off with, and then I painted patches of differently coloured ink onto the detail, making sure that the individual colours flowed over and into each other. After that had dried I highlighted the whole area with Mithril Silver and glazed the areas with the inks again to bring back some of the colour.



Using Paint Differently

This is again a prime example of how using your paints in a slightly different way can be perfect for giving your figure that special look. I use inks a lot when I'm painting, mostly to shade areas or to brighten up colours, but they can be used in lots of different ways, to change the colour of an area already painted, or even as a basecoat!

The rest of the metal, like the gun and the tubing was painted Bolt Gun Metal (see fig.4 & 5), highlighted with Mithril Silver and then shaded down with a mix of Black Ink and Brown Ink.

'Dirtying' A Figure

Making a figure appear dusty and dirty is a wonderful way of adding a bit of realism and scale to your model. I'm always careful not to overdo it, because that might ruin hours of painstakingly detailed painting! The trick is to keep it as much to a minimum as possible, concentrating on the lower part of the body, mainly the feet and lower legs (see fig.7 & 8). Choosing which colour to drybrush with has a lot to do with the colour the figure is painted in the first place. Because the tabard is white, I had to bring the colour down to dark-grey again before using Bubonic Brown; otherwise it would look too bright and unrealistic. There is no certain way of getting this right every time, and trying out a little bit first is the best way to see if it will work or not.

I painted the tabard Codex Grey first, then highlighted that with Fortress Grey and finally Skull White (see fig.7). The Inquisitorial symbols on it were painted with Chaos Black. To represent that Mynarc has broken with the Inquisition, I dirtied the tabard up by drybrushing it with Codex Grey, and then Bubonic Brown.

I wanted the base to have a real industrial look to it, but not make it too shiny (see fig.8 and below). I stuck some textured plastic card on the base that I bought in a model shop. Then I cut some bits of aluminium piping up in bits and stuck that on the base in a semi-random fashion. Finally I stuck some sand on the base to represent rubble and painted the base with Chaos black. I drybrushed the whole base Boltgun Metal and then Mithril Silver. To give it a bit more of a dirty look to it I glazed it with watered down Brown Ink. Finally I drybrushed the sand and some of the bits of the plastic card Bubonic Brown.



So that was the figure finally finished and a job well done even if I do say so myself. The only problem is that I've had to give the model back to Andy! Maybe if I sneak into the Fanatic office late at night I can grab it back!

INQUISITOR MASTERCLASS

Talon - Hive Ganger by Michael Anderson

At first glance, the Hive Ganger figure appears to be a relatively simple Inquisitor piece to paint. The model is similar in appearance to an Imperial Guardsman and only subtle elements, such as the ganger insignia on the back of his



waistcoat allow you to differentiate it from, say, a Cataphan character. At this point I decided to put away my fretsaw and Green Stuff, (initially I had planned on some extensive conversion work to really pinpoint the gang element) and began looking at old images of the Hells Angels, probably one of the most easily identifiable 'real life' gangs. In these images the aspect of the gang that really stood out (apart from the bikes!) was tattoos, which although varied, tended to revolve around skulls a little too heavily for my taste. I decided, after a little deliberation, to opt for the classic 'Japanese sleeve' design for my ganger, as his arms are very large and mainly bare. This allowed me the freedom of combining the large flat areas of colour on the figure with some really detailed areas. Later in the article I shall go into more depth on how I achieved these realistic tattoo effects, but first I shall explain how I painted the basic figure.

The minor conversion work that I made use of in this case was a simple weapon swap, and some additional details. The Imperial Guard 'standard' Lasgun was replaced with a combat shotgun, as I felt that it seemed much less official, (the Lasgun has an Imperial Eagle embossed upon the gun body). I also added an Inquisitorial seal and Artemis's large knife, just for some additional character.

The conversion was so simple (I intend to explore some more complex conversions in a later article) it did not require the use of a filler at all. Just remember to make sure the separate pieces fit tightly. I then undercoated the figure with Chaos Black spray and attacked it with my trusty hairdryer (no patience these days!).

Painting the Model

As with all figures that I paint, I painted the skin first (see fig. 1). This ganger had to look tough, so there would be no pasty skin tones. I base coated the skin with Dark Flesh, trying to keep the coverage as even as possible. The first highlight was a 50/50 mixture of Dark Flesh and Dwarf Flesh. The second was pure Dwarf Flesh. The third was a 50/50 mix of Dwarf Flesh and Elf Flesh. The fourth was pure Elf Flesh and the final highlight was pure Pallid Flesh. I normally add several thin layers of the same highlight in succession as this gives a more natural 'blended' effect, and simply reduce the area covered with each gradual highlight. I must note that I left the areas to be tattooed black, as I was to return to these when the rest of the figure was complete.

