

Inquisimunda Unleashed

Designers Note: Inquisimunda Unleashed uses the core rules and Skirmish Games campaign rules used in Necromunda Underhive (N18). It is based on the Gang Creation section within those rules, with a focus on simplicity and the spirit of the Character Creation rules from the Inquisitor game. It is intended to allow you a similar level of freedom to create individuals and groups with whatever abilities, skills or equipment you want. This freedom places a certain amount of responsibility on the player, as these rules could be open to abuse in creating overpowered/unbalanced characters. Therefore, much like in the Inquisitor game, this system relies on players being more interesting in telling a story than in creating unbeatable combos or winning at all costs.

Recruitment

In Inquisimunda Unleashed, a Warband represents a team of Operatives recruited by an Inquisitor (or Rogue Trader/Farseer/Cult Demagogue/whatever leader your imagination can come up with!) to accomplish a specific goal. It may be an elite unit of highly skilled individuals, or a horde formed of the lowest dregs of society. Some Warbands hail from a single species or world, whereas others are a bewildering mixture of men, mutants and xenos.

A Warband is recruited from the following options at a set cost in Throne Gelt (TG). You have a total of 1,500 TG to spend on recruiting and arming your Warband. This group will consist of several Operatives; one Leader and as many of their subordinates as you wish/are able to include. As mentioned above, this could be a horde of poorly equipped thralls, or a compact but highly talented cadre of