

INQUISITOR

Daemons!

Daemon Huntress

The Unbound

EXTERMINATUS



**GAMES
WORKSHOP**

Issue 6

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Ambush!



As promised from last issue, here are some pictures of models made with the Genestealer Conversion Booster packs.

INQUISITIONAL ACCESS PORTAL:

PLEASE ENTER YOUR AUTHORITY CODE > *****

VALIDATING...

WELCOME INQUISITOR

YOU MAY PROCEED >

THOUGHT FOR THE DAY:

INNOCENCE NEEDS TO BE PROVEN

INCOMING DATA-SCRIPT FROM INQUISITOR LORD THORPE...



Welcome fellow Inquisitors,

Last issue's Space Marines article has been received well overall, judging by the feedback from players, although I think these awesome warriors will forever be a controversial part of the Inquisitor game. In the future, I hope to produce similar articles for other character types, perhaps with a focus on the Adeptus Mechanicus next.

One of this issue's articles may well prove just as open to debate amongst players as well, take a look at Unbound Daemonhosts. Many people have read Dan Abnett's Eisenhorn trilogy and enjoyed/ been horrified by (delete as applicable) Churubael's exploits.

When I sat down to discuss these potentially devastating characters with Savant Hall and scribe Graham McNeill, we decided that we wanted to do more than simply introduce another powerful character type. Our aim has been to include the concept of Unbound Daemonhosts into the Inquisitor game in such a way that they add character and depth to the warband and game, and at the same time also provide limitations on how powerful they can get. Have a look at the article and see if you think we've managed to achieve the proper balance.

Which all brings me to my moral for this issue (picture He-Man telling you this at the end of an episode, if it makes it easier). Whenever a player or GM designs a character, it is the character's interaction with the other warband members, their history and motivation, which defines them as much as their skills, wargear and profile. Character quirks and limitations to their abilities help make even a powerful character fit into the background you have devised, and the game system itself.

One must be a shadow to explore the dark places of the galaxy.

Gav Thorpe

Inquisitorial Representative

Once more Savant Hall has tarnished his already less-than-prestigious reputation by letting a heretical typo through on the xenos-infested Eldar article 'The Sons of Khaine' in Exterminatus issue 4.

The Ranger Long Rifle on page 10 of said publication should have a Reload of 1 and not 12 as printed.

Savant Hall has been punished... go in peace...



Quill-Servitor Hall

Andy's wise words...

Daemons are an integral part of the of the Inquisitor ethos, their power only hinted at by the Daemonhosts and in this issue we tackle the actual warp entities themselves. Many Inquisitor Players have broached this subject and a lot have asked me when we were finally going to do Daemon rules. A lot of the submissions I received presented Daemons like troop types in a Codex but this was not what I was after.

In Inquisitor the Daemons would be Characters themselves, evil, spiteful entities with their own agenda and definitely not just troop types from a battle game. Phil Kelly took on this challenge at very short notice, loved the brief I gave him and has come up with the goods once more.

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A Fanatic
studio product

New releases

Another issue and more excellent releases. The first being the Daemon Huntress. A female Inquisitor has been one of the most requested models since the games release (yes, even more than Terminators). And so here she is. Accompanying her into battle is her faithful servant a young savant, who carries the Pariah Gene, a psychic null.

Bob Naismith has produced a brilliant Unbound Daemonhost, see later in the issue to find out what that means! Suffice to say Bob has captured a real dramatic pose making an for an ideal 'stop the Daemonhost' scenario.

Finally Michael Anderson, who has also painted the Daemon Huntress, has sculpted another excellent booster pack, this time Force Weapons. There are eight weapons in all including two variants of Force Axes. I can see the Nemesis Force Halberd being used the most as after last issues Space Marine article and the release of Codex Daemonhunters means that there are a lot of Grey Knights about! Michael has already started work on the next Booster Pack, which is Bolter Weapons.



Familiar

One complete model
Out Now!
Model designed by Juan Diaz



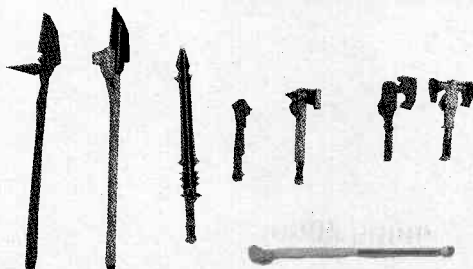
Unbound Daemonhost

One complete model
Out Now!
Designed by Bob Naismith



Daemon Huntress

One complete model
Out Now!
Designed by Mark Bedford



Force Weapon Booster Pack

Eight components
Out Now!
Designed by Michael Anderson

Facing Your Daemons

by Phil Kelly
Using the Diabolic in Inquisitor

The ultimate scourge upon humanity is Chaos, and the ultimate embodiment of Chaos is the Daemon. Thousands of Inquisitors have devoted their entire lives to hunting down and destroying the daemon, in fact one of the major organs of the Inquisition, the Ordo Malleus, exists primarily to do just that. This article provides you with everything you need to use the daemonic in your games of Inquisitor.



WHY USE A DAEMON IN A GAME OF INQUISITOR?

Well, this is a simple one. Daemons make for extremely cool bad guys, because they are the archetypal enemy of Mankind in the 41st Millennium. Perhaps the most potent and iconic of all the evils that could assail your warrior band, daemons are capable of causing catastrophic damage to any who oppose them, and as such it's important that they are used extremely sparingly.

Those of you who are avid 40K or Warhammer players will already be familiar with the main elements of the daemonic pantheon, and will no doubt be wondering where the daemons we are talking about in this article fit in. The smallest of daemons, the humble Nurglings, tend to be a little too comical for the grandiose life-or-death battle we are hoping to enact (although there is a certain appeal to the idea of using Plaguebearer models by the dozen and assailing a warrior band with a tide of giggling putrescent filth). Conversely, the vast Greater Daemons of Chaos are so truly awesome that even their inclusion in a game of Warhammer 40,000 rocks the entire battlefield to its core. Such beasts are not suitable for skirmish-scale games like Inquisitor; a single Bloodthirster is powerful enough to rampage through an entire Imperial Guard armoured company, and the translation of such an entity into Inquisitor would make for a very short and unfulfilling game. Besides, a to-scale model would have to be about a foot tall!

Nevertheless, your games of Inquisitor can make use of any and all of the minor daemons of Chaos, and at the far end of the scale, Daemon Princes. These entities, although undeniably powerful, are in the same league as your player's warrior band and it is quite possible that such a beast could be destroyed by their heroic efforts. Lesser Daemons should be reckoned around the same level of power as Space Marines; we'll cover them in more detail later.

Daemon Princes, in theory, range in power from the merely hardcore to the totally staggering (after all, the traitor Primarchs such as Magnus the Red, Mortarion and Fulgrim are all Daemon Princes), and unsurprisingly it is

the lesser of the breed with which you should aim to incorporate into your games. They are great focal points for Machiavellian plots and vile rituals to awaken or free said Daemon Prince, and of course it is the players' duty to make sure this cannot happen. It's no big surprise when they arrive just a fraction too late...

Just because you can't use a Greater Daemon doesn't mean you can't use that Lord of Change model you've had knocking about for ages; our range of Greater Daemons make for great Daemon Princes or even Lesser Daemons with a little conversion work (a Bloodthirster without wings would make an excellent Bloodletter, and a Great Unclean One could be a perfectly acceptable, if overly corpulent, Plaguebearer). With a bit of imagination and a rummage around your old models you're bound to uncover something suitable; you could even use one of the more gruesome action figures available these days as your Daemon Prince!

WHEN SHOULD THEY BE USED?

Daemons should not be used as player characters. The fact that they tend to destroy or enslave everyone they encounter would make every game involving a daemon PC very similar. The sheer levels of power involved would quickly remove any subtleties to a game, sucking any subplots or roleplaying opportunities into the black hole created by the daemon's presence. As in the 40K universe, extreme caution and plenty of preparation is advisable in all dealings with the diabolic.

When your player characters encounter a daemon it should be at the climax of a suitably portentous and dark campaign or story arc. It would be a cardinal sin to allow your players to become blasé about daemons, and the circumstances in which one might become manifest are very rare. A player is not likely to bump into one on his way to Old Threefinger's Speakeasy in the local shanty town. In a blood-soaked ritual down in the bowels of a defiled Imperial cathedral, well, that's another matter!

Perhaps the best analogy to use here would be the 'boss' characters in computer games. After a long and usually gore-soaked quest, the protagonist(s) inevitably come up against some enemy that is bigger, harder and just plain scarier than all that have gone before: the end-

of-level bad guy. This individual really tests the mettle of the players, usually has some kind of Evil Dialogue™ before the action kicks in, and may even kill one or more players before they achieve their goal (normally to escape or hammer seven shades of ichor out of the offending beastie). These rules apply equally to Inquisitor; most daemons far exceed any other characters in terms of potency, and are quite capable of eating even the superhuman Space Marines for breakfast. It will take a monumental effort to destroy or banish a daemon back to the hell from whence it came, and such a last-ditch effort makes for a spectacular end to any Inquisitor campaign.

DAEMONS AND DAEMONHOSTS

All Inquisitor players are familiar with one type of Daemonic entity, the Daemonhost. Cherubael and his vile kin are an integral part of Inquisitor, epitomising the far end of the Puritan/Radical spectrum: only a desperate or insane individual would consider making use of such an abomination.

Daemonhosts are, by their very nature, far weaker than a fully manifested Daemon. When trapped inside a host by complex patterns of hexagrammic and holy wards, a daemon becomes a pale shadow of its former grandeur, controllable and stable enough to perform simple tasks at its master's behest (as revealed in Dan Abnett's Eisenhorn trilogy, Cherubael is near-godlike in power when loose, but far more limited when confined to a host body). Should these wards somehow be destroyed, the fury of the entity humiliated and forced to serve the Imperium against its will should know no bounds. It is very likely the first act such an unbound daemon would attempt is to kill his former master and drag his soul screaming into the Warp.



PLOT HOOKS

Here are some examples of scenarios for those of you considering incorporating a daemon into your games of Inquisitor.