Next I painted the hair (see fig. 1). This was base coated with Dark Angels Green and highlighted with Snot Green and Bilious Green. Less blending was needed here as the hair was a more textured area.

I wanted the bandanna (see fig. 1) and waistcoat (see fig. 2) to look like worn old leather. I achieved this effect by keeping the areas highlighted to a minimum. The first highlight was a 50/50 mix of Snakebite Leather and Chaos Black, which was painted thinly around edges and creases. The second highlight was pure Snakebite Leather, used to emphasise the original highlight and was followed by very thin edging of Bleached Bone. I then gave all the worn leather areas a thin wash of Chaos Black, mixed with a tiny drop of washing-up liquid.

The skull and scroll emblem (see fig. 2) on the back of the waistcoat was base coated with a covering of Snakebite Leather and then highlighted by blending in Bleached Bone followed by Skull White. The writing was painted on with a fine detail brush in watered down Chaos Black.

I knew that I wanted to paint the ganger's T-shirt as an old, black sports shirt, so I highlighted a larger proportion of the shirt than would normally be used when

highlighting black. I used a 50/50 mix of Chaos Black and Codex Grey followed by a second highlight of Fortress Grey around the edges. This was then followed again by a thinned Chaos Black wash. The yellow stripes on the arms were Bubonic Brown followed by a mix of Bad Moon Yellow and Skull White.

The next area that I decided to tackle was the combat trousers (see fig. 3). These seemed to be the link to the ganger's military history, so I decided to paint them as standard combat fatigues. I base coated them with a 25/75 mix of Camo Green and Chaos Black, followed by a 50/50 mix of the same, and then pure Camo Green. This was all carefully blended until I added the final Rotting Flesh highlight around the very tips of the creases and edges of the trousers. I used the same colours and technique to paint the goggle casing (see fig. 1).

The goggle lenses were edged successively with Regal Blue, Ice Blue and then Skull White and finally given several coats of gloss varnish.

The boots (see fig. 4) seemed less worn than the rest of the ganger's attire so I chose to paint them to represent this fact. I left the black undercoat as the base coat and highlighted them around the edges with Scorched Brown, followed by Vomit Brown and the smallest amount of Skull White where the light would fall.

Any straps (see fig. 5) on the ganger were dealt with in the same way. They were coated in Scorched Brown and thinly highlighted with Vermin Brown and then Vomit Brown. The scabbard of the knife was also base coated with Scorched Brown but was then highlighted with Blood Red and Bronzed Flesh. This was then given a wash of thinned Red Ink.

Apart from the tattoos, all that was left to paint were the metallic areas (see fig. 6). All the silver areas such as the Inquisitional seal, boot buckles and dog tags were painted with Boltgun Metal and then highlighted with Mithril Silver, and the canisters were painted in the same way, except they were then given a 50/50 wash of Chaos Black and Snakebite Leather to dull them down.

The gold areas, such as the belt buckle and knife hilt, were base coated with Tin Bitz and then highlighted with Brazen Brass, Burnished Gold and the edges with Mithril Silver.

At this point I decided to paint the base (see fig. 8) before the tattoos, so I could get the general effect of the model (and leave the exciting bits til last!). The sanded areas of the base were drybrushed with Shadow Grey

followed by Space Wolf Grey and finally Skull White. The pools were simply a mixture of Snakebite Leather and lots of Gloss Varnish. After this I opted not to use the hairdryer to dry the varnish as I no longer had any sensation in my eyes, so sensibly I chose to have a cup of tea instead.

After a well-deserved rest, my ocular instruments felt ready to learn how to tattoo a man that stands less than 90mm high (see fig. 7). No mean feat!



I chose a traditional spiral, cloud and lotus-leaf pattern for the tattooed sleeves of the ganger. I began by highlighting the black areas of the arms with a combination of Scaly Green and Chaos Black. This

was to give a more realistic tattoo colour, as apart from when very new, they tend not to be pure black. I then mixed this colour with 60% Elf Flesh and painted the spiral shapes in the designated areas. The inside of these spiralled lines were then carefully given a wash of the original tattoo colour, making sure it left the bright outline visible. The clouds were treated the same way, and finally red lotus-leaves were applied with Blood Red and highlighted with a 50/50 mix of Blood Red and Elf Flesh. The three important things to remember when painting tattoos are:

1. Always highlight the tattoo colour with a flesh tone, remembering that tattoos are just ink underneath skin. Don't try to highlight them with a tone lighter than the initial skin tone as it will just look painted on to the skin.
2. Use reference material – there is an abundance of tattoo mags in many reputable newsagents. Even if you can't get the detail perfect, don't worry as you really won't be able to tell when it is reduced in scale.
3. Practice your freehand drawing on paper, as with all artistic disciplines drawing is the basis for understanding. (Neil Roberts – see Toothpick Murke last issue – will be giving an even more detailed article on Tattoos in a future issue – Ed).

