INQUISIMUNDA

DRAFT

THE CROSSOVER BETWEEN
INQUISITOR AND NECROMUNDA



N17 COMMUNITY EDITION

- 16TH JULY 2018 -

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Special thanks to the worldwide Inquisimunda community, whose years of continuing discussions are instrumental, to the numerous forums, blogs and websites (especially the Yaktribe community on https://yaktribe.games*, DakkaDakka, Warseer, Eastern Fringe, The Conclave, Iron Sleet, Empire of Ghosts, Lexicanum, Warhammer 40k wikia) and to the many contributors and passionate hobbyists who breathe life into the grimdark future.*

Thanks for reading!

Fred
(aka "Alphonse" on Yaktribe)

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Updates

The present book, which brings together contributors from diverse horizons, bears witness to the powerful will of the community to establish Inquisimunda as an enjoyable game system. This endeavor is a tribute to the richness and the depth of the 40k universe. It is an ongoing process and, by essence, a collective effort. Every contribution, no matter how small, is a tangible step toward a better outcome.

This document is a work in progress. Throughout the pages, you may find some [comments highlighted in yellow]. They are here to notify the community that feedbacks and tangible contributions are required or that discussions are ongoing about this very point on Yaktribe's forums. It is also a way to expose the process that is followed and the sources from which this part might be based on.

CHAPTERS	UPDATED	WHAT'S NEW
General	16/07/2018	Added pictures of amazing conversions Rearranged several chapters
Introduction	15/04/18	Shortened
How to play?	16/07/2018	Chapter created to explain the new process for fighters & warband creation
Designing a warband	16/07/2018	Complete overhaul of the warband creation process (4 steps & cards)
Recruiting fighters	16/07/2018	Introduced Cards for Positions
Species	16/07/2018	Introduced Cards for Species
Mutations	16/07/2018	Individualised as a chapter & introduced Cards for Mutations
Psykers & Psychic Powers	16/07/2018	Individualised as a chapter
Bionics	16/07/2018	Individualised as a chapter
Expanded armoury	22/05/18	Updated Pistols & Basic weapons stats Added Special, Heavy & Close combat weapons stats
Bizarre Bazaar	22/05/18	Complete overhaul of the Bizarre Bazaar Added all weapons costs & rarity levels
Special rules	16/07/2018	Added rules related to the chapter 'Designing your Warband'
Campaigns	16/07/2018	Added a first draft of the Path to Heresy

LATEST VERSION

First, you're invited to verify that you are in possession of the last update of this document. After checking the date on the cover of this book, please visit Yaktribe's Vault here to download the latest version.

TWO-PAGE VIEW

This document is intended to be displayed in a two-page spread like a book. Be sure to opt for "Show Cover Page in Two Page View" (cover page alone).

TO ERR IS HUMAN

Please feel free to report spelling mistakes and typos, suggest rewording of misleading phrases, or add explanations to an evasive paragraph (here).

CALL FOR CONTRIBUTIONS

There is a lot of questions about the best way to represent something in Inquisimunda, in relation to weapons, fighting styles or even purpose in life. You are welcomed to take part in the discussions (here).

Specifically, we are now looking for:

- Weapons & Wargear stats and prices
- Fluff & Illustrations
- Bionics & Implants
- Psychic powers
- Familiar/Constructs/Beasts rules
- Proofreading
- Play testing and Feedbacks.

Introduction

Welcome to the world of Inquisimunda. You may have heard the term whispered among mysterious players from secretive groups, or have stumble upon pictures of an unfamiliar miniature in dark and strange corners of the Web. Unknown species, unidentified faction. Before realizing you were asking yourself who was this little guy, what was his story, what influenced his intention, your interest was inescapably piqued.

Something was happening inside of you, an odd feeling of unspeakable attraction. You wanted to know what you had suspected for ages: everything you have been told is a lie! There are no such things as heroes or villains in the horrifying universe of the 41st millennium. No light upon the path of the defenders of Mankind and the Emperor. No absolute shadow in the heart of their registered enemies. The Inquisition was there to rid the worlds of any heresy, to save the galaxy from any threat from within, without or beyond. Operating in secrecy and seeing their methods to be secondary to the execution of their holy duties, Inquisitors act freely. Could an emperor asleep in a stasis chamber really control the judgment given by his agents?

There is no coincidence. You're here because you are drawn to this kind of uprising, far away from the brightly colored normalcy edicted by the Imperium or its temporary allies. In Inquisimunda, you follow the lives of the many forgotten characters who invisibly influence the destiny of the whole galaxy, not battle after battle, war after war, but one stab after the other, one gunshot at a time, one intrigue a day.

What is Inquisimunda?

Short answer: Inquisimunda is a crossover between Inquisitor and Necromunda (hence the name).

Inquisimunda is a way to play lesser-known characters from the 40k universe, named once in a Black Library book or briefly evoked in a 40k codex but rarely seen on a tabletop. It's a way of recapturing some of the older stories of 40k, dated back from the Rogue Trader era, that have been sidelined since then. It's a tribute to the work of artists who relentlessly tried to depict a richer and deeper universe. Blanchitsu regularly features such warbands in White Dwarf, and part of the appeal of Inquisimunda is the ability to design your very own little guys to explore the more obscure areas of 40k background. The desire to represent your characters by searching the whole GW range of miniatures, converting them, using greenstuff to make them unique, is an integral element of Inquisimunda.

At its core, Inquisimunda is all about Inquisitors, heretics, mutants, xenos, and the men and women that want to either tear them apart or to continue to live from their forbidden activities. It's an alternative approach to 40k where the focus is shifted back to a human perspective where even a single Astartes is a momentous, game changing figure. Inquisimunda is about embodying something unusual. It could be some dismissed rogue traders, particularly cruel void pirates, a not so peaceful T'au diplomatic cadre, or something completely different. It's up to you!



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Where does it come From?

In 1995, the first official version of **Necromunda** came out, following the idea of a ruleset published in White Dwarf between autumn and winter 1990-1991 for a skirmish wargame called Confrontation. In 2003, a first fan update was compiled by the community (and accordingly dubbed NCE, Necromunda Community Edition).

In 2001, GW published a narrative skirmish game called **Inquisitor**, with 54mm scale models. It was pretty unique in that it was essentially non-competitive: it was more about creating a narrative and roleplaying your characters. The rulebook was full of artworks and background stories, an evocative setting that captured the imagination.

In 2011, the community compiled a first ruleset for **Inquisimunda** (V1.0, V1.3 Addendum), keeping the same game rules as Necromunda but extending the number and type of "gangs", and introducing a vast armoury, as well as major psychic powers, thanks to the work of Jeremy Olsen, based on an idea from 2008 in Migsula's blog on DakkaDakka “Jade Vessel”.

INQ28 & 40KMUNDA, WHAT'S ABOUT?

Technically, **Inq28** is a direct translation of the RPG rules of Inquisitor from the 54mm scale to the 28mm one. Switching to a smaller scale has made a broader range of miniatures available for conversion, easing the creation of unique character models. Thus, Inq28 is more about creativity than playing rules. This could explain the confusion with this term, since Inq28 is often used to speak about Inquisimunda, or more broadly, games that feature Inquisitors or something comparable in power level and tone, style and spirit.

40kmunda is another fan proposal based upon NCE, allowing gamers to play with more 40k factions. It's basically another take on Kill Team (or Shadow War), warband level 40k skirmishes where fighters level up and have access to everything.

Inquisimunda gets scaled back to feel more like the original inquisitor game with its ability to take just about anything of an investigative stealth level, with the ability to level a warband up from novice fighters to elites operating in the shadows.

Why a new version?

Inquisimunda v2.0 (2016) was based on NCE. Work on a new version (v3.0), still based on NCE, was initiated at the beginning of 2017, with a focus on streamlining the house rules and notably the warband creation process. Great advances have been made, but due to the announcement of a new version of Necromunda for the end of 2017, this initiative has been put on a temporary hiatus.

N17 has come with a lot of changes to the way Necromunda is played. Even if the new setting is not fully complete (not yet Outlanders for instance), it is interesting to adapt Inquisimunda to these new game mechanics.

Furthermore, Warhammer 40k has seen a major new release (8th edition) at the middle of 2017, with substantial changes to factions, species and weapons.



Courtesy of ThoseWhomTheGods

How to play Inquisimunda?

Inquisimunda N17 is based on the ruleset of Necromunda: Underhive boxed game (2017). A copy of the softback rulebook is required to use the present supplement. It won't take long to learn the basic rules of the game such as moving, shooting, fighting in close combat and the turn structure, much of which experienced Warhammer 40,000 players will be familiar with already.

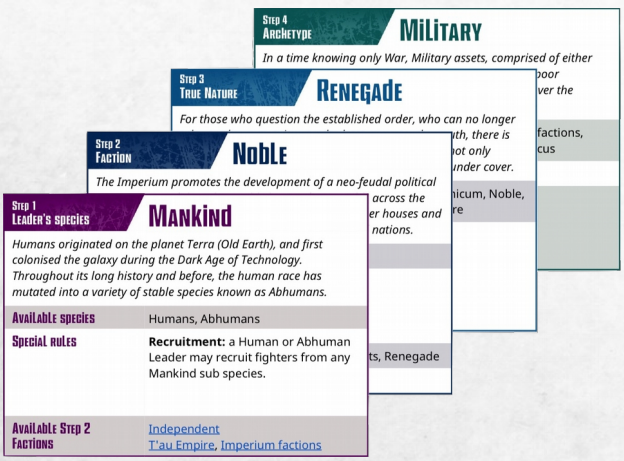
From there, Inquisimunda offers gamers a broader choice of warbands, species, weapons and wargear, in replacement of the House gangs, Underhive Armoury and Trading Post of N17.

Keywords & Cards

Inquisimunda is based on Keywords to attribute special rules or to grant access to specific equipment for your fighters and your warband. To ease understanding and mastering of the way these keywords works, Inquisimunda proposes different sets of cards. In the following chapters, you will be guided to choose the cards that best represent your very own idea of a warband. This process is meant to be a full replacement of the way gangs are chosen in Necromunda: Underhive.

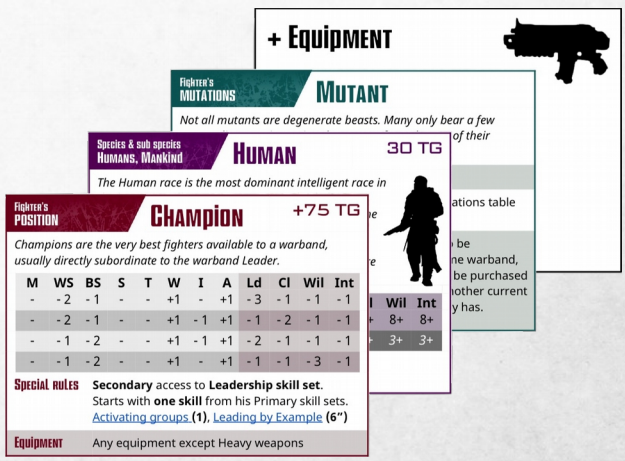
Designing your warband

In Inquisimunda, you do not choose a warband among a limited list. Instead, you will be able to create your very own warband from a first set of cards. The combination of these cards offers a great number of possibilities to explore. All you have to do is to end up with four cards, no less, no more. To make it easy for you to choose your cards, you just have to follow four steps, each one of them represents a key aspect of your warband. The most interesting step is probably the third one, as it lets you keep undisclosed your True nature. Indeed, your warband rules could evolve during the course of a campaign.



Recruiting fighters

Once you have found the perfect set of rules to represent your warband, you will be ready to recruit a crew. Unlike Necromunda, there is no list to pick up from. Instead, you will be able to combine different cards to create each one of your fighters. The process is even faster than the one for warband, since according to your previous choices, you will have only access to cards that fits your background. Only two cards are mandatory: Position (Leader, Champion, Warrior, Heavy, Initiate) and Species. A third choice of cards lets you design mutants (and psykers). The last step is to buy some equipment (and possibly bionics).



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Rules changes

With the Necromunda Rulebook and this core ruleset for warband and fighters, You will be able to play skirmish games in no time. For campaign games, the Gang War 1 supplement is required, as well as some alterations exposed in the chapter: Inquisimunda Campaigns.

Below is a table to keep track of all the equivalences and changes between Necromunda and Inquisimunda.

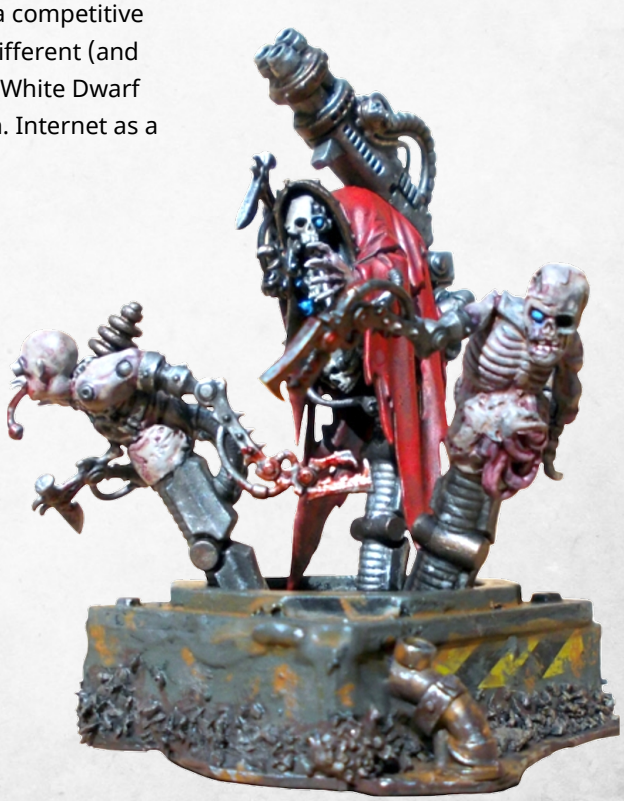
NECROMUNDA RULES	INQUISIMUNDA CHANGES
Basic rules	No change
Advanced rules	Added specific rules in the chapter 'Special rules'
Founding a gang • House lists • Fighters statlines	Replaced by • Designing your Warband • Recruiting Fighters ◦ Species ◦ Mutations ◦ Psykers & Psychic Powers ◦ Bionics, Prosthetics & Implants
Underhive Armoury	Replaced by Expanded Armoury
The Trading Post	Replaced by The Bizarre Bazaar
Campaign (Gang War 1)	Altered system in Inquisimunda Campaigns

Fun & Fluff

The main focus of Inquisimunda is not about designing a competitive list. It's all about bringing a story to life and enjoying a different (and darker) side of your favorite hobby. Black Library books, White Dwarf Articles and 40k Codices are a great source of inspiration. Internet as a whole is also full of artworks and artists. You may find astonishing miniatures and ideas on DakkaDakka, Yaktribe, 40k wiki, and numerous blogs. Many thanks to them!

Keep in mind that the present book is a Work in Progress and a Community Effort. If you can't find a specific rule to play one of your idea, feel free to create it and try to convince your players group that this is for the Greater Good. In the mean time, we invite you to discuss and suggest rules on *Yaktribe's forums*.

Let's have fun!



Courtesy of KrautScientist

Designing your Warband

In Inquisimunda, you do not choose a Warband in the same way as a House in Necromunda. Instead, to embrace the great diversity of individuals, groups, allegiances and motivations, you will be able to design your own warband by following four easy steps, each one of them determining one key aspect of your warband.



Courtesy of KrautScientist

The four steps to design your Warband

Step 1
Leader's species

The first step grants you your first keyword and determines access to specific factions.

Step 2
Faction

In addition to special rules, the choice of a faction sets access to the next two steps.

Step 3
True Nature

Something to hide? Your choice may be kept undisclosed for this step.

Step 4
Archetype

The last step describes both your motivation and your way of fighting.

Warbands cards

For each one of these steps, you are allowed to pick up one card (and only one!). Each card is a way to select the rules that will apply to your warband: keywords, species, skill sets, equipment availability and more.