THE DOOMSDAY RITUAL

Possibly the oldest one in the grimoire, this story device has done sterling service for GMs across the world since roleplaying games were invented. There exists an evil daemon-worshipping cult that has been labouring in secret to bring its foul god to the material dimension, thereby bringing about the end of the world (or at least the end of the week). Although the good guys have found out about it they are racing against time because the final ritual allowing the daemon to manifest is nearing completion. Generally involving some sort of pentacle and plenty of robed, chanting figures, this scenario is great for a real rollercoaster action spectacular at the end of a campaign as the players desperately try to fend off frenzied cultists and, at the ritual's conclusion, one extremely unhappy daemon. It's often worth ensuring that despite how well the players do they are always just that fraction of a second too late, after all it'd be a bit of an anti-climax if the GM finished the story arc with, "Well done lads, you were just in the nick of time to stop the daemon from appearing, so you can all slope off home for tea and medals whilst I pack this Bloodthirster model back in its case".

THE BROKEN CHAIN

A Radical Inquisitor has been studying or using a powerful daemon weapon or artefact for some time. However, a botched attempt at using a psychic power has cost him a portion of his willpower, and the daemon takes control of him through the weapon whilst he is still weak. Before the Inquisitor can regain control over his own body, the daemon has forced him to undo whatever bindings keep the daemon enslaved to the item. Finally free of its bondage, the daemon manifests and

"There are many ways that malevolent beings can bridge the gap from their discorporate realm to ours. It is your task to know the signs to watch for when seeking out the foul spawn of this most unholy of intrusions. You must learn to use rumour and hearsay as your eyes and ears, to sieve the grain of truth from myth and legend, to see the fire causing the smoke."

From the suppressed lectures of the Adept Sullian

begins slaughtering everything in its path. The Radical Inquisitor, mentally shattered, must nevertheless hunt down the daemon and either banish it or, if he is not the kind to learn from his mistakes, bind it once more. This is a good scenario to keep in reserve for when a Radical Inquisitor botches his Willpower roll, maybe due to a particularly successful nullification by his target.

THE GENIE IN THE BOTTLE

At the core of the Inquisitor battle reports featured in White Dwarf whereby Inquisitor Lichtenstein, in his single-minded pursuit of the Librarium Hereticus, sets loose the Daemon Prince Phara'gucottla, this is another storyline as old as the hills. In his constant search for knowledge/precious archaeotech/Pringles one of the characters in your campaign has gone that little bit too far and opened the cursed library/smashed the ancient seal/popped the lid of the tube. Perhaps predictably this inauspicious behaviour sets loose the grandfather of all gribbliness and it's up to the PCs to hunt it down. There's always one...

ESCAPE

Following on from the Genie in the Bottle plot hook above, this scenario hinges around the fact that the PCs are ill-prepared to deal with a rampaging Daemon, and must flee for their lives to better prepare for a later banishment

THE DIABOLIC FOE

Of all things most foul and unmentionable, it is the minions of the Ancient Dark Gods with which this treatise is concerned. These unpardonable stains upon existence live to weaken our grip on the stars, make us question our sanity and attempt to drive us from the path of righteousness and fervent faith which we should all tread. They are a dread foe, taking many guises and employing many hideous talents. Although these malignant beings can be encountered on the battlefield, their malfesance can also be detected in many unforeseen places.



of said beastie. Unlike the other scenarios mentioned here, this is ideal for a point in the middle of a story arc, where the PCs have unwittingly released a Daemon that they must stalk and kill in a later climactic finale. You might want to break these two scenarios with a game revolving around the acquisition of specialist daemon-hunting wargear or personnel.

WHO YOU GONNA CALL?

A Puritan Inquisitor of the Ordo Malleus, strong in faith and conviction, has been notified of the slaughter of a far-flung settlement where now only ragged skeletons and the unquiet ghosts of the town's populace reside. After a period of prayer and fasting, the Puritan vows that he will see the daemon destroyed by his own hand, and gathers his warrior band about him for a spot of good old-fashioned daemonhunting in an abandoned ghost town. You might want to use the purestrain genestealer 'blips' and the system accompanying them in Issue 5 of *Exterminatus* magazine, as they are great for building suspense: the Inquisitor's psyker companion/customised Auspex can detect psychic presences all over the town, but whether they are just ghosts or a ravening daemon is up to the players to find out.

THE RIFT

Somehow, maybe because of the psychic death-scream resultant from mass genocide,

an astral conjunction, the machinations of a Tzeentchian cult or the spontaneous activation of an ancient warp gate, the veil keeping the material world and the warp separate is slowly but surely becoming irrevocably sundered. All manner of nastiness stands really to spill from this wound into reality, and although the Inquisitor and his warband have requested the back-up of the Grey Knights, they must hold the line until the elite Chamber Militant of the Ordo Malleus are able to teleport in and seal the rift once and for all. The rift is currently no larger than man-sized, but as time passes, more and more warp energy pours into the material world carrying with it all manner of impossible and disturbing entities.

ESCORT DUTY

Against the daemon, chainswords and bolters are practically useless, whereas unshakeable faith in the Emperor is far more lethal than any blade or bullet. The player characters must escort a wizened and frail holy man whose near-crippled form belies a strength of faith that dwarfs that of his warrior band bodyguards. Only by ensuring the holy man is kept safe and undisturbed to perform his exorcism can the PCs possibly hope to triumph. You might want to impose a turn length on how long the exorcism takes: if they manage to protect their charge from harm long enough for him to complete his

banishment, they have succeeded, but of course the daemon will have minions of its own ready and waiting to complicate matters...

THE POSSESSED

The good news is that the player characters have finally uncovered their daemonic quarry's hiding place. The bad news is that it is within the body of the planet's king, religious head or tyrant, and he has a legion of followers at his beck and call. This is a particularly tough scenario for the characters to attempt, as they will not only have to fight their way through the minions inhabiting the palace, but also, once the possessed ruler has been despatched, deal with the uninvited daemonic guest, and possibly even have to fight their way out again! This would make an excellent scenario for a Grey Knight Space Marine (see Issue 5 of *Exterminatus* magazine for more details on these elite daemonhunters).

THE WITCH TRIAL

During a good old-fashioned witch trial, a psyker is being brutally tortured and beaten for the unforgivable sin of heresy exhibited by his otherworldly powers. Although the psyker has, up to this point, had no dealings with Chaos whatsoever, in his agony he calls upon the aid of dark powers to save him from the baying crowd and cold, methodical torment from the puritan Inquisitor presiding over the trial. As the axe is about to fall, something in the cold abyss of the warp heeds his cry, and (in exchange for the psyker's immortal soul) bursts forth and slaughters his would-be executioner. The puritan Inquisitor is going to have to act fast if he wants to avoid a massacre...

CONJURATION

The Minor, Lesser, or Greater Servants and Beasts of the Unspoken Lords can be enticed into this realm with a variety of offensive rites and practices. An unclean combination comprising the sacrifice of humans, promises of service, and arcane and superstitious ritual are employed by the diabolic heretic in his misguided attempts to gain the power of the other-worldly creatures we must fight against. Ancient, unintelligible languages are employed in barbaric ceremonies of desecration and treachery to bring forth the foul offerings of the Unnamed Gods, culminating in heathen praise and physical subjugation. In most cases, such efforts will go unanswered by the Nether Entities of the Empyrean, and those misguided individuals who indulge in such nefarious and traitorous practices will not receive the nihilistic 'aid' of the creatures they are trying to entreat to their purpose. Only the true student of the malevolent practices, the dark arts we call Daemonancy, will really understand the conjunctions of circumstance that can allow such creatures access to our noble realm. Only an equal exchange of dark sorcery can allow a Corrupt Servant to cross over the Empyrean void, and the power of such sorcery will limit or justify the indulgence of the beast in its dealings with the mortal world. Therefore, a small dedication of power will bring small service, and correspondingly larger donations will bring correspondingly larger responses.



DAEMONANCY

Those Dark Arts named Daemonancy excel in the summoning, conjuration, exhortation and control of diabolic entities from the Immaterium. The Daemonancer knows the intonations, offerings and promises that will gather the attention of these infernal phantasms. Through researched study of the cabalistic formulae and liturgy, the impure celebrant can increase his influence over the Great Powers. With such increased power, the entreatment of diabolic forces becomes more secure, the response to pleas for treacherous reward greater.

The Black Sorceries of Daemonancy rely upon certain elements, some physical, others spiritual. The offering of these components in correct quantities and order is paramount in Daemonancy. Blood, sweat, hair, bone, fear, loathing and hatred are the *Ingredientia Majoris*, common to all conjurations and summonings.

Dependant upon the Nefarious Power to be entreated, certain *Ingredientia Minoris* will also be required.

THE DISMAL TEXTS

Many of the dire persuasion have felt beholden to record their diabolic investigations. These tomes are often hidden from us for centuries, waiting until their vile secrets are uncovered by some other poor desperate fool. Usually insane, the authors of the Dismal Texts scrawl their research into manuscripts of unnatural parchments, bound in human skin, and indeed in some rituals the presence of such a tome or grimoire, with diagrams and sigils in certain compound inks (see the *Ingredientia Majoris* above) is required. It is our eternal task to seek out these Dismal Texts and destroy them, their depraved scribblings are of no value and pose innumerable threats to the fabric of our society. Such diabolism must be checked at every stage, from the naïve initiate to the treacherous, malignant Demagogues and Daemonancers.

Various cabalistic shapes and icons help conjoin the powers needed to open a gateway to the Empyrean and aid the summoning process. In some cases, when cajoling particularly potent entities, such pentangles, hexes, formulae, charms, fetishes and profane and obscene runes also form protection for the Daemonancer from the hostile and predatory intents of the Dark Servant to be invoked and brought forth from the Hell-regions of their birth.



CREATING A DAEMON

Although no two daemons are identical, there are certain aspects of their unnatural physiology that are common throughout the scions of Chaos. A great place to start is page 62 of the Inquisitor rulebook; feel free to give your daemon some (or even all if it is a particularly powerful entity) of the daemonic abilities listed there. There are no hard and fast rules for creating daemons, and their characteristics vary wildly. Nonetheless, here are some guidelines as to how to create a daemon for your campaign: remember you can play free and loose with these rules as there really is no set template that has to be adhered to. **Remember these profiles are for GENERIC Chaos daemons, you will need to adjust statistics depending on alignment yourself.**

DAEMON CHARACTERS

- Being manifestations of pure Chaos, daemons always have the Exotic Ability 'Terrifying'.
- Daemons are never intimidated or impressed by anything other than other, more powerful daemons or direct manifestations of faith. They count as having the Force of Will and Nerves of Steel Special Abilities against all attacks or individuals that are not blessed in the eyes of the Emperor (GM's discretion).
- As daemons are creatures composed from the fabric of the warp itself, all psychic powers they have count as being Wyrd abilities.

DAEMONIC CHARACTERS

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Lesser Daemon	75	30	90	80	85	90	60	90	15
Random	45+6D10	6D10	60+6D10	50+6D10	55+6D10	60+6D10	30+6D10	60+6D10	3D10
Daemon Prince	120	60	140	120	110	110	95	95	110

Equipment: Daemons generally carry no equipment. However, Khornate Daemons are almost always clad in brass armour and wield massive hellblades, and Plaguebearers have often been encountered wielding the much-feared Plague Swords. See the Daemonic Armoury for rules.

Special Abilities: Daemons often have abilities and psychic powers determined by their alignment. You may want to limit the number of abilities according to the power of the daemon in question. Particularly appropriate examples are listed below.

Note: All powers written in italics are included in The Twisting Path, the Chaos Psychic Powers article from Issue 3 of Exterminatus magazine, which compliments the information given here. Furthermore, as a rough guideline, lesser daemons can use any psychic power listed up to and including those of difficulty level 15, whereas those with a difficulty level of 20 or more should be reserved for use by Daemon Princes.

Undivided: Invulnerable, Shadow, Impervious, Cloak of Darkness, Void-Chill.

Tzeentch: Gaze of Death, Blinding Flash, Firestorm, Fireball, Burning Fist, Storm of Lightning, Instability, Vortex of Chaos, Puppet Master, Mind Scan, Enforce Will, Regeneration, *Kiss of Change, Golem Sign, Babel Curse, Cerebral Splinter, Flicker, Childmind.*

Slaanesh: Acrobatic, Ambidextrous, Catfall, Dodge, Feint, Mesmerism, Distraction, Embolden, Psychic Shriek, Enfeeble, Puppet Master, *Gift of Agony, The Torturer's Touch, Ophidian Maw, Phantasm, Primal Horror, Mastery of the Soul.*

Nurgle: Demoralise, Impervious, Invulnerable, *Effluent Form, Putrid Torrent, Rain of Foulness, Putrefying Embrace, Curse of the Leper, Pestilent Earth, Sanguinary Explosion.*

Note that Plaguebearers count as if they have cast *Choir of Poxes* successfully once each round as their droning tally of the multitudinous diseases of nurgle takes its toll. Daemons of Nurgle will always carry Nurgle's Rot.

Khorne: Frenzy, First Strike, Feint, Furious Assault, Lightning Reflexes, Impervious, Invulnerable. Note that although they may not use any sort of psychic powers they may attempt to nullify any powers used against them in the same way as a psyker.

THE TOOLS OF A DAEMON

HELLBLADES

Massive iron blades taller than a man, the Hellblades wielded by Daemons of Khorne are searing hot and their ragged edges can rip through armour as if it were as soft as the flesh beneath. They count as having the daemonic properties: Bound, Gnawing and Deathlust.

BRONZE ARMOUR

Khorne Daemons wear bronze armour that has been forged in the fires of hell and quenched in the blood of innocents. It affords 6 points of Armour to any location covered. This Armour value is ignored if the weapon being used has been consecrated.

PLAGUE SWORD

These are rusted, jagged blades that constantly drip with venomous pus. They count as having the daemonic properties Enfeeble and Mind Stealer. In addition, those struck by such weapons stand a chance of contracting Nurgle's Rot (see below).

NURGLE'S ROT

Any model that comes within 10 yards of any other model with Nurgle's Rot has a chance of catching the infection. Make a Toughness test at the beginning of any round in which a character is in such close proximity, taking into account any respiratory equipment the model might have (rebreathers, bionic lungs, etc). If this test is failed by more than 20%, that character has contracted Nurgle's Rot. His Speed is decreased by D3 (roll separately each turn) and he must add that same amount to his Injury total each turn. The only reliable way to be cured of Nurgle's Rot is by the thorough blessing of a member of the Ecclesiarchy who is particularly strong in faith, accompanied by the correct ritual and the burning out of infected areas with consecrated unguents and holy water. A character that is not cured of Nurgle's Rot will eventually degenerate into a Plaguebearer and serve Nurgle for eternity.

ACHILLES HEELS

As you can see, Daemons are very tricky customers, and as mentioned in the beginning of this article they can be nearly impossible to take down without the correct preparation. However, certain substances, phrases and individuals are inimical to daemonkind, and it is with these that the servants of the Emperor

"I shall not counsel you against fear of the daemon: the Emperor knows you have none. But even psycannon and daemonhammer cannot carry the day against such a foe: for what use is the bolter shell against disease, terror and madness?"

No, it is faith! Faith is our impenetrable shield and when faced with such belief the daemon becomes weak. Faith is our fiery sword and with it we will burn out the diabolic cancer of Chaos wherever it is found."

*Attributed to Inquisitor
Lord Hephaestos Grudd*

can hunt and banish all forms of warp-spawned devilry. The exact nature of such holy artefacts and powers is better left for another day, but suffice to say this represents a truly excellent opportunity for any GM to link a series of games that culminate in a devastating finale. Your players may have uncovered the lair of the daemon, but they know it'll feast on their guts if they go in there without the Sacred Rosary of St. Josmane. Naturally, a series of games where they hunt down and acquire said holy artefact, perhaps from a reticent member of the Ecclesiarchy who refuses to be convinced with mere words, forms a fantastic precursor to the final struggle against the Daemon. There really is no shortage of groovy themes and exciting story devices to bring your group into conflict with a Daemon, so draw a pentacle around your modelling table, put something scary together and unleash it on your players. They'll thank you for it, assuming they escape with their souls!



THE UNHOLY RANKS

In a blasphemous mirror of our own noble empire, it is believed that the minions of the Most Dire Gods have a hierarchy of power. From the insane whims of the Ancient Darknesses spring forth the Greater Servants of Misrule. They are hideous creatures, powerful in strength and mind, and possessed of dire abilities. Their visages are terrifying in the extreme, the incarnation of all things most unholy.

Ranking beneath these most fell of Dark Minions are the Lesser and Minor Diabolics. Amongst their incoherent ranks are some of superior or inferior potency, but still of a degree much less than the Greater Presences. This order of Servant provides the Fell Deities of the Pit with a multitudinous army of disparate and malevolent beings, sent to corrupt and disrupt, hurt and injure, those of a noble and pious disposition. Then there are the true Beasts of the Abyssal Gulf, mindless monstrosities intent on wanton chaos, random in their instincts, possessed of no motivation but that of their Unliving God.

At every level there are those poor corrupted mortals who have fallen pray to the avaricious, heathen ideals of the Ancient Enemy and have forsaken Humanity to become Dwellers in the Pit, some viewed highly as princes by their grotesque lords, others nothing but mere playthings for the whims of the Mad Gods.

THE VILE PRESENCE

The malformed existence which a Dark Fiend will create within the material universe is based on a number of factors, not least being the perceptions of the individual or group entreating its presence. The intents and purpose of their Dark Master is reflected in their Daemonic visage and appearance.

Those horrific beings, conjoined to the ancient and terrible Lord of Skulls, are dire warrior-things, dark of eye, blood-hued and bedecked with armour and weapons of brazen heritage. They are bloodthirsty, possessed of a supernatural bestiality, fury and rage, and excel in the arts of war and death. Their presence stirs men to bloodshed, their look turns the spine to ice with fear, and their bellows and war cries deafen those that oppose them.

The vile servants of the Prince of Misdeed are incarnate of the lascivious dreams and depraved imaginings of desperate malcontents. Their disgusting and foul nature is obscured by an aura of ecstasy and beauty, truly obscene in its falsity. Their grotesque conjurers are confronted by visions of unnatural serenity, charm and lustful suggestion, driving reason from their thoughts and causing unholy admiration and covetousness.

Those supplicants to the Architect of Fate who attract his supernal gaze will be gifted with bizarre, anarchic entities comprised of the raw magic of their master. They are a blaze of chaotic colour, shape-shifting and incorporeal. They are enveloped in an inconstant corona of energy, buzzing and shrieking with unearthly power, sparks of incandescence cascading from their bodies, piercing eyes seeing into souls.

Of all the nefarious devils that serve the Dark Masters, the corrupt minions of the Pestilent Beast are the most physically grotesque. Embodiments of decay and plague, their festering presence and unnatural stench is pervaded by a miasma of flies and nauseating putridity. Their swollen sores, exposed innards, wart-strewn and pus-slicked skin is sickening in the extreme.

INQUISITOR MASTERCLASS

Daemon Huntress by Michael Anderson

The first thing that becomes apparent when looking at the Daemon Huntress figure is the lack of bionic alteration that would normally be associated with a member of the Inquisition (or the amount that we are normally used to seeing on such figures.). To me this suggests a purity of body as well as spirit, and it seems that she is sustained by her devotion to the Emperor in her crusade against all things daemonic. An interesting addition to the figure, is the familiar whom accompanies her. It takes the form of a small, disturbing looking robed child, and unlike the Daemon Huntress is considerably bionically altered. Incidentally, I was so impressed with Mark's Huntress that I converted a 40K scale version for Golden Demon!

I began by assembling the figures and undercoating them with Chaos Black spray. When this was dry, I abandoned my usual method of painting the skin first in favour of painting the larger less detailed areas in advance (bit like eating your veg first at Christmas dinner!).



The armour was the largest area, and I decided that a gold and white colour scheme would reflect the purity of the character well. I initially basecoated these areas with Brazen Brass, which was then

highlighted with Shining Gold and then Burnished gold, remembering to keep the highlights thin. I then carefully painted the very edges of the armour with Mithril Silver, and the entire area was given a thinned down 50/50 mix of Brown Ink and Chestnut Ink to pull the colours together. (Fig 1)

The Blade of the Halbard, the gun on the servo-skull and the piping were basecoated with a 50/50 mix of Boltgun Metal and Chaos Black. This was then carefully drybrushed with Chainmail, and the edges painted with Mithril



Silver. These areas were then given a wash of a very watery 50/50 mix of Snakebite Leather and Chaos Black, to give my well-used oily metal effect. (Fig2)

I then decided to face my daemons (if you will pardon the pun), and attack all of the fiddly purity seals and scrollage. I also painted the Servo-skull using the same pallatte. I basecoated them with a 75/25 mix of Snakebite Leather and Chaos Black, which was then Highlighted with Snakebite Leather and then Bleached Bone. A final Highlight of Skull White was added to the edges of the scroll and the most pronounced areas of the skull. The litanies and numerals were written in Brown Ink with a Fine Detail Brush. The wax seals themselves were painted with Scab Red and Highlighted with Blood Red. (Fig 3)



The Loincloth was basecoated with Shadow grey and Highlighted with Space-Wolf Grey and finally Skull White, remembering to keep the highlights broad and smooth. The stone details on the armour and pendant used the same pallatte, but the highlights were kept much narrower. (Fig 4)

At last, the fun could now begin, as all that was left was flesh and details!



I wanted to create a large contrast between the areas of light and shade on the daemon's head, as I wanted it to look as far from human as possible. It was basecoated with a 75/25 mix of Chaos Black and

Camo Green, adding more and more Pallid Flesh as it reached the peaks of the face. I then glazed the entire face with my oily metal wash technique, before picking out the eyes. The teeth and bony protruberences were painted using the same method as the scrolls, and the tongue was painted Imperial Purple and highlighted with Tentacle Pink. The hair was highlighted with Snakebite Leather and then Bleached Bone. (Fig 5)



The Daemon Huntress' face was painted in quite thinned down paints, as this gives a much smoother effect, which is required for skin. It was basecoated with a 50/50 mix of Dark Flesh and Dwarf Flesh, which was then highlighted with Elf

Flesh and Pallid flesh. I then picked out the eyes. The hair was highlighted with Scorched Brown and small dots of Skull White were added where light is reflected on the surface of the dark hair. (Fig 6)

At this point I left the basing until after I had painted the child as I would paint both bases together.



The majority of the psychic null child figure is robed, so once again I opted to paint these areas first. The red areas were basecoated with Red Gore, then highlighted with Blood Red, Fiery Orange and Bronzed Flesh. This was followed by a thin glaze of Red Ink. The Collar of the robes was painted in the same method as the purity seals on the Daemon Huntress. (Fig 7)



I really wanted to approach the flesh on this null in a very different way to the Huntress. I thought he should look quite unhealthy, to suggest his status. I basecoated the flesh in Storm Blue mixed with a little Dwarf Flesh. I built up the highlights in small splodges (I think that's the technical term!) to give a mottled veiny effect, adding more and more pallid flesh to the mix until reaching a pure colour.

Finally the metal implants were painted in Tin Bitz and highlighted with Chainmail.

Both bases were drybrushed with Snakebite Leather and Bleached Bone. The pools on the Daemon Huntress' base were painted Chaos Black and small reflected stars were picked out in Lightning Blue and Skull White. The pools were then given a coat of Gloss Varnish et voila!



INQUISITOR. MASTERCROSS



Fig 2



Fig 3





Fig 5



Fig 7



Fig 6



Fig 7



INQUISITOR. MASTERCLASS



Fig 1



Fig 2



Fig 3



Fig 4



INQUISITOR MASTERCLASS

Unbound Daemonhost

by Neil Roberts

When I work on some models, whether they are 'straight-from-the-box' paintjobs, elaborate multi-part conversions or even multi-figure dioramas, I go through stages. My feelings for them may swing from love to hate and back again and again. That's how I feel about my Golden Demon entry this year and it made the final cut! Why am I telling you this? Well, very simple really. By the time I had finished the Unbound Daemonhost I had swung back and forwards more times than a playground swing at lunchtime.

When the pieces first landed on my work table, it was not one of the most thrilling experiences in my life. Because the figure is all long limbs and trailing cloth it looked like nothing more than a collection of metal sticks. The castings themselves were very clean, requiring almost no clean up, but the right hand was rather badly miscast, missing several fingers. Ten minutes work with Green Stuff restored a suitably menacing hand and was the only conversion work I carried out on the entire figure.

To be honest, there is very little conversion work I would do on this piece anyway (cue amazed gasps from all that know me!). I might clean up the limbs by removing the sores and lesions when I add this piece to my personal collection, but the only definite changes would be to the hands. The right hand is fine and the left hand is nicely executed. But it's the skull, you see. Which is a shame as it's the one blemish in the otherwise very atmospheric sculpting. When I get to play with it 'for real' I will either rout out the teeth and re-sculpt them or snip off both hands and replace them with the claws from the Keeper of Secrets. A few other minor modifications and he (it?) will look lovely floating along as part of my Slaanesh worshipping Chaos cult.

Back to the figure. My first problem came in putting him together. Nightmare! Not, I hasten to add, because the parts were ill-fitting. They actually go together more cleanly than I have seen in a long time, with some of the joints

needing NO filling at all. No, the problem was I had no reference material for the piece. This wasn't a problem for most of the figure, and it won't be a problem for you at all, but I just could not figure out where the vane of cloth (the flag-like piece on the right side of his waist) went. It didn't seem to fit anywhere, no matter where I tried it or how I turned it. I spent days going back to the figure again and again until it finally fell into place.

Crushed brick made up the base work. I was careful to leave the body parts uncovered, along with part of the original base as it looked like a large boulder.

I didn't bother with the charms at this stage, other than the suspiciously paintbrush-looking rod through the hand, but there seemed to be attachment points for them on the bands at his wrists and ankles. I normally do fiddly bits like tokens and charms separately and add them at the end anyway. Some figures I'll actually paint up as component parts before construction, as I did with Brother Artemis. It saves the frustration of knocking carefully attached pieces off during painting and having to re-glue them. It also saves building up huge lumps of super-glue on your figures. Just remember to carefully remove the paint from the surfaces to be glued together so that you get a good solid join, metal-to-metal. In the end I decided not to add the tokens as I had an image of the figure as a very sleek object. Plus... I had an idea!

Looking at the Daemonhost as it sat there, partially finished, tormenting me, I thought a lot about it. The figure itself reminded me of the C'tan - the way the robes, trailing cloth and flesh seemed to run together almost as if there was no difference between them. The base had body parts on it and there was, of course, a skull in the Daemonhost's hand, presumably from the same source. The creature was obviously daemonic. But what brought these thoughts together into one image was the word 'Unbound' in the title.

I sort of had this 'movie-clip' moment where I saw the Daemonhost tear itself out of its binding shell (hence the body-parts) and rise as a C'tan-like energy being, something no longer truly part of the material universe.

Since I had the starting image, all I needed was the colour scheme. Grey/black and metallic gold had already been done with the C'tan, and none of the colours in the rainbow seemed right for the figure.

I didn't even consider the metallics – well, it would make for a very boring Masterclass, and while I have no objection to metallic flesh, I don't like metallic cloth. If I'd decided to paint the cloth separately to the flesh I might have considered it but no, I had an image to uphold. Long thought (and the undercoat) led to the idea of white for the whole piece with tints to separate different sections. I further refined the idea, when I realised that the skull the Daemonhost is brandishing would be painted a 'solid' colour, by choosing to mark out the adornments and jewellery as separate from the body rather than part of it. I wanted to make it look as though the creature had decided to adorn itself with trophies from the... materials available.

Now to the paint job. First the undercoat – a simple spray of Skull White straight from the can, touched up in the recesses with thinned down Skull White from the pot.

When it was dry, I painted the whole thing with a coat of Ghostly Grey. Next came a slightly thinned Space Wolves Grey before I painted a thinned Shadow Grey into the deepest recesses. With each coat I waited for the preceding coat to almost dry before I added the next. This gave me the chance to see where the deeper recesses lay by looking at where the paint chose to pool and so concentrate the shading there, as well as letting me blend the edges of the colours into each other. Once the 'skin' was dry I highlighted back up through the colours with progressively lighter coats until I painted pure Skull White thinned 1:1 with water onto only the very highest points. One tip with this sort of paint job is to concentrate the most careful shading on the face if you're going to concentrate anywhere. It is the natural focal point of the model and any short cuts will show up here more than anywhere else.

Next, I started to pick out the flesh of the figure. Starting with the face and working outwards to the hands and feet, I painted thinned Liche Purple into the deeper recesses, dips and wounds. Also, where cloth met flesh

I lined the margins with the Purple, fading it into the flesh while it was still wet by using a clean brush dipped in water. What do I mean? Well while the paint is still wet I thin it on the figure by painting on clean water, just as I would with paint. This thins the margins of the paint, as well as removing some (so clean the brush continuously) allowing the colour underneath to show through. It takes a lot of practice and you need CLEAN water but it is a good technique to learn. I actually picked it up while using watercolours on some illustrations I was working on, although I had been blending wet paints together in a similar way for years. (Fig 1)

The trailing rags were next to be painted, and I specifically wanted to bring out the beautifully sculpted texture on them. I'm a big fan of sculpted texture on larger figures (you should see the 18" high Chaos Terminator Captain I'm scratchbuilding!) and was delighted to see it on an Inquisitor figure. I wanted to get the rags looking earthy without being dirty, like unbleached linen, so I knew I was looking for a light brown, almost khaki colour, but paler. Now experience has taught me that the browns in the Citadel range all have a strong red in their make-up, so if I had lightened them with Skull White or Bleached Bone I would have a very definite pink. Not the look I was seeking – those are rags, not feather boas! Although for Slaanesh or Tzeentch... but I'm digressing.

The mix I put together was 1:1:3 of Snakebite Leather (which has the least red in it), Codex Grey (to offset the red) and Skull White (to lighten the whole effect). When putting together a mix like this make-up a bit more than you need: it saves you having to try and duplicate it if you run out. If you like the colour you've mixed, or intend to use it in the future, then paint some onto a piece of white or clear plastic to use as a reference swatch. I actually have a book at home in which there are sample colours with notes next to them of what paints in which combinations went into making them.

Back to the rags. I thinned the mix with clean water roughly 1:4 and painted the resulting wash over the textured cloth. As you can see, the wash was thin enough to pick out the details while still being thick enough to be controllable.

The rest of the cloth, was painted similarly but using more grey and less white in the mix. The wash wasn't as thin on the untextured cloth, and I did use some unthinned mix to pick out

the lowest points and deeply shadowed areas. A little thinned white for the highlighting and the cloth was finished. (Fig 2)

Returning to the face I washed the hair with Royal Blue in a similar way to the clothing, picked out the eyes with Sunburst Yellow and painted the mouth with Liche Purple. I highlighted the tongue by adding white, rather than my usual Bleached Bone, in progressively larger ratios and softened the hair in a similar fashion. I did this to keep the highlights cold, rather than warming the figure up. The whole pallet was chosen to reflect this, avoiding as much as possible anything that could be considered warm or, as with the rags, minimising the impact of any warm colour as much as possible by using white to mix the highlight shades. (Fig 3)

Now that the Daemonhost's body was finished I could start on the adornments.

The first ones were the bangles. I knew that the manacles would be iron so I wanted the bangles to contrast. Golden colours coming right up! First I re-undercoated the bangles with Tin Bitz. Sometimes metallics do not cover too well, and over white this results in a streaky appearance. One extra coat to re-undercoat an area results in less thickening than painting several coats of metallics to get good coverage. The bangles were base-coated with Dwarf Bronze and, when dry, a 1:1 mix of Dwarf Bronze and Shining Gold slightly thinned was added. When this was dry I picked out a few high points with pure Shining Gold. I used the same colours for the head of the 'paintbrush' jammed through his hand, but used Beaten Copper to paint the fine lines that define the shape of the head and collar where it attached to the rod. (Fig 4)

The manacles were similarly painted, but using Chaos Black for the undercoat, Boltgun Metal for the base coat and adding Chainmail for the highlight mixes. (Fig 5)

Returning quickly to the rod of the 'paintbrush', this was painted with Scorched Earth with Vermin Brown added to make the highlights.

The skull was base coated with Bleached Bone and lowlights added by making progressively darker shading washes using Snakebite Leather. The teeth were picked out by running a thinned and controlled wash of Scorched Earth between them. I used the same wash to pick out the eyes and suture lines (that's where the skull plates fuse together). Rather than shade up to the highlights I just painted

on a thinned Skull White, building it up with additional coats where I wanted the colour denser, such as the crown of the skull. (Fig 6)

The body parts on the base were painted with mixes of Pale Flesh and Elven Flesh, adding the ubiquitous Snakebite Leather for the lowlights. The skin mottling was just dapples of Liche Purple and Regal Blue added sparingly and separately from an old splay-bristled brush. By not loading the brush with much paint I was able to get sparse colouration which let the flesh underneath peek through. The tubes at the neck were Liche Purple highlighted with a mix of Purple and Bleached Bone. (Fig 7)

Lastly, the gore. First I mottled the hands and skull quite heavily using straight Blood Red. Next, I added a sparser mottling using Scab Red. The secret with this kind of gore is to make sure the edges are irregular, not even. I applied some thinned Chaos Black to bring the texture of the hands back out and restore the underlying structure which had been nicely camouflaged by the gore. (Fig 8)

Looking the model over I added a bit of Liche Purple to the tubes at the back of the skull to pick them out and painted the base using the same colours as I used on the wooden rod of the 'paintbrush'. I didn't add any grass-work to the base as the body parts are freshly covered – no time for grass to grow. I painted the sides of the base with Chaos Black. And then, at long last, I varnished the piece with Purity Seal. Finished!

Ah, yes. The big question. How do I feel about it? Right up to the point where I started to add the gore I'd swung back and forth and ended up hating it. Once the gore was added, though, I had started to come around, and by the time it was finished I was actually sorry it was over. As I write this it's sitting on the shelf among my other pieces (well, towering over them to be honest) and I will regret having to give it up and send it to Andy.

Guess that means I like it!



Unbound Daemons

by Graham McNeill

Daemonhosts are dangerous creations and only those treading the path of Radicalism would dare to create such a monstrous entity. To be bound within a fleshy host is a supreme torment for a creature of the warp and they are constantly seeking ways to deceive their masters and trick them into allowing them their freedom. While daemonhosts are bound in this way, an Inquisitor has a powerful weapon at his disposal, but a daemonhost is only as reliable as the strength of the bindings keeping it chained within its host body. Sometimes these bindings weaken to the point where the daemonhost can break free for a time and if that happens...be someplace else.

TYPES OF DAEMONHOST

The power of a daemonhost is dependant on the type of warp entity bound within it. A host body with a minor entity might have a single psychic power, while a daemon prince would be able to do pretty much anything it wanted. Of course, the more powerful the daemon, the more easily it will be able to break any binding placed upon it...

You can use the rules for generating and using daemonhosts as presented in the Inquisitor Rulebook or you can decide to have a more powerful (or weaker) entity bound within the host body. The rules presented here don't make daemonhosts any less powerful, but they do make them slightly less reliable than normal, so it's up to you whether or not you employ these rules, as they may make your daemonhost turn on you at a critical moment...

If you and your GM decide to use these rules, then good for you. Choose what level of daemon entity you want bound within your daemonhost and modify its profile and powers accordingly based on the chart below.

	Psychic Powers	Willpower	Warp Strength
Demonic Beast	2 Max	50+D10	-50
Lesser Daemon	4 Max	70+D10	-30
Greater Daemon	No Max	80+4D10	-20
Daemon Prince	No Max	80+4D10	-20

Note: this table shows you how many psychic powers your daemonhost may have and the Willpower column replaces the roll you'd normally make for a daemonhost's Willpower. The Warp Strength comes into play later when rolling to see whether the daemonhost is able to break the bindings placed upon it.

DAEMONHOST'S BINDINGS

The strength of the bindings holding a daemon prisoner in a host body is dependant on the knowledge and power of the Inquisitor who has bound it. This is represented by a Binding Level value. This is calculated by

adding the Inquisitor's Willpower and Sagacity then dividing by two. Thus an Inquisitor with a Willpower of 76 and Sagacity of 88 would create bindings with a Binding Level of 84.

BREAKING FREE

Daemonhosts hate being confined to a host and will do all in their power to break the bindings placed upon them. Every turn, before any actions are declared, the GM (or the opposing player is there isn't a GM) must take a Willpower test for the daemonhost, with its Warp Strength as a modifier to its Willpower. If the roll is greater than the daemonhost's Willpower, then the bindings remain strong and the daemonhost may be used as normal. But if the roll is equal to or less than its Willpower, then the bindings are weakening and the Binding Level is reduced by half the amount the daemonhost passed the test by (keeping this secret from the controlling player will add a nice frisson of tension to your games as well...). If the Binding Level remains above zero, then the daemon is still bound and acts as normal, but if it ever falls below zero, then it's broken free.

If this occurs, the daemon entity bound within the host body breaks its bindings and from this turn onwards, control of the daemon falls to the opposing player or the GM (at the GM's discretion). He may utilize the newly unbound daemon as though it were one of his own characters - together with its newly increased powers (see below) - though it is now subject to the Instability rules. Replace the daemonhost model with the unbound daemon model and proceed from there. Needless to say, this is not a good thing. Note: the bindings of a daemonhost can also be degraded by enemy psykers, but I'll deal with in a future article.

Instability: Without the anchor of flesh to hold them in the material realm, unbound daemons must draw on their finite reserves of warp energy to remain corporeal. This makes them weaker than would normally be the case

and to represent this, the unbound daemons are subject to Instability. An unbound daemon must pass a Willpower test at the beginning of every turn or else be drawn back to its host body. See below for the impact of this on the daemon. If an unbound daemon exceeds its consciousness total then it is drawn back to its host body and counted as being out of action for the rest of the game.

Psychic powers and Instability: Utilising a psychic power is a severe drain on a daemon's reserve of energy. Every time an unbound daemon uses a psychic power, take an Instability test against its Willpower, with the power's difficulty as a negative modifier. For each ability the unbound daemon uses after its escape from its host there is a cumulative -5% modifier to this roll. This roll is also affected by such things as line of sight, range and so on.

For example, an unbound daemon with Willpower 83 uses the power Puppet Master (Difficulty 20) and this is the third power it has tried to use since breaking its bindings. So as well as a -20% modifier for the power's difficulty, there is a -15% modifier for this being the third power it has tried to use, resulting in a -35% to its Willpower test. The unbound daemon now has to pass a Willpower test on its modified Willpower of 48% - a fairly risky prospect...

Should the unbound daemon pass the Instability test it must still make all the normal roles to successfully use the psychic power. However, should the unbound daemon fail the test, the power does not work (together with any attendant losses to its Willpower) and it is immediately drawn back into its host body.

DRAWN BACK INTO THE HOST BODY

Should a daemon ever be drawn back to its host body, it counts as being stunned for D3

turns (unless it has been drawn there by unconsciousness, in which case it is counted as being out of action). After this the daemonhost will act as normal, too traumatised by its fresh incarceration to try and escape again for the duration of the game.

PUT THE GENIE BACK IN THE BOTTLE

Once free, an unbound daemon can do untold damage before it's imprisoned once more in its host body, and its creator will naturally be doing his best to get it back inside before it can wreak too much havoc. A daemonhost's master may attempt to force the daemon back into its host body so long as he is a psyker, but the daemon will be none too willing for this to happen. The turn after the daemon has escaped, the Inquisitor may use an action to take a Willpower test, with the daemon's Warp Strength as a modifier to his roll. If he succeeds, then half the amount he passes by is added to the Binding Level total. If this brings the Binding Level back above zero, then he has successfully drawn the daemon's essence back into the host body. See above for the effect of this on the daemonhost. Failure or the Binding Level remaining below zero means that the unbound daemon is still free to rampage.

UNBOUND DAEMONS IN GAMES

These rules will hopefully inspire you to use daemonhosts in a nasty, creative way and there are a host of ways an inventive GM can work the unreliability of daemonhosts into scenarios and campaigns. In a future article I'll deal with how you can devise scenarios around this idea and how nefarious characters can weaken the bindings on a daemonhost and how an Inquisitor can increase the strength of bindings between games. There's loads of scenario hooks and plots that can revolve around these unpredictable creatures, so stay tuned...

Unbound Daemons

An Unbound Daemon's stat line remains unchanged. Simply use the stats you have already generated for your Daemonhost.

Equipment: None

Special Abilities: An unbound daemon has all the powers it has normally. Once it has cast off the prison of flesh its master has bound it to, it gains the following abilities if it does not have them already: Invulnerable, Shadow, Impervious, Void Chill and Terrifying.

Psychic Powers: In addition, with a more direct connection to the warp, an unbound daemon can utilise even more psychic powers. An unbound daemon gains D6+1 psychic powers for as long as it remains free. These powers should be randomly generated and can be from any discipline chosen by the GM. If you don't have a GM, then roll randomly for which discipline the powers come from.

Unstable: Unbound daemons are subject to the rules for Instability.

Inquisitor Ivixia Dannica

By Graham McNeill

Recruited from one of the Schola Progenium on Alena-Mora, Ivixia Dannica was the daughter of a prominent Imperial Colonel whose regiment had been seconded to service with Inquisitor Grainne of the Ordo Hereticus during his Examinations into the Cardinal of Alena-Mora during the Sargossa Schism. The lengthy nature of this examination, in which tens of thousands were called to account necessitated whole swathes of the Cardinal's

congregation be put under armed quarantine.

Following the successful persecution of the Cardinal for his apostate

teachings and the prescribed punishment of both him and his world, Colonel Dannica's regiment were granted feudal rights over the ashes of his world.

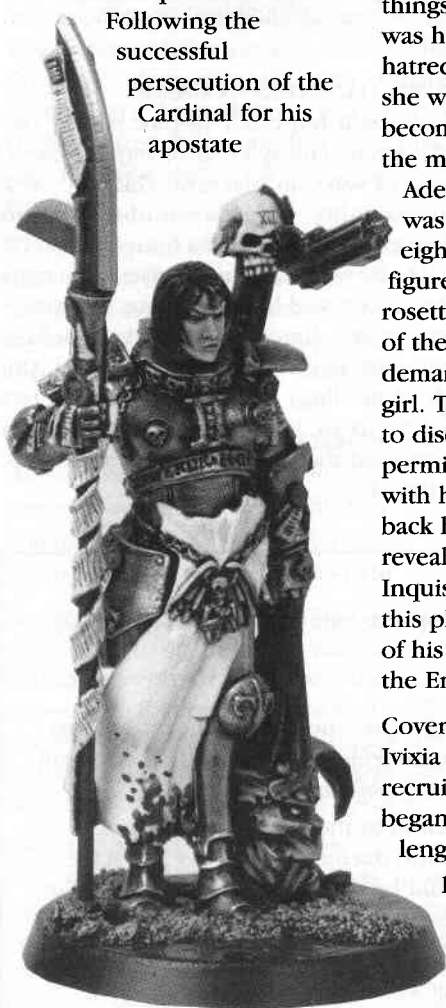
Ivixia learned the dangers of apostasy and the solemn duty of an Imperial servant, that not even death could end, at her father's knee. She was the most faithful in her devotions to the Emperor and the Ecclesiarchy of all her fellow pupils. The tales of the executed Cardinal's wickedness filled her with a righteous loathing of all things heretical and evil. Such was her fervour in this pious hatred that many believed she would take her vows and become a member of one of the militant orders of the

Adepta Sororitas. But such was not to be. On Ivixia's eighteenth birthday, a robed figure with an Inquisitorial rosette appeared at the gate of the family estates and demanded to see the young girl. The colonel was not one to disobey such a symbol and permitted the figure to speak with his daughter. Throwing back his hood, the newcomer revealed himself to be Inquisitor Covenant, led to this place by the divinations of his mystics and readings of the Emperor's Tarot.

Covenant was convinced that Ivixia would make an ideal recruit for his retinue and began subjecting her to a lengthy series of ordeals to prove her spiritual purity and physical suitability. Ivixia passed each one with

ease, but as she continued with the tests, an act of base treachery reaching back to the examination of Inquisitor Grainne was to come to fruition. The roots of heresy run deep and it is rightly said that the weed of corruption can fester even in the purest soil. There had been those who had escaped the initial purges of Colonel Dannica's regiment and had clandestinely continued following the teachings of the planet's former ruler. A network of daemon-worshipping cults existed throughout the planet, slowly gathering their power until such time as they were ready to avenge their master and regain control of their world.

As Ivixia's tests continued, these cults struck at the one man on Alena-Mora who symbolised their defeat and who they held responsible for the death of their leader: Colonel Dannica. Infernal pacts were formed, blood sacrifices were made to the Ruinous Powers and effigies of the colonel burned in sacrificial flames. As the colonel and his family attended the regimental ball, a daemon from the darkest regions of the Warp manifested in a blazing pyre of blood, slaughtering the guests in a frenzy of bloodletting. Screaming revellers fled from the daemon, but Inquisitor Covenant and Colonel Dannica stood against its might. Schooled in the mystical arts of the Daemonhunter, Covenant was able to hold the daemon



at bay, but not before it slew the colonel with a sweep of a warp-forged blade. The colonel's body burst into flames, immolating in a heartbeat until nothing but his charred skull remained. At the sight of her father's murder, Ivixia screamed at the daemon and the power of her words staggered the daemon for the briefest instant. It was all the opening Covenant needed and he was able to destroy the daemon's form and send it back from whence it came.

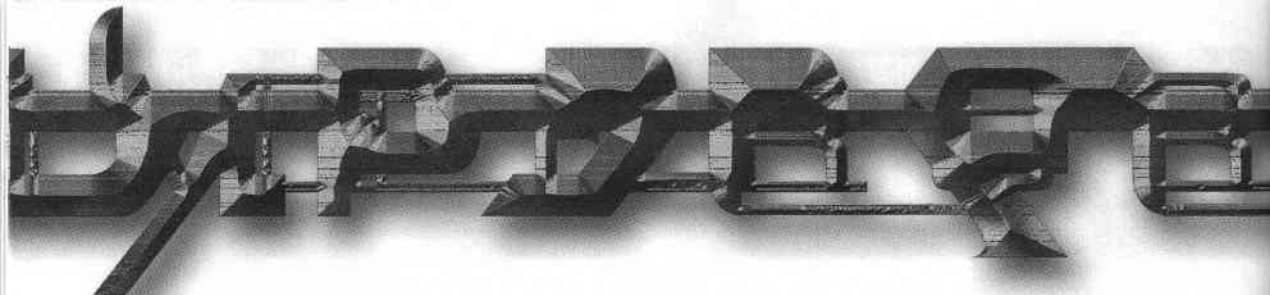
In the aftermath of the massacre, Inquisitor Covenant led the purges of the cults with Ivixia at his side, convinced more than ever that Ivixia was the right choice for his acolyte. During this purge, hundreds were put to death as Covenant and Ivixia hunted down those responsible for her father's death. Six months to the day following her father's death, Inquisitor Covenant left Alena-Mora with Ivixia Dannica as his latest Acolyte. Recalling the teachings of her father, Ivixia had his skull modified by the lexmechanics

of Inquisitor Covenant and turned into a weapon carrying servo-skull. Now her father would remain with her wherever she went and could continue to serve the Emperor beyond death.

Together Covenant and Ivixia travelled around the southern rim of the galaxy, stamping out many blasphemous sects dedicated to the worship of daemons and other warp-spawned abominations. Together with a disreputable type who claimed to be a Duke they defeated the hedonistic priesthood of the Decagogue of Panetha Varn and prevented the manifestation of the Daemon Prince Urgolath the Rancid on Sanerix IV. Ivixia learned from her master at an astounding rate, taking on her mentor's puritanical firebrand attitude, brooking no corruption or laxity in her investigations. Soon there was nothing more Covenant could teach her and successfully petitioned the Conclaves of the Ordos Tempestus for her ascension to full inquisitor.

On Cimmaru Majoris she led a force of inducted Guardsmen against the primitive idol-worshipping tribes of the western continent, declaring them Daemonicus Frateris, and personally tore down the vulgar and profane totem poles at the centre of each village. As her crusade continued, the tribes fought back with great ferocity, taking to the mountains and launching brutal hit and run attacks on Ivixia's forces. But axes and javelins are no match for lasers and tanks and eventually the tribes were driven back to a valley sacred to their people and began a conjuration that would summon the greatest of their gods. This was a creature said to be composed of mist that could not be harmed and had the power to kill a man with a glance. At the height of the battle, a scarlet mist poured from the mouth of the tribe's greatest champion and a glittering being that rippled with iridescent colours erupted from his body. Amid the ruin of his flesh a bull-headed





daemon of Slaanesh was born in the heart of the Imperial troopers. The slaughter was terrible and hundreds of men were killed as they laid down their weapons before this terrible, yet daemonically alluring beast.

But Ivixia had foreseen such an event and had a plan in place to defeat any such manifestations. Having already unearthed the truth of what the tribes were worshipping, Ivixia had requested the aid of the Chamber Militant of the Ordo Malleus. Activating a teleport homer, she called down a squad of Grey Knight Terminators who waited in orbit for just such a moment. Together with rallied squads of Imperial Guardsmen, they destroyed the daemon and wiped the last remnants of its followers from the face of Cimmaru Majoris. Their lands were declared Purgatus and sown with blessed salt that they might not give rise to anything for a hundred years.

With the success of the Cimmaru Majoris campaign behind her, Ivixia returned to the galactic core, destroying many blasphemous daemoniac creatures on many different worlds. On Prenau she joined the defence of the Basilica Dominastus and saved the sisters of Ordo Hospitaller who dwelt there. She also tracked down the instigators of the attack and recovered the shards of Saint Josmane's armour, one of the Basilica's most holy relics, which had been stolen in the first days of the battle. In recognition of this deed, the Ecclesiarchy

ordered that fragments should be shorn from the armour and incorporated into a holy weapon to be crafted in her honour.

As word of her bravery and purity spread, Ivixia was honoured on Ophelia IV with a blessed suit of armour for her efforts in defending the realms of the Emperor from the taint of the daemoniac and heretical. Her strength of purpose and chaste piety attracted many followers along the way and all were of the highest purity, as Ivixia would tolerate nothing less than the same standards she applied to herself in her followers. One such follower she discovered on the world of Karis Cephalon, while on the trail of Inquisitors she believed were harbouring and making use of daemonhosts. She discovered a diminutive, solitary individual known as Jeremiah sheltering in the mutant ghettos of this troubled world. Shunned, even by the mutants of Karis Cephalon, it soon became apparent to Ivixia that Jeremiah was an outcast known in some circles as a Pariah, soulless and loathed by all. But as a consequence of this, Jeremiah was a potent defence against psychic powers and thus a hugely valuable addition to a Daemonhunter's retinue. Despite his reluctance, Jeremiah knew that refusal was not an option and accompanied Ivixia in her pursuit of the fallen inquisitors.

Ivixia just missed one such Inquisitor at the forge-mine complex of Taberna Ostium and arrived just too late to apprehend another in the blazing ruins of Paganus Reach. The bullet-riddled remains of the town indicated that a fierce battle had occurred here and upon returning to Cephalon, she was to learn that the fearsome figure of Witch Hunter Tyrus had apprehended her prey at Paganus Reach. Marching to the Witch Hunter's lodgings, she demanded that Tyrus hand the traitor over to the Ordo Malleus. Naturally, Tyrus refused, stating that the heretic Kessel would burn in the fires of purgation, but that one blasphemer had escaped his holy clutches. Furious at Tyrus's refusal to hand over a consorter with daemons, she attacked his warband, but was given a sharp lesson in why Tyrus is such a feared individual throughout the galaxy. Realising that violence was not the way forward, she again approached Tyrus, this time in the spirit of co-operation, and learned that the escaped rogue Inquisitor did indeed traffic with daemons and make use of dangerous psychic powers.

The Ordo Malleus reserves a special hatred for those of their order who cross the line into daemoniacity, and none more so than Ivixia. Setting off on the trail of this escaped rogue, Ivixia and her retinue departed Karis Cephalon, the name of the traitor on their lips: Lichtenstein.

Inquisitor Ivixia Dannica

Equipment: Anointed Power Halberd of St Josmane, Purity Armour, Icon of the Just, Colonel Dannica's Skull, Purity Seals

Special Abilities: Leader, Heroic, Deflect Shot, Word of the Emperor, Ambidextrous

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Ivixia Dannica	87	75	61	66	73	86	84	87	89

Anointed Power halberd of St Josmane: Blessed by the Cardinal of Gathalamor, this holy weapon has sent scores of daemons screaming back to the depths of the Warp. Its blade was tempered in the tears of a thousand Sisters of the Order of the Ermine Chalice and contains fragments of the armour of Saint Josmane himself. As such, any daemonic characters will not benefit from the following daemonic abilities: *Invulnerable*, *Shadow*, *Impervious*. In addition, a character using a daemon weapon that successfully parries a blow from the blessed halberd must pass a Strength test or drop their weapon as the holy power of the saint burns them with its purity.

Purity armour: All locations except head (counts as carapace armour with a reflective coating).

Icon of the Just: Carried in a porta-shrine on Ivixia's back is a rendering of the blessed Saint Josmane, He Whom Death Could Not Claim. It is said that the holy saint touched this icon and the power of faith imbued in this magnificent work of religious art is such that it functions like a force field and provides her with D6 protection from shooting attacks.

Colonel Dannica's Skull: This is a gun skull as described on page 90 of the Inquisitor rulebook. It is armed with an Autopistol.

Purity Seals: Inscribed into Ivixia's armour are the teachings of the Liber Daemonicus, which contain words and symbols hateful to the daemonic. These count as Pentagrammic wards.

Jeremiah

Equipment: None

Special Abilities: "I'm with her", Does not fight, Pariah

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Jeremiah	25	27	34	41	70	-	94	42	18

"I'm with her.": Jeremiah will always perform his actions after Ivixia, even if she defers her actions until later in the turn and must remain as close to his mistress as possible. If Ivixia moves, he must spend as many actions as are necessary to join her. If he has any actions left, then he may act as normal. If Ivixia is rendered unconscious or killed, he will attempt to make his way from the battlefield as quickly as he can.

Does Not Fight: Jeremiah cannot make any attacks in close combat, as he is pathologically terrified of injury. Should he be attacked in close combat he may only defend himself by dodging and will always try and break from combat, using his free run action to get behind Ivixia.

Pariah: All psychic powers used or directed at anyone or anything with 10 yards of the Pariah suffers a -50% difficulty modifier in addition to any other modifiers. Daemons and other creatures of the Warp cannot see the Pariah, but can be aware of his presence ie, by moving an object or otherwise interacting with his surroundings in a manner that will produce noise. To spot a Pariah, a daemonic character must pass an Awareness test at -40%, though if the Pariah has made any detectable noise the GM may reduce this to -20% or less as he sees fit.

Converting the Masses

Pushing Ink in Inquisitor

by Neil 'Mad Converter' Roberts

(To see Neil's examples in glorious technicolour turn to the back cover.)

If you've read my first Inquisitor Masterclass article (See Ext 2) or even just looked at the pretty pictures, then you'll know that I like to tattoo my figures. I first got interested in tattooing when I helped out at a local tattoo parlour in my home town during a period of unemployment. OK, 'helped out' is probably overstating the case – it was more like hanging around, talking to people and absorbing the atmosphere. And seeing some truly stunning tattoo work.

In modelling, as in real life, badly executed tattoos look really awful. It's a fact: sure as eggs is eggs, sure as night follows day, sure as every odd numbered Star Trek movie is pants. So here is how to do it properly... Tattooing, that is, not a Star Trek movie.

First, the materials. The most important is a Staedtler .005 pigment liner (an art pen with a seriously fine tip) or similar, but you'll still need the usual paints and brushes, plus a spray can of Purity Seal. It's an excellent idea to also get hold of as much reference work as possible. There are plenty of tattoo mags on the market and I keep an eye out for any specials on styles such as 'tribal' or Japanese. Especially useful are those mags that feature sections of the original designs which real tattooists use, known as 'flash', as well as pictures of the final results. There are also several 'proper' books available on the subject, but these tend to be heavy on the history and light on the images. There is also an amazing amount of info available on the internet - no big surprise there!

Next – choosing the design. Best advice here is to concentrate on designs which fit the background of the figure you're painting. Just because you like a full back-piece of the Japanese god of war and are good enough to actually execute it, doesn't mean its the right choice for an Ork, likewise 'Orky' tribal designs aren't going to look right on an Imperial Guard officer. I have a beautiful Maori facial design which I'm dying to do, but I haven't found the right figure for it yet (although I've just got my grubby hands on the Chrono-Gladiator and he's just screaming out for a good tribal tattoo...).

Some designs are harder to execute than others – geometric designs are the hardest of all. If you look at the piece I painted for my master-class, you'll see the ever popular barcode design on the left shoulder. Its probably the hardest design of all as you have to draw numerous, closely placed, parallel lines of various set thicknesses. Phew! The good news is that its great practice. If you can draw a barcode on a figure you can probably draw anything

Try to visualise how a design will look on the figure itself. Simple designs will generally work on any figure, but complex designs (like the aforementioned back-piece) tend to work only on figures that already have little in the way of detail in their painting or sculpting. Remember that the tattoo, like any other pattern, is meant to compliment the figure, not complicate it.

Enough of the theory – now the practice.

First – paint the model. Tattooing is always the last task on any figure I paint and is a major exception to the 'inside-to-outside' painting rule I normally follow. In Exterminatus issue 1 Seth Nash (great name) likens this simple rule to the figure getting dressed, and it was the first painting rule I learnt from my old mentor, Kevin Benevicius (scary name). Of course since a tattoo is actually under the skins surface, it would be impossible to follow the rule anyway, so I don't feel too bad about it.

Once the figure is painted it must be sealed with a shot of Purity Seal before you start tattooing. The Purity Seal gives a smoother surface for the pen to move over, as well as being easier to clean any mistakes from. Once the Purity Seal is on, its important not to touch the area you are going to tattoo. If you do then you'll leave oil from your fingers all over it, and this badly affects the coverage from both



Neil's impressive tattooing skills in action.

the ink from the pen and the colouring paint washes. But I'm getting ahead of myself.

First stage is to draw out the design using the pigment liner. I always practice first on a piece of scrap paper or card before attempting the figure itself. I also keep a bit of water and a damp Q-tip to hand to clean off any mistakes before they dry. That's important tip number 1. When the design is finished make sure you let it dry thoroughly before you seal it with another shot of Purity Seal. If you don't then the Purity Seal will lift the ink into globules and break up the design. That's important tip number 2.

Also make sure that you use Purity Seal to varnish the design, and not the Chaos Black undercoat that you stupidly placed right next to the can of Purity Seal instead of putting it away like you meant to. That's important tip number 3. And stupid mistake number 1.

If you're following along with the pictures you should be looking at example 1 right now. The arm is from the Sgt Stone figure, and I chose the dragon design from the pages of an old RPG because its striking and intricate, but within my capabilities to reproduce for the three examples I needed to create.



Example 1

Next step. Once the design is varnished you have to colour it. Now this is where practice really makes perfect. I've never really got on with inks, so I use paint thinned to the point where it is still thick enough to go on cleanly without pooling on the figure's surface (thin it too far and this is what happens), but not so thick that it obscures the design underneath. A word of warning – some paints will remain too opaque even when thinned down to, or even beyond, the perfect consistency. You won't be able to use these paints for tattooing, but if you can find a good red, blue and yellow, you should be able to mix most shades you may end up needing. If you want to deepen a colour, wait until the first coat is bone dry and then paint another coat over it. In this game you cannot short-cut by painting on a thicker coat.

By painting a darker colour over the base you can also create shading in the design. Have a look at the difference between examples 2 and 3. Example 2 shows the basic yellow and red laid in, but on example 3, apart from having added more colours, I've added shade to the yellow by using a



Example 2



Example 3 Once you've finished the colouring, let it dry completely before sealing it with another coat of Purity Seal. Also note that you don't need to high- or low-light the tattoo as a whole. If you do it properly then the shading of the skin visible through the colours will do it for you.

That's normally the whole thing finished, but if you need to tidy up any black lines which may have been obscured by too thick a coat of paint you should do it after the colour is sealed, and then seal it again.

As you can see, this technique means you could have three or more coats of varnish on the tattooed area and anything surrounding it, and varnish really clogs up sculpted detail, much worse than even a heavy undercoat. Now you know why I paint tattoos last of all.

The Japanese dragon design would be perfect for a main character, or as a one-off, but for groups of figures tattoos can do more. One simple design can be used on all the members of a unit to indicate their group affiliation. The symbol I've used on example 4 is a gothic 1 from an old Dark Angels codex. It was easy to do, taking less than a minute, and I found it easy to repeat when I had to (Remember stupid mistake number 1? Now you know how I discover most of my important tips.).



Example 4



Example 5 Its also possible to combine the tattooing technique with normal painting to create something more like war-paint. Example 5 started out as a simple tribal design totally executed in black pen, but the skull was too bold and overpowered the whole thing so I painted it white and blacked out the eyes and nose. Much better.

Apart from tattoos and war-paint, I've also used these techniques to paint designs on clothing, armour, shields, shoulder pads, purity seals, scrolls, even banners. Talk about versatile!

And that's it – you can now tattoo. Just remember where you heard it.

Whether 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.

Rogue Traders

For the Attention of the Imperial Inquisition and its Ordos

LOCATION: Australia

SECURITY LEVEL: Off-white

Why is it that the leader of Inquisitor warbands is usually an Inquisitor, or in the case of people who enjoy 'winning', a Space Marine? (It makes a lot less sense written down, but I think you know what I mean). I find that most people don't appreciate the flexibility of characters such as Rogue Traders, Adeptus Mechanicus (Mechanici?), even Mutants, Ecclesiarchy characters, etc. These characters can be used in a whole series of unique scenarios, which most Inquisitor gamers are missing out on. Also, invent your own Ordos, invent your own character type, your own weapons, your own psychic powers, whatever - just BE DIFFERENT. Be sensible, too, of course. Going overboard may leave your opponent wondering if you are playing the same game, and confuse everyone. I simply think that each game should have something a little different about it, to avoid getting in a rut.

Also, I'm afraid I have to briefly have my say on the Space Marine issue. LEAVE POWER ARMOUR ALONE!!! Power armour is fine, it's just the thing inside it which could be tampered with. The easy way to fix the problem (if you see it as a problem) is to give statlines an upper limit of around 100, before modifications for weaponry, etc. The main reason for saying this is the realisation that a vehicle running into a Space Marine is metaphorically equivalent to a piece of tinfoil pressed onto a brick. I'd best finish up here, and attend to the serious business of making credits from mutant uprisings in the Kytaxorian Rift.

Out.

Rogue Trader Excelcius Renn

(Commander in Charge of F.S.S. Warpsaint, in loyal service to the Imperium, beyond Her Boundaries)

The Weather Channel

This was something written by me a couple of weeks ago, I posted it on the 40K games forum but got little reply. I hope you like my ideas.

Note: None of these have been playtested. Kind of difficult to do when you're sitting in a desert. These are extreme circumstances only, as most inquisitors can shrug off bad rain and a little snow.

Extreme heat (high noon)

The terrain is like a sauna. Not just hot but sweltering.

All advantages for being in shadows (ie, for spotting purposes) are reduced by 15% (the sun virtually eliminates the shadows). At the start of every player's turn, each model must take a Toughness test (with modifier) or be stunned for that turn by heat exhaustion. The GM should set the heat modifier at the start of the game (I'd recommend +20% for very hot conditions, and +10% for very, very hot conditions).

Fog

It's a pea souper out there. At the start of the game, the GM declares a minimum distance, maximum distance and range modifier. Minimum distance is the distance before the fog has an effect. Maximum distance is the maximum distance the character can see. Range modifier is the modifier added for every 1" over the minimum distance to all checks to do with sight. (Eg, Min of 15", max of 30" and mod of -2%)

Rain

It's tipping it down. All attempts to move at a sprint count as a risky action. For heavier rain you could make running a risky action and add the rules for fog, the rain limiting vision. Black powder weapons do not work in these damp conditions.

Gales

It's blowing so hard you have trouble standing. All attempts to climb or move on any form of difficult surface count as risky actions. Walking along narrow walkways counts as a risky action. The GM can add modifiers to shooting

if he deems the wind to be strong enough, deducting a certain percentage for every 1" of the shot.

Lightning (My favourite – very dramatic!)

At the start of each character turns roll a D100. On a 70%+, lightning rips out of the sky, illuminating shadows (treat as for very sunny conditions). On a 100, lightning strikes the character whose turn it is, instantly causing D10 damage to D6 random locations (roll for each damage separately) ignoring armour.

The thunder makes hearing very difficult, ultt causing a -20% modifier to all hearing based tests.

Arctic Conditions

You're freezing your nads off at this point! All movement faster than walking counts as a risky action (it's very icy). If you want to add hailstones randomly select a location for each character every turn and roll a D3 for injury, this doesn't ignore armour (these are very big hailstones). The cold numbs your senses, lowering initiative and Sagacity by 10% (unless you've got a bionic brain, in which case you'd probably think a lot faster). People in all enclosing helmets and suits are not affected by this (damn central heated Space Marines).

Hope you like them, any thoughts?

Name and Address lost in Warp

<Please get back in touch so we can credit you>

Needless Maths?

Hello again my esteemed comrades,

In a previous issue I discussed the use of a 'sliding scale' to work out 'to-hit' modifiers for firing at differently sized targets with firers that vary in size themselves. Coming to the conclusion that the editor (Andy, I'm guessing it was you who wrote responses) was right in saying that it would perhaps needlessly complicate things, I began to search for another way of defining what a 'large target' and a 'small target' are. The easiest way I have found is to use this rule when shooting at targets of differing size:

If a target is over one third higher than its attacker, it counts as a large target. If the target is over twice as tall as its attacker, the attacker receives a further 5% bonus to their To-Hit roll.

And

If a target is one third shorter or less than its attacker, it counts as a small target. If the target is less than half the height of its

attacker, the attacker receives a further -5% penalty to their To-Hit roll.

Any further size differences can be ignored or the GM can alter the penalties and bonuses as he sees fit.

This negates the need to have endless tables and charts to game by, while still making the game that little bit more detailed.

Cheers,

Acolyte Kelly <Ryan>

Down Under

Location, Location, Location

Hello,

I am an avid Inquisitor player who has noticed a potential problem/oddity and have a possible solution that I think would be a good change for the game. Whenever we play Inquisitor and randomise hit locations we found we were constantly hitting the right leg/arm or the left leg/arm due to modifiers. This would make our characters walking around with a completely mangled and unusable right or left side while the other remained unscratched! A simple fix that we found was to combine the arm fields and the leg fields and on an odd result it hits the left side and on an even it hits the right side. So the new chart would resemble this:

01-30 Legs (odd=left, even=right)

31-35 Groin

36-65 Arms (odd=left, even=right)

66-80 Abdomen

81-95 Chest

96-100 Head

Just a thought,

Inquisitor Lungren <Cavan>

PS Thanks for all of the awesome coverage on some of the less-played games!

I really like this and wonder why we never thought of it during initial development! This may even find it's way into a future rules review.

Until next issue my esteemed colleagues...





CONTACTS PAGE

COMING SOON...

Mordheim Stage Coach, Highwayman
Inquisitor Sister Repentia, Bolt Weapons
Battlefleet Gothic Hellfire Class
Warmaster Screaming Bell
Blood Bowl Ramtut III, Flesh Golem

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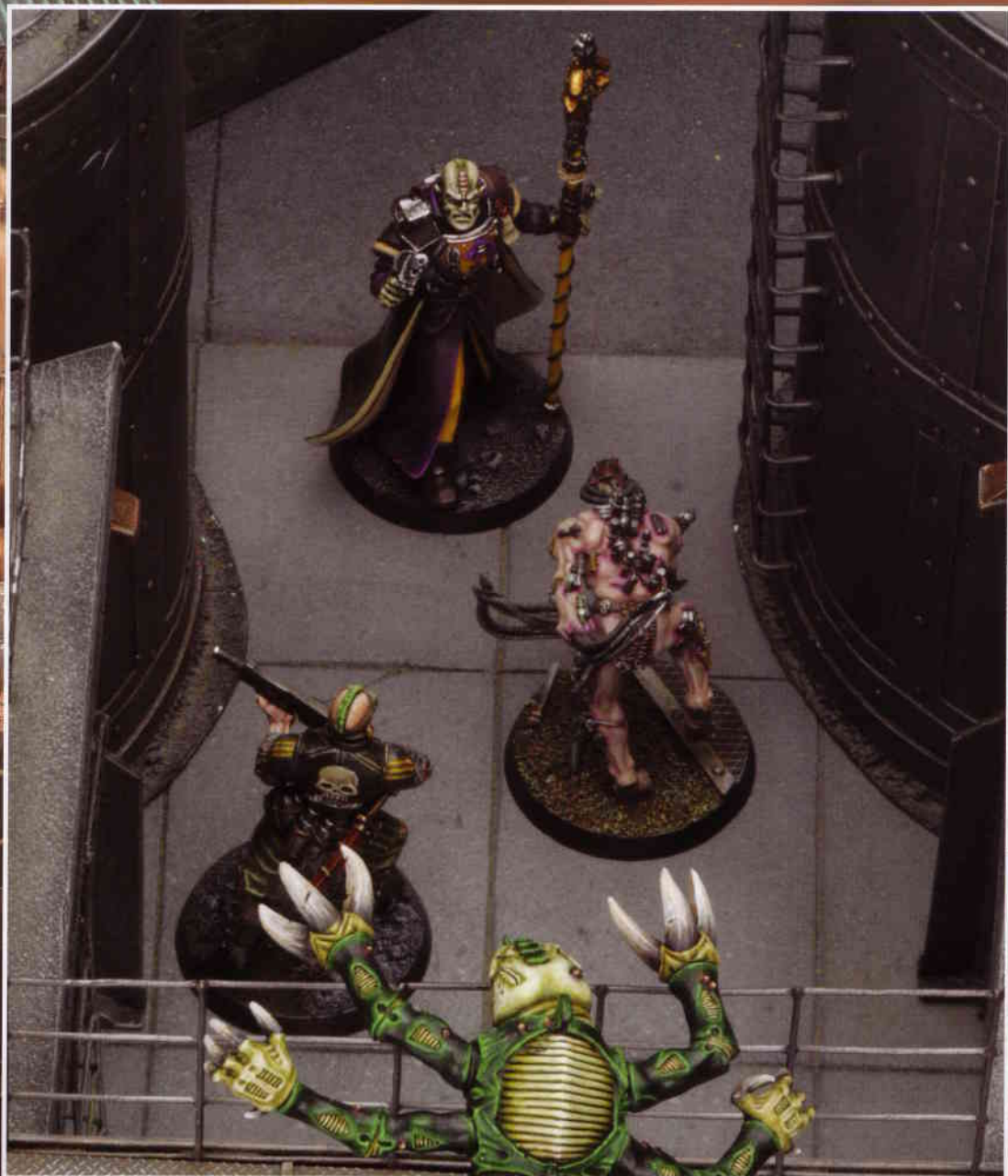
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It's above you!



Example 5



Example 4



Example 1



Example 2



Example 3

The art of tattooing, see Converting the Masses on page 27

INQUISITOR

Facing your Daemons

Using the diabolic, by Phil Kelly

Inquisitor Masterclass

- Daemon Huntress

Michael Anderson strikes again with another fantastic paint job

Inquisitor Masterclass

- Unbound Daemonhost

Neil Roberts brings the new model to life

The Unbound

What happens when a Daemonhost becomes Unbound?

by Graham McNeill

Daemon Huntress

Faith is her weapon, by Graham McNeill

Converting the Masses

Painting techniques for tattoos

by Neil Roberts



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