Finally, as far as adding tattoos, I felt it would fit well with the theme. You can make your ink design as simple or as complex as you like, but it's always nice to set yourself a challenge.

Mynarc the Unforgiven

By Phil Kelly

There are those among the distinguished and powerful individuals of the Inquisition who have, at one time, sought to wield the potent energies of Chaos to their own ends. They dedicate their researches to turning Chaos against itself, freely using their psychic gifts and becoming steeped in the blasphemous law of the Dark Gods. But over time, Chaos corrupts, and many an Inquisitor who believed he was master of the ruinous powers he consorted with has found that he was in fact the servant.

Many hundreds of years ago, Interrogator Mynarc became known within the Ordo Malleus as a promising student of the venerable and well-respected Glorian Sarck. Sarck had at one point been under the tutelage of none other than Inquisitor-Master Zaranchek Xanthus himself, founder of the Xanthite faction of the Inquisition. Like Xanthus, Sarck believed that Chaos was but a reflection of humanity, and could no more permanently be destroyed than a shadow. Sarck indoctrinated many of his pupils with this belief, but Interrogator Mynarc constantly called into question the methods of his superiors. It was this capacity to challenge the wisdom of his elders that impressed Sarck, and the ancient took it upon himself to forge the confident and capable Mynarc into a worthy protege.

Early in the 32nd Millennium, Xanthus came under

suspicion for his unorthodox actions, ultimately being declared Excommunicate Traitoris and burnt at the stake by a cell of his former peers. His associates and students went into hiding, but the puritan factions responsible for Xanthus's execution were not idle. Sarck and Mynarc were hounded mercilessly for years before they were finally able to escape the pursuit of their fellows. They encountered a tribe of nocturnal troglodytes on the remote planet of Cneiras near the Freisen Cusp, the winding maze of subterranean tunnels providing a perfect refuge from prying eyes. Sarck, using sheer force of personality and a little of his psychic ability, convinced them he was the prophet of their gods and once again took up his researches into the Immaterium.

Mynarc soon came to realise that the discovery of the troglodyte civilisation had a far darker reason than pure happenstance. The pallid

degenerates that scuttled around Mynarc as he wandered their labyrinth disgusted him, for they were ravenous and fed indiscriminately upon insects, night-soil, even their own kin. Worse still, they openly worshipped the Ruinous Powers, something his master Sarck seemed to encourage rather than condemn. A change was coming over Sarck, with the passing of each week he came to resemble their cave-dwelling hosts to an alarming extent, all but ignoring Mynarc as his fevered research slowly bore its sickly fruit. Sacrifice, ritual torture, and cold-blooded murder had all become commonplace in the ancient Inquisitor's 'experiments'. Mynarc could see what was happening, but his pleas for moderation and caution fell upon deaf ears. Over the endless months of confinement in the dark tunnels his respect for his master's esoteric knowledge



turned to jealousy, and his concern for the ancient's spiritual well-being soured into contempt.

Over time, Mynarc built up the resolve to confront his master and force him to pay the price for his blasphemous and heretical studies. He found the being that had once been Sarck crouched over a struggling troglodyte in his laboratory, rivulets of its dark blood glistening in the light of the glowing runeglyphs around the walls. The thick, guttural syllables coming from his master's fang-ridged mouth seemed to roil and pulse around the small room, and it was all Mynarc could do to retain consciousness. On a carved tabernacle in the centre of the room lay a long-bladed falchion, its surface shimmering and steaming as Sarck poured the warm blood of his sacrifice onto the thirsting metal of the blade. Mynarc was well-versed in Chaos lore, and when

comprehension of his master's purpose dawned his suspicions of his mentor's true allegiance were confirmed.

