

**INQUISITOR**  
Gav Thorpe on Space Marines  
Grey Knights  
Purestrain Genestealers  
Four Scenario Campaign

# EX T E R M I N A T U S



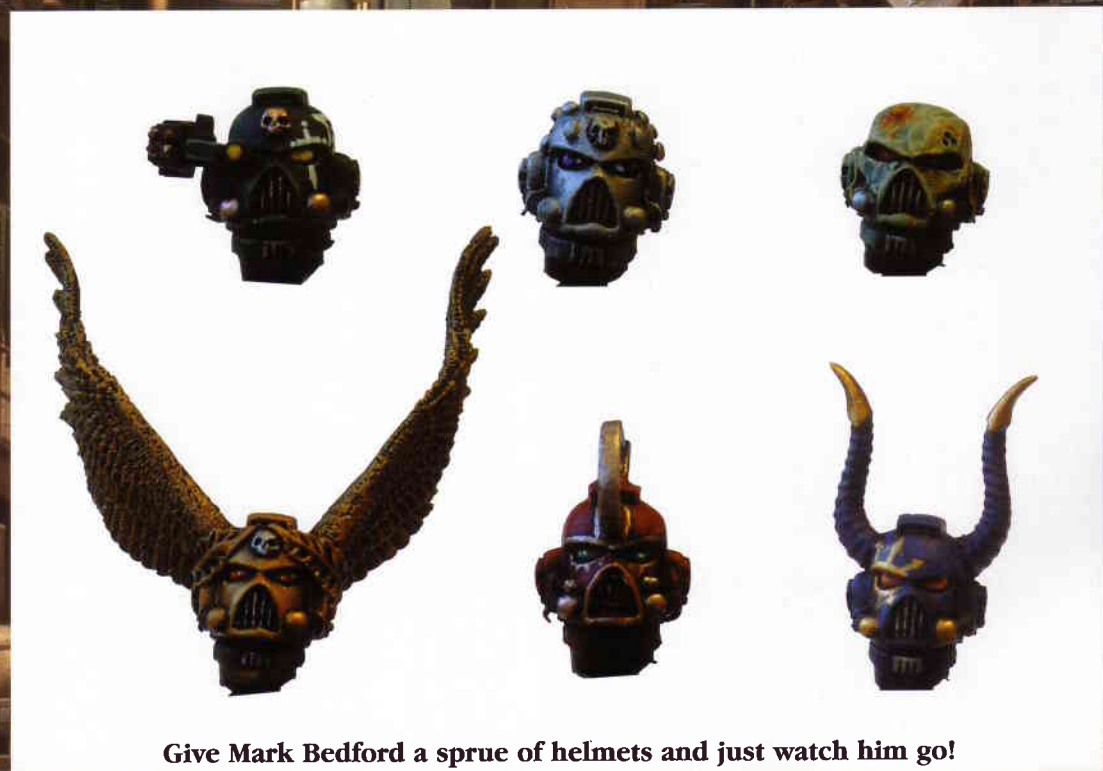
**GAMES  
WORKSHOP**

Issue 5





Mad converter, Neil Roberts has come up with this brilliant Black Templar



Give Mark Bedford a sprue of helmets and just watch him go!



# INQUISITIONAL ACCESS PORTAL:

PLEASE ENTER YOUR AUTHORITY CODE >

VALIDATING...

WELCOME INQUISITOR

YOU MAY PROCEED >

THOUGHT FOR THE DAY:

IF YOU QUESTION THAT WHAT IS, THEN YOU MUST QUESTION YOURSELF  
INCOMING DATA-SCRIPT FROM INQUISITOR LORD THORPE...



Welcome fellow Inquisitors,

This month I've finally finished my treatise on Space Marines, after much 'encouragement' from Savant Hall. It was actually quite fun in the end and hopefully will give GMs and players an insight into making these colourful characters a relevant part of games and campaigns. Perhaps more in-depth looks into other character types will be done in the future, time permitting. At the end of the day, as the poll in the article suggests, creating a proper character and context goes a long, long way towards making any character acceptable.

Which brings me to the matter of GMs. Being the GM for Inquisitor is a vital role in determining whether the game is fun or not. The key to being a good GM isn't necessarily the ability to plot a campaign like a Tom Clancy novel, or write evocative handouts that would put Tolkien to shame. It is the ability to be firm but fair with your players. It is you, the omnipotent GM, who controls the game, and you should rule with an iron fist. No matter how much the players nag you to use their combat servitor with three twin-linked heavy bolters, tell them no!

For the players, remember always that Inquisitor is not a competitive game. It is one where the players come together to enjoy the creation of a story and to bring to life exotic characters with their games and miniatures. Consult with your GM before you go out and order your fourth Artemis model for conversion. Perhaps he (or she) has a cool idea for a character that you'd like to use.

*Though an Inquisitor may die, the Great Works of the Inquisition will remain for eternity.*

Gav Thorpe

Inquisitorial Representative







Quill-Servitor Hall

## Andy's wise words...

This issue sees the release of the much rumoured Space Marine helmet. With the Space Marines featuring quite heavily this issue I thought it would be a good opportunity to settle the Space Marine debate once and for all and so have asked Inquisitor game designer, Gav Thorpe, to write the article that starts on page 4. As you will read Gav has done a brilliant job of finding good ways to use Space Marines in your games.

This issue is also a first as we present a complete campaign for GMs to use. The format was first showcased in White Dwarf 275 and we hope to use it for the upcoming *Inquisitor: Secret Wars* series. So if you have any comments regarding the format or how the scenarios are presented, then please let me know.

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insidious Genestealer



A Fanatic  
studio product



# New releases

Issue five already and still no respite in the new releases. As you may have already noticed, the major release this month is the Space Marine helmet booster pack. This pack gives you not one but three Space Marine helmets to use designed by master-sculptor Jes Goodwin. In this month's Converting the Masses article, Mark Bedford really goes to town with them, proving just how versatile they are.



## Space Marine Helmet Booster Pack

One sprue of three helmets

Out Now!

Sculpted by Jes Goodwin.

The other big release this month is the Purestrain Genestealer. Originally, we had no real plans to release a Genestealer in Inquisitor. However, after Rob Atkins' brilliant article in issue 2 and the following positive response, Jervis declared we must get one commissioned. So in-house sculptor Mark Harrison was tasked with the job.



## Purestrain Genestealer

One complete model

Out Now!

Model designed by Mark Harrison.

The Genestealer is not the only cult-related release this issue. Even as I type, Bob Naismith is furiously sculpting away at a Magus conversion kit designed to turn your Eisenhorn models into a Cult Leader and a Hybrid conversion pack which will turn any human sized figure into a leering Hybrid. Unfortunately, at the time of writing they are still being sculpted and so I have no pictures. I promise I'll get some in next issue!

## Genestealer Magus Conversion Pack

Coming Soon

Components designed by Bob Naismith.

## Genestealer Hybrid Conversion Pack

Coming Soon

Components designed by Bob Naismith.

The Mining Colony of Cirian V was not all it seemed...

Everything you have been told is a lie  
Everything you have been told is a  
Secret War

The Cirian Legacy

Coming Soon...



# Using Space Marines

by Gav Thorpe

This is one of those 'Does exactly what it says on the tin' articles. Gav's been thinking a lot about Space Marines lately (perhaps too much), and here's what he has to say.

Space Marines are the Imperium's most deadly warriors, and are feared by human and alien alike. Accordingly, they are possibly the toughest, strongest and deadliest characters in games of Inquisitor. There has been much debate in the gaming community concerning the battle brothers of the Adeptus Astartes, and I'm here to contribute to that discussion and hopefully provide some answers.

The following is from a recent poll on the Specialist Games website:

In Inquisitor, do Space Marines unbalance the game?

1. Yes, they are simply too powerful and should be banned.

Count 767

2. No, as long as they are only used as non-player characters by the GM.

Count 591

3. No, as long as they are used in co-operation with the GM as character models that appear occasionally in games.

Count 1,048

4. No, they work perfectly well as character models and are no more unbalancing than Inquisitors or other powerful characters.

Count 1,758

Are they too hard?

The short answer is no! When dealing with characters in the level of detail that Inquisitor demands, many of the gameplay and balance constraints to which Space Marines are subjected in the battles game of Warhammer 40,000 cannot be applied. A Space Marine is a genetically-enhanced, psycho-indoctrinated, highly trained killing machine. Forget the SAS, Spetznatz and Navy SEALs; their equivalent are the Imperial Guard Storm Troopers. Space Marines are something far above and beyond conventional forces as we understand them today.

So it is entirely fitting that a Space Marine can punch a man's head off his shoulders even without his strength-enhancing armour, shrug

off wounds that would incapacitate lesser beings and stare down the throat of the most grotesque alien gribbly whilst calmly reloading his bolter.

Okay, so how do you include them in your warrior band?

There's two ways to use Space Marines in my opinion. Either, he turns up occasionally, as I'll detail later, or he replaces the Inquisitor as the hardest member of the warrior band. I would probably never have a regular warrior band in my group that contained both a powerful Inquisitor **and** a Space Marine. That was part of the reasoning behind Captain Artemis – he leads Xenos kill-teams, he isn't just a member of one. And I don't mean leading Grey Knight or Deathwatch squads!

If this is the case, there should be severe restrictions on who can go in the kill-team. A Space Marine will not fight alongside any kind of alien or heretic except under extreme (or more precisely, virtually non-existent) circumstances. Most would be reluctant to fight alongside any kind of psyker either. GMs should feel free to place these kind of restrictions on which other characters can be included in a kill-team led by a Space Marine, severely limiting the versatility, if not the power level, of the warband.

Also, when playing in campaign games, the modus operandi of a kill-team led by a Space Marine is very different from one led by an Inquisitor. Most Inquisitors do not operate openly, preferring to work unseen from the shadows. This is a lot harder when the leader is a seven feet tall Space Marine! Consequently, the enemies of the kill-team will be much more aware of their activities and whereabouts – causing them all kinds of trouble when a softly-softly approach might be able to operate undetected until the moment to strike arrives. In real terms, this means your kill-team will come in for much more flak during the course of its missions, as well as interference from supposed 'friendlies' who will be uncomfortable with the idea of an Angel of Death rampaging about on their world/ship/moon.



In all cases involving Space Marines, it is of vital importance that the GM ensures that the player using the Space Marine does so in an appropriate manner. Although not mindless automatons, Space Marines are subject to 10,000 year codes of tradition, customs honour and trust, backed up by an unswerving belief in the Emperor and the goal of protecting Humanity and expanding the Emperor's domains. To a Space Marine these beliefs are inviolable except in the most extreme situations.

**1. No Surrender, No Retreat!** Space Marines do not run away. They might decide on a fighting withdrawal if they deem the situation is untenable, but only to preserve the lives of others and if there is a chance that they can achieve their mission objectives in either a different way, or try again in the future. Space Marines have a highly specialised sense of self-preservation – they will sacrifice themselves if it is the only means of achieving their mission, but similarly they do not needlessly throw themselves into insurmountable danger unless it is a matter of honour.

**2. Suffer Not The Unclean To Live!** Space Marines are shock troops who are there to destroy the enemies of the Emperor, and particularly those chosen for kill-teams rigidly adhere to their doctrines. They are the champions of Humanity and not only believe implicitly in the right for Mankind to dominate the stars, they know that they must absolutely embody the enshrined Imperial codes of intolerance towards heretics, aliens and warp creatures. Space Marines will, as a matter of course, react to any such threat with extreme measures. They must ensure that there is no room for doubt about the dangers these beings represent to Humanity.

**3. We Shall Know No Fear!** Space Marines forsake their humanity to preserve the humanity of others. This means that they only vaguely remember what it was like to feel the cold, or be upset, or tired, or feel pain, or be scared. They are aware that humans suffer from these frailties, but will often forget that humans are simply not capable of performing deeds that are second nature to their battle-brothers.

**4. To Serve The Emperor Is Its Own Reward!** Space Marines do not have days off. They don't go shopping, or mingle with others outside of their own organisation. This means they don't get mysterious tip-offs in the bar, or talk to shady gun runners for that neat piece of wargear. Members of a kill-team will be under similar restrictions whilst it is commanded by a Space Marine (see no. 3...).

Put them together, and this means that a kill-team led by a Space Marine works ruthlessly and methodically to scour the environment for their enemies, brings them to battle and eliminates them. I guess that's why it's called a kill-team. It also means that when actually in battle, a Space Marine doesn't sneak about, slink around in the shadows or namby-pamby around at the back. No, he gets stuck in! And since the enemy is likely to know a Space Marine is coming after them, this means they can be prepared, laying ambushes and traps to waylay the charging behemoth.

Also, remember that Space Marines are the





guardians of Humanity, and they run into all kinds of trouble when faced with threats to civilians, hostage situations and innocent bystanders. What if a Space Marine is faced by enemy cultists who he knows are drugged, under psychic control or otherwise not acting of their own volition? Are they legitimate targets because their weakness has allowed them to fall under enemy dominance? Or are they merely pawns of the true evil the Space Marine must eliminate?

### Space Marines as NPCs

This is where the GM and the other players can have all kinds of fun; putting the Space Marine into numerous moral dilemmas, when the objectives of a mission change halfway through. At the end of the day, Space Marines are supreme warriors, but lack the versatility and ability to react that another character might have. Use this to keep the influence of the Space Marine on par with other characters in the game.

A much better way to use Space Marines is as NPCs, rather than a regular part of a warrior band. This does two important things:

1. Ensures that the Space Marine only gets involved in situations he's supposed to.
2. Keeps Space Marine involvement rare, and therefore enforces the idea that Space Marines are not at everyone's beck and call.

Although I say NPCs, it doesn't actually have to be the GM controlling the Space Marine, it could be an additional player. The important point is that the warrior band is fighting alongside the Space Marine, rather than him being an integral and regular part of it.

Having the Space Marine/s not under the direct control of the other players gives the GM all kinds of interesting options to control the game. For a start, the players will have to ask themselves on whose side is the Space Marine, and what are his objectives?

As with any character or NPC, it is important that the Space Marine has a fleshed out





biography and personality, with their own agendas and motivations. Don't just use them as hired muscle, they are far more important than this. Go back and read the previous section again if you've forgotten! Only with this background work will you be able to generate the conflicts of interest that are the lifeblood of any good Inquisitor scenario or campaign.

Pay particular attention to why the Space Marine is present. Have they been despatched by the Inquisition itself (as is often the case with Grey Knights) or are they fulfilling an ancient blood oath (like members of the Deathwatch). Is there a wider military situation that would justify the presence of Space Marines in the vicinity – remember that, at the end of the day, the Space Marine

Chapters exist to fight wars, act as shock troops and space-borne warriors, not as Inquisition bully-boys.

How does the Space Marine tie in to the scenario or campaign? How do the activities of the Inquisition come to his attention? Is there a scenario one of the characters must play out in order to call for aid? What will he do after the scenario, particularly if his mission is incomplete? Do either of the sides involved in the scenario actually welcome the Space Marine, or is his presence a hindrance to everyone involved (they're big guys, a lot of enemies won't upset them!)? Are there Radical elements involved in the scenario, in which case what are the chances that the Space Marine may end up turning on his allies once he becomes aware of their true nature?

Space Marine sub-missions

All of this is in an ideal situation, but what if you don't have a specially prepared Space Marine scenario? Perhaps you're running a 'pick-up-and-play' game at an event, or someone new has joined their club and proudly plonks down their lovingly converted Blood Angels Assault Marine on the table... Well, in the great tradition of Inquisitor, I've devised a rough-and-ready system for randomly generating a sub-mission for this superhuman warrior. By necessity, these are broad strokes, and a bit of invention on the part of the GM and players might be needed to fit them in with the rest of the scenario, but at least they provide a starting point. Of course, the other players probably won't know what the Space Marine is up to.

CLEANSE

The Space Marine has been despatched to clear the area of all interlopers. The player is on nobody's side and is there to either drive off or take out all the other characters, this securing possession of the battlefield.

DEFEND

The Space Marine is present to protect an area of the battlefield. The Space Marine is deployed on a vital battlefield feature and has orders not to allow any other character access – either crossing a bridge, entering a building, using a piece of equipment, etc.

KIDNAP

The Space Marine has orders to capture one of the characters involved in the fighting. For whatever reason/s, the Space Marine has to hunt down a character determined by the GM, and get them off the battlefield alive. Picking

| SUB-MISSION CHART |                  |
|-------------------|------------------|
| D100              | Sub-mission      |
| 01-25             | Cleanse          |
| 26-35             | Defend           |
| 36-40             | Kidnap           |
| 41-55             | Protect          |
| 56-70             | Recon            |
| 71-75             | Report           |
| 76-90             | Seek and Destroy |
| 91-00             | Take and Hold    |

the most radical character works well for this (a Xanthite Inquisitor, Daemonhost, etc). For the purposes of this mission, you might like to give the Space Marine the Subdue skill (see below).

***Subdue.** This is a special action that can be used by the character when in close combat (not at arm's length, even if armed with a reach 4 or greater weapon). The character attacks as normal. If he hits his foe, the blow automatically lands on the head location (no need to roll). Regardless of the weapon used, the attack only does D6 damage. As he has been hit on the head, the enemy character will have to pass a Toughness test or be stunned. If a character with this skill manages to subdue an enemy who is already stunned, the target is knocked unconscious. However, the subdued character counts as having the True Grit skill, and so may attempt to recover consciousness (it's a good idea to have someone keep an eye on subdued enemies to avoid nasty surprises!).*



## PROTECT

The Space Marine has arrived to protect one of the characters from harm. The Space Marine must locate the character and then do everything they can to prevent them being injured, even if this means interfering with their mission. The most puritan character on the table is a good candidate for this (a Thorian Inquisitor, Preacher, etc).

## RECON

The Space Marine has been sent to do a reconnaissance of the area for a future mission. The character has an auspex, even if not normally equipped with one. They must do a thorough sweep of the table, scanning any lifeforms, investigating any buildings and tunnels, to prepare a thorough report for their superiors.

## REPORT

The Space Marine has vital information for one of the characters. The GM must determine who the message is for (not likely to be a

radical character), and how it must be passed on – the Space Marine may need to locate them and give it verbally, present them with a data-scroll or storage crystal, or take the character to a certain location to receive the message.

## ASSASSINATE

The Space Marine's mission is to kill one of the characters in the battle. This will most likely be the highest ranking and least orthodox character. The Space Marine's objective is brutally simple – kill this character at any cost, regardless of who they are or who gets in the way, and then exit the battlefield.

## SECURE

The Space Marine must take and hold an area currently being fought over by the characters. This is the same as the Defend sub-mission except that the Space Marine starts from a point distant from their objective and must first fight their way to the area they are to protect.

## New Space Marine skills

The following are skills that are appropriate for Space Marines, and in particular allow them to participate in a battle in an entertaining fashion without necessarily being lethal to everything they touch... Of course, feel free to use these skills as a basis for other big, strong and tough characters.

## HURL OPPONENT

The Space Marine uses his height and strength to toss his opponent through the air. This is a special type of unarmed close combat attack. If the Space Marine hits, make a Strength test (against half Strength if throwing the enemy character one-handed). The character is thrown in a direction nominated by the Space Marine player, up to a distance equal to one yard for every full 20% the Strength test was passed by. If they are thrown into another character or solid object, use the Falling rules to determine any damage they might suffer.

## SHOULDER CHARGE

The Space Marine uses his bulk to plough through the enemy, knocking them aside. A Space Marine who charges an enemy may choose to shoulder charge them instead of attacking normally. If the enemy character can pass an Initiative test they may dodge aside up to 3 yards, and the Space Marine can continue their remaining actions. If they fail the test, they are knocked back to the left or right (Space Marine player's choice) – see the rules for Knockback on page 180 of the rulebook and use the Space Marine's Strength value

divided by 10 as the amount of 'damage' inflicted. The Space Marine is free to continue with their remaining actions.

## SHIELD

The Space Marine can use his bulk and armour to protect others from harm. The Space Marine can attempt to block any line of fire that passes within 2 yards of him. The Space Marine foregoes his following actions (either that turn or next turn if they have acted already) and any successful hits are worked out against the Space Marine instead.

## COVERING FIRE

The Space Marine lets down a burst of fire intended to suppress the enemy rather than injure them. This can be performed as a combined action. Choose a target as normal (or group of targets if firing a full auto weapon) and roll to hit as normal. For every hit the target must take a Pinning test, but no damage is done. Any 'placed shots' mean the test is taken at half Nv. No more Pinning tests are required as soon as the target moves behind cover. For example, if a character is 7 yards from cover and fails three Pinning tests, they will dive D6" towards cover, and then crawl 2D6" again to reach safety.

## TERRIFYING CHARGE

The Space Marine is a sight from the enemy's worst nightmare as he pounds towards them. When charging (not when being charged) the Space Marine counts as being *Terrifying*.



## Grey Knights

When we were first discussing ideas to include in the sample characters for Inquisitor, the Grey Knight was the most obvious choice for a Space Marine character. It was partly for this reason that we decided to introduce something new instead, in the form of the Xenos Deathwatch. However, along with the Deathwatch, the Grey Knight Space Marine is probably the most appropriate Space Marine type for Inquisitor games, and I have seen some lovely conversions. So, here's some notes on Grey Knight characters.

Combining the raw physical power of a Space Marine with the abilities of a psyker would obviously create a deadly and, very likely, unbeatable character. However, Grey Knights are not powerful psykers as individuals, it is the group psychic ability of a squad that gives them power, focussed through the squad leader (known as a Justicar). What Grey Knights do have is ample protection against daemonic and psychic attack.

### SPECIAL RULES

Grey Knights may use force weapons as if they were a psyker. Grey Knights can attempt to nullify psychic attacks in the same manner as a psyker (see the modified nullification rules in the Inquisitor Annual).

### SKILLS

All Grey Knights have the Word of the Emperor skill, in addition to their normal Space Marine skills. However, this has no effect on normal characters, only the effects described for daemonic characters are used. Grey Knights also have the Force of Will skill.

### EQUIPMENT

As well as standard Space Marine wargear, Grey Knights are usually equipped with a force weapon of some type, and their power armour incorporates an Aegis matrix. They also carry a storm bolter mounted into the armour itself. Alternatively, a Grey Knight might be equipped with a psycannon, or an incinerator – a special anti-daemon weapon that gouts blessed oils and sanctified promethium. An incinerator is treated as a heavy flamer and in addition does D6 extra damage against daemonic characters, both when it hits and in subsequent turns.





Actually, most of these can be used by non-Space Marines as well, but it seemed appropriate to introduce them here. Unless otherwise stated, all Space Marine wargear is regarded as Exotic.

## SUSPENSORS

Used frequently by the Deathwatch to provide mobile firepower, suspensors are anti-gravitic plates and studs that help offset the cumbersome nature of heavy weapons. Each suspensor reduces the weight of the object they are attached to by -10.

**Weight:** 0 (would be silly if they weighed anything, wouldn't it?).

## JUMP PACK

These allow long, unguided leaps through the air. They do not give the ability of full flight, but are very handy for closing the distance quickly, particularly across open terrain. When a character makes a jumping action, they may activate the jump pack. This is a risky action, roll a D6 on the table opposite if things go wrong. If the action is successful, the distance they jump is equal to one tenth of their Strength rather than one twentieth, and will be modified by a sprint start as normal. For example, a character with Strength 80 can normally jump 4 yards. With a jump pack they can jump 8 yards (increased to 12 yards if they sprinted before hand). Characters may leap into combat with an enemy, but do not count the bonus for charging as they will be unbalanced on landing.

## Jump Pack Malfunction Table

### D6 Effect

1. The jump pack fuel explodes, inflicting D3 hits on the character like a hand flamer and throwing them D10 yards in a random direction. The jump pack is destroyed in the process.
2. The jump pack misfires during the leap. The leap does not go as far as intended – use the normal rules for a failed jump action on page 29 of Inquisitor.
3. The jump pack overcharges mid-jump. The leap goes further than intended. The extra distance is equal to a percentage roll of the original distance jumped. For example, if the character was attempting a 10 yard leap and rolls 38%, this is an extra four yards, making the total leap 14 yards.
4. The jump pack spirals the character away from their original landing point. The character lands D6 yards away, in a random direction.
5. The jump pack does not ignite properly. The character is flung D10 yards in a random direction and must pass a Strength test or fall prone.
6. The character lands heavily and must pass a Strength test with a -20 modifier or be stunned.

A character using a jump pack that lands on any kind of difficult ground must pass an unmodified Strength test or fall prone.

**Weight:** 60





### SPACE MARINE HELMETS

People have asked for the rules concerning Space Marine helmets – are they power armour or a closed helm, what auto-senses do they have, and so on. So, here's some definitive Space Marine helmet rules.

Space Marine helmets are treated like a closed helm with an armour value of 8. They frequently have one or more auto-senses, and can also include targeters. They also incorporate a re-breather but with a resistance bonus of +30%.

### AEGIS SUIT

Grey Knight armour is equipped with ritually blessed crystal matrices to ward away enemy psychic attacks. This combines the effects of hexagrammic and pentagrammic wards.

**Weight:** 0

### NATHECIUM

A special kind of medi-pack, containing the nathecium contains treatments and devices specifically for use with space Marine physiology. For a Space Marine, it is treated exactly like a medi-pack. On non-Space Marine characters, using a narthecium is a risky action, and failing the action adds D6 points to the treated character's injury total as their body reacts badly to the drugs and stimms contained within.

### SIGNUM

This is an advanced form of comm-link and auspex, feeding an array of information to the Space Marine about battlefield conditions. A signum is a combined bio-scanner and motion tracker that can only be used on passive mode. It takes years of training to master the information feed from a signum. A character that tries to use a signum if not properly trained must pass a Sagacity test at the start of every turn. If this is failed, their perception is temporarily scrambled and they act as if affected by a hallucinogen grenade for that turn – test again at the start of the next turn.

### LIGHTNING CLAW

A lightning claw is a specialized type of power weapon, most commonly used in Space Marine Assault and Terminator squads. It consists of a powered gauntlet fitted with three or four blades, which can carve through armour and flesh with ease. Lightning claws are almost invariably worn as pairs.

|                | Reach | Damage | Parry | Penalty |
|----------------|-------|--------|-------|---------|
| Lightning Claw | 2     | 2D10+5 |       | -15%    |





# INQUISITOR MASTERCLASS

## Space Marine by Michael Anderson

**W**hen I was approached to paint the Space Marine conversion pack and write this Inquisitor Masterclass article, I felt a mixture of emotions. Firstly I was very excited, as the Marine figure is mainly all flat surfaces, which would allow me the opportunity to paint a large amount of detailing or 'flat-painting' as I refer to it. Secondly, I felt trepidation. Now, any of you hobby enthusiasts out there who have painted the original Artemis figure will remember having an aching wrist at the end of each painting session, this figure is BIG, even by GW's standards! Trying to combine the intricacy of 'flat-painting' with an exercise in weight lifting is not my idea of fun, so for that reason I abandoned my usual routine of sticking most of the figure together first before painting.

Firstly, I drilled holes into all the separate components and put a tinned copper wire pin in each of the opposite components, to add extra strength to this behemoth once I came to stick it together. I did, however, stick the two legs together and onto the base, and the two halves of the torso. Note that I DID NOT stick the torso to the legs at this stage. With the holes drilled for pins, I attached the helmet and hands/weapons to flying bases to allow ease of painting. I placed blu-tack on the points where the components were to meet when glued, to prevent any undercoat from covering these areas. The reason for this is that if these areas were covered in paint, the layers of paint would be the surfaces that bonded, rather than the metal to the metal, and this would never hold the figure together.

I then undercoated the components with Chaos Black spray paint, and then attacked the wet paint with my trusty hair dryer!

When the figure was ready to paint I began to think about colour schemes. When Andy first gave me the figure to paint he said he wanted Gideon to be from an Ultramarines background, this did not fill me with joy as I the words archaic and imposing do not mix so well with Ultramarines Blue paint! I then decided that I must find a way to make him

recognisably Deathwatch, Ultramarine and spectacular all at the same time. My salvation came when I realised that Ultramarines sergeants have red helmets, a colour that is much more striking when juxtaposed with the Deathwatch black armour. I also decided to replace the usual bare metal areas of the Deathwatch armour with antique gold and paint all of the 'flat-painting' detail (which was to be intricately rendered symbols of Ultramarine iconography) in the same way, resulting in a colour scheme that was highly complimentary but individual and extremely imposing.



The first areas that I painted were the areas of tubing and piping between the different layers of armour (fig. 1). They were basecoated with a

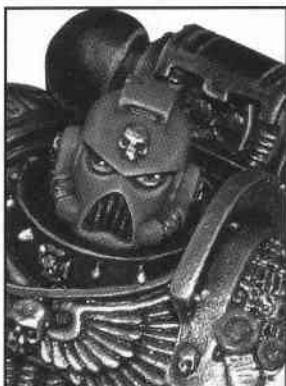
50/50 mixture of Boltgun Metal and Chaos Black then highlighted with Chainmail and then Mithril Silver. I then mixed a wash of 50% Snakebite Leather and 50% Chaos Black, adding plenty of water. This was then glazed over the piping and tubing areas to create an oily, dull effect, looking more like functioning parts of machinery than decorative metallic areas. The same effect was used for the barrel and gun metal areas of the bolt gun. The final stage of these areas was to finely pick out the very edges and scratches in the surface with Mithril Silver.

Deciding to paint the largest and least interesting areas first, I obviously opted for the black areas of the armour (Fig. 2). The techniques used for these areas are very, very simple. Rather than using greys or blues to highlight the black as many people do, I opted to use a more naturalistic palette recently discovered during a conversation with one of GW's trainee figure designers. This technique is to use Rotting Flesh as a highlight and mixing colour for black. I firstly mixed a 50/50 mix of Chaos Black with Rotting Flesh and



carefully painted a thin line around all of the edges of the armour, even the ones that face downwards and would not normally pick up any light. I then picked out all of the upward facing edges in pure Rotting Flesh and covered all of the black areas with a very watered down glaze of Black Ink mixed with a drop of Humbrol Matt Varnish. The same technique was employed when painting the casing of the bolt gun.

The next component that I painted was the helmet (fig. 3). I gave this a base coat of Red Gore, and highlighted the majority of the area with several thinned layers of Blood Red, creating a blended effect, then reaching a solid area of Blood Red. The edges were then highlighted with Fiery Orange, Bronzed Flesh then Skull White, as were the light reflections on the dome of the helmet. The entire helmet was then given four glazes of watered down Blood Red to draw the highlights together and give smooth transitions between the light and shade. The eyes of the helmet were painted with an 80/20 mix of Chaos Black and Dark Angels Green. I then painted Snot Green, Scorpion Green then Skull White around the bottom edges of the eyes, followed by a small dot of Skull White in the darkest areas in the top section. This was to give a reflective quality that would be held by glass, and to add to this a layer of Gloss Varnish was painted over the eyes.



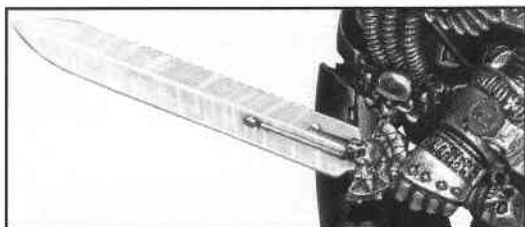
I used the above method to paint all glass areas such as the sights on the gun and the motion detector/comm-link on his wrist, simply altering the colours where required.

The 3D metallic areas, such as the sword arm and chest eagle were base-coated with Tin Bitz, then highlighted with Brazen Brass, Shining Gold, Burnished Gold and finally the very tips of the edges were painted Mithril Silver (fig. 4). If you keep your metallics thin there is no reason that they cannot be



blended in the same way as normal pigments. It is just a matter of patience and remembering to build up the layers of the highlight slowly. Rome wasn't built in a day. Although I used the same colour palette for the metallic 'flat-painting' of the detail, I shall leave my description of how this was achieved 'till last, as it was an intricate and time-consuming process.

I decided, quite logically, that since the sword blade (Fig 5) was the only area left to paint, this was to be the area that I would approach next! I really wanted to try something different here. I normally opt to paint my weapons natural metallics, but there is so much metallic paint on this figure already I decided to try something that would create a good contrast. Whilst looking for inspiration I was leafing through the new 'Fantasy Miniatures' compendium of Golden Demon winners (which incidentally holds pics of four of my pieces between its holy covers!), and came across Bobby Wong's Bloodquest diorama. Although an amazing piece of work, Bobby's style of painting is quite the opposite of mine, very smooth and colourful, but not particularly realistic. However his crystalline sword blades were begging to be reinterpreted for my own purposes.



I began by painting the entire blade Regal Blue and blending this through Enchanted Blue to Lightning Blue at the very tip. I then highlighted the Regal Blue with Enchanted Blue, the Enchanted Blue with Lightning Blue and the Lightning Blue with Skull White. I then made a 50/50 mix of Lightning blue and Skull White and painted all of the edges of the blade with it. Following this, I watered down this mixture and painted irregularly spaced diagonal streaks along the length of the blade, becoming more densely bunched as they neared the tip. I then repeated this process with pure Skull White. Finally, I painted several thin glazes of Skull White over the entire blade, bringing the different tones together. Wham, Bam, thank you Mr. Wong!

Now to the fun (or daunting, depending how you view it) part. As I have said in previous articles, 'flat-painting' areas of detail takes



practice and an understanding of drawing (fig 5). This does not mean you must start frequenting life-drawing sessions or do a Fine Art Degree like I did, but it does mean you should try copying images onto paper repeatedly until you feel comfortable with their layout and how you will approach them. Because I only used metallics, ranging from bronzes to golds, this simplified the whole process, as in essence you are only creating the equivalent of a black and white image, and don't have to worry about colours working side by side. I trawled through all the information I had on Ultramarines to find suitable images and icons to copy onto the shoulder and kneepads. I base coated the appropriate areas with Tin Bitz and carefully mapped out the images in thin lines of Brazen Brass. I then filled any areas that needed to be a solid colour. I gradually picked out the areas of the detail where the light would fall if these images had been 3D using Shining Gold, Burnished Gold, and finally Mithril Silver. Keep your hand steady, and rest your eyes every ten minutes and it really isn't as complex as it initially looks. Just draw, draw, draw!



I then based Gideon (Fig 6), and pinned and glued all of the components. One suggestion I would make, is since you will be handling the parts of the figure separately whilst painting, wash your hands with warm soapy water every fifteen minutes so the natural grease that builds up on your hands does not have a chance to leave a nasty fingerprint on your shiny half-painted Space Marine. After all, it's easier to wash your hands than a half-finished figure! Another hint is to create a tissue 'cushion' for each of the components to rest upon whilst you are not working on them. There is nothing more frustrating than having to cove up chips at the latter stages of painting.



Gideon was now ready to purge alien-kind and all of their minions. A Marine with a helmet – scary stuff, now where did I put my multi-melta...

*Here is another example of Michael's excellent flat painting skills. Wow!*





# Space Marine

by Michael Anderson  
Masterclass Article  
starts on page 12

# INQUISITOR MASTERCLASS

FIGURE 1: Tubing & Piping



FIGURE 2: Armour



FIGURE 3: Helmet & Controls





# INQUISITOR MASTERCLASS

FIGURE 4: 3D Metallic Areas



Once more Michael Anderson was tasked to come up with something special and yet again he's delivered a great paint job.

FIGURE 5: Weapons & Flat Painting



FIGURE 6: Base





## Genestealer

by Darron Bowley  
Masterclass Article  
starts on page 19

# INQUISITOR MASTERCLASS

FIGURE 1: **Flesh**



FIGURE 2: **Hooves & Claws**





# INQUISITOR MASTER



FIGURE 3: Face



This is Darron's first masterclass and I daresay we'll be using him again. Darron works with the Lord of the Rings team upstairs - it's all very hush, hush!

FIGURE 4: Armour



FIGURE 5: Base





# INQUISITOR MASTERCLASS

## Genestealer by Darron Bowley

Inquisitor is an intricate game of heroes and villains, where there are no nameless hordes or faceless adversaries. Each character is an individual and has his or her own background and personality. It is this attention to detail that has got me hooked on the Inquisitor game. I have always looked forward to is pitting my Ordo Xenos Inquisitor and his warband against such a fearsome foe as the Genestealer. Before I start painting any of my models I spend a few moments thinking about the model and how I want it to look when it is finished. This is even more important for Inquisitor models as you are trying to evoke a sense of history and uniqueness with each individual paint job. For the Genestealer I envisioned him prowling through the bowels of an Imperial Hiveworld, feeding on the dregs of Humanity and absorbing impurities from the pollutants that lie in such forgotten places. I had this in mind when I was deciding on the colour scheme I was going to use for the Genestealer model. I wanted to give it a suitably sick and pallid look on the flesh, with a contrastingly darker hide. Colour schemes work best if you limit your colour selection to only two or three main tones. Any more than this and you risk the figure looking too confused and garish. Also, try to pick colours that work well together. Check out an art book in the library and look up a thing called a colour wheel. This is an excellent tool to use as a guide when selecting contrasting and complimentary colours. The main colours I would therefore use would be Dark Angels Green, Camo Green and Rotting Flesh.

The model was remarkably easy to assemble, the different pieces fitted together with little or no gaps. I didn't even need to use any Green Stuff! The right leg did stick out past the base slightly so I clipped off the tab from the bottom of its hoof. All the joints were then pinned in place. I highly recommend you do this, especially on this model as it has so many 'sticky out' bits that could easily snap off otherwise. The holes for the pins were drilled using a pin vice and I use paper clips for the

actual pins in my models, as they are cheap, readily available and strong enough to use. Once the model was assembled I used Chaos Black spray to undercoat it. Spraying can sometimes miss any awkward little gaps on a model, when this happens I paint over them with slightly watered down Chaos Black paint.

There are as many different techniques for shading and highlighting as there are painters. No one technique is intrinsically better than any of the others. I recommend you try many different styles and find one that works for you. For large and detailed models like those in Inquisitor, I find the following method of highlighting suits me best. The principal involves starting with the darkest tone and then gently mixing in a lighter paint for the subsequent highlights. I first created a rough 50/50 mix of Camo Green and Chaos Black on my palette and then painted this onto all the flesh areas of the model. This would form the darkest shade colour that I would highlight up from. I then mixed in more Camo Green thus creating a slightly lighter tone. This was then painted over most of the flesh, leaving only the deepest crevices the original mix (**fig 1**). I then started to create progressively lighter shades and applied these in layers. First by mixing in more Camo Green, then Rotting Flesh and finally small amounts of Skull White. To get a smooth blend I watered down the mix and painted the layers on in thin coats. This technique means each layer is slightly transparent; this helps remove any obvious lines between the differing tones. Once I had finished highlighting with this method I gave the flesh a thin glaze with Brown Ink. A glaze is essentially a very watered down ink wash. It is applied in a single thin layer so that it doesn't pool in any of the crevices. A glaze works by subtly altering the tonal value of the paints you have already applied. I highly recommend you experiment with glazes, as the right glaze in the right place can make quite a difference. In this case, the subtle brown influence works well with the pale greens to produce that sickly look I was after.



I know that I would never have been able to get the right look by using just paint on its own.

I try to paint my models in terms of layers. By this I mean that the flesh is one layer and the plates are another (figs 1 & 4). The plate's layer is on top of the flesh layer so I painted the flesh layer first. I look at all my models in this way and then paint them from the inside layer out to the top layer. The inside layer will generally be the hardest layer to get to without making a mess on other layers, so that is why it always painted first because any mess left over from painting that layer is covered when painting the next. The armoured hide was recovered with Chaos Black to hide any mess left over from painting the flesh. The same basic technique I used on the flesh was used on the hide (fig 4). Only this time I started with a Dark Angels Green/Chaos Black mix and highlighted up by adding in first more green, then finally Bleached Bone. I only wanted the very edges of the hide to appear highlighted, creating a look that would suggest a slight shine on the creature's armoured plates. The final stage highlights were achieved by gently running the brush across the edges. I find I get the best results by drawing the brush width ways along the length of the edge, instead of trying to paint along it with the brush point.

Next to be painted were the boils. I decided I wanted these knobbly protrusions to be boils as this fitted in with the initial concept that I had for the model. I first painted each one Bestial Brown, and then Bubonic Brown was painted over the top. Leaving just a small ring of Bestial around the bottom. Purple and Brown inks were mixed and applied over the top. When the ink was dry, I painted a spot of Bubonic Brown on the top, followed by a smaller spot of Bleached Bone. A last thin wash of the Purple/Brown ink finished off the boils.

For the hooves and claws of the model I wanted something a little different from the traditional 'brown up to white' style (fig 2). So I thought I would experiment. I have been painting for some fifteen years now and I'm still always experimenting and trying something new. Experimentation is the only way to grow as a painter. Once you have mastered the basics of neatness keep trying new things. No one ever 'taught' me how to paint, I just practiced and learnt for myself. I started on the claws with a Liche Purple, Codex Grey and Chaos Black mix. This was painted onto the claws, feet and teeth. The

next stage was just purple and grey; this was painted on in fairly thick stripes that run along the lengths. Codex Grey and Fortress Grey made up the next stage and again this was 'striped' on. I continued mixing lighter tones by adding first more Fortress Grey into the mix, then finally Skull White. Painting the stages on in rough stripes like this gives claws a natural look. A final glaze of Brown Ink was applied over the top to tone down their brightness a little.

The last things I painted were the creature's eyes (fig 3). I remember reading somewhere how victims often stand paralysed, as if hypnotised by the monster's eyes. So I wanted them to really stand out. The eyes were first painted Blood Red. Then a circle of Blazing Orange was painted near the front. Within this, a smaller circle of Fiery Orange was painted. A final slit of black was then painted through the middle of this to give the eyes a reptilian look.



To suggest an industrial setting for the base I found a random piece of metal from out of my bits box and superglued it to the base (Fig 5). I then stuck sand on with PVA and when it was dry, I gave the whole lot an undercoat of Chaos Black. I drybrushed the base first Codex Grey, then Fortress Grey and finally Skull White. Over this I dabbed on random bits of Green and Brown inks, just to break up the greyness of the base. Finally, the metal sheet was painted Mithril Silver and given a wash of watered down Tin Bitz to give the metal a rusty and dirty look.



The last thing I did on the model was varnish it. I sprayed Purity Seal all over the model and left it to dry overnight. Purity Seal gives the model a protective coat that will stop paint rubbing off during gaming. Varnish will not prevent chips – they are things we just have to live with. Purity seal can be a little gloss so to matt it down I used a matt varnish I got from an art shop. When this was dry I painted the hide plates, eyes, teeth and tongue with a very gloss varnish to give a shiny wet look to these areas. That's it, I hope this article has been informative and has encouraged you to experiment a little!

Enjoy, Darron.



# Alien Autopsy

by Andy Hall & Rob Atkins

With the release of the Inquisitor scale Purestrain Genestealer this month, I thought it would be prudent to quickly recap and tweak the suggested Genestealer rules from issue 2.

Genestealer Purestrains are ferocious opponents, a lightning fast blur of claws and teeth. Lone Genestealers, those not acting as part of a co-ordinated brood or hive fleet, 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.

Instead, we devised some 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 two or

three 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 seems sensible. 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, we leave entirely to the GM to decide!

Of course if GM's are feeling particularly mean or do not want characters to have access to auspexes and other scanning equipment then this is fine, but don't expect everyone to survive...

There is a wide range of possible scenarios which could incorporate Genestealers – they can be used to help cult characters flee from pursuing Inquisitors, an enterprising Inquisitor/villain may have found a way to control the Purestrains via telepathic or mechanical means and there are all manner of bug-hunt style scenarios that are possible, or the GM may just wish to surprise two unsuspecting players!

See the Cancer at Phytos Spire campaign on page 24 for more ideas on how to incorporate Genestealers in your games.

## 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    |
|-------------------|---------|----|----------|--------|---------|---------|--------|-------|-------|
| <b>Purestrain</b> | 85      | 0  | 120      | 85     | 90      | 75      | 20     | 90    | 15    |
| <b>Random</b>     | 70+2D10 | 0  | 100+3D10 | 80+2D6 | 80+2D10 | 50+3D10 | 10+3D6 | 80+2D | 5+3D6 |



# Converting the Masses

## Space Marines and all things Chaos

By Mark Bedford

This issue of Exterminatus I decided to focus on the new Space Marine helmet sculpted by Jes Goodwin. I want to show that with a little conversion you can easily personalise the helmet to a character of your choosing. The first thing I did was scan through the Space Marine Codexes, 40k rulebook and old copies of White Dwarf for ideas and with the release of the new Chaos Codex, there are pages of new artwork from the talented Studio artists.



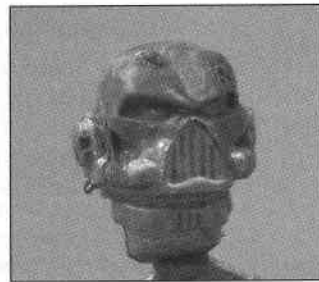
After I decided upon the designs I wanted, I began to pull together the parts I needed for the conversions. This is the fun bit, getting together a selection of small parts for converting, I suggest getting more pieces than you will actually need, you can test fit them to your model with small pieces of blu tac. Then you can see how the model is going to look before you glue it all together. A rummage through my bits box turned up some interesting parts. I know what you think "it's easy for him to get spare bits he has Games Workshop as a bits box!" Which is true but you don't need to go to extremes, the odd spike off that Chaos Marauder sprue that your mate's not using, broken guitar wire, that plastic tank kit that your gran gave you that you will never make. All will yield many gems for the converter.

I found a couple of wings from a Warmaster High Elf Eagle. Warmaster figures especially monsters make great conversion pieces, as their scale works well against Inquisitor models. The Warmaster Empire Griffon head would make a fantastic heraldic device to adorn a Puritan Inquisitor. A plastic Chaos Space Marine that I was going to paint one day (honestly guv!) sacrificed his horns to the dark gods of conversion. Some small piece of plastic from a Landraider accessory sprue, which I thought would make a great targeter eye, was found in the darker recesses of my desk. I have found that dress making pins with round heads make great studs, rivets or even boils on figures. I used a few of these to give one of the helmets a pre-Heresy look to it. But a word of warning be careful when clipping off the shaft of the pin, as it can fly off in all directions and there is nothing worse than having a tiny piece of metal with a sharp point at one end flying towards your eye. It can really put a downer on your day!

The good old guitar wire makes great hosing on the helmets. I also got my snippers on a plastic banner from the Chaos Marauders sprue and used the hook ends from the banner pole. The other thing you will notice is I have used Green Stuff to sculpt new details on the helms. One in particular is the chaos helm with the skull type face. I made by clipping the top crest and skull icon off the original helm and then using green stuff to build up the cheek bone and brow areas (this same method could be used in a Marine Chaplain conversion as well). This isn't as difficult as it looks, just take your time and have a go. If you can't get hold of Green Stuff, blu tac can be a good substitute just as long as you paint a couple of layers of PVA over it before you paint. Another good use for PVA is as a filler on small gaps between joins and in making tiny rivets. Just put a small amount of the glue on an old blister pack – this makes a cheap disposable palette – and then using a cocktail stick apply a small dot to your model. Allow this to dry and then add more if you want to make the rivet larger, or if not, paint it.

When I was pleased with my conversions I looked over them and filled any gaps with PVA, allowed it to dry and then spray primed them with Chaos black spray. While this dried I had a look through the new issue of White Dwarf and found some new models that could be used in an Inquisitor game. The Chaos Spawn model by Aly Morrison would make a great gribbly beast for a scenario, without any converting (well, maybe just a little!). The superb new 40k Daemon prince model by Juan Diaz could be a corrupted Inquisitor or Space Marine – all you would need to do is remove some of the helmets that hang from its armour that give away its 40k scale. Now where did I put my snips?





**If you haven't already seen them – check out the helmets, fully painted, on the inside front cover.**



**The Chaos Spawn, with very minor converting, would make a great scenario event for your games.**



**The 40K Chaos Space Marine Daemon Prince would make an excellent villain for your campaigns. You just need to clip off the helmets around his waist.**

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



# Cancer at Phytos Spire

## An Inquisitor Campaign by Andy Hall

Recently, I've been doing a lot of work on campaign support for Inquisitor. I feel this is where we have been weakest in our support, and while some Games Masters have thrived on the freedom, others have struggled. The beauty of Inquisitor is in its freedom and I have been looking for a way to find a happy medium in giving GMs a structured campaign framework that still allows them to improvise and take the scenarios in a direction they want their games to go. If you have read Gav Thorpe's *Creating Worlds* series of articles in the Inquisitor Annual then you will recognise the system I have used here. The plot tree allows you to plan ahead and gives a structure to the campaign and yet is still flexible enough to cope with any improvisation the GM might wish to make. I have already written a campaign that appeared in WD275 which went down well so I thought I'd try it again in the pages of *Exterminatus*. Couple this with the need to show people how you can use Genestealers in your games, the article almost wrote itself!

As I've already mentioned, these campaigns will be a forerunner to the *Inquisitor: Secret Wars* series and so any feedback will find its way onto the data-script pages.

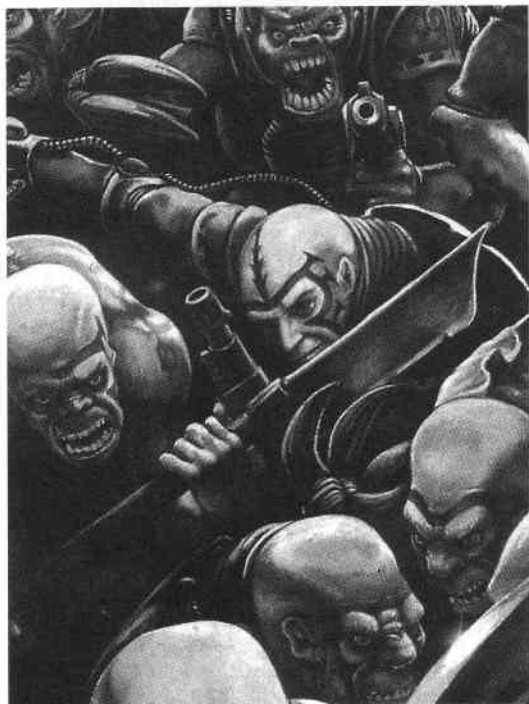
For clarity, I've labelled the opposing forces Puritans and Radicals but don't be put off by these names as this can quite easily be a confrontation between any two Inquisitorial warbands. Also, feel free to relocate this campaign to your own game world so it fits in better with your ongoing narrative and tabletop scenery.

If you wish to play this campaign then GM's eyes only from now on!

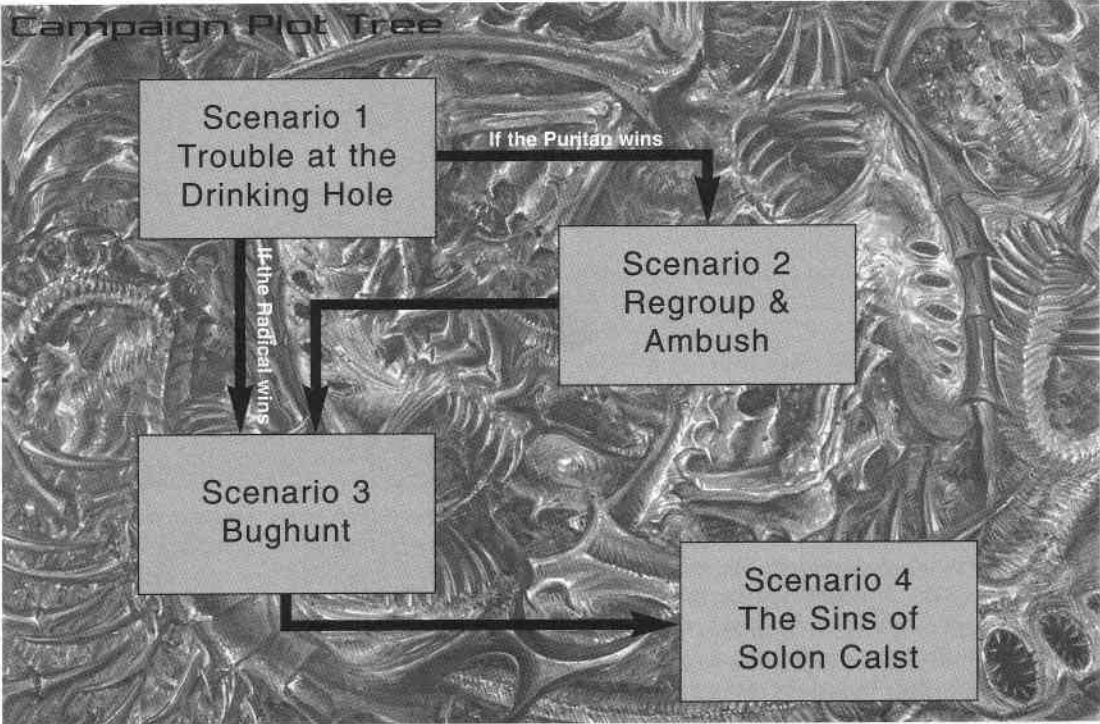
### Campaign Overview

Phytos Spire is high up in the reaches of Jerico Hive on Avellorn (GM's should relocate and rename the spire to fit in with their campaign). The Sons of the Spire are a well-known trading cartel operating out of Phytos Spire. The Cartel trades with other hives on Avellorn as well as off-world. It officially trades in minerals and foodstuffs, this is, of course, a front for what they really trade in. The Cartel specialises in refugees, a hive is not the most pleasant of habitats to live and many wish to leave and start new lives elsewhere. The Imperium does not encourage free movement of its peoples and for the denizens of the Underhive this is strictly forbidden and so the cartel specialises in human trafficking for a relatively cheap price. Unknown to the willing refugees is that the Cartel is run by an insidious Genestealer cult. The cult infects the refugees with their alien genes by means of an innocent 'nutrient injection' given to them before they board the smuggling ship. By the time the refugees arrive at their destination they will most likely be fully-fledged cult members harbouring Purestrains and spreading the cult even further.

The Radical Inquisitor has heard of the Cartel and suspects them of wrong doings, though he is unsure of exactly what. A Puritan Inquisitor has been shadowing the Radical for a while and after intercepting a communication regarding his plans to investigate the Cartel the Puritan decides that this would be a good opportunity to strike. As the Radical explores Phytos Spire he finds evidence of a serious Xeno-incursion but is constantly harried by the pursuing Puritan.







Things come to a head when Purestarins are sent by the Magnus to wipe out the inquisitorial threat. This will either galvanise the Puritan into allying with the Radical to destroy the Cartel or he will zealously continue his pursuit of the Radical who must then counter both threats.

Cast

You will need at least two players and their warbands. For the NPC's you will need a Purestrain (two would be even better), a hybrid and the Magus Solon Calst, who heads the Cartel. Exterminatus 2 contains sample profiles and abilities for the Hybrid and Magus that can be used or modified how the GM sees fit. Two or three henchmen/locals-type characters will also be needed as cannon fodder for the earlier scenarios – use low-level Desperado/Imperial Guard stats for the profiles. I've given some sample profiles below.

|  | WS | BS | S  | T  | I  | Wp | Sg | Nv | Ld |
|--|----|----|----|----|----|----|----|----|----|
| Solon Calst  | 38 | 44 | 48 | 40 | 59 | 85 | 77 | 77 | 64 |
| <b>Equipment:</b> Stubber (right handed), Staff (hidden Inferno Pistol at tip), Heavy Robes, Refractor Field |    |    |    |    |    |    |    |    |    |
| <b>Psychic Abilities:</b> Fireball, The Horror (Terrify), Puppet Master, Enforce Will                        |    |    |    |    |    |    |    |    |    |
| <b>Special Abilities:</b> Leader   |    |    |    |    |    |    |    |    |    |

|   | WS | BS | S  | T  | I  | Wp | Sg | Nv | Ld |
|---|----|----|----|----|----|----|----|----|----|
| Hybrids   | 50 | 30 | 70 | 50 | 50 | 40 | 30 | 50 | 40 |
| <b>Equipment:</b> Auto-Guns or Shotguns                                       |    |    |    |    |    |    |    |    |    |
| <b>Alien Abilities:</b> Extra Arms, Beweaponed Extremities, Razor-sharp Claws |    |    |    |    |    |    |    |    |    |
| <b>Special Abilities:</b> Furious Assault                                     |    |    |    |    |    |    |    |    |    |

Briefs

GMs should alter these briefs as they see necessary so they fit in with their ongoing campaign.

RADICAL BRIEF

*The Sons of the Spire Trading Consortium are a large and seemingly profitable trading cartel that deal in foodstuffs and minerals, operating from Phytos Spire on Jerico Hive. The cartel is headed by Solon Calst who is a prominent member of the Jerico Hive Guild and therefore a person of some influential power. Nevertheless you have received some worrying, if vague, reports from one of your informers in Jerico Hive and so, being in the area, proceed to the planet of Avellorn to investigate.*

PURITAN BRIEF

*You have been trailing the heretic who has the audacity to pose as one of the most holy*

*servants of the Imperium. While covertly intercepting a message sent by one of his minions from the Hiveworld of Avellorn you learn that he is intending to visit a trading consortium at*



*Jerico Hive. No doubt this is a front for one of his many heretical organisations, and so the opportunity has presented itself for you to destroy his assets and take the heretic to account once and for all. And so with most haste you make for the planet of Avellorn.*

### SCENARIO 1 – TROUBLE AT THE DRINKING HOLE

*Whilst covertly gaining intelligence on the Cartel, the Radical Inquisitor is assaulted by the Puritan Inquisitor and his warband. The locals are none to pleased and so a fight erupts. Can the Radical still get the information he needs or has the Puritan captured his man?*

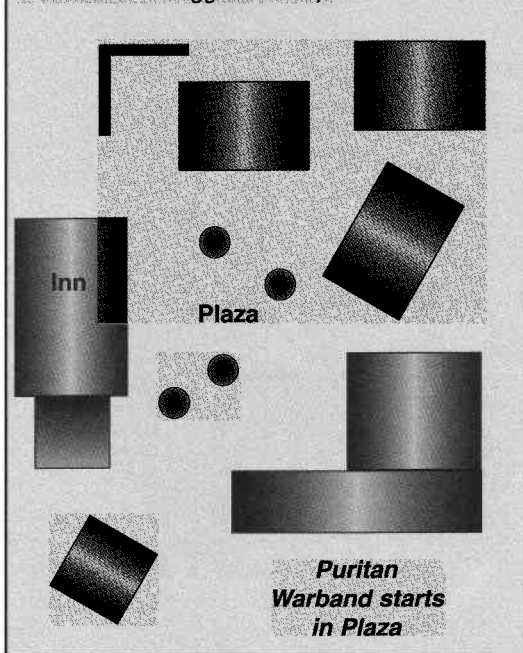
**Setting:** Lower-hab, Phytos Spire. Just outside the Salient Prayer Inn. The Inn should be a prominent building based in the middle of a board edge. The entrance (maybe saloon style doors?!) opens onto a small plaza with a few chairs and other moveable pieces of scenery. The rest of the board is taken up with industrialised buildings and commercial properties, creating lots of narrow streets and alleys (think Venusville from the movie Total Recall). The Puritan warband will start the scenario in the main plaza, apart from the Inquisitor and two other members of the player's choice as they are in the Inn. The Radical warband will be dotted around the board although the Radical player will not have to reveal them yet as long as he has told the GM where they are. The Radical Inquisitor and one member of his warband are in the drinking den.



**Objective:** The Radical Inquisitor must get the necessary information from one of the locals whilst the Puritan must try to capture the Radical Inquisitor alive.

**Special Rules:** The scenario starts with the Radical Inquisitor undercover in the drinking den called the Salient Prayer Inn. He is after the location of a Cartel warehouse which is somewhere in the spire and believes that one of the locals will know. One of his warband will be sat at another table inside the den while the remainder will be discreetly stationed outside as back-up. All will be going well until the Puritan Inquisitor appears in the doorway, flanked by two of his minions, calling for the 'Heretic' (add Radical's Name). All hell will then break loose. Confident GMs should feel free to role-play the above events and then go to the models as the action falls into the plaza outside the bar.

Scenario 1 – Suggested Map



As the Puritan announces his presence the drinking den will erupt in to chaos as locals desperately try to escape. Outside the drinking den, the Radical Player must place his remaining warband members on the board although they may not be aware of what is going on in the central plaza if they are out of sight/hearing distance. Have the warband members filter out the bar depending on how the role-play has gone, awarding the best role-player the advantage of leaving last. Alternatively, you could roll 2D10 and add that to their Initiative, the highest leaving last. To win the scenario the Radical player must have the location of the Cartel warehouse. To gain this he must entrap one of the locals and mine the information psychically or otherwise (another good role-playing opportunity) or capture him and take him off the board. Have a couple of locals on the board as red herrings and to generally get in the way of the

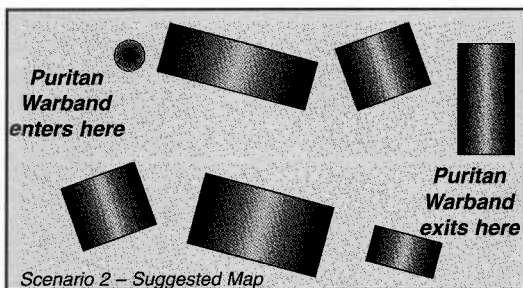


warbands. The Puritan player must subdue the Radical Inquisitor and have a closer model to him than that of a Radical model. If he does this then the scenario ends as the Radical warband retreats.

## SCENARIO 2 – REGROUP AND AMBUSH

*The Radical members ambush the Puritan warband intent on getting their master back.*

**Setting:** Lower-hab, Phytos Spire. The board is dotted with drab and industrialised buildings but there is a central thoroughfare going across. The Radical warband will set up hidden again (do not place models but tell the GM where they are). The Puritan warband will walk on from one of the roadside edges.



**Objective:** The Radical player must free his Inquisitor from the Puritan's clutches, whilst the Puritan must cross the game board with the Radical Inquisitor still in his custody.

**Special Rules:** Once the Radical player wishes to open fire, he must place his models on the board. The Radical Inquisitor is considered to be captured and is under the Puritan player's control as long as the Puritan player has at least two of his characters within 3yds of the Radical Inquisitor. Whilst under the Puritan's control, the Radical Inquisitor may only make walk actions. As soon as the group containing the Radical Inquisitor falls under fire, the



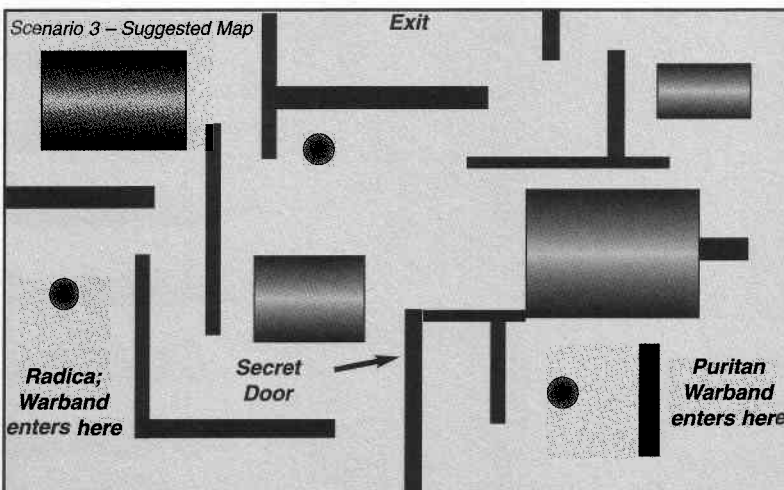
Radical Inquisitor may attempt to break free by making a D100 Strength test modified by a third of the strength of each character holding him. As the Puritan warband gets halfway across the board have a hybrid or two appear at the end and start shooting indiscriminately at the warbands, giving the players a clue as to what evil lurks in Phytos Spire. They will flee off the board a turn or two later. If the Puritan gets the Radical off the board then the campaign will end there. You may want to continue the campaign with another last ditch rescue scenario before returning to the campaign or it may even continue off-world. For the sake of the narrative, the GM should be biased in getting the Radical Inquisitor away from the Puritan.

## SCENARIO 3 – BUGHUNT

*While at the main Cartel warehouse, the Inquisitors go from being the hunters to becoming the hunted.*

**Setting:** The Cartel warehouse, Phytos Spire. The warehouse is a big hanger-like building with lots of narrow-walled corridors – and a large opening towards the centre of the board – perfect for Genestealers to hunt in! There are two entrances and an exit, all evenly spaced apart. Each warband enters the board through one of the entrances.

**Objective:** Both players must get their warbands safely to the exit, whilst avoiding the large scary aliens and each other!



**Special Rules:** Calst has placed two Purestrains in the labyrinthine warehouse with the sole purpose of hunting down any intruders on Inquisitorial business. Use the rules on page 21, scanner blips have been supplied on the inside back cover. Use this as an opportunity to whittle down the players' forces



for the climax in the next scenario, but try not to kill any of the Inquisitors.

#### SCENARIO 4 – THE SINS OF SOLON CALST

*The surviving characters must band together to defeat the common foe before turning on each other.*

**Setting:** Solon Calst's antechamber, Cartel warehouse, Phytos Spire. The antechamber is an open area in the centre of the board although there is still plenty of cover. Calst will be flanked by his minions, the number depends on how many of the players' characters there are, so this is up to the GM. If there are still plenty of powerful characters about then you may even consider including another Genestealer that will stand just behind Calst, hissing evilly.

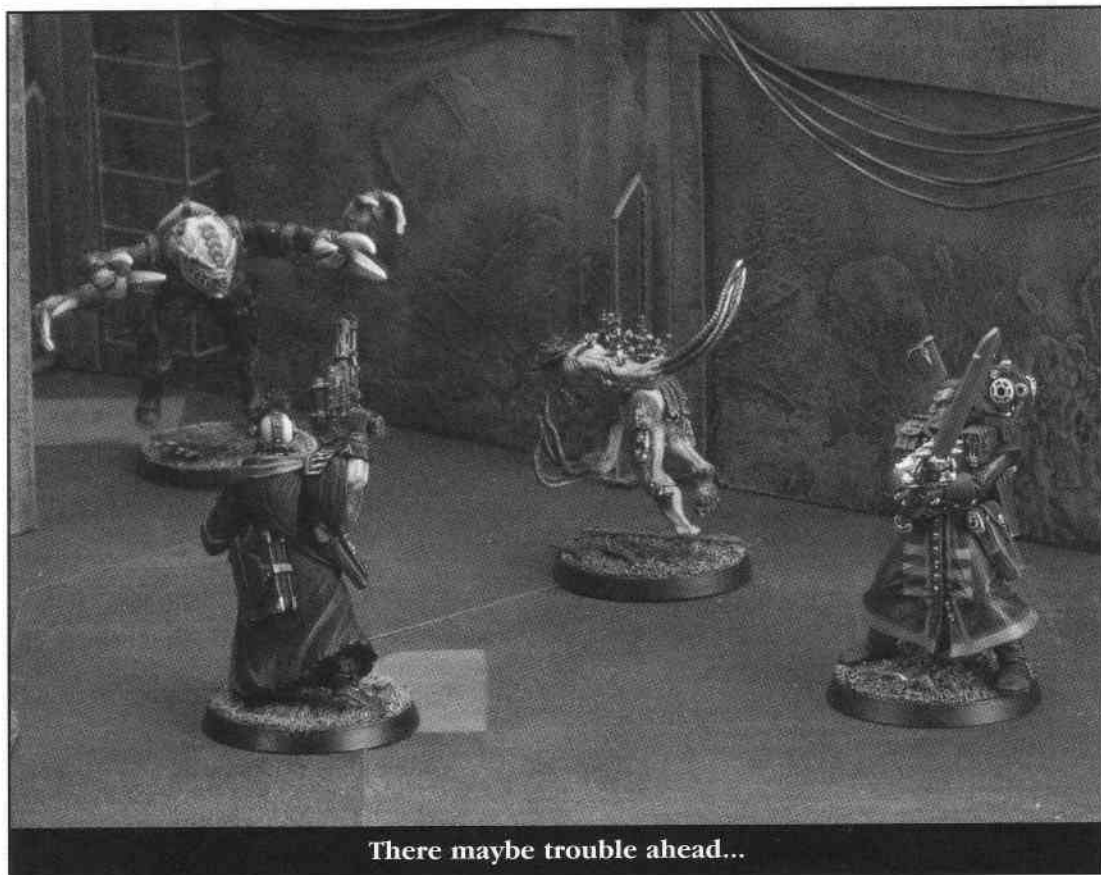
**Objective:** To destroy Solon Calst and the Cult-controlled Cartel. Then the Puritan must capture the Radical Inquisitor while he'll want to make good his escape once Calst is dead.

**Special Rules:** To start the scenario have Solon Calst describe how he set up and ran the Cartel (see the Campaign overview) in true movie villain style. Then have Calst and his minions attack. It is up to the players whether they work together or continue to fight, either way will prove an interesting scenario.

However, once the threat of Calst is quashed do not have them go all friendly, remind the Puritan player why he came here and so continue the fight!



There are numerous ways inventive GMs can take this campaign from here. Maybe the whole guild of Jerico Hive has been corrupted by Solon Calst? Or maybe the Puritan's crusade against the Radical will continue off-world. As I said earlier, I'm keen on feedback for this format and I'm particularly interested in how the scenarios are presented. As I've deliberately left the special rules quite vague at times as this allows the GM to improvise and create on the fly whilst not straight-jacketing events – there can be nothing as unpredictable as players! However, am I being too vague and leaving too much for the GMs to do? Let me know via data-script.

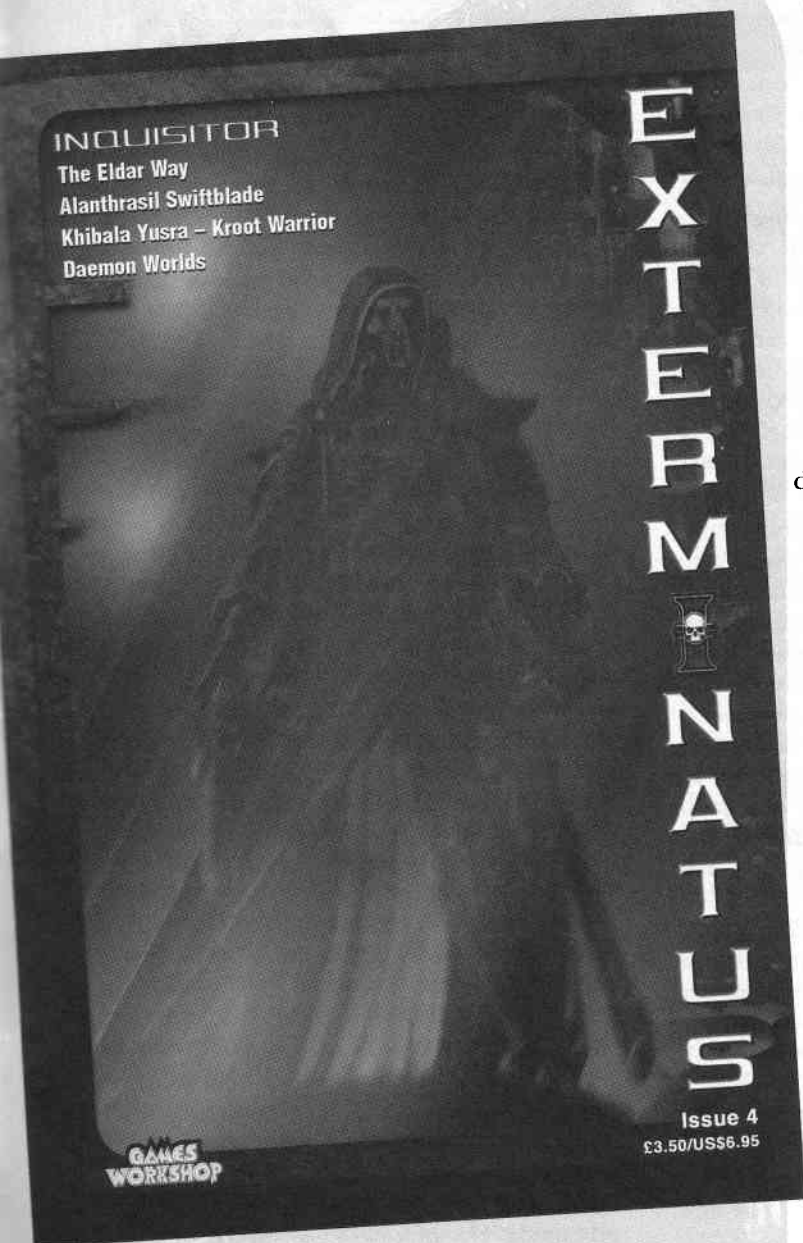


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## Hail Issue three

Dear Andy,

Terrific issue, this!

The highlight for me was Phil Kelly's Chaos psychic powers article, 'The Twisting Path'. Articles like this – which present content useful to Inquisitor players generally – are what I would like to see much more of. In Exterminatus, painting articles on new miniatures and character background/stats for said miniatures are fine, even expected, but for those Inquisitor players who aren't going to use those specific miniatures/characters, their appeal is somewhat limited.

As regards the 'Space Marine controversy' which seems to affect the Inquisitor-playing community all out of proportion to its worth: Inquisitor is not a win-or-lose, competitively balanced game. It was never intended to be. Debating the merits of THAT decision might be worthwhile – but creating a controversy around 'game balance' within the rules system as it exists is chasing phantoms. Inquisitor as it stands is, rather, about playing out good stories in the 40K universe – and Space Marines are an absolutely integral part of that universe. Not including them – or not having them properly reflected – in Inquisitor would have sabotaged the game's goal. The trick for players and GMs is to use them in a manner which furthers the playing of those stories in a way which is fun to all involved. Space Marines are rare, powerful and valuable resources to the Imperium; a circumstance wherein even someone so influential as an Inquisitor could requisition such an asset should be appropriately rare.

Inquisitor Allen <Christopher>  
Dallas, TX USA

*Very well put fellow Inquisitor! Your arguments are correct about the philosophy of Inquisitor. For those heretics still unsure about using Space Marine in your games, then see Inquisitor Lord Thorpe's article on Page 4.*

## Better Bread

Fellow Inquisitors,

I realise that many articles have been submitted to this admirable paper over the past months regarding the Adeptus Astartes threat to Inquisitor gaming. I hope there is room for one more. I have been planning this letter for a while and thought that it was the perfect time to write, when I could extrapolate on Inquisitor Persia's article in issue three (on disabling characters). I have an Ordo Xenos Space Marine in my retinue who has a history so long that my data-scribes have been studying it for over fifty years and are only half way through. What I can say is this. When he was created, he was a prototype of a project by the Adeptus Mechanicus to create a more powerful form of Space Marine – Project Angaellus – a project that went horribly wrong. The prototype – Archangael as he is known – somehow survived the destruction of the facility and was recovered by the Ordo Xenos centuries later when they investigated the planet. He had lost his strength and is now no stronger than a normal Space Marine. Also, he is psychically traumatised by his past. This means that every turn there is a 5% chance that he will be stunned (though not fall prone) for the whole turn. If this occurs in a campaign game, there is a 10% chance that he cannot participate in the next game. These are only slight chances, but they add character to the character!

I once had the satisfaction of running into an open square to lure out the enemy, which worked. Then, next turn, Archangael fell victim of his trauma and stood there screaming. His opponent walked right up and blew his head off with a sawn-off shotgun. It was somewhat embarrassing, but good to know that the ruling works occasionally. I hope ideas like this might help pacify this menace to the gaming world.

Incidentally, you can even put character into the name. Archangael is currently heading to Karis Cephalon, as he afraid that the weapon,



the Angel, that everybody is looking for is actually a radical attempt to recreate Project Angaellus – the name was sheer accident, but added a cool section to the character's story.

I trust that Exterminatus will move from strength to strength as I enjoy it. May I perhaps suggest that you might put in a battle report occasionally? I always enjoy exchanging war stories with other Inquisitors.

Respectfully yours,

Inquisitor Kingsmill <David>

London

*Thank you Inquisitor Kingsmill for enlightening us and may I say how much I enjoy your baking skills – far superior to Inquisitor Warburton's meagre attempts. With regard to battle reports it is something I am thinking about so stay tuned.*

## Spaced Marines

Greetings

Space Marines. Thy're big, got tough armour and big guns.

While guardsmen, desperados and other less equipped denziens of the galaxy can be taken down by grannies swinging cats over their heads.

I feel the most important thing for GMs to consider is appropriateness. For example, it is unlikely that a Death Watch Space Marine will be slogging it through a swamp hunting mutants, they'd be more at home on board a Genestealer infested space hulk fighting for their lives and for the Imperium rather than fighting lightly armed and armoured mutants. Not to say that they wouldn't but very unlikely, it's more of an Arbites job. GMs should limit the use of Space Marines for appropriate situations, like when there are other Space Marines (loyalist or Chaos) being used, or when a particular character is sporting very powerful equipment, when a scenario calls for the use of Space Marines or just in an all out slugfest! In the end, it is really all up to the GM, and if a Space Marine happens to appear in a swamp, then give him a good reason to be there.

Acolyte Tam <Lawton>

Terra

*Context is an important reason for having a Space Marine on the board. I've seen or heard about quite a few games when a Space Marine has been present for no real reason.*

## The last ever Space Marine letter

Greetings all,

Upon reading the letters in Exterminatus I tend to agree with what has been said about the Space Marine character. I am in the middle of creating a Chaos Space Marine character, mainly because I like the model but am loath to become just another unbeatable Space Marine. That is why, after discussing my reluctance's with my GM and friends at GW Thurrock, I decided to make my CSM more vulnerable. The idea, although details will have to be worked out fully, is that my CSM is possessed by a Daemonhost. The Daemonhost accompanies the CSM everywhere and they are psychically linked so that the CSM absorbs the Daemonhost's damage as well as his own. If the Daemonhost becomes unconscious or suffers system shock, so too does the Chaos Space Marine.

For scenarios involving warbands, the Daemonhost acts as a separate character, if he is injured so too is the Chaos Space Marine etc, but for scenarios where only single characters can be used, the Daemonhost will be present in character but dormant in actions, apart from movement. This means the Daemonhost never strays more than 4" away from the Chaos Space Marine and is a liability to him and cannot attack, shoot or use psychic powers etc. The CSM will only carry the bare minimum of space marine equipment having been physically and mentally ravaged by the Daemonhost for many years (let's just say he was in the wrong place at the wrong time in a battle many moons ago and become possessed).

I really wanted to make an interesting character that will be fun to play and not hated by other gamers. This may give others ideas to create less 'beardy' Space Marines, or even other characters for that matter. After all, like you say, Inquisitor is not a competition, it's a story with many chapters to play.

Matt <no second name given>

The Warp

*That's it, no more, the Space Marine debate is now closed! There are many more issues that can be discussed in our fair hobby: campaign support is it needed or would that be spoon-feeding GMs? Another issue that I've seen crop up is that of younger players. Are they too young to understand that Inquisitor is a game that's not just about winning? As ever, fellow Inquisitors, your thoughts are needed.*





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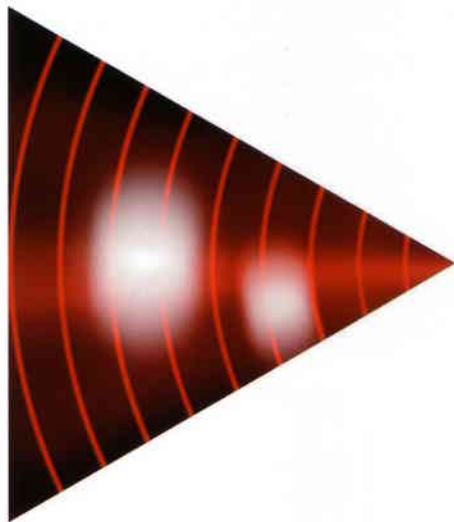
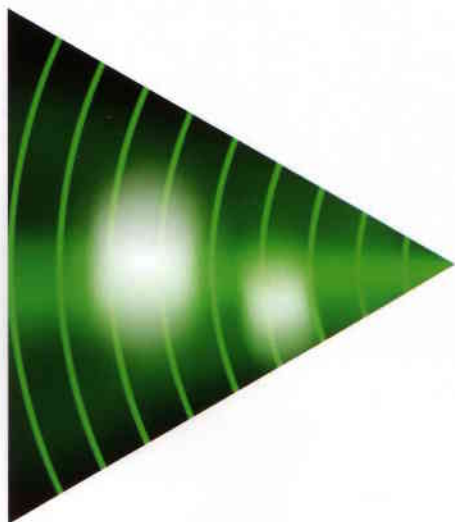
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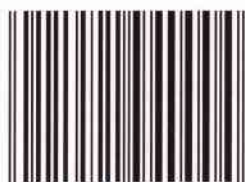
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