Note that the card's title is a Keyword in itself and thus it grants you access to corresponding items in the Bizarre Bazaar. To ease navigation between the cards, each one of them comes with mentions of possible previous step(s) and/or available next step(s). Each mention is clickable and will lead you to the corresponding card(s), in much the same way as a gamebook.

Skill access

Your fighters must have access to four Skill sets:

- Two Primary Skill sets are determined by your Warband's Archetype (Step 4).
- Two Secondary Skill sets, if not specified by your Faction or True Nature, may be chosen freely among any skill sets apart from Leadership (see Gang War 1).

What's next?

With your four cards (and your skill sets), you are ready to start Recruiting Fighters for your warband. Don't forget to create a story to come along with your warband!

Step 1: Choose your Leader's species

The first step to design your warband is to select a species for your Leader. Equipment accessibility and available Factions will greatly depend of this first choice. The full characteristics, rules and cost of each species are detailed in the chapter: **Species**.

Step 1 Leader's species

Mankind

Humans originated on the planet Terra (Old Earth), and first colonised the galaxy during the Dark Age of Technology. Throughout its long history and before, the human race has mutated into a variety of stable species known as Abhumans.

Available species	Humans, Abhumans
Special rules	**Recruitment:** a Human or Abhuman Leader may recruit fighters from any Mankind sub species.
Available Step 2 Factions	Independent T'au Empire, Imperium factions

Step 1 Leader's species

Aeldari

Aeldari possess longer and cleaner limbs than humans, almond-shaped eyes, and slightly pointed ears. The most obvious difference between humans and Aeldari can only be seen when they move, for the movements of an Aeldari radiate a subtle grace.

Available species	Aeldari
Special rules	**Recruitment:** an Aeldari Leader may recruit Aeldari fighters.
Available Step 2 Factions	Independent Aeldari factions

Step 1 Leader's species

Greenskins

Orks and Grotz are green-skinned and red-blooded, a side effect of their symbiotic physiological and genetic relationship with fungi. Orks feel surprisingly little pain, even from the most grievous of wounds, enabling them to fight on whilst horrifically injured.

Available species	Orks, Grotz
Special rules	**Recruitment:** a Greenskins Leader may recruit Ork and/or Grot fighters. Waaagh!
Available Step 2 Factions	Independent Greenskins factions

Step 1 Leader's species

T'au

The Tau have hoofed feet and four-digit hands. Their skin is grey-blue, rough in texture, leathery, and exudes almost no moisture. Their faces are flat, wide around the eyes, with an "I"-shaped slit running from the center of the forehead, with no nose.

Available species	T'au (any castes)
Special rules	**Recruitment:** a T'au Leader may recruit T'au fighters.
Available Step 2 Factions	Independent T'au Empire, Farsight Enclaves

Step 1 Leader's species

Minor Xenos species

Not all sentient species are posed to seize the galaxy for themselves. Hundreds have failed to even prevent their own extinction. Despite this, the galaxy continues to offer a great diversity of alien life in a myriad of forms, all struggling to survive.

Available species	Minor Xenos species
Special rules	**Recruitment:** a Leader from one Minor Xenos species may recruit fighters from the same species. **Equipment:** choose one keyword from Mankind, Aeldari, Greenskins, T'au.
Available Step 2 Factions	Independent T'au Empire (*Kroot, Vespid, Tarellian*)

Step 2: Choose your Faction

At its inception, the Imperium of Man made one of its core objectives the extermination of all alien life forms that posed any threat to humanity. Thus many species suffered extinction at the hands of the newborn Imperium which perpetrated one act of genocide after another. This would also apply to the majority of human civilisations encountered during the course of the Great Crusade like the Interex and Diasporex civilisations, which had founded cultures where alien and human populations had successfully integrated into a single whole. Diplomacy was rarely tried, and was more often offered only to other human civilisations encountered in the course of the Great Crusade. Certain Xenos, such as the Aeldari, who were more technologically advanced than the Imperium were often simply left alone so long as they did not threaten human interests. This policy of unconditional hatred persists into the modern Imperium more than 10,000 standard years after the Great Crusade ended in the blood and fire of the Horus Heresy. In that time, many more alien civilisations have been discovered and destroyed regardless of threat level, culture, disposition or technology.

The second step to design your warband is to choose a Faction. Don't be intimidated by the sheer amount of cards in this section, you just need to pick up one. In the following page, you will find different factions sorted to ease reading as follow:

- Imperium factions
- Aeldari factions
- Greenskins factions
- T'au factions.

This step will also be important to determine the available True Nature (Step 3) and Archetype (Step 4) of your Warband.

Note that this choice of a faction is not the reflect of your indefectible loyalty to this faction, it is more to be viewed as an origin. The True Nature of your warband (Step 3) will be an opportunity to clarify your real allegiance.

If you would like to keep the most freedom in the design of your warband, you may choose the Independent Faction card below. It is the simplest way to gather the most eclectic crew.

Step 2 Faction	**Independent**
Some warbands belong to one of the numerous, sparse and minor realms within the galaxy. Other individuals have rejected the established order and do not owe allegiance to any particular organisation. One thing in common: they are on their own.	
Available species	Any species
Special rules	WiP
Available Step 3	Any except Renegade
Available Step 4	Any Archetypes



Courtesy of David Heathfield

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IMPERIUM FACTIONS

The Imperium of Man is a galaxy-spanning interstellar human empire, the ultimate authority for the majority of the human race in the Milky Way Galaxy in the late 41st Millennium. Teetering on the brink of collapse, it is ruled by the living god who is known as the Emperor of Mankind. Several xenos species and dark forces now challenge the supremacy of the Imperium and humanity's predominant place in the galaxy. From within, the Imperium is threatened more insidiously by rebellion, mutation, dangerous psykers and subversive Chaos Cults.

Step 2 Faction — Ecclesiarchy

The Adeptus Ministorum, more commonly known as the Ecclesiarchy, is the official face and militant arm of the Imperial Cult and is devoted to upholding the worship of the Emperor of Mankind as the one, true God of Humanity.

Available species	Humans, Abhumans (*but no Beastman*)
Special rules	Human Leader only WiP
Available Step 3	Untainted
Available Step 4	Cult

Step 2 Faction — Imperial citizens

The Imperium is the largest and currently most powerful political entity in the galaxy. Most of its citizens rarely interact with other worlds, whereas others are recruited to serve in the Astra Militarum and will probably never see their homeworlds again.

Available species	Humans, Abhumans
Special rules	Hierarchy (Humans) WiP
Available Step 3	Any
Available Step 4	Cult, Enforcers, Military

Step 2 Faction — Inquisition

The Inquisition acts as the secret police force of the Imperium, hunting down any and all of the myriad threats to the stability of the God-Emperor's realm, from the corruption caused by the Forces of Chaos, Heretics, mutants and rebels, to Xenos influences.

Available species	Humans, Abhumans
Special rules	Human Leader only WiP
Available Step 3	Any except Mutants
Available Step 4	Enforcers, Explorers

Step 2 Faction — Mechanicum

The servants of the Cult Mechanicus regard organic flesh as weak and worship the Machine God or the "Omnissiah" deity. In their Quest for Knowledge, some adepts choose to follow a foul path into forbidden tech-heresy within the Dark Mechanicus sect.

Available species	Humans, Abhumans
Special rules	Human Leader only WiP
Available Step 3	Any except Mutants
Available Step 4	Cult, Explorers, Military

Step 2 Faction — Noble

The Imperium promotes the development of a neo-feudal political system. Many of the ruling noble houses from worlds across the Imperium will send delegations to negotiate with other houses and forge alliances and trade deals with local worlds and nations.

Available species	Humans, Abhumans
Special rules	Hierarchy (Humans) WiP
Available Step 3	Untainted, Chaos, Mutants, Renegade
Available Step 4	Diplomacy, Explorers

Step 2 Faction — Rogue Trader

Rogue Traders are unique and powerful human individuals who serve as a combination freelance explorer, conquistador and interstellar merchant. Their inherited Warrant of Trade empowers them to journey beyond the boundaries of the imperium of Man.

Available species	Humans, Abhumans (+Xenos?)
Special rules	Human Leader only WiP
Available Step 3	Untainted, Renegade
Available Step 4	Diplomacy, Explorers

AELDARI FACTIONS

The Aeldari are a dying race, a shadow of their former glory, on the brink of annihilation. Millennia ago, their overweening pride and their fall into hedonistic practices led to a cataclysm that all but eradicated their kind and led to the birth of the Chaos God Slaanesh. The heart of their civilization was torn out by this catastrophe, forcing most of the surviving Eldar to flee upon gigantic starships. Now they cling to survival by a thread, fighting the horrors of the galaxy with ritualised discipline and consummate skill.

Step 2 Faction

Craftworlds

A Craftworld is a vast, planetoid-sized spacecraft, carrying the greater part of the surviving members of the Eldar race after their Fall. Each Craftworld is a self-sufficient, independent realm with its own distinctive culture.

Available species	Aeldari only
Special rules	Any fighters of a Craftworld warband may be a Psyker (not just Leader & Champions).
Available Step 3	Untainted
Available Step 4	Explorers, Diplomacy, Military

Step 2 Faction

Drukhari

The forsaken and corrupt kindred of the Eldar, called Drukhari, revel in piracy, enslavement and torture. They are concentrated in one foul city-state - the Dark City of Commorragh - that lies within the Immaterium of the Eldar Webway.

Available species	Aeldari, Sslyth
Special rules	All Aeldari fighters gain the following attributes: Night Vision, Not a Psyker. Slavers & Slaves
Available Step 3	Untainted
Available Step 4	Cult, Explorers, Military, Outlaws

Step 2 Faction

Exodites

The Exodites are members of the Aeldari race that rejected the slow degeneration of their ancient civilisation before the Fall of the Eldar, exiling themselves from the core homeworlds of their star-spanning empire to newly-terraformed colony planets.

Available species	Aeldari only
Special rules	Access to < Primitive > Equipment
Available Step 3	Untainted
Available Step 4	Cult, Explorers, Military

Step 2 Faction

Harlequins

The Harlequins are the keepers of the Black Library and serve the enigmatic Eldar deity called the Laughing God. The Harlequins see no distinction between art and war, and their outlook can best be explained by reference to the legend of the Fall.

Available species	Aeldari only
Special rules	WiP
Available Step 3	Untainted
Available Step 4	Explorers, Military

Step 2 Faction

Ynnari

The Ynnari are a newly formed Eldar group, that worship the God Ynnead and believe their race can be saved from the predation of Slaanesh, by helping to bring about the birth of the slumbering God of the dead.

Available species	Aeldari only
Special rules	Ynnari warbands may purchase equipment with any of the following keywords: Craftworlds, Drukhari, Exodites and Harlequins.
Available Step 3	Untainted
Available Step 4	Cult, Diplomacy, Military

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Greenskins Factions

Step 2 Faction — Orks Domains

Living on innumerable worlds, on some, the Orks dominate completely, on others they live in a state of perpetual war, and on others still they act as slave masters, bullying the local populations into doing their bidding.

Available species	Orks, Grotz
Special rules	Ork Leader only
Available Step 3	Untainted
Available Step 4	Cult, Explorers, Military

Step 2 Faction — Feral Orks

Feral Orks or Wildboyz are Orks who arise on a world that a spaceborne Ork WAAAGH! has already assaulted, usually grown from the fungal reproductive spores left behind. They possess only pre-industrial levels of technology and culture.

Available species	Orks, Grotz
Special rules	Ork Leader only Access to < Primitive > Equipment
Available Step 3	Untainted
Available Step 4	Cult, Military

Step 2 Faction — Rebel Grotz

Due to unfair treatment, some Grotz decided to form Da Kommittee, a group of rebels who led the rag-tag "revolushun". They campaign for equal rights between Orks and grotz. Even by outnumbering their oppressors, their chances of success are slim.

Available species	Grotz only
Special rules	Grot Leader only
Available Step 3	Untainted
Available Step 4	Military

T'au Factions

Step 2 Faction — T'au Empire

The T'au Empire is a rapidly expanding xenos empire. It was founded by the Tau caste called the Ethereals, in the name of the Greater Good. Several intelligent xenos races have allied themselves with the Tau, and even some humans.

Available species	T'au, Mankind, Kroot, Tarellian, Vespid
Special rules	Hierarchy (T'au) WiP
Available Step 3	Untainted, Renegade
Available Step 4	Cult, Diplomacy, Explorers, Military

Step 2 Faction — Farsight Enclaves

The Farsight Enclaves are a series of heavily-fortified T'au colony worlds that are independent and indeed opposed to the rule of the T'au Empire. They are led by the legendary Commander Farsight, who knows the truth behind the Ethereal's great plan.

Available species	T'au only
Special rules	WiP
Available Step 3	Untainted, Chaos
Available Step 4	Explorers, Military

Step 3: Choose your True Nature

This step may be kept undisclosed until you decide to reveal your True Nature (or the truth has been uncovered after investigations). You could even keep secret the real species or mutation status of some of your fighters. You could also plan to use forbidden equipments. More explanations about secrecy are included into the chapter: Inquisimunda Campaigns. Your default choice is to be Untainted.

Step 3 True Nature

Untainted

Being by fear or by will, some warbands have managed to keep themselves out of the influence of any Xenos masters, or truly untainted by the corruption of the Dark Gods. Among their ranks, no one contests the merits of their acknowledged allegiance.

Requisite Faction (step 2)	Any faction
Special rules	WiP

Step 3 True Nature

Chaos

The entities who embody Chaos are mostly daemons, but the term also encompasses those mortals who have thrown in their lot with Chaos, ranging from simple labourers who serve as Chaos Cultists, to Damned Guardsmen and Traitors of the Dark Mechanicus.

Requisite Faction (step 2)	Independent, Farsight Enclaves, Imperial citizens, Mechanicum, Noble
Special rules	WiP **Devotion:** choose one keyword from Khorne, Nurgle, Slaanesh, Tzeentch, Chaos Undivided.

Step 3 True Nature

Genestealer infection

A Genestealer Cult is a xenos-worshipping secret society made up of and controlled by Genestealers. These Tyranids are carried from world to world much as a virus is carried from host to host, unseen and unbidden. A cult can start with but a single organism.

Requisite Faction (step 2)	Independent, Mechanicum Imperial citizens, Inquisition
Special rules	WiP

Step 3 True Nature

Mutants

Mutants are the millions of people across the Imperium of Man who have been deformed from the baseline human phenotypic state by genetic mutation. Mutation is actually considered a heretical crime by Imperial authorities.

Requisite Faction (step 2)	Independent, Imperial citizens, Noble
Special rules	WiP

Step 3 True Nature

Renegade

For those who question the established order, who can no longer tolerate the oppression or who have seen another truth, there is only two choices: rebellion or death. Renegades are not only deserters, they may be spies, saboteurs and traitors under cover.

Requisite Faction (step 2)	Imperial citizens, Mechanicum, Noble, Rogue Trader, T'au Empire
Special rules	WiP

Step 4: Choose an Archetype

The last step and not the least to design your warband is to select an Archetype, which is both the way your warband will fight and the what it will fight for. Your Primary Skill sets depends of this last choice. For remainder, if by this step no Secondary Skill sets have been specified, two of them may be chosen freely among any skill sets apart from Leadership (see Gang War 1).

Step 4 Archetype

Cult

Cults is a term often referring to subversive groups within humanity - some are dominated by hostile aliens while others are worshippers of Chaos. Orks believe in Gork - or is it Mork? - and T'au's Greater Good goes far beyond a simple doctrine.

Requisite Faction (step 2)	WiP
Primary Skill sets	Ferocity & Savant
Special rules	WiP Convert to the cause! (if of the same species) Zealot or Preacher skills Hatred (other cult)

Step 4 Archetype

Diplomacy

Some of the more important breakthroughs to prevent or to end a conflict have not been the fact of violence, but have been successfully accomplished through diplomacy. Beyond government and nobility, Diplomacy is an art practised by traders and guilds.

Requisite Faction (step 2)	WiP
Primary Skill sets	Combat & Savant
Special rules	WiP Start with +100 TG ?

Step 4 Archetype

Enforcers

The role and nature of Enforcer cadres vary widely. Many worlds have their own paramilitary force provided by the Imperial Commander to enforce their will and dispense rough justice. Many of these are little better than bandits and extortionists themselves.

Requisite Faction (step 2)	WiP
Primary Skill sets	Ferocity & Shooting
Special rules	WiP

Step 4 Archetype

Explorers

Explorers are driven by an insatiable curiosity to explore and travel across the galaxy. Their function is to travel into the depths of the unknown in order to acquire knowledge and secrets for the glory of their empire or for their own benefit.

Requisite Faction (step 2)	WiP
Primary Skill sets	Savant & Shooting
Special rules	WiP

Step 4 Archetype

Military

In a time knowing only War, Military assets, comprised of either professionally trained elites or enrolled citizens with poor experience, are legion among the worlds spread all over the galaxy.

Requisite Faction (step 2)	WiP
Primary Skill sets	Combat & Shooting
Special rules	WiP

Step 4 Archetype

Outlaws

Renegades, mercenaries, and outcasts commonly form piratical bands on the fringes of the Imperium, raiding space lanes for plunder and glory. Others prefer to perpetrate their crime deep inside a system, as small gangs or as true criminal organisations.

Requisite Faction (step 2)	WiP
Primary Skill sets	Combat & Ferocity
Special rules	WiP Ruling By force

Recruiting Fighters

After designing your warband by selecting 4 cards in the previous chapter, you will need to recruit some fighters. In Inquisimunda, there is five types of fighter available for hire: Leaders, Champions, Warriors, Heavies and Initiates. Each of these fighters may come from a variety of species as detailed by your choice of warband's cards. Each of these fighter types are further detailed in the next page.

Warband composition

A Warband must follow the rules below when it is founded, and when new fighters are added to the warband:

- There must be **one Leader** (if the Leader is killed, see page 110 of N17 Rulebook). No more. No less!
- **Champions:** There can be no more than two Champions, plus one for every full 10 Reputation the warband has – f*or example, a warband with Reputation 24 could have up to four Champions*.
- **Heavies:** There can be no more than 2 Heavies, plus one for every full 10 Reputation the warband has.
- **Warriors:** The total number of Warriors in the warband must be equal to or higher than the total number of other fighters (Leader, Champions, Heavies and Initiates) in the Warband.
- A fighter can be equipped with **a maximum of three weapons**. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

In Inquisimunda, Credits are replaced by Thrones Gelt (TG). To start with you have **1500 TG** to spend on recruiting and arming your warband. Any Thrones unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

Creating a Fighter

Fighters in Inquisimunda are made by selecting **one position card** on the next page and **one species card** from those allowed by your warband rules in the next chapter. The position characteristics **modifiers** are to be applied to the species baseline stats, the costs are to be added together.

From there, you may want to add a **Mutation card (optional)**, some **Bionics** and **Equipment** as allowed by your warband's **keywords** (visit the Bizarre Bazaar), by paying the appropriate cost.

For instance, a Human (30TG) Warrior (+25TG) equipped with an Autogun (+15TG) costs a total of 70TG.



Courtesy of S. Andrews

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Fighters positions

Fighters positions are each represented by a card below. If a card indicate several stat lines, you may choose the one that best suits to your fighter's background and style. Characteristics modifiers and cost are to be added to their equivalents on a species card available in the next chapter.

Fighter's position

Leader

+100 TG

Your warband must be guided by a leader. The leader keeps the warband in line and decides when and where to fight.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	- 2	- 1	-	-	+2	- 1	+1	- 3	- 3	- 2	- 3
-	- 2	- 1	-	-	+1	- 2	+2	- 3	- 3	- 2	- 2
-	- 1	- 2	-	-	+2	-	+1	- 2	- 3	- 4	- 3
-	- 1	- 2	-	-	+1	- 1	+2	- 3	- 3	- 3	- 2

Special rules **Primary** access to **Leadership skill set**. Starts with **one skill** from his Primary skill sets. Activating groups **(2)**, Leading by Example **(12")**

Equipment Any equipment except Heavy weapons

Fighter's position

Champion

+75 TG

Champions are the very best fighters available to a warband, usually directly subordinate to the warband Leader.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	- 2	- 1	-	-	+1	-	+1	- 3	- 1	- 1	- 1
-	- 2	- 1	-	-	+1	- 1	+1	- 1	- 2	- 1	- 1
-	- 1	- 2	-	-	+1	- 1	+1	- 2	- 1	- 1	- 1
-	- 1	- 2	-	-	+1	-	+1	- 1	- 1	- 3	- 1

Special rules **Secondary** access to **Leadership skill set**. Starts with **one skill** from his Primary skill sets. Activating groups **(1)**, Leading by Example **(6")**

Equipment Any equipment except Heavy weapons

Fighter's position

Heavy

+50 TG

Fighters armed with heavy weaponry or technical equipment are called heavies, on account of the weight of the gear they carry!

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	- 1	- 1	-	-	+1	-	-	- 1	- 1	- 1	- 1
-	- 1	- 1	-	-	-	-	+1	- 1	- 1	- 1	- 1
-	- 2	-	-	-	-	-	+1	- 1	- 1	- 1	- 1
-	-	- 2	-	-	+1	-	-	- 1	- 1	- 1	- 1

Special rules None

Equipment Any equipment

Fighter's position

Warrior

+25 TG

Experienced and trustworthy fighters, Warriors make up the bulk of most warbands, coming in an infinite array of different forms.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	- 1	- 1	-	-	-	-	-	- 1	- 1	- 1	- 1
-	- 1	- 1	-	-	-	-	-	-	- 1	- 2	- 1
-	- 1	- 1	-	-	-	-	-	- 1	- 3	-	-
-	- 1	- 1	-	-	-	-	-	- 1	- 1	-	- 2

Special rules None

Equipment Any equipment except Special, Heavy weapons

Fighter's position

Initiate

+ZERO TG

Initiates are young or perhaps simply inexperienced fighters, but with time they will improve and become valuable warriors.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	-	-	-	-	-	-	-	-	-	-	-

Special rules None

Equipment Pistols, Close combat weapons and Wargear

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Species

It is not recorded exactly when the human race learned that it was not alone in the galaxy, or which intelligent alien species it first made contact with, but what is known in early Imperial records is that humanity has been competing with xenos since the Dark Age of Technology. The first human interstellar civilisation which existed at that time made contact with many alien races, possibly including the Aeldari and the Orks, but the majority must have been hostile or incapable of co-habitating with humans as no aliens are known to have ever willingly integrated into the broader interstellar human civilisation of this time.

Chapter Organisation

Inquisimunda allows the recruitment of fighters from many different species and sub species.

The rules to play each one of them are described on cards (see below) in the following pages, sorted by main Species for the ease of reference of the reader. Some of theses species are close to humans, and thus are frequently associated with them, as abhumans.

However, **Mankind** is not the only major species of this galaxy. Seeking past or future glories, there are at least three other major xenos species: **Aeldari**, **T'au** and **Greenskins**. Each one of them comes with its own related species, willful allies or submissive **minor xenos species**.

Available Species

When a fighter is hired, he may come from any species allowed by his warband rules.
Note that a Leader grants access to the same species as him for any fighters under his command (Step 1).
Additional species may be available or further restrictions may be acknowledged according to the Warband's Faction (Step 2) or True Nature (Step 3).

About Mutants & Psykers

Mutants and psykers are not strictly distinct species. They represent a deviation from an existing genetic lineage. Thus, upon recruitment and unless otherwise stated by the warband rules, a fighter of a particular species may be a mutant, as explained in the next chapter: Mutations.

Mankind

Humans originated on the planet Terra (Old Earth), and first colonised the galaxy during the Dark Age of Technology. Throughout the long history of the Imperium and before, the human race has mutated into a variety of different stable species as a result of different populations' adaptation to various environments across the galaxy over the millennia.

Humans

Species & sub species
< Species Keyword >

Species name — **Cost**

In the next pages, each species card follows the same template. After a short description of the species history, physiology and/or fighting style, the species baseline is exposed. Just under this line, the species maximum reachable characteristics are presented in grey. Any additional rules are listed after this profile.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
---------- Starting								Stats ----------			
---------- Max								*Stats* ----------			

Special rules Any specified rules can be find in the rules addendum.

Species & sub species
Humans, Mankind

Human — **30 TG**

The Human race is the most dominant intelligent race in the late 41st millennium. Humanity is divided into a multitude of factions, either working for or against the overall interests of Mankind in its attempts to retain control over the galaxy and survive unscathed in an incredible hostile universe. Unfortunately, humans are known to be easily corrupted to the service of Chaos.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5”	5+	5+	3	3	1	4+	1	8+	8+	8+	8+
7”	*2+*	*2+*	*4*	*4*	*3*	*2+*	*3*	*3+*	*3+*	*3+*	*3+*

Special rules None

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Species & sub species
Humans, Mankind

Afriel strain

35 TG

The Afriel Strain was a shadowy experimental process which used genetic material from the Imperium's greatest heroes to create the perfect fearless soldier. It resulted in unforeseen mishaps: they appeared to attract the animosity of other warriors and suffer from the most appalling bad luck. They are universally albinos, with pale hair and colorless eyes.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	4+	1	7+	7+	8+	9+
7"	*2+*	*2+*	*4*	*4*	*3*	*2+*	*3*	*4+*	*3+*	*4+*	*4+*

Special rules Disturbing Presence, Cursed Luck, Hatred (All opponents), Not a Psyker

Species & sub species
Humans, Mankind

Blank

40 TG

A Blank, also known as an Untouchable and a Null, is a human who possesses the rare Pariah Gene that makes them generate no presence in the Warp, leaving them essentially soulless, and thus radiates a sense of unnatural "wrongness". A Blank's proximity to someone who possesses even a modicum of psychic ability can be quite painful or even lethal.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	4+	1	7+	7+	7+	7+
7"	*2+*	*2+*	*4*	*4*	*3*	*2+*	*3*	*3+*	*3+*	*3+*	*3+*

Special rules Hollow, Not a Psyker, Limited leadership

ABHUMANS

In the long millennia since Mankind first began to settle amongst the stars, some human colonists have deviated to a great degree from the base-line human genome due to exposure to the alien environments of their homeworlds and long centuries of isolation from the rest of humanity during the Age of Strife. These sub-species of humanity often differ in physical and cultural terms from the human baseline to such an extent that they are almost as inhuman as true xenos. These variant human sub-species are generally referred to by the Administratum as Abhumans.

Species & sub species
Abhumans, Mankind

Beastman

55 TG

Beastmen combine the physical appearances of humans and Terran animals. They do not necessarily look alike. The origin of Beastmen is unknown; though it is likely that they are the result of genetic engineering stretching back to the Dark Age of Technology or the result of exposure to the influence of the Warp.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	1	4+	1	8+	8+	9+	9+
7"	*2+*	*2+*	*6*	*6*	*3*	*2+*	*3*	*5+*	*4+*	*5+*	*5+*

Special rules Access to Ferocity, No Savant skill

Species & sub species
Abhumans, Mankind

Ogryn

100 TG

The Ogryn are a huge and physically powerful Abhuman mutant subspecies of humans, often employed as shock troopers in the Imperial Guard by the Imperium of Man. Ogryns possess many traits prized by the Imperium; they are brutally strong and completely loyal, although extremely limited intellectually.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	5	5	3	6+	2	9+	8+	9+	10+
6"	*2+*	*3+*	*6*	*6*	*5*	*3+*	*4*	*6+*	*3+*	*5+*	*6+*

Special rules Fear, Access to Brawn, Simple-Minded, Limited leadership, Basic weapons (+Ripper Gun)

Species & sub species
Abhumans, Mankind

Ratling

15 TG

A Ratling is a member of a small, loud, hungry and lecherous Abhuman species. Ratlings are granted full Imperial citizenship despite their mutant status and in the past have often served in the Regiments of the Imperial Guard. However, they are still distrusted by the more Puritanical members of the Inquisition.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	6+	4+	2	2	1	3+	1	8+	9+	8+	7+
5"	*3+*	*2+*	*3*	*3*	*2*	*2+*	*2*	*4+*	*4+*	*4+*	*4+*

Special rules Infiltrate (Cunning), Access to Agility, Light-fingered, Limited leadership, Basic weapons (+Long-Las)

Species & sub species
Abhumans, Mankind

Squat

40 TG

The Squats are short, stocky and physically hardy Abhumans. The Squat species was ultimately destroyed by the invasion of a Tyranid splinter Hive Fleet in the late 41st Millennium. The few remaining homeworlds were annexed outright by the Imperium of Man, though some survivors still serve in the Imperial Guard, hoping for revenge.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	5+	5+	3	4	1	5+	1	7+	7+	8+	7+
4"	*2+*	*2+*	*5*	*5*	*4*	*2+*	*3*	*3+*	*3+*	*3+*	*3+*

Special rules Access to Savant, No Agility skill

AeLdaRi

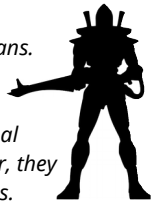
The Eldar race has a long and complex spacefaring history, so long in fact that little is known for certain about the course of their physical evolution and early planet-bound existence. The original Eldar homeworld was destroyed during the catastrophic collapse of the Eldar civilisation known as the Fall of the Eldar. The remnants of Eldar culture that survived the cataclysm preserved much of their species' history in the form of traditional stories, songs and dance. Written records, monuments and visual records were almost completely destroyed except for a few instances where they were taken aboard voidcraft fleeing from the doomed worlds.

Species & sub species
AeLdaRi, Xenos

AeLdaRi

70 TG

As a humanoid race, Eldar are physically similar to humans, although not entirely identical by any means. The Eldar mind, while similar in general to the human psyche, is far more inclined towards extremes. This natural inclination towards emotional extremes is both a blessing and a curse to the Eldar, they must maintain a measure of self-control at all times.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6″	4+	4+	3	3	1	3+	1	7+	8+	7+	7+
8″	*2+*	*2+*	*4*	*3*	*3*	*2+*	*3*	*3+*	*3+*	*3+*	*3+*

Special rules Acute Senses, Access to Agility, No Brawn skill

About Drukhari

Despite the fact that some scholars could see the Drukhari as a distinct sub species, for the sake of simplicity, in Inquisimunda they are recruited as Aeldari fighters.

The additional rules to better represent the specificities of Drukhari fighters are included into the Drukhari Faction (Step 2).

T'au

The Taus are a young, humanoid and technologically advanced intelligent race native to the Eastern Fringes of the Milky Way Galaxy who are fighting to expand their interstellar empire and a philosophical concept they call the Greater Good. The Tau claim to be a peaceful race when possible, asking if others will join their cause voluntarily instead of fighting. Tau society is divided into a number of castes, each responsible for managing a specific aspect of their society. The Tau's central motivating ideal is that everyone in their empire regardless of their species will work for the collective betterment of everyone else.

Species & sub species
T'au, Xenos

T'au

20 TG

The Tau are a relatively young race (it has been only 6,000 Terran years since Imperial Inquisitors first noted that the Tau had only just mastered fire and the wheel), and they have evolved rapidly over the past few millennia. Unlike other young intelligent races, the Tau have made remarkable leaps in technology and now represent a real threat to Imperial domination.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5″	6+	5+	3	3	1	5+	1	8+	9+	9+	8+
7″	*3+*	*2+*	*4*	*4*	*3*	*2+*	*2*	*3+*	*3+*	*3+*	*3+*

Special rules Not a Psyker

About T'au Castes

WiP

Greenskins

Greenskins are a savage and warlike race of humanoids who are spread all across the Milky Way Galaxy. Orkoid physique itself is so robust that it can withstand tremendous punishment. Ork stellar empires rise and fall. Mercifully most are short-lived, soon destroying themselves in a maelstrom of violence and internecine conflict, but should the Orks ever truly unify, they would crush all opposition.

Species & sub species
Greenskins, Xenos

Ork

60 TG

The Orks are a green-skinned race of humanoids who are spread all across the Galaxy. They are seen by their enemies as savage and crude, but they are the most successful species in the whole galaxy, outnumbering possibly every other intelligent race, even Mankind (with the very plausible exception of the Tyranids).



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	6+	4	4	1	5+	2	8+	8+	9+	9+
6"	*2+*	*4+*	*6*	*6*	*4*	*3+*	*4*	*4+*	*3+*	*5+*	*5+*

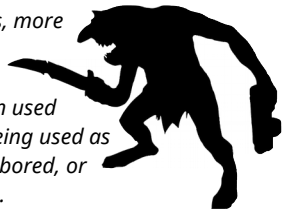
Special rules Access to Ferocity, Access to Brawn

Species & sub species
Greenskins, Xenos

Grot

10 TG

Grotz are a smaller subspecies of Orks, more cowardly and usually used as living shields. Quite low in the strict hierarchy of Ork society, they are often used for the dirtiest jobs like scavenging, being used as the football when the bigger Orks get bored, or sometimes even as emergency rations.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	6+	5+	2	2	1	4+	1	9+	10+	9+	9+
6"	*3+*	*2+*	*3*	*3*	*3*	*2+*	*2*	*5+*	*5+*	*5+*	*5+*

Special rules Evade (Cunning), Access to Cunning, Night Vision, Craven, Limited leadership

Minor Xenos species

At its inception, the Imperium of Man made one of its core objectives the extermination of all alien life forms that posed any threat to humanity. Thus many species suffered extinction at the hands of the newborn Imperium which perpetrated one act of genocide after another. The Imperium of Man's extreme xenophobia and outright call for genocide against all other intelligent species in the galaxy is in some ways justified by the sheer hopeless belligerence of most xenos races encountered since the Great Crusade. Despite the many xenos dangers across the Imperium, there are those who, in their ignorance or desperation, are willing to make pacts with aliens. Sometimes this is seemingly innocuous: trading to gain advanced technology, hiring brute labour or buying mercenary help. So, concealed within teeming Hive Worlds, xeno-tech draws high prices in illicit markets, while the carnivorous Kroot have been paid in flesh to fight alongside planetary defence forces.

Species & sub species
Minor Xenos, Xenos

Hrud

45 TG

The Hrud are an intelligent alien race, prone to living in subterranean conditions and who possess an unknown biological ability to dramatically accelerate the aging of any living being or to accelerate the slide towards entropy of an object that comes within their vicinity. They are considered as a dangerous xenos species.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	9+	8+	9+	8+
7"	*2+*	*2+*	*4*	*4*	*3*	*2+*	*3*	*4+*	*4+*	*4+*	*4+*

Special rules Acute Senses, Night Vision, Access to Cunning

Species & sub species
Minor Xenos, Xenos

Jokaero

80 TG

The Jokaero resemble the orange-furred great apes of Old Earth known as orangutans. They were created ages ago by the Old Ones during their war with the C'tan. The Jokaero's defining racial trait is their extraordinary in-born skill at crafting extremely advanced technologies.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	6+	5+	2	3	3	4+	2	8+	8+	7+	6+
7"	*3+*	*2+*	*4*	*4*	*4*	*2+*	*3*	*4+*	*3+*	*3+*	*3+*

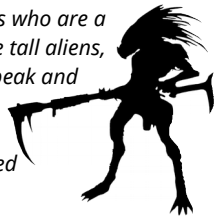
Special rules Munitioneer (Savant), Access to Savant, Clamber (Agility), Limited leadership

Species & sub species
Minor Xenos, Xenos

Kroot

45 TG

The Kroot are a species of savage humanoids who are a member species of the Tau Empire. Kroot are tall aliens, their avian ancestry giving them a bird-like beak and long quills protruding from their heads like hair. A unique feature of the Kroot is that they evolve by selecting traits of their defeated foes to absorb by eating them.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	3	1	4+	1	8+	8+	8+	9+
8"	*2+*	*2+*	*5*	*5*	*3*	*2+*	*3*	*3+*	*3+*	*5+*	*5+*

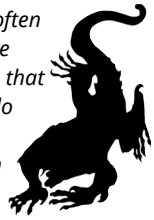
Special rules Fieldcraft

Species & sub species
Minor Xenos, Xenos

Loxatl

60 TG

The Loxatl are slimy-skinned quadrupedal reptiles, often working as mercenaries alongside pirates. They have broad, fanged heads and a flickering purple tongue that constantly tastes the air. Ongoing efforts by the Ordo Xenos are continuously made to find the point of origin of these loathsome creatures so that they can be exterminated.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	3	1	3+	1	8+	7+	7+	8+
8"	*2+*	*2+*	*5*	*5*	*3+*	*2+*	*3*	*5+*	*4+*	*4+*	*4+*

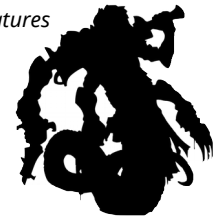
Special rules Fieldcraft (Water), Clamber (Agility), Uncommon Physiology

Species & sub species
Minor Xenos, Xenos

Sslyth

140 TG

The Sslyth are a sentient race of reptilian creatures with a snake-like lower body and vaguely humanoid torso, though they sport multiple arms and a head more serpentine than human. Drukhari Archons have found the Sslyth to be the most reliable and survivable bodyguard species available for hire.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	4+	4+	5	5	2	3+	2	8+	8+	9+	8+
9"	*2+*	*2+*	*6*	*6*	*4*	*2+*	*4*	*3+*	*3+*	*3+*	*3+*

Special rules Multi-armed, Limited leadership

Species & sub species
Minor Xenos, Xenos

Stryxis

40 TG

The Stryxis are a sparse, nomadic xenos race with a reputation as untrustworthy traders, wanderers, and sometimes slavers and pirates. They are described variously as a gangling and multi-eyed creature that resembles a human-sized, skinned, dog embryo. Scavengers and obsessive hoarders, they possess a wealth of technology stolen or bartered.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	5+	3	3	1	3+	1	9+	9+	9+	9+
8"	*2+*	*2+*	*4*	*4*	*3*	*2+*	*3*	*5+*	*3+*	*3+*	*4+*

Special rules Savvy Trader (Savant), Hatred (Eldar)

Species & sub species
Minor Xenos, Xenos

Tarellian

55 TG

Tarellians, more commonly known as Tarellian Dog-Soldiers because of their snouts, are a minor reptilian species of xenos found throughout the galaxy. They most often are encountered as mercenaries for the Tau Empire, particularly when Tau forces face the Imperium because of the Tarellians' ancient grudge against Mankind as a species.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	4	1	4+	1	8+	7+	7+	7+
7"	*2+*	*2+*	*5*	*5*	*3*	*2+*	*3*	*4+*	*4+*	*4+*	*3+*

Special rules Hatred (Human)

Species & sub species
Minor Xenos, Xenos

Vespid

60 TG

The Vespid are a unique race of insect-like aliens who are members of the Tau Empire. In the Tau Lexicon, they are called "Mal'kor". This derives from the Tau words for insect, "Mal," and air, "Kor." The Vespids homeworld is a gas giant also called Vespid, three light years to the galactic south of the Tau's D'yanoi Sept.



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	5+	5+	3	4	1	3+	1	9+	9+	8+	9+
8"	*2+*	*2+*	*4*	*5*	*2*	*2+*	*2*	*5+*	*5+*	*5+*	*5+*

Special rules Flying

Note: *All stats have been documented from 40k and previous versions of Inquisimunda. Costs have been thoroughly calculated following N17 standards. Feedbacks can be posted on Yaktribe here.*

Mutations

Mutants are creatures – both human and Xenos – who have been changed either through a quirk of biology, exposure to toxins, or the corrupting influence of the Warp. Many mutants are used as slave labor on worlds throughout the Imperium and beyond, which has led to several uprisings over the millennia.

Creating Mutants

WiP: Any fighter may be purchased as a **Mutant** when he or she is recruited by choosing a Mutation card below (in addition to position and species cards) and paying the cost indicated within the mutations tables. A mutation can only be attributed once for the same fighter.

Unless otherwise stated, a fighter may only become a Mutant at creation. The type and number of available mutations depends of the fighter's position within the warband.

Mutants conform to all special rules specified on their species profile, in addition to the one(s) granted by their mutations. Furthermore, they gain the additional keyword **<mutant>**.

Note: *The mutations listed in this section are for indicative purposes only and could be represented differently: A tentacle could stand for an agile and useful tail, Long Legs could be depicted with a Snake-like body, Caustic blood could be represented with Spikes.*

Fighter's Mutations — Mutant

Not all mutants are degenerate beasts. Many only bear a few extraordinary traits setting them apart from the rest of their normal species form.

Fighter's Position	Any positions
Mutations	1 from the **Common Mutations** table
Special rules	It is rare for mutations to be duplicated within the same warband, as such a mutant cannot be purchased with a mutation which another current warband member already has.

Fighter's Mutations — Big Mutie

Some mutants are terribly misshapen creatures, abominably deviating from their original species. They are often taller and stronger than their former siblings and thus nicknamed Big Muties.

Fighter's Position	Heavies only
Mutations	1 from the **Common Mutations** table +1 from the **Heavy Mutations** table
Special rules	It is rare for mutations to be duplicated within the same warband, as such a big mutie cannot be purchased with a mutation which another warband's big mutie already has.

Fighter's Mutations — Psyker

Some of the psychic mutants are highly trained individuals whose powers are well recognized. Others are Unsanctioned Psykers, overlooked by the Black Ships or successfully hidden from them.

Fighter's Position	Leader & Champions
Mutations	1 from the **Psychic Mutations** table
Special rules	The rules for psyker and psychic powers are exposed in the next chapter: Psykers & Psychic Powers.

MUTATIONS TABLES

You can either roll dices (2D6, D6, D3) to generate mutations randomly on the tables below (re-roll any duplicate results if necessary), or you can select the mutations you wish the mutant to have.

COMMON MUTATIONS TABLE

2D6	Common Mutations	Cost
2	**Acute senses:** The mutant gains the Acute senses attribute.	10 TG
3	**Additional Eyes:** The mutant gains a 180° vision and fire arc.	10 TG
4	**Caustic Blood:** If the fighter is injured in close combat, any enemy models in base contact immediately suffer a Strength 3 Hit. Dodge and Armour saves may be taken as normal.	20 TG
5	**Chitinous plates:** The mutant's body is encased in an exoskeleton. The fighter gains a 5+ armour save but may not wear any other type of armour.	5 TG
6	**Claw:** The mutant's hand is a huge claw. It can be used as a Close Combat weapon instead of holding a regular weapon, in which case it counts as having User +2 Strength.	5 TG
7	**Forearm Spines:** The mutant is able to make up to two parries in close combat, even if he is not equipped with any Melee weapon.	15 TG
8	**Hideous appearance:** The mutant causes Fear.	10 TG
9	**Long Legs:** The mutant gains a permanent +2 bonus to his Movement characteristic (baseline and max stats).	10 TG
10	**Suckers:** The mutant gains the Clamber skill (Agility).	20 TG
11	**Tentacle:** The mutant may re-roll Initiative check for falling hazards and in close combat may grapple his opponent to reduce his number of Attack dices by 1, to a minimum of 1.	15 TG
12	**Wings:** The mutant can Fly.	30 TG

HEAVY MUTATIONS TABLE

D6	Heavy Mutations	Cost
1	**Cold-blooded:** If the Big Mutie needs to take a nerve test, roll 3D6 and choose the two highest rolls.	10 TG
2	**Extra Arm:** Any fighter with an extra arm may use it to better handle an Unwieldy weapon, or to gain an extra attack in combat. If armed with an unwieldy gun, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 attack in close combat. Furthermore, the fighter may be armed with up to four weapons. Thus he or she may use up to three pistols or close combat weapons in close combat.	50 TG
3	**Heavily mutated:** The Big Mutie can choose a second mutation from the previous Mutations table at the indicated cost.	-
4	**Regenerate:** The Big Mutie gains the Unstoppable skill (Ferocity). In addition, he increases his Toughness characteristic by 1 (baseline and max stats).	30 TG
5	**Resilient:** The Big Mutie gains the True Grit skill (Brawn). In addition, he increases his Wounds characteristic by 1 (baseline and max stats).	30 TG
6	**Two Heads:** The fighter gains the Gunfighter skill (Shooting). However, he suffers from Stupidity. In addition, when rolling a Head or Eye Injury, the fighter goes into recovery as normal but does not suffer the regular penalties to his Intelligence, Willpower or Ballistic skill. Instead, he may choose to decrease by 1 either his Intelligence or his Willpower.	10 TG

PSYCHIC MUTATIONS TABLE

D3	Psychic Mutations	Cost
1	**Psyker Level 1:** The mutant knows one power and the “Awaken Power – Level 1” action.	10 TG
2	**Psyker Level 2:** The mutant knows two powers and the “Awaken Power – Level 2” action.	55 TG
3	**Psyker Level 3:** The mutant knows three powers and the “Awaken Power – Level 3” action.	100 TG

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Psykers & Psychic Powers

A Psyker is an individual who possesses some degree of psychic ability or powers, sometimes referred to as "sorcery" and their users as "witches", particularly when such powers are used in such a way that they show no regard for the dangers they may spawn for others or are used in pursuit of the agenda of the Chaos Gods. Psykers are Mutants.

Manifesting Psychic Powers

Awaken Power

To use a known Power, a Psyker must make an **Awaken Power action**. The effects of this action depend of the Psyker Level:

Awaken Power – Level 1 (Double) – Make a Willpower check for the Psyker. If it is passed, select one of his known Psychic Powers. This Power is now active and remains active until the Psyker suffers a Wound or activates another Power. If a double one or a double six is rolled for the Willpower check, the Psyker is taken Out of Action.

Awaken Power – Level 2 (Basic) – Make a Willpower check for the Psyker. If it is passed, select one of his known Psychic Powers. This Power is now active and remains active until the Psyker suffers a Wound. If a double six is rolled for the Willpower check, the Psyker is taken Out of Action.

Awaken Power – Level 3 (Simple) – Make a Willpower check for the Psyker. If it is passed, select one of his known Psychic Powers. This Power is now active and remains active until the Psyker suffers a Wound. If a double six is rolled for the Willpower check, the Psyker is taken Out of Action.

Number of Active Powers

A Psyker can activate a number of Psychic Powers equal to its Psyker Level.

When a Psyker reaches his maximum number of simultaneously active Powers, and wishes to activate another Power, he must discard one of its currently active Powers. Note that he must do so before attempting the Awaken Power action. Thus, if the new Willpower check is failed, the discarded Power remains inactive.

Active Powers

The powers of Psykers are many and varied and thus, the way to use them may differ accordingly:

- Some of them allowed a special action to be taken, like hypnotizing an enemy fighter.
- Other Powers work as an enhancement to an available action, like moving faster.
- Others are more of a passive ability, like a psychic barrier to ranged attacks.
- Lastly, some psychic abilities may be useful in the pre or post-battle sequences.

In any case, the conditions of use and the effects of a Power are specified in its description.

Psychic Study

Known Powers

A Psyker start with a number of Psychic Powers equal to its Psyker Level. These powers are determined randomly upon creation by rolling on the relevant Power Tables. Re-roll any duplicate powers.

Learning New Powers

Psykers can gain further powers in the same way as a skill from one of their Secondary skill sets. A Psyker may know a number of Psychic Powers equal to its Psyker Level, plus one. He must discard any one known power to be within its limit.

Gaining a Psyker Level

A Psyker can gain a level by purchasing Advancements (see the Advancements table at the start of this chapter).

Note that the Psyker does not gain additional powers as part of this Psyker Level increase and must learn new powers as explained before (note: he may learn one power immediately after this advancement as normal).

PSYCHIC POWERS

Upon creation, a Psyker must choose one discipline among...

[WiP: any suggestions are welcomed. Ideally, this section may be a mix between 40k psychic powers and the ones from OCE/V3.0]

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Bionics

A fighter may have artificial limbs and organs to replace diseased or damaged parts, or simply to improve their abilities. Bionics include partial and full replacements of organic body parts, brain implants, cybernetic weaponry and other devices. Even if the use of bionics is widespread, these artifacts are expensive and mostly limited to high-ranking officials or valuable veteran warriors.

All Bionics follow the special rules below.

Purchasing Bionics

Bionics may be purchased as any other equipment from the Bizarre Bazaar. Note that if a Bionic item has a Rarity value, a Seek Rare Equipment Action must be made as usual. Any Bionics that are purchased are immediately added to the fighter's card, but are not yet implanted. A visit to the Sawbones is required, as explained below.

Visit the Sawbones

To be used, Bionics must be implanted into the fighter's body. This surgical procedure is only performed by a capable person who is familiar with all aspects of Bionics, be it a Tech Priest, a Heretek or any sort of Xenos surgeon. "Sawbones" is a frequent nickname for such an individual.

"Visit the Sawbones" is an additional Post-Battle Action and is always available, as "Trade" or "Medical Escort" (GW1, p.23).

The fighter escort to the Sawbones another warband's member awaiting bionics transplantation or upgrade.

Note this visit could happen in the Post-battle sequence of any battle (and not just after the one during which the fighter has been injured).

Any number of bionics may be implanted during this single post-battle action, provided that they have been specifically purchased for this fighter. There is no additional cost associated to this surgery. After the operation, the fighter goes into recovery.

Bionics upon Recruitment

It is possible to hire a fighter who already has implanted bionics, either at warband creation or upon recruitment during a campaign. In this case, a visit to the sawbones is not necessary. Bionics may be purchased in the Bizarre Bazaar following the usual rules, Rare equipment being restricted to Leader and Champions.

Not Removable

Bionics are specially designed to suit the host before implantation to become a living extension of the body.

Once implanted, bionics may not be removed and transferred to another model. For instance, it is not possible to swap a skull chip between warband members once it has been installed, nor to steal a bionic from a captive sold into slavery. However, certain Bionics may be upgraded as explained for Prosthetics at the next page.

Bionics Types

There are three different sorts of Bionics:

- Prosthetics (limbs & organs)
- Implant weaponry
- Implants (chips & accessory appendages)

Each types may have additional rules as detailed in the following pages.

Prosthetics

Prosthetic limbs or other artificial body parts and organs are **Bionics** to all rules purposes. In addition, all Prosthetics follow the special rules below.

Bionic Replacement

Implanting a bionic could be a risky medical procedure. Because of this few fighters would willingly chop off a perfectly healthy appendage.

Prosthetics may be purchased for a specific fighter only if this fighter is suffering from a Lasting Injury (51-56). In this case, he can be implanted with an appropriate prosthetic as specified in the **Prosthetics Table** at the next page.

Prosthetics Injury

While bionic parts are not living as such, many of them are tied into the user's bloodstream and nerve endings. Damage to one may be as painful as an injury to the original organic part, although bionic replacements are a lot more durable than their organic counterparts.

If a fighter suffers a Lasting injury to an area replaced with prosthetics, then the injury roll is treated as a Grievous Injury result instead (31-45) and as such, the fighter must go into recovery. The bionic will be automatically repaired and the model will suffer no Lasting Injury related to this body part.

Prosthetics Copies

In N17, in regard to Lasting Injury, there is no distinction between left or right body parts. Furthermore, some species may have more than two eyes, arms or legs. As such, for the sake of simplicity, prosthetics may only be selected once for a given Lasting Injury category, whether they represent one or more copies of this body part (i.e. Bionic legs could represent one, two or more artificial legs but are purchased only once).

Prosthetics Benefits

There is no standard level of bionic technology throughout the galaxy. Many bionics are clumsy and inefficient replacements, while the best can replicate or even improve upon the performance of the original limb or organ. For the sake of space, where this makes a difference, the bionic is rated as crude, average or advanced.

All Prosthetics cancel out the negative modifier(s) of any Lasting Injuries related to that body part.

Furthermore all prosthetics come in several variants, each with different benefits as detailed in the Prosthetics Table.

Upgrading Prosthetics

A fighter may want to have a better prosthetic or to benefit from a different kind of technology. He may exchange an already implanted prosthetic for a new one by following the same steps as previously (purchasing bionics and visiting the Sawbones).

If the fighter has several prosthetics, he may exchange one or all of them in the same time, during this single post-battle action.

Any removed prosthetics are discarded from the fighter's card and may not be retrieved for a later use or for another fighter. They are lost and their cost not refunded.

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[WiP: the idea of Crude/Average/Advanced bionics is taken from the original Inquisitor game (2001)]

PROSTHETICS TABLE

Bionics	Lasting Injury	Additional rules
Bionic Heads	51: Head Injury *(-1 to Int & -1 to Wil)*	**Crude:** The fighter suffers a -1 Initiative penalty. **Average:** No additional benefit. **Advanced:** The fighter gains the Headbutt Skill (Brawn). In addition, when making a Headbutt action, if both dice score lower than the enemy fighter's Toughness, the fighter suffers no hit.
Bionic Eyes	52: Eye Injury *(-1 to BS)*	**Crude:** If the fighter is hit by a Flash weapon, subtract 1 to the result of the Initiative check to see wether the fighter is Pinned. **Average:** No additional benefit. **Advanced:** The fighter counts as being equipped with Photo-goggles. In addition, the fighter is immune to the effect of a Flash weapon.
Bionic Hands & Arms	53: Hand Injury *(-1 to WS)* ***and/or*** 55: Spinal Injury *(-1 to S)*	**Crude:** The fighter can't take any weapons with the Unwieldy trait. **Average:** No additional benefit. **Advanced:** Increase the fighter's Strength by 1. In addition, the fighter may make one parry in close combat with bare hands, provided he is equipped with no more than one close combat weapon.
Bionic Legs & Lower body replacements	54: Hobbled *(-1 to M)*	**Crude:** The fighter may never use a ladder. **Average:** No additional benefit. **Advanced:** Add 1" to the fighter's Movement. In addition, if the fighter attempted to jump down from a ledge and the Initiative check is failed, roll a D6. On a roll of 4+ the bionic leg takes the brunt of the force. The fighter suffers no damage and may continue his move, just as if the Initiative test was passed. **Combat leg:** The fighter gains +1 to his Attacks characteristic. In addition, if the fighter is Engaged, he can use the following action: **Kick (Basic):** The fighter makes one close combat attack against an enemy fighter he is engaged with, resolved at +2 Strength and with the Knockback trait. **Tracked motive unit:** The fighter's Movement characteristic becomes 8" (baseline and max stats). In addition, he may never Crawl, nor Climb any vertical surface or use a ladder but counts as being equipped with Grav-chute. **Set of arachnoid limbs:** The fighter's Movement characteristic becomes 5" (baseline and max stats). In addition, he counts as being equipped with Grav-chute.
Bionic Chests	56: Enfeebled *(-1 to T)*	**Crude:** The fighter may never run. **Average:** No additional benefit. **Advanced:** The fighter counts as being equipped with a Respirator.

Implants

Implants follow all the rules of Bionics above. They may be purchased in the Bizarre Bazaar but are limited to one copies per fighter. The specific rules of each implant are presented in the Expanded Armoury. [WiP]

Implant Weaponry

An implanted weapon is one that has been grafted onto an existing limb, replacing a hand or occasionally the entire arm. The obvious benefit of finer weapon control is substantially offset by the loss of hand or arm functionality outside of combat. Another reason for implantation of bionic weapons is the user not being expected to need his arm for other tasks as most often seen in the case of combat Servitors.

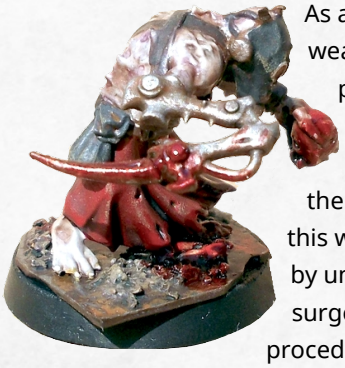
Implanted weapons are **Bionics** to all rules purposes. In addition, they follow the special rules below.

Arm Replacement

A fighter may have an implanted weapon in replacement of each one of his organic arms (generally two). All implanted weapons must be purchased at the same time, be it upon recruitment or after an appropriate Lasting Injury (53: Hand Injury and/or 55: Spinal Injury).

Implanting a Weapon

Any ranged or close combat weapon can be implanted to replace a character's hand or arm by paying the cost of the weapon, **plus 25 TG** for the cost of the surgery. The fighter may not use any other weapon with that arm.



Courtesy of KrautScientist

As any bionics, this weapon is now an integral part of the fighter and thus it may not be removed. Although, the fighter may exchange this weapon for another one by undergoing another surgery, following the same procedure (and paying the appropriate cost for each implanted weapon). If the fighter has several implanted weapons, he may exchange one or all of them in the same time. Any removed implants are discarded from the fighter's card and may not be retrieved for a later use or for another fighter. They are lost and their cost not refunded.

Weapon attachments may be purchased for the weapon as usual.

Implanted Weapon

An implanted weapon counts toward the maximum number of weapons a fighter can be equipped with. Weapons with the Unwieldy trait still take the space of two weapons but may be attached and wielded with one single bionic arm.

The weapon functions exactly as normal, with the following improvements:

- An implanted **close combat weapon** may never be disarmed. In addition, it grants one additional Attack dice (allocated to it) in close combat.
- An implanted **ranged weapon** grants a +1 modifier to Ammo checks made for this weapon. In addition, if a fighter makes an Aim (Basic) action, add 2 to the result of any hit rolls (instead of +1).

No Hand

Obviously, the character has less hand (or even no hand at all) and this will limit him with some actions.

If a fighter has no more free hand (i.e. all of his hands have been replaced by an implanted weapon), he may not be able to climb any vertical surface nor can he use ladders. He may neither do the following actions: Carry, Descend, Grapnel, Set Trap, Operate or Activate any scenery or device (Door, Lock, Terminal, etc.).

If a fighter want to retrieve at least one hand functionality, he may replace one of his implanted weapons with one of the bionic arm variants by undergoing a Bionic Replacement.

Expanded armoury

This section is a complete replacement of the Underhive armoury presented in Necromunda: Underhive and its supplements. We strongly encourage you to purchase a copy of these books to have access to the full ruleset and special rules, notably the weapons traits. To keep track of each weapon or wargear, the source is specified: NUR for Necromunda Underhive Rulebook; GW1, 2, ... for Gang War 1, 2, ...; FAQ1 for FAQ & Errata #1; WDMar18 for White Dwarf March 2018 issue; Inq for Inquisimunda created; with a ".A" for Amended stats.

Note that some N17 weapons and wargear have been voluntary kept aside to prevent balance issues in Inquisimunda (e.g: Armoured undersuit). Furthermore, some weapons are known under different names among the species. The Bizarre Bazaar could help figuring out if something is really missing or is already available as an equivalent (e.g: Meltagun & Fusion gun). [Take part in the discussion on Yaktribe here]

Weapons

In this section, are described **Ranged weapons** (Pistols, Basic weapons, Grenades, Special & Heavy weapons) and **Close combat weapons** (Power, Force & Implanted weapons, Whips, Two-handed weapons and other Close combat weapons).

Ranged weapons

Pistols

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Arc pistol	6"	12"	+2	-	6	-2	1	4+	Pistol, Scarce	Inq
Autopistol	4"	12"	+1	-	3	-	1	4+	Pistol, Rapid Fire (1)	GW3
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Pistol	GW3
Flechette blaster	6"	12"	-	+1	3	-	1	2+	Pistol, Rapid Fire (1), Plentiful	Inq
Gamma pistol	6"	12"	+2	-	6	-3	2	5+	Pistol, Scarce	Inq
Hand flamer	-	T	-	-	3	-	1	5+	Template, Blaze	GW3
Inferno pistol	3"	6"	+1	-	8	-4	3	4+	Pistol, Melta, Scarce	Inq
Kustom mega-slugga	6"	12"	+1	-	8	-2	2	6+	Pistol, Scarce, Unstable	Inq
Laspistol	8"	12"	+1	-	3	-	1	2+	Pistol, Plentiful	GW3
Macrostubber	6"	12"	+2	-	4	-1	2	5+	Pistol, Rapid Fire (1)	Inq
Needle pistol	4"	9"	+2	-	4	-1	1	6+	Pistol, Scarce, Toxin	GW3
Neuro-disruptor	4"	9"	+2	-	*	-3	*	6+	Pistol, Scarce, Neural shredder	Inq
Phosphor blast pistol	6"	12"	-	-	5	-1	2	5+	Pistol, No cover save allowed	Inq
Plasma pistol										GW3
- low power	6"	12"	+2	-	5	-1	2	5+	Pistol, Scarce	
- max power	6"	12"	+2	-	7	-2	3	5+	Pistol, Scarce, Unstable	
Pulse pistol	6"	12"	+1	-	5	-	1	3+	Pistol, Plentiful	Inq
Radium pistol	6"	12"	+1	-	3	-	1	3+	Pistol, Rending	Inq
Shuriken pistol	6"	12"	+2	-	4	-	1	4+	Pistol, Rending	Inq
Slugga	6"	12"	+1	-1	4	-	2	6+	Pistol	Inq
Stub gun	4"	12"	+1	-	3	-	1	4+	Pistol, Plentiful	GW3
Stubcarbine	8"	18"	-	-	4	-	1	4+	Pistol, Rapid Fire (1)	Inq
Web pistol	-	T	-	-	4	-	-	6+	Template, Web	GW3

BASIC WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Autogun	8”	24”	+1	-	3	-	1	4+	Rapid Fire (1)	GW3
Avenger shuriken catapult	9”	18”	-	+1	4	-	1	4+	Rapid Fire (1), Rending	Inq
Boltgun	12”	24”	+1	-	4	-1	2	6+	Rapid Fire (1)	GW3
Galvanic rifle	15”	30”	-	+1	4	-1	1	5+	-	Inq
Kroot rifle	12”	24”	+1	-	4	-	1	5+	Versatile	Inq
Lasblaster	12”	24”	+1	-	3	-	1	2+	Rapid Fire (1), Plentiful	Inq
Lasgun	18”	24”	+1	-	3	-	1	2+	Plentiful	GW3
Needler	9”	18”	+1	-	4	-1	*	6+	Scarce, Toxin	GW3.A
Pulse blaster										Inq
- close range	0”	5”	-	+2	6	-2	1	4+	Knockback	
- medium range	5”	10”	-	+1	5	-1	1	4+	-	
- long range	10”	15”	-	-	4	-	1	4+	-	
Pulse carbine	9”	18”	-	-	5	-2	1	3+	Rapid Fire (1), Plentiful	Inq
Pulse rifle	15”	30”	-	-	5	-2	1	3+	Plentiful	Inq
Radium carbine	12”	18”	+1	-	3	-	1	4+	Rapid Fire (1), Rending	Inq
Shoota	6”	18”	+1	-	4	-	2	6+	Rapid Fire (1)	Inq
Shotgun										GW3
- scatter	4”	8”	+2	-	2	-	1	4+	Scattershot	
- solid	8”	16”	+1	-	4	-	2	4+	Knockback	
Shuriken catapult	6”	12”	-	+1	4	-	1	4+	Rapid Fire (1), Rending	Inq
Stub cannon	9”	18”	-	-	5	-	1	3+	Knockback	GW3

GRENADES

All grenades listed below have the *Grenade* weapon trait.

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Blasting charge	-	Sx2”	-	-	5	-1	2	5+	Blast (5”), Knockback	GW3
Blight grenade	-	Sx3”	-	-1	3	-	*	6+	Blast (3”), Toxin	Inq
Choke gas grenade	-	Sx3”	-	-	-	-	-	5+	Blast (3”), Gas	GW3
Demolition charge	-	Sx2”	-	-	6	-3	3	*	Blast (5”), Single Shot	GW3
Frag grenade	-	Sx3”	-	-	3	-	1	4+	Blast (3”), Knockback	GW3
Hallucinogen grenade		Sx3”	-	-	*	*	*	6+	Blast (3”), Hallucinogen, Gas [WiP]	Inq
Incendiary charge	-	Sx3”	-	-	3	-	1	5+	Blast (5”), Blaze	GW3
Krak grenade	-	Sx3”	-	-1	6	-2	2	4+	Demolition	GW3
Melta bomb	-	Sx3”	-	-1	8	-4	3	6+	Demolition, Melta, Scarce	GW3
Photo flash flare	-	Sx3”	-	-	-	-	-	5+	Blast (5”), Flash	GW3
Plasma grenade	-	Sx3”	-	-	4	-1	1	4+	Blast (3”)	Inq
Scare gas grenade	-	Sx3”	-	-	-	-	-	6+	Blast (3”), Fear, Gas	GW3
Smoke bomb	-	Sx3”	-	-	-	-	-	4+	Smoke	GW3

SPECIAL WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Arc rifle	12"	24"	+2	-	6	-1	1	5+	Rapid fire (1)	Inq
Combi-weapons										
- boltgun	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid fire (1)	GW3
Plus one of the following weapons:										
-flamer	-	T	-	-	4	-1	1	5+	Combi, Blaze, Template	GW3
-melta	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce	GW3
-plasma	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid fire (1)	GW3
Death spinner	6"	12"	+1	-	6	-2	1	5+	Rapid fire (1), Rending	Inq
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template	GW3
Grav gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse	GW3
Grenade launcher										
- frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback	GW3
- krak grenade	6"	24"	-1	-	6	-2	2	6+	-	GW3
- choke	6”	24”	-1	-	-	-	-	5+	Blast (3”), Gas, Limited	GW3
- scare	6”	24”	-1	-	-	-	-	6+	Blast (3”), Fear, Gas, Limited	GW3
- smoke	6”	24”	-1	-	-	-	-	4+	Smoke	GW3
Haywire blaster	12"	24"	-	-	4	-1	1	5+	Blast (3"), Pulverize	Inq
Hot-shot volley gun	18"	24"	+1	-	4	-2	1	4+	Rapid fire (1)	Inq
Ion rifle										Inq
- low power	12"	24"	-	-1	7	-1	1	5+	Rapid fire (1)	
- max power	12"	24"	-	-1	8	-2	2	6+	-	
Kustom Mega-blasta	6"	24"	+1	-	8	-3	2	6+	Scarce, Unstable	Inq
Kustom shoota	9"	18"	+1	-	4	-	2	6+	Rapid fire (2)	Inq
Liquifier gun	-	T	-	-	3	-2	1	5+	Template	Inq
Long Las	18"	36"	-	+1	4	-	1	2+	Plentiful	GW3
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce	GW3
Needle rifle	9"	18"	+2	-	4	-2	*	6+	Scarce, Toxin	GW3
Neutron blaster	9"	18"	+1	-	5	-3	1	5+	Rapid fire (1)	Inq
Phosphor serpenta	9"	18"	-	+1	5	-1	2	5+	No cover save allowed	Inq
Plasma gun										GW3
- low power	12"	24"	+2	-	5	-1	2	5+	Rapid fire (1), Scarce	
- max power	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable	
Radium jezzail	12"	30"	-	+1	5	-1	1	6+	Rapid fire (1), Rending	Inq
Rail rifle	15"	30"	-1	-	6	-4	2	6+	Rapid fire (1)	Inq
Ripper gun	6"	12"	+2	-	5	-2	1	6+	Rapid fire (1), Versatile, Unwieldy	Inq
Shredder	6"	12"	+1	-	6	-1	1	5+	Blast (3"), Shock	Inq
Sniper rifle	20"	40"	-1	-	4	-1	1	6+	-	Inq
Storm bolter	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2)	Inq
Webber	-	T	-	-	5	-	-	5+	Template, Web	GW3

HEAVY WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Assault cannon	12″	24″	+2	-	6	-2	2	6+	Rapid fire (2), Unwieldy	Inq
Autocannon	24″	48″	-	-	7	-2	2	4+	Rapid fire (1), Unwieldy	Inq
Big shoota	18″	36″	-	-	5	-1	1	5+	Rapid fire (2), Unwieldy	Inq
Burst cannon	9″	18″	+1	-	5	-1	1	5+	Rapid fire (2), Unwieldy	Inq
Dakkagun	9″	18″	-	-	5	-	1	5+	Rapid fire (2), Unwieldy	Inq
Deffgun	24″	48″	-	-1	7	-2	2	6+	Rapid fire (1), Unwieldy	Inq
Eldar lance	18″	36″	-	-	8	-4	3	5+	Unwieldy	Inq
Eradication ray	12″	36″	+2	-	8	-3	3	4+	Rapid fire (1), Unwieldy	Inq
Grotzooka	6″	18″	+1	-	6	-	1	6+	Blast (5″), Knockback, Scarce, Unwieldy	Inq
Harpoon launcher	6″	18″	+2	-	5	-3	1	5+	Impale, Drag, Scarce	GW3
Heavy bolter	18″	36″	+1	-	5	-2	2	6+	Rapid fire (2), Unwieldy	GW3
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy	GW3
Heavy stubber	20″	40″	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy	GW3
Lascannon	24″	48″	-	+1	10	-3	3	4+	Knockback, Unwieldy	GW3
Mining laser	18″	24″	-	-1	9	-3	3	3+	Unwieldy	GW3
Missile launcher										GW3
- frag missile	24″	48″	+1	-	4	-1	1	6+	Blast (5″), Knockback, Unwieldy	
- krak missile	24″	48″	+1	-	6	-2	3	6+	Unwieldy	
Multi-laser	24″	36″	+1	-	6	-	1	4+	Rapid fire (2), Unwieldy	Inq
Multi-melta	12″	24″	+1	-	8	-4	3	4+	Blast (3″), Melta, Scarce, Unwieldy	GW3
Ossefactor	12″	24″	+2	-	4	-3	1	6+	Scarce, Toxin, Unwieldy	Inq
Plasma cannon										GW3.A
- low power	18″	36″	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy	
- max power	18″	36″	+1	-	8	-2	3	5+	Blast (3″), Scarce, Unstable, Unwieldy	
Rokkit launcha	12″	24″	-	-1	8	-3	3	6+	Blast (3″), Scarce, Unwieldy	Inq
Seismic cannon										GW3
- short wave	12″	24″	-	-1	6	-1	2	5+	Rapid Fire (1), Seismic, Knockback, Unwieldy	
- long wave	12″	24″	-1	-	3	-	1	5+	Rapid Fire (2), Seismic, Knockback, Unwieldy	
Shokk attack gun	24″	60″	-	-	2	-4	1	6+	Blast (5″), Rad-phage, Scarce, Unwieldy	Inq
Shuriken cannon	12″	36″	+2	-	6	-	1	4+	Rapid fire (2), Rending, Unwieldy	Inq
Snazzgun	12″	24″	+1	-	5	-2	1	6+	Blast (5″), Unstable, Scarce, Unwieldy	Inq
Splinter cannon	18″	36″	-	-	4	-1	1	5+	Rapid fire (1), Toxin, Scarce, Unwieldy	Inq
Starcannon	18″	36″	-	-	6	-3	2	6+	Rapid fire (1), Unwieldy	Inq
Transuranic arquebus	20″	60″	-1	-	7	-3	2	6+	Unwieldy	Inq
Volkite blaster	12″	24″	-	-	6	-	1	5+	Blast (3″), Pulverize, Unwieldy	Inq

CLOSE COMBAT WEAPONS

All close combat weapons listed below have the *Melee* weapon trait.

POWER WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Power axe	-	E	-	-	S+2	-2	1	-	Power, Disarm	GW3
Power fist	-	E	-	-1	S+3	-3	2	-	Power, Pulverise	Inq
Power glaive	-	E	-	-	S+2	-3	1	-	Power, Disarm, Unwieldy	Inq
Power hammer	-	E	-	-	S+1	-1	2	-	Power	GW3
Power knife	-	E	-	-	S+1	-2	1	-	Power, Backstab	GW3
Power lance	E	3"	-	-	S+2	-1	1	-	Power, Versatile, Impale	Inq
Power maul	-	E	-	-	S+2	-1	1	-	Power	GW3
Power pick	-	E	-	-	S+1	-3	1	-	Power, Pulverise	GW3
Power sword	-	E	-	-	S+1	-2	1	-	Power, Parry	GW3
Thunder hammer	-	E	-	-	S+1	-1	3	-	Power, Shock	GW3
Triskele	E	2xS	-	-	S	-1	1	6+	Power, Versatile, Scarce	Inq
Two Power blades	-	E	-	+1	S	-2	1	-	Power, Parry (x2), Disarm, Unwieldy	Inq
Two-handed Power weapon	-	E	-	-1	S+3	-2	1	-	Power, Knockback, Unwieldy	Inq

FORCE WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Force axe	-	E	-	-	S+1	-	1	-	Force, Disarm	Inq
Force rod	-	E	-	-	S+1	-2	1	-	Force	Inq
Force stave	E	2"	-	-	S+2	-1	1	-	Force, Versatile	Inq
Force sword	-	E	-	-	S	-1	1	-	Force, Parry	Inq
Singing spear	E	3"	-	-	S+4	-	1	-	Force, Versatile, Impale	Inq
Witchblade	-	E	-	-	S+4	-	1	-	Force, Parry	Inq

IMPLANTED WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Electro-flail	E	3"	-	-	S+1	-	1	-	Versatile, Entangle, Disarm, Implanted	Inq
Power stabba	-	E	-	-	S+1	-2	1	-	Knockback, Implanted	Inq
Shears	-	E	-	-	S+1	-1	1	-	Parry, Implanted	Inq

WHIPS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Agonizer	E	2"	-	-	S	-2	1	-	Versatile, Toxin	Inq
Lash whip	E	2"	-	-	S	-	1	-	Versatile	WDMar18
Neural whip	E	3"	-	-	*	-2	*	-	Versatile, Neural shredder	Inq
Razorflail	E	2"	-	-	S+1	-1	1	-	Versatile, Shock, Entangle	Inq
Shock whip	E	3"	-	-	S+1	-	1	-	Versatile, Shock	GW3

OTHER TWO-HANDED WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Buzzsaw	-	E	-	-	S+2	-2	2	-	Unwieldy	Inq
Eviscerator	-	E	-	-1	S+2	-2	2	-	Unwieldy, Parry, Entangle, Rending	Inq
Glaive	-	E	-	-1	S+1	-2	1	-	Unwieldy, Disarm	Inq
Heavy rock cutter	-	E	-	-	S+4	-4	3	-	Unwieldy	GW3
Heavy rock drill	-	E	-	-	S+2	-3	2	-	Unwieldy, Pulverise	GW3
Heavy rock saw	-	E	-	+1	S+3	-3	2	-	Unwieldy, Rending	GW3
Las cutter	E	2"	+1	-	9	-3	2	6+	Unwieldy, Scarce, Versatile	GW3
Massive weapon	-	E	-	-1	S+2	-	2	-	Unwieldy, Knockback	Inq
Renderizer Serrated axe	-	E	-	-	S+2	-1	2	-	Unwieldy, Pulverise	GW3
Two-handed axe	-	E	-	-1	S+2	-	2	-	Unwieldy	GW3
Two-handed Chain Axe	-	E	-	-1	S+2	-1	1	-	Unwieldy, Disarm, Rending	Inq
Two-handed hammer	-	E	-	-1	S+1	-	3	-	Unwieldy, Knockback	GW3

OTHER CLOSE COMBAT WEAPONS

	Rng		Acc							
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**	**Source**
Arc maul	-	E	-	-	S+1	-1	1	-	Parry, Shock	Inq
Axe	-	E	-	-	S+1	-	1	-	Disarm	GW3
Bonesword	-	E	-	+1	S	-2	1	-	Parry	WDMar18
Brute cleaver	-	E	-	+1	S	-1	1	-	Disarm	GW3
Chain axe	-	E	-	+1	S+1	-1	1	-	Disarm, Parry, Rending	GW3
Chainsword	-	E	-	+1	S	-1	1	-	Parry, Rending	GW3
Club, Maul or Hammer	-	E	-	-	S	-	2	-	-	GW3
Digi laser	E	3"	-	-	1	-	1	-	Digi, Versatile	GW3
Fighting knife	-	E	-	-	S	-1	1	-	Backstab	GW3
Flail	-	E	-	+1	S+1	-	1	-	Entangle	GW3
Flensing claw	-	E	-	+1	S	-	1	-	Disarm	WDApr18
Flesh gauntlet	-	E	-	+1	S	-1	1	-	Rending	Inq
Grab hook	E	2"	-	-	S	-	1	-	Disarm, Versatile	GW3
Harlequin's weapon	E	2"	-	-	S+1	-2	1	-	Versatile, Pulverise	Inq
Impaler	E	3"	-	-	S+1	-	2	-	Versatile, Impale	Inq
Laser lance	E	6"	-	-	6	-3	2	5+	Versatile, Scarce	Inq
Rending blade	-	E	-	+1	S+1	-2	1	-	Rending, Parry	Inq
Servo-claw	-	E	-	-	S+2	-	2	-	-	GW3
Shardnet	E	3"	-	-	4	-	1	6+	Entangled, Web, Versatile	Inq
Shock baton	-	E	-	-	S	-	1	-	Parry, Shock	GW3
Shock stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile	GW3
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback	NUR
Staff of office	-	E	-	-	S	-	1	-	Parry	WDMar18
Stiletto knife	-	E	-	+1	S	-	1	-	Toxin	GW3
Stiletto sword	-	E	-	-	S	-1	1	-	Parry, Toxin	GW3
Sword	-	E	-	+1	S	-1	1	-	Parry	GW3
Taser lance	E	3"	-	-	S+2	-1	1	-	Shock, Versatile	Inq
Throwing knife	E	2xS	-	-	S-1	-	1	6+	Scarce, Versatile	Inq
Toxin injector claw	-	E	-	-	S	-1	1	-	Toxin	WDMar18

Wargear

WiP

The Bizarre Bazaar

The Bizarre Bazaar represents the various markets, void stations or traders where warbands can barter for weapons and equipment. Either with the support of their employers or by the Cold Trade, fighters need to find a way to resupply.

This section is intended to replace the Necromunda Trading Post and House lists. [WiP]

Rarity

Each item in the Bizarre Bazaar has a Rarity, denoting how hard is it to source. Common items are a regular sight, and can be purchased from any number of vendors, while Rare items must be sought out by a Leader or Champion – the number in brackets after Rare shows how difficult it will be to find them.

Rare Items & Warband Creation

When creating a warband, rare items may be purchased as common ones (no limit or special action needed).

Keywords

In Inquisimunda, there is no such things as "House" lists within each warband section. Instead, all items in the following pages are listed with one or more keywords. If a warband has at least one of the keywords (see the Warbands chapter), the item is available for purchase.

Visit the Bizarre Bazar

The following rules replace the corresponding section in Gang War 1 supplement, "C. Visit the Trading Post" (GW1, p.24).

The warband can make any of the Bizarre Bazaar actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a warband can perform each one. Any spent Thrones Gelt (TG) are deducted from the warband's Stash; any gained TG are added to the warband's Stash.

Sell Unwanted Equipment

Any equipment in the warband's Stash can be sold. The item is deleted from the Stash, and the warband gains its value in Thrones Gelt, minus D6x10 (to a minimum of 5 TG).

Hire a Fighter

The warband can hire a new fighter and paying for them as they did when creating the warband (see the Creating a Warband chapter). The Warband Composition section must be honoured when hiring new fighters. No equipment is purchased for them – they receive equipment in the next step.

Purchase Equipment

A Warband with an appropriate keyword can purchase any Common equipment from the Bizarre Bazaar, at the price shown. Fighters cannot use this action to purchase Rare equipment from the Bizarre Bazar – that can only be obtained with the Seek Rare Equipment action, as follows.

Seek Rare Equipment

This action can be taken multiple times, but is only resolved once. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the warband's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the warband has (for example, a Warband with Reputation 24 would get +2)

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. For each fighter making the action, the warband can now purchase one Rare item from the Bizarre Bazaar with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the warband's Stash.

Fan rulebook completely unofficial & not endorsed by Games Workshop.

Weapons

Ranged Weapons

Pistols

Weapon	Price	Rarity	Accessibility by <Keywords>			
Arc pistol	45	Rare (8)	Mechanicum			
Autopistol	10	Common	**MANKIND**			
Bolt pistol	50	Rare (8)	**MANKIND**			
Flechette blaster	25	Common	Mechanicum			Loxatl
Gamma pistol	70	Rare (9)	Mechanicum			
Hand flamer	75	Rare (8)	Inquisition			Genestealer infest.
Inferno pistol	80	Rare (10)	Ordo Hereticus Ad. Sororitas	**AELDARI**		
Kustom mega-slugga	45	Rare (9)			**ORKS**	
Laspistol	10	Common	**MANKIND**			
Macrostubber	60	Rare (8)	Mechanicum			
Needle pistol	30	Rare (9)	Inquisition	Drukhari		Genestealer infest.
Neuro-disruptor	90	Rare (11)		Harlequins		
Phosphor blast pistol	75	Rare (9)	Mechanicum			
Plasma pistol	50	Rare (9)	**MANKIND**			
Pulse pistol	25	Common			**TAU**	
Radium pistol	25	Common	Mechanicum			
Shuriken pistol	35	Common		Craftworlds Harlequins		
Slugga	35	Common			**ORKS**	
Stub gun	5	Common	**MANKIND**		Grot	
Stubcarbine	50	Rare (8)	Mechanicum			
Web pistol	90	Rare (9)				Genestealer infest.

Basic Weapons

Weapon	Price	Rarity	Accessibility by <Keywords>			
Autogun	15	Common	**MANKIND**			
Avenger shuriken catapult	45	Rare (8)		Craftworlds		
Boltgun	55	Rare (8)	**MANKIND**			
Galvanic rifle	45	Common	Mechanicum			
Kroot rifle	25	Common			Kroot	
Lasblaster	25	Rare (8)		Craftworlds		
Lasgun	15	Common	**MANKIND**			
Needler	35	Common		Drukhari		
Pulse blaster	45	Common			**TAU**	
Pulse carbine	65	Common			**TAU**	
Pulse rifle	60	Common			**TAU**	
Radium carbine	30	Common	Mechanicum			
Shoota	45	Common			**ORKS**	
Shotgun (scatter & solid)	30	Common	**MANKIND**			
Shuriken catapult	40	Common		Craftworlds		
Stub cannon	20	Common	**MANKIND**			

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GRENADES

Weapon	Price	Rarity	Accessibility by <Keywords>				
Blasting charge	35	Rare (8)				Grot	Genestealer infest.
Blight grenade	50	Rare (9)					Nurgle
Choke gas grenade	50	Rare (9)		MANKIND			
Demolition charge	50	Rare (12)	ALL				
Frag grenade	30	Common		MANKIND		Greenskins	
Hallucinogen grenade	WiP	WiP			Drukhari		
Incendiary charge	10	Rare (7)		MANKIND			
Krak grenade	45	Rare (8)		MANKIND			
Melta bomb	60	Rare (11)		Imperium			
Photo flash flare	15	Rare (9)				TAU	
Plasma grenade	35	Common			AELDARI		
Scare gas grenade	45	Rare (10)			Drukhari		
Smoke bomb	15	Common	ALL				

SPECIAL WEAPONS

Special weapons are only available to Leaders, Champions & Heavies (see the Warband positions in the Creating a Warband chapter).

Weapon	Price	Rarity	Accessibility by <Keywords>				
Arc rifle	60	Rare (8)		Mechanicum			
Combi-flamer	195	Rare (8)		MANKIND			
Combi-melta	190	Rare (12)		MANKIND			
Combi-plasma	115	Rare (10)		MANKIND			
Death spinner	55	Rare (8)			Craftworlds		
Flamer	140	Rare (7)	ALL				
Grav gun	120	Rare (11)		Imperium			
Grenade launcher (frag&krak)	65	Rare (8)		MANKIND			
Haywire blaster	130	Rare (8)			Drukhari		
Hot-shot volley gun	55	Rare (8)		Imperium			
Ion rifle	130	Rare (10)				TAU	
Kustom Mega-blasta	85	Rare (9)				ORKS	
Kustom shoota	90	Rare (8)				ORKS	
Liquifier gun	125	Rare (9)			Drukhari		
Long Las	20	Common		MANKIND			
Meltagun	135	Rare (11)		MANKIND	AELDARI	TAU	
Needle rifle	40	Rare (9)		MANKIND	Drukhari		
Neutron blaster	60	Rare (8)				TAU	
Phosphor serpenta	80	Rare (8)		Mechanicum			
Plasma gun	100	Rare (9)		MANKIND		TAU	
Radium jezzail	60	Rare (8)		Mechanicum			
Rail rifle	155	Rare (9)				TAU	
Ripper gun	70	Rare (8)		Ogryn			
Shredder	110	Rare (10)			Drukhari		
Sniper rifle	30	Common		MANKIND	Craftworlds	TAU	
Storm bolter	110	Rare (10)		Imperium			
Webber	125	Rare (9)		MANKIND			Genestealer infest.

HEAVY WEAPONS

Only Heavies have access to Heavy weapons (see the Warband positions in the Creating a Warband chapter).

Weapon	Price	Rarity	Accessibility by <Keywords>
Assault cannon	175	Rare (11)	Imperium
Autocannon	155	Rare (7)	**MANKIND**
Big shoota	140	Rare (7)	**ORKS**
Burst cannon	80	Rare (7)	**TAU**
Dakkagun	70	Rare (8)	**ORKS**
Deffgun	150	Rare (8)	**ORKS**
Eldar lance	150	Rare (11)	**AELDARI**
Eradication ray	205	Rare (11)	Mechanicum
Grotzooka	110	Rare (9)	**ORKS**
Harpoon launcher	110	Rare (9)	**MANKIND** Genestealer infest.
Heavy bolter	160	Rare (10)	**MANKIND**
Heavy flamer	195	Rare (10)	**MANKIND** **ORKS**
Heavy stubber	160	Rare (7)	**MANKIND**
Lascannon	155	Rare (10)	**MANKIND**
Mining laser	125	Rare (9)	**MANKIND**
Missile launcher (frag&krak)	165	Rare (10)	**MANKIND** Craftworlds
Multi-laser	140	Rare (7)	**MANKIND** Craftworlds
Multi-melta	180	Rare (11)	**MANKIND** Craftworlds
Ossefactor	45	Rare (8)	Drukhari
Plasma cannon	130	Rare (11)	**MANKIND**
Rokkit launcha	150	Rare (10)	**ORKS**
Seismic cannon	140	Rare (10)	**MANKIND** Genestealer infest.
Shokk attack gun	185	Rare (11)	**ORKS**
Shuriken cannon	150	Rare (8)	Craftworlds Harlequins
Snazzgun	135	Rare (11)	**ORKS**
Splinter cannon	90	Rare (10)	Drukhari
Starcannon	150	Rare (10)	Craftworlds
Transuranic arquebus	160	Rare (11)	Mechanicum
Volkite blaster	145	Rare (11)	Mechanicum

CLOSE COMBAT WEAPONS

POWER WEAPONS

Weapon	Price	Rarity	Accessibility by <Keywords>
Power axe	35	Rare (8)	MANKIND
Power fist	140	Rare (11)	MANKIND, Craftworlds, ORKS
Power glaive	50	Rare (8)	AELDARI
Power hammer	45	Rare (8)	MANKIND
Power knife	25	Rare (9)	MANKIND
Power lance	75	Rare (10)	MANKIND, AELDARI
Power maul	30	Rare (8)	MANKIND
Power pick	40	Rare (8)	MANKIND
Power sword	50	Rare (9)	MANKIND, AELDARI
Thunder hammer	70	Rare (11)	Ordo Malleus
Triskele	35	Rare (11)	Craftworlds
Two Power blades	75	Rare (9)	Ecclesiarchy, AELDARI
Two-handed Power weapon	60	Rare (11)	ALL

FORCE WEAPONS

Only Psykers can be equipped with Force weapons.

Weapon	Price	Rarity	Accessibility by <Keywords>
Force axe	45	Rare (9)	Inquisition
Force rod	50	Rare (8)	MANKIND
Force stave	65	Rare (8)	ALL
Force sword	50	Rare (9)	Inquisition
Singing spear	115	Rare (11)	Craftworlds
Witchblade	85	Rare (10)	Craftworlds

IMPLANTED WEAPONS

Except upon recruitment, a “Visit the Sawbones” action is necessary for fighter wishing to be equipped with the following weapons, as described in the Bionics section of the Rules Addendum.

Weapon	Price	Rarity	Accessibility by <Keywords>
Electro-flail	40	Rare (9)	Inquisition, Ecclesiarchy
Power stabba	25	Rare (8)	ORKS
Shears	25	Rare (8)	MANKIND, Drukhari, ORKS

WHIPS

Weapon	Price	Rarity	Accessibility by <Keywords>
Agonizer	40	Rare (9)	Drukhari
Lash whip	20	Rare (8)	Genestealer infest.
Neural whip	145	Rare (11)	Inquisition, Ecclesiarchy
Razorflail	55	Rare (9)	Drukhari
Shock whip	25	Rare (8)	MANKIND

Other Two-Handed Weapons

Weapon	Price	Rarity	Accessibility by <Keywords>			
Buzzsaw	45	Rare (8)	MANKIND		ORKS	
Eviscerator	75	Rare (11)	Inquisition Ecclesiarchy			
Glaive	20	Common		Drukhari	TAU	
Heavy rock cutter	135	Rare (9)	MANKIND			
Heavy rock drill	90	Rare (9)	MANKIND			
Heavy rock saw	120	Rare (9)	MANKIND			
Las cutter	85	Rare (10)	MANKIND			
Massive weapon	30	Common	MANKIND		ORKS	
Renderizer Serrated axe	40	Rare (8)	MANKIND			
Two-handed axe	25	Common	MANKIND		ORKS	
Two-handed Chain Axe	30	Rare (9)	MANKIND		ORKS	
Two-handed hammer	35	Common	MANKIND		ORKS	

Other Close Combat Weapons

Weapon	Price	Rarity	Accessibility by <Keywords>			
Arc maul	40	Rare (8)	Mechanicum			
Axe	5	Common	MANKIND		Greenskins	
Bonesword	30	Rare (9)				Genestealer infest.
Brute cleaver	20	Rare (7)	MANKIND	Drukhari		
Chain axe	30	Rare (9)			ORKS	Khorne
Chainsword	25	Rare (8)	MANKIND	Craftworlds	ORKS	
Club, Maul or Hammer	25	Common	MANKIND		Greenskins	
Digi laser	25	Rare (10)	MANKIND			
Fighting knife	15	Common	ALL			
Flail	20	Common	MANKIND			
Flensing claw	35	Common	MANKIND			
Flesh gauntlet	20	Rare (10)	Mechanicum	Drukhari		
Grab hook	30	Rare (7)	MANKIND		ORKS	
Harlequin's weapon	65	Rare (9)		Harlequins		
Impaler	45	Common		Drukhari		
Laser lance	95	Rare (10)		Craftworlds		
Rending blade	40	Rare (10)	Mechanicum	AELDARI		
Servo-claw	35	Rare (10)	MANKIND			
Shardnet	105	Rare (8)		Drukhari		
Shock baton	30	Rare (8)	MANKIND			
Shock stave	25	Rare (9)	MANKIND		ORKS	
Spud-jacker	15	Common	MANKIND			
Staff of office	25	Rare (7)	ALL			
Stiletto knife	20	Rare (9)		Drukhari		Nurgle
Stiletto sword	35	Rare (9)		Drukhari		Nurgle
Sword	20	Rare (6)	ALL			
Taser lance	35	Rare (10)	Mechanicum			
Throwing knife	10	Rare (8)	MANKIND			
Toxin injector claw	20	Rare (8)				Genestealer infest.

WEAPON ACCESSORIES

GUNSIGHTS (MAXIMUM OF ONE PER WEAPON)

Sights	Price	Rarity	---------- Accessibility by <Keywords> ----------	
Infra-sight	40	Rare (8)	**ALL**	(Pistols, Basic, Special & Heavy weapons)
Mono-sight	35	Rare (9)	**ALL**	(Basic, Special & Heavy weapons)
Telescopic-sight	25	Common	**ALL**	(Pistols, Basic & Special weapons)

OTHER WEAPON ATTACHMENTS

Attachments	Price	Rarity	---------- Accessibility by <Keywords> ----------	
Gunshroud	20	Rare (8)	**ALL**	(Pistols & Basic weapons)
Hotshot Las Pack	20	Common	**ALL**	(Laspistol & Lasgun only)
Las-projector	35	Rare (9)	**ALL**	(Pistols, Basic & Special weapons)
Suspensor	60	Rare (10)	**ALL**	(Heavy weapons)

SPECIAL AMMUNITIONS

Ammunitions	Price	Rarity	---------- Accessibility by <Keywords> ----------	
Condemnor bolt	WiP	WiP	Inquisition	(Bolter)

ARMOUR & FIELD ARMOUR

ARMOUR (ONE PER FIGHTER)

Armour	Price	Rarity	---------- Accessibility by <Keywords> ----------
6+ Armour	5	Common	**ALL**
5+ Armour	15	Common	**ALL**
4+ Armour	80	Rare (10)	**ALL**
3+ Armour	160	Rare (12)	**ALL**

FIELD ARMOUR (ONE PER FIGHTER)

Armour	Price	Rarity	---------- Accessibility by <Keywords> ----------
Conversion field	60	Rare (11)	**ALL**
Displacer field	70	Rare (12)	**ALL**
Refractor field	50	Rare (10)	**ALL**

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Special Rules

[Rules below are being discussed on Yaktribe (here).]

Access to [Skill Set]
Fighters with this Attribute have always access to the specified skill set (Primary).

Activating Groups [< X >]
When the players activate a Leader or a Champion, they can choose to activate at the same time < X > additional Readied fighters within 4". If the Leader or a Champion is activated this way, this does not allow the players to activate even more fighters.

Acute Senses
Fighters with this Attribute spot enemies faster and from really far: add +2 to their 2D6 roll for determining the spotting distance. In addition, add +1 to the D6 roll for spotting attackers.

Basic Weapons [+Exception]
The fighter may not use Special or Heavy weapons, but treats any weapon listed in parentheses as a Basic weapon.

Bionics
An Equipment with this trait follows the rules of Bionics as described in the corresponding section.

Convert to the Cause!
If a Warband with this rule captures any enemy fighters who fit its normal hiring restrictions, then the leader can do a post-battle action and try to convert them to the warband's cause, provided he did not go out of action. The warband player rolls 2D6 and adds the leader's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score. If the leader scores highest then the prisoner becomes a faithful convert. Copy his profile, skills, experience and any relevant information onto the warband roster. Note the fighter is now classed as a warrior of the warband, meaning he may lose access to skill sets, equipment and special abilities (e.g. converted Heavies lose their ability to use Heavy weapons). All of the convert's equipment is also destroyed to help him adjust to his new enlightened path, but will keep implanted bionic equipment, such as lobo-chips. If the prisoner equals or beats the leader's score then he resists and refuses to join the cause. He may be sold or traded normally.

Craven
When the model fails a nerve test, resolve movement as normal. Once the model reaches cover, remove it from play. The fighter counts as going Out of Action for Bottle tests but does not have to roll on the Serious Injury (unless the model was down when it reached cover, in which case it must roll as normal to determine if an injury was sustained).

Cursed Luck
Once each turn, the fighter may re-roll one roll it makes. Also once each turn, an opposing player may re-roll a roll that directly affects the fighter with Cursed Luck. In both cases, the result of the second roll must be accepted.

Disturbing Presence
Allied fighters within 6" suffer a -1 penalty to Cool if they are of a different species than this fighter.

Fear
Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, models must take a Willpower check when confronted by fearsome creatures or circumstances. If a fighter makes a Charge action that targets a model with the Fear attribute, the charging fighter must make a Willpower check before moving. If the check is failed, they cannot move and their action ends immediately.

FIELDCRAFT (TERRAIN)

The fighter ignores the movement penalty for difficult terrain. When a terrain type is specified, the bonus applies only for this particular terrain type (e.g: Fieldcraft (water) allows a model to ignore any penalty for water based difficult terrain).

FLOATING

Some models possess special power, antigravity motors, and Warp powers which allow them to hover a few inches above the ground. Fighters with this Attribute are unaffected by terrain, though they may not end their movement over Impassable terrain. Additionally, Floating models may fall as normal, but never suffer damage from falling.

FLYING

A fighter with the flying attribute counts as having the catfall (agility) skill. Furthermore, an Active fighter with this ability has access to the following actions:

Fly (Simple) - The fighter can move up to its normal movement distance in any direction (horizontally, vertically, diagonally) without penalties. It cannot move through solid/impassible terrain features and must end its movement on a level surface where the miniature's base can be placed.

Death from above (Double) - The fighter can make two consecutive Fly (simple) actions. The fighter then makes an attack with a ranged weapon. The hit roll has an additional -1 modifier, and Unwieldy weapons cannot be used.

Diving charge (Double) - The fighter makes a Standard Move, adding D6" to the distance it can move, in any direction (horizontally, vertically, diagonally) without penalties. It can move within 1" of a standing or Pinned enemy (or more than one if it wish) but if it does, it must move into base contact becoming Engaged. If it does this and is Engaged at the end of the action, it can immediately make a free Fight (Basic) action.

FORCE

Only Psykers can handle Force weapons. Attacks made by Force weapons cannot be parried except by other Force weapons. In addition, before resolving each Fight action with a model equipped with a Force weapon, make a Willpower check. If the test is passed, no save roll can be made against the Force weapon's attacks and its Damage is increased by 1. If the target is a Psyker, damage is increased to D3.

FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as frenzied. How or exactly why a fighter may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of dangerous hive fungi, or affected by localised gases or radiation. If an individual is frenzied the following rules apply:

1. A frenzied model must always charge the closest enemy within his charge move if able to do so. When working this out, always add 3" to his standard move. All other bonuses to his charge range, such as from the Leap skill or a berserker chip are ignored. Note this automatic charge is only worked out once all other regular charge moves have been resolved that turn.

2. The frenzied model doubles his base Attacks characteristic.

3. Frenzied models cannot parry.

4. When consolidating, frenzied models must use their 2" move to engage in close combat if possible. Otherwise they must use the extra move to move closer to the nearest enemy. They may not consolidate to move away.

5. Frenzied models are never affected by fear or terror, nor are they affected by hatred.

6. If a frenzied model loses his nerve and is broken, then the Frenzy rules no longer apply for the remainder of the game. The fighter has taken a beating and his sense of self preservation asserts itself.

7. A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you – you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the model take a Cool check as you would for testing your nerve. If the check is passed then the fighter is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.

HATRED

Hate is a powerful emotion and in the 41st millennium there is plenty of opportunity for warbands to develop bitter rivalries. The object of hatred is specified in brackets. The following rules apply to models which hate their rivals:

1. If a fighter can see a hated adversary then all nerve tests are taken as if he had a Cool characteristic of 3+.

2. A model in close combat against a hated foe can re-roll any of his Attack dice that roll a natural 1 after charging or when making reaction attacks after a charge by its opponent. After these first attacks, the model has vented his pent-up anger and fights as normal.

3. When consolidating, a model must use his 2" move to engage a hated enemy if possible. Otherwise he must use the extra move to move closer to a hated enemy he can see. He may not consolidate to move away from hated enemies.

HIERARCHY (< *Species* >)

You may recruit fighters from the < species > indicated in brackets only if your leader is also from the same species.

HOLLOW

Fighters with this Attribute may never be directly affected by Psychic powers. Any psychic power that touches a Hollow Fighter may be negated on a D6 roll of 3+.

IMPLANTED

A weapon with this trait follows the rules of Implant Weaponry as described in the corresponding section.

INSPIRING (SPECIES)

Get the Inspirational Leadership skill. If a species is specified, this attribute applies only to this species.

LEADING BY EXAMPLE (< *X*" >)

A fighter is assumed to automatically pass their Cool check if there is a Leader or a Champion from their warband within < X" > who has already passed their Cool check this round. Champions cannot gain this benefit from other Champions, but can gain it from the Leader. Leaders cannot gain this benefit at all. This only applies to Cool checks made as part of Bottle tests.

LIGHT FINGERED

Roll a D6 after each battle, before generating Income. On a roll of 1, the fighter pilfers 5 TG from the warband's stash. If the stash contains items but no TG, the fighter will steal a random item from the stash. Stolen items are lost and must be marked off the warband list.

LIMITED LEADERSHIP

If this model has the Inspiring attribute or Leadership abilities (Activating groups, Leading by example, Leadership skills), their effects only apply to friendly models of the same species.

MULTIPLE ARMS

The fighter gains the benefit of the "Extra Arm" mutation. (The fighter may use up to three pistols and/or Close combat weapons in close combat [+2 attack dice], or hold a basic weapon with one hand and still use 2 Close combat weapons with the others [+1 attack dice]).

NEURAL SHREDDER
A weapon with this trait projects a resonant wave of electromagnetism that is pitched to scramble the electric signals of the target's brain (or equivalent), incapacitating or even killing it outright.

A target that is hit by a weapon with this trait must pass a Willpower test for every hit taken. If any one of them failed, the target is Seriously Injured, no matter how many wounds it has left.

An armour save can be attempted against this attack.

This weapon has no effect against Terrain features with a Toughness characteristic, like doors.

NIGHT VISION
Fighters with this Attribute are unaffected by Low-light conditions.

NO [SKILL SET] SKILLS
Fighters with this Attribute may never access to the specified skill set (neither Primary or Secondary).

NOT A PSYKER
Fighters with this Attribute cannot have the Psyker attribute.

PREACHER
Many high-level Cult or Inquisition members are priests or preachers of the faith and as such, have the ability to inspire great courage among their flock. Increase the range of the effects of “Leading by Example” by +6".

PSYKER
Fighters with this Attribute have access to Psychic powers (see the sub section: Psychic Powers of this chapter).

RULING BY FORCE
Leader of a Warband with this trait has access to the following special rule. Whenever a Nerve or Willpower test is made for another fighter from the warband who is within 9” of this model, use this model’s characteristic value. If the test is failed, that fighter suffers an automatic S3 hit which may be saved as normal.

SIMPLE MINDED
Fighters with this Attribute suffer from stupidity but can use the Intelligence of any friendly model within 6” to pass the test if it is not an initiate.

SLAVERS & SLAVES
Any fighters captured by slavers and not ransomed back to their own Warband may be kept as slaves. All of the models Equipment are kept by the slavers. The fighter counts as an Initiate for all purposes and equipment options but may never become a Warrior. The Slave's old warband may attempt to rescue him any number of times, although they may not attempt two rescue missions in a row, otherwise following the normal rescue rules. The model's new warband may find the Slave outlives his usefulness and may choose to sell him into slavery after any battle.

SLOW AND PURPOSEFUL
A model with this attribute counts as being equipped with suspensors and may never run or climb ladders.

STUPIDITY

Stupid models must take an Intelligence test at the start of each of their turns to determine how they react. If the test is passed the model may act normally. If the test is failed the following rules apply until the start of the next turn.

1. If engaged in close combat, the model is temporarily disoriented or confused. Roll a D6 before each close combat phase. 1-3, Fight at last; 4-6, Fight normally

2. If not engaged, roll a D6 to determine how the model moves at the start of your movement phase. 1-3, Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand- to-hand combat and may or may not fight (roll as above). 4-6, The model does not move.

3. The model can do nothing else this turn. The fighter will not shoot weapons or otherwise move unless he loses his nerve and runs 2D6" to cover as described in the Leadership section.

4. The model does not have to take any further Leadership-based tests for fear or terror, but must still take tests to keep its nerve. If such a test is failed the model will run 2D6" to cover. The rules for broken fighters override the rules for stupidity. The fighter is also unaffected by the rules for hatred and frenzy.

UNCOMMON PHYSIOLOGY

The fighter must pay the cost of an MIU in order to equip any weapon not designed for its race.

ZEALOT

Some of the more fanatical Cult or Inquisition members flagellate themselves into a blind rage before joining battle. A Zealot suffers the effects of Frenzy and gains Hatred against everyone.

WAAAGH!

An Ork Leader may call a Waaagh! once per game. All Ork models within 12" may triple their movement instead of doubling when charging and suffer the effects of Frenzy until the start of their next turn. Note that they may not test to avoid Frenzy.

Inquisimunda Campaigns

To adapt to the Inquisimunda gameplay, there is some necessary changes to the campaign system introduced in Gang War 1. The following section replaces the N17 rules for gaining experience as described in GW1 p. 16-17.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for **all their fighters** by spending their XP. The cost of these Advancements is shown in the table below, the fighter's card is updated accordingly, the appropriate amount of XP is deducted from their total and the number in their Advancements box is increased by 1.

The more experienced a fighter is, the more Advancements cost. The cost of each Advancements is increased by 2 for each Advancement the fighter already has. Initiates are not subject to this additional cost.

For example, a Champion already has an Advancement which has improved their Initiative by 1. If they wish to increase their Movement by 1", the cost will be 7 XP.

Two of the entries on the table allow a fighter to change its position within the warband. Fighters who change their position keep all their skills and their characteristics, but they are now considered for all rules purposes as one member of their new position. Thus, they gain access to the equipment and skills table as allowed by their new position. Note that they don't gain any initial advancements related to their position by this promotion.

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value, depending of its species. Characteristics can't be increased beyond maximum limits as shown on their species profile in the chapter: Species. When working out if a fighter's characteristic has reached beyond its maximum limit, only characteristic experience advances are considered. All other characteristic modifiers, such as the fighter's serious injuries, skills and equipment, are ignored.

Cost	Advancement	Value
3 Xp	Improve the fighter's Willpower or Intelligence by 1	+ 5 TG
4 XP	Improve the fighter's Leadership or Cool by 1	+10 TG
5 Xp	Improve the fighter's Initiative by 1	+10 TG
5 Xp	Add 1" to the fighter's Movement	+10 TG
6 Xp	Improve the fighter's Weapon Skill or Ballistic Skill by 1	+20 TG
6 Xp	The fighter gains a random skill from one of their Primary skill sets	+20 TG
8 Xp	Increase the fighter's Strength or Toughness by 1	+30 TG
9 Xp	Pick a skill from one of the fighter's Primary skill sets	+20 TG
9 Xp	The fighter gains a random skill from one of their Secondary skill sets	+35 TG
12 Xp	Increase the fighter's Wounds or Attacks by 1	+45 TG
12 Xp	Psyker only: the Psyker gains a level (to a maximum of Psyker Level 3)	+45 TG
12 Xp	**Initiate only:** promote the fighter to Warrior.	+40 TG
15 Xp	**Warrior only:** promote the fighter to Champion or Heavy.	+50 TG
15 Xp	The fighter gains a random skill from any skill set	+50 TG

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The following section replaces the N17 rules when a Leader dies as described in GW1 p. 24.

Loss of a Leader

If a warband's Leader is killed or is retired, a new Leader must be nominated from among the warband's Champions. If it has no Champions, the new Leader must be any other fighter. In any case, this model must conform to all of the species restrictions of the warband, if there is any.

For example, a Grot fighter may not become the Leader of a Feral Orks warband. An Abhuman or Xenos fighter may not lead an Inquisition warband.

In the unlikely event of a lack of fighter able to respect the warband species restrictions for Leader, the warband immediately looses its Faction keyword (and card) to become Independent. This change is irreversible.

Furthermore, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and rules they can access. Note that they now have access to the Leadership Skill set. Their characteristics do not change.

True nature & Secrecy

WiP: rules for revealing True Nature (voluntary or after an investigation).

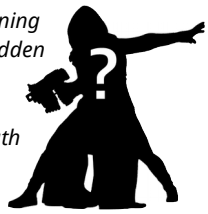
WiP: rules for keeping secret fighter's nature and equipment.

Reserved stash amount to pay real cost of fighter and equipment once True nature revealed.

Species & sub species
Unknown

Mysterious Fighter

Some fighters are shrouded in secrecy. Remaining in dark shadows, their true nature are kept hidden to the untrained eyes. Are they one of the many Xenos mercenaries or some vile mutants? Do they possess a monstrous strength or a hidden psychic talent? Are they wanted criminals or unknown threats?



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5”	5+	5+	3	3	1	4+	1	7+	8+	8+	8+
-	-	-	-	-	-	-	-	-	-	-	-

Special rules Mysterious fighters do not gain experience. When revealed, discard this card.

Recruiting a Mysterious Fighter

The Mysterious Fighter card is the only one you have to show to other players. Any other cards for building a fighter is kept secret and unused (position, species, mutations...). You must play with the limited Mysterious Fighter's stats line and rules until your true nature is revealed. Note that there is no associated cost to this card.

Once your true nature is undisclosed, you must discard this card and start playing with the stats line and rules created with your choice of cards.

WiP: Path to Heresy (below). Maybe this stuff will be handled differently now that we have a new system.

The Path to Heresy

After every battle there's always a chance that a warband will be declared 'Heretic' by the Imperium. A warband may show the behaviour of a Heretic yet not be caught or punished for it. Equally, a law abiding warband may make one small mistake and be branded a Heretic immediately. Imperial law is uncompromising and any warband who is declared Heretic will have no choice but to run or hide from those who would hunt them down.

How to become a Heretic

The Path to Heresy is an additional post-battle step, occurring just after « Gaining and Losing Reputation » (see GW1 p.23). After each battle, each non heretic warband must roll 2D6 to see if they are declared Heretic:

2D6	Result	
2	**Heretic!**	The warband is declared Heretic!
3-6	**Investigation**	The warband is under investigation. After the next game, the warband suffers an additional -1 modifier on this table.
7-11	**Clear**	The authorities takes no notice of the warband at this time.
12	**Upstanding**	The authorities are so impressed by the warband's flawless conduct that they grant a commendation. The warband gains a 50TG income bonus and does not have to roll on this chart for D3 battles.

The roll is subject to the following modifiers:

Modifiers

-1	For each warband's **fighter** participating in the preceding battle that was **Xenos**, **Mutant**, **Daemon** and/or model with a **Mark of Chaos**.
-1	For each **equipment** that was used in the preceding battle that was of **Xenos** origin and/or **Warp** related (e.g: Daemon weapon).
-1	If the last battle was **against a non heretic warband**.
+1	If **none** of the negative modifiers above have **ever** applied to the warband prior to the last battle.
+1	If **none** of the negative modifiers above **currently** apply to the warband.
+1	If the last battle was **against a Heretic or Xenos warband**.
+1	If the last battle was against a warband containing any **Xenos**, **Mutants**, **Daemons** and/or models with a **Mark of Chaos**.
+1	If the warband's **reputation** is **under 10**.
+1	If the warband's **reputation** is **under 20**.

Some warbands may be subject to additional modifiers (see the Warbands chapter).

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BEING A HERETIC

A radical warband must live by their wits and scavenge to survive, relying on fickle contacts and looting. A Heretic warband is subject to the following rules.

NO TERRITORY

When a warband is branded a Heretic in a campaign, it immediately looses any territory or turf it previously controlled. Indeed, Heretic warbands do not hold turf like other warbands. They do not therefore gain or lose turf as a result of winning or losing battles and they can never hold any Special Territories.

ALTERNATIVE INCOME

They do however collect Income after the first battle of a cycle, but rather than multiplying their turf size by 10, they multiply their Reputation by 10 to determine their income. This could represent the retainer they are paid by their hidden masters to continue operating in the area, or their capacity to pull strings to get what they need.

Additionally, the warband's Leader (and only the Leader) may make a special 'Work the Gang's Turf' action (see p.23 of GW1) in the post-battle sequence to represent the warband making an appeal to their contacts. However, should the D6 roll be a 1 the plea has fallen on deaf ears and no extra funding is granted.

Finally, the Heretic warband will earn additional income for every enemy fighter captured and not rescued, which they will sell, and for any enemy fighters killed:

- When the heretic warband sell captives, they earn the full value of each fighter in Thrones Gelt rather than the usual half. This represents their motivation and capacity to get valuable intel of their captives.
- When an opponent the heretic warband have just fought deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Heretic warband immediately gains half of that fighter's value rounded up to the nearest 5 TG. This represents the positive impact the elimination of this threat could have on their survival.

HERETICS & THE BIZARRE BAZAAR

From now, in the Bizarre Bazaar, prices of all items are increased by 10TG, Rarity value is increased by 1 and Common items become Rare (6).

HERETIC CAPTIVES

When non heretic warbands sell captives from a heretic warband, they earn the full value of each fighter in Thrones Gelt rather than the usual half.



Courtesy of KrautScientist