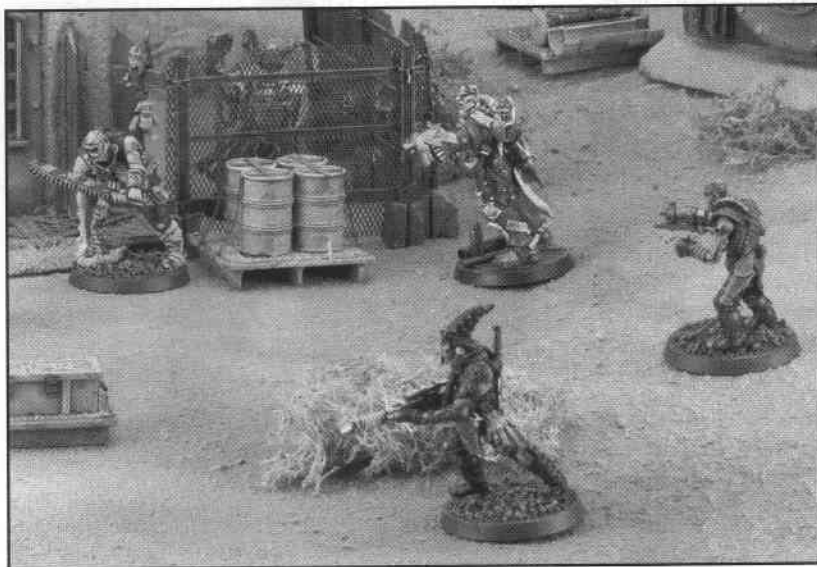
As the ritual neared its conclusion, Mynarc sprinted from his hiding place and smashed into the crooked form of his master with bone-splintering force. The venerable Inquisitor was thrown into a rack of specimen jars and slid down amidst jagged splinters of glass into a crumpled heap, spluttering and coughing a bloody gruel of spittle down his ceremonial robes. Mynarc snatched the sword from its gory resting place, spinning it round and stabbing down with it so that it skewered Sarck from collar to hip just as the last words of the ritual left the ancient's bloodied lips. A hideous, shrieking wind escaped from the robes of the dead Inquisitor, extinguishing the torches lined throughout the passages and knocking

Mynarc from his feet before it was drawn into the fabric of the sword itself. The room was plunged into silence and near darkness, a faint glimmer from the smoking sword in Mynarc's hand the only source of light. Mynarc recoiled from it as if it were a serpent before realising the sword was all that lay between him and incarceration within a pitch-black maze full of flesh-eating degenerates.

The journey through the labyrinth cost Mynarc dearly. His decision to take the daemonsword, replete with the soul of his former master, no doubt saved his life on numerous occasions as he was forced to fight through pack after pack of frenzied troglodytes seeking to avenge the death of their dark god's prophet. He found that the sword gave him strength, both physically and psychically, and closed his ears to the honeyed words and dark temptations

promised by the soul within the sword. At first, the silent denizens of the warren were easily repulsed by his superior strength and ability, and they proved extremely susceptible to his burgeoning psychic powers.

But over a week of cramped, hellish confusion and starvation took its toll, and Mynarc began to listen to the tainted whisperings of his



murdered master. He started to look forward to the skirmishes with the troglodytes, exhilarated by the feeling of power he gained from the kill. Eventually he gave in to the gnawing hunger within him and the cajoling of his master trapped within the sword, and feasted on the cold, clammy flesh of those that stood in his way.

By the time Mynarc reached the surface, he had begun a transformation of his own. The gore-drenched creature that crawled and scrambled out of the warrens of Cneiras, clutching the daemonsword to his breast as if it were his own child, was no longer the Mynarc that entered them.

Over the centuries, Mynarc has come to embrace Chaos in all its glory, and is now far more powerful than his master ever was. His face has twisted and distorted into a sneering, horned mask, and he wears a baroque suit of daemon-infested power armour stained with the blood of his countless victims. Mynarc has kept his propensity for eating the flesh of those he kills, sporting strips of their desiccated flesh with the pride a Space Marine would display a purity seal. He still carries the daemonsword Sarck, with which he has developed a symbiotic relationship; the daemonsword guides Mynarc's actions and acts as a

conduit to the Warp, whilst the slaughter Mynarc perpetuates with casual abandon fulfils the evil lusts of his mentor. His psychic powers have blossomed, and he is able to bend reality on a whim with a gesture and a word, for he has become one of the favoured sons of Chaos. In the last few years alone, Mynarc has caused the massacre and wholesale sacrifice of no less than three entire planetary populations in the Freisen Cusp, and is thought to be carving a trail toward Terra itself. He is closely pursued by the Ordo Malleus, who will go to any lengths to terminate this monstrosity before he causes further devastation.

Mynarc the Unforgiven

Mynarc is right-handed

Equipment: The daemonsword Sarck (see below), power armour on all locations except head, Master-crafted bolt pistol (may re-roll one failed to hit roll per turn), two bolt pistol reloads.

Special Abilities: Feint, Force of Will, Leader, Fearsome, Cannibal Hunger (see below).

Psychic Powers: Warp Walk, Curse of Charybdis, Warp Strength.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Mynarc	89	74	73	65	84	96	80	81	89

The Daemonsword Sarck:

This daemonsword, possessed not by a true daemon but by the soul of Mynarc's corrupted mentor, influences and guides Mynarc down the dark path he has chosen. It counts as a Falchion and possesses the Bound, Brain Leech and Vampyre powers. Sarck has a Willpower of 94; if ever Mynarc falls below this Willpower total himself, Sarck will count as having the Deathlust power for the rest of the battle.

Cannibal Hunger:

Whether the result of his peculiar corruption or purely habit, Mynarc has taken to eating parts of those he kills. He often keeps trophies such as the heads, eyes or strips of flesh that he has torn from his foes. If he takes someone out of action in close combat he will spend all remaining actions that turn feasting on the body of his foe. Treat these actions as unarmed attacks.

Questions and Answers

Answered by Gav Thorpe

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

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

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

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

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

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

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

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

Q Is there an Ordo Hereticus Space Marine Chapter?

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

Q Should most Eldar be toughness 40-50?

A *Ohh, see next issue...*

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

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



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

A Leave it up to your GM.

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

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

Q How many Orders of the Inquisition are there?

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

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

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

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

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

Q What effects does machine empathy have on power armour?

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

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

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

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

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

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

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

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

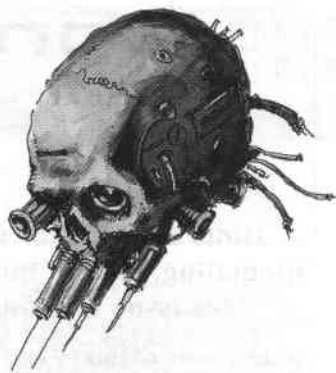
Q If a shot modifier takes the percentage chance into negative chance (ie -20) does the 0-5% automatically hit still work?

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

Q What does a Xenarch death arc look like?

A Zappy!

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



Converting the Masses

by Mark Bedford

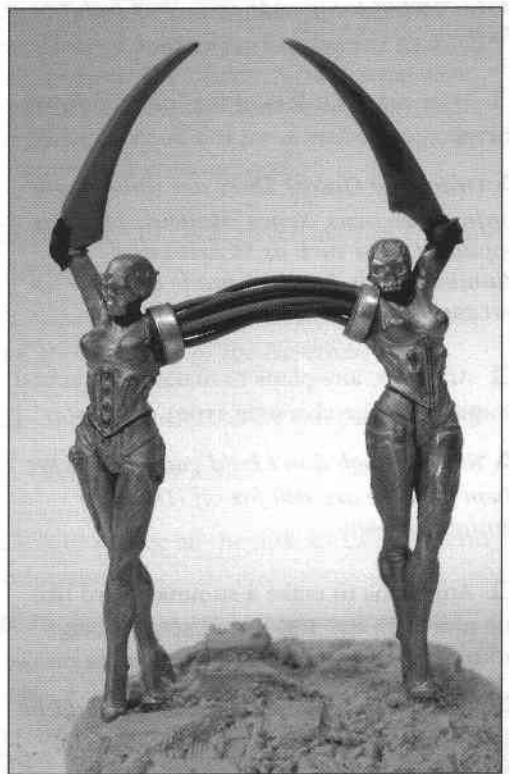
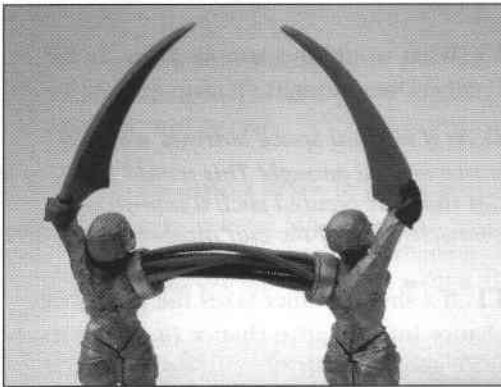
Hints and tips for the experienced and novice on converting, painting, modelling, terrain building, and diorama making in the world of Inquisitor.

This issue we continue the Chaos theme used throughout this issue.

As the theme of this month's Exterminatus is Chaos related I began to think of ways to convert your Inquisitor figures to the lure of Chaos.

A good place to start is to thumb through some of the old catalogues and White Dwarfs. Here are a few ideas I found from amongst the pages.

Guitar wire, apart from making great power hoses, can also be used for internal organs or cut into small lengths can represent maggots in a Nurgle infested character. I have used guitar wire for my conversion on Severina and Sevora. I wanted them to be connected by a bundle of cabling to be a chaotic version of Siamese twins. I also used Tyranid plastics for close combat blade mutations I then based them on a base that I got from Forge World, as a normal 40mm round base would not be large enough to accommodate two figures.



- Tyranid plastics can be use for the more grotesque mutations; the large Tyranid plastic sprue is especially useful as the scything talons and rending claws can change a figure quite dramatically. Also the Tyranid metal claws and body parts work well... as who is going to mess with a Chaos Henchman with a Carnifex claw mutation!

- Plastic skulls from the Undead sprues-good for ornamentation.

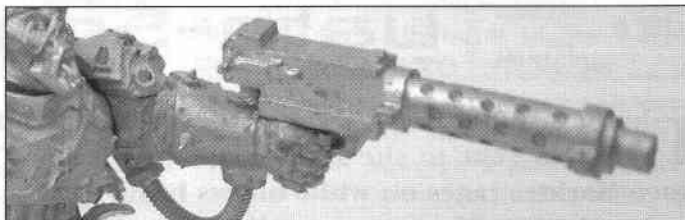
- Chaos Warhammer plastic banner tops could be used as personal back banners for a Chaos Magus.

- Also scrap bits found around the house can be used, such as old off cuts of electrical wire which can represent power cabling and hosing. Drilled and glued into place they can then be painted along with the rest of the model.

- Old pieces of jewellers chain, cocktail sticks, old windup clock parts, cogs and screws can all be used to decorate a figure.

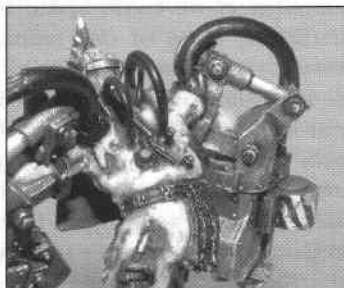
- Warhammer dragons are a good source for weird bits as the tails make great tentacle arms. The wings, forearms and even the head could be utilised for possessed Inquisitor characters.

Plastic 40k Ork arms, weapons and accessories are ideal for inquisitor scale figures. The weapons can represent blackmarket illegal guns.



• Greater Daemons can come in any size or shape, so using a 40K/Warhammer scale Greater Daemon in your games is quite acceptable. Like the Dragons the Greater Daemon models are a good source of parts for your Chaos Magus. Wings, arms and even heads are fair game. A scaled up 54mm Daemon would be a project! Hmm, I'll just get my pinvice...

Ork warlord Ghazghkull's power claws would not look out of place on any of the Inquisitor range.



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



Some of Mark's projects used for this article.

The poor monitoring servitor has overloaded due to the sheer amount of missives sent to the Data-Script this issue. The debate over the use of Space Marines rages on while others bring fresher matters to the attention of the Inquisition. If you are a radical heretic or a loyal Monodominant it does not matter, send in your communiqués to fanatic@games-workshop.co.uk or by Adeptus Postus: Exterminatus, Fanatic, Games Workshop, Willow Rd, Lenton, Nottingham NG7 2WS, United Kingdom.

Play Monopoly

Greetings fellow Inquisitors!

I am writing in response to the letter I read in Exterminatus issue 1 titled 'MANY MARINES'. To solve this problem with our own campaigners we count Space Marines as two characters, most of our scenarios will only allow for so many characters to tag along with the Inquisitor or whoever your leader may be. Your leader is not going to get the whole gang ready for combat when you are just going into town to look for supplies. In this scenario I was allowed to send up to three members of my gang, if I chose my Space Marine he would count as two of the three. I could have sent him but it wouldn't have been appropriate for a Space Marine to go supply hunting, even though the scenario was an ambush and we all knew it ahead of time. My Space Marine is also a Grey Knight so I would usually only field him when Daemonhosts or something similar was around. A good example of members working alone or in smaller groups can be found by reading the Eisenhorn trilogy. In the end, the game is more about a great story with a cinematic ending (hopefully). One other thing we have done is use character downfalls after all no one is perfect. For example – my friend has an Arco-flagellant with built in power fists. To balance him he is mentally unstable and may even turn and attack his own party members (the rules are too long to explain here!).

I hope I have not rambled on too much or taken up too much time but if players are just going to take powerful characters to wipe each other out, then they should stick to Warhammer 40,000 or perhaps something simpler such as Monopoly – a game for the greedy!

Inquisitor Persia <Steve>
The Warp

Once more the loyal warriors of the Adeptus Astartes are back on the agenda, still you make a good point about a Space Marine counting as two characters.

Why is Monopoly a game of the greedy? Surely all the credits you make are given back to the Ministorium as tithes? You don't? Please stay where you are... a Kill team will be coming for you shortly.

Mechanics not rules

Dear Fanatics,

From a quick look at the letters in your first issue I've noticed that many Inquisitor players may have missed a salient point about the game: it's entirely up to you how to run it. The book is more accurately described as 'games mechanics' than 'rules'. It's meant to be dramatic, think of the GM as a movie director and the players as actors and you might come a bit closer to the idea.

How do you deal with 'beardy' characters? (Where does that term come from?) Again, it's up to you! Allow 'em, can 'em, tear 'em out of the book: it's up to you! What the GM says, goes. As a rule of thumb, if you think it's too powerful it probably is.

Nice random aliens. I think Mr McNeill meant 'endothermic body' (absorbs heat like the sauropods and crocodiles) not 'exothermic body' (radiates heat, like the theropods, birds and mammals).

In all, nice mag. It could be a bit thicker. One article per issue on figure painting, one on terrain building, one on new characters and one on scenario – campaign design would be a good balance in my view. But then, who am I to criticise?

Inquisitor Stanmore <Mike>
N.S.W. Australia

It's still early days yet but if circulation of this document increases then we may well be able to increase its length and output.

Sliding Scales

Hello,

In the rulebook it states fixed modifiers for hitting creates which are either larger or smaller than human sized. Recently in a gw-inquisitor yahoo! groups discussion, a new modifier list was suggested by Nicholas Kelsch:

Size	Shooting	Description
1	-10%	Less than 1 foot tall (Servo Skulls, Cyber Ravens)
2	-5%	1-2 Feet (Cyber Mastiff and other pets)
3	-5%	2-4 Feet (Ratlings, Grots)
4	0%	4-6 Feet (Humans)
5	5%	6-8 Feet (Large/Tall beings)
6	5%	8-10 Feet (Space Marines, Orks)
7	10%	10-15 Feet (Ogryns)
8	10%	15-20 Feet
9	15%	20-30 Feet (Dreadnoughts)
10	15%	30+ Feet (Large vehicles)

Now this list is great and adds a lot more detail to the game, but it's humano-centralised; for example what about, say, an Ogryn attempting to hit an Ogryn. Using this list an Ogryn would be modified for hitting something it's own size, when, if you look at it from an Ogryn's point of view, it is probably just as easy to hit another Ogryn as it is for a Human to hit another Human.

I thought about making a 'sliding' card chart which would allow you to change the modifier list for whomever is the attacker (putting the zero on the size of the attacker, but that would end up with it being almost impossible for large creatures to hit Servo Skulls etc. I'm not sure if this is one of those cases where you should sacrifice some detail for gameability or not. Do you have any suggestions? Should the GM just play it by ear?

Thanks,

Acolyte Kelly <Ryan>
Cyberspace

Interesting thoughts young Acolyte. However, would this not slow the game down in needless Maths? I would like to hear the views of fellow Inquisitors on this.

Just when you
thought it was safe!

The last few issues of Exterminatus have had an on-going theme in the Data-Script, concerning the abilities of Space Marines in Inquisitor. Most (published) opinions seem to have held the view that something must be

done about Imperium's finest. I want to disagree – the portrayal of the Adeptus Astartes in Inquisitor is perfect!

Inquisitor is not a game of winning and losing and is, therefore, not a game of perfect balance. It is however, a game of 'realism' compared to Warhammer 40,000, which, as a competitive game, must put game balance first. If you want a true reflection of the abilities of Space Marines, then we should view their portrayal in our novels, or the Index Astartes series. Look at the actions of Ragnar and his Space Wolves in 'Grey Hunter', Uriel Ventriss and the Ultramarines in 'Nightbringer', or the reaction of Kage and the Last Chancers in 'Kill Team' when they first see Brother Dionis in combat against Crisis Battlesuits.

Space Marines are simply better than other characters in term of statistics and abilities, because they should be. They have two hearts, super-efficient blood, enhanced muscle and bone growth, superb hearing and eyesight, an extra lung to enable them to breathe poisonous gases or underwater, and a secondary stomach. If you see a Space Marine on the Inquisitor board and the sight of it worries you, then good! The sight of a Space Marine should terrify all but the most accomplished of warriors, for are they not the Imperium's elite fighting force for no good reason. In 40k the Space Marines are good all-round troops, but not god-like compared to normal humans (though Imperial Guard players may disagree!), but this is for game balance and so I don't think that comparisons between Inquisitor and Warhammer 40,000 are valid.

The ultimate arbiter of the appearance of Space Marines in any campaign should, of course, be the Gamesmaster and if your GM has deemed that a Space Marine has turned up then there really should be some threat worthy of the Astartes which will actually challenge them, otherwise it is unlikely that an Inquisitor would have requested the presence of a Marine in the first place.

So there we go – I don't think we have to modify the effect of their power armour, or reduce their toughness and we certainly don't have any need of a points system!

Inquisitor Gillespie <Derek>
Edinburgh

Very well put fellow Inquisitor! And so the Space Marine debate continues. Next issue Inquisitor Lord Thorpe will be tackling this very topic – until then...

INQUISITOR

Range

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

New Releases

Chaos Magus
Talon – Hive Ganger
Chaos Henchman Conversion Pack

Accessories

Inquisitor (192 page book)
Alien Booster Pack
Imperial Guard Webbing Pack
Imperial Guard Conversion Pack
Inquisitor Servo-skull set

Space Marines

Artemis, Deathwatch Battle Brother

Inquisitors

Eisenhorn
Covenant
Witch Hunter Tyrus

Henchmen

Damien 1427
Preacher Josef
Delphan Gruss
Quovandius
'Slick' Devlan
Duke Von Castellan
Cherubael
Security Enforcer Barbaretta
Simeon 38X
Mutant Emissary Fabian
Severina & Sevara (2 figures)
Sergeant Stone
Devotee Malicant
Tech-priest Tezla
Hunt-team Leader Lucretia Bravus
Yan Van Yastobaal
Damian Bloodhound
Krashrak the Stalker
Major Jaxon
Sergeant Black
Kal Jerico
Krieger 'Krash' Thrax
'Toothpick' Murke

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

Exterminatus 2

Pedal to the Metal – Vehicle rules
Materclass: Toothpick – Expert showcase
Materclass: Krieger Thrax – Expert showcase
Chrono-Gladiator – Rules and background
Pathfinders – Rules and background
Church of the Fifth – Genestealer Cults

White Dwarf 257

What is Inquisitor? – Intro to the game
A Breach of Security – Fiction
Battle for the Emperor's Soul – Designer's notes
Diary of an Inquisitor – The creation of a warband
Defender of the Imperium – Battle Brother Artemis

The Dweller Beneath – First battle report

White Dwarf 258

Diary of an Inquisitor – Second part of Phil Kelly's diary
Creating Random Characters – Rules for character generation
Inquisitor Eisenhorn – Fiction
Kessel's Heroes – Gav's warband

White Dwarf 259

Emissary Fabian – Mutant character
Simeon 38X – Arco-flagellant character
Inquisitor Tannenburg – Fiction
Mutations – New rules for mutations
Creating Worlds – Campaign settings part 1
Duke Von Castellan – Fiction
Servants of the God-Incarnate – A look at Thorian Inquisitors

White Dwarf 260

Emissary Fabian – Mutant character
Creating Worlds – Campaign settings part 2
Witch Hunter – Fiction starring Tyrus
Tech-Priest Tezla – Tech-Priest character
Daemon Prince – Fiction
Campaigns – Expanded campaign rules
Scenery Workshop – Making terrain part 1

White Dwarf 261

Scenery Workshop – Making terrain part 3
The Future... – You're reading it!
Damian Bloodhound – Desperado character
Creating Worlds – Campaign settings part 4
Jan Van Yastobaal – Rogue Trader character

White Dwarf 262

Scenery Workshop – Making terrain part 4
Krashrak the Stalker – Alien bounty hunter



The Daemon Prince commands Mynarc to stop Eisenhorn at all costs.

INQUISITOR

The Twisting Path

New Psychic Powers used by the 'other side'.

By Phil Kelly.

Talon - Hive Ganger

Rules and background for this Hive Ganger Desperado.

By Andy Hall.

Inquisitor Masterclass

- Mynarc the Unforgiven

How to paint the new Magus.

By Tammy Haye.

Inquisitor Masterclass

- Talon

The Hive Ganger Masterclass.

By Michael Anderson.

Mynarc the Unforgiven

An Inquisitor that has strayed too far.

By Phil Kelly.

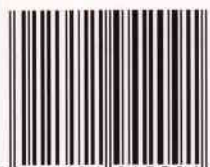
Questions and Answers

Answered by Gav Thorpe.

Converting the Masses

The return of this regular feature.

By Mark Bedford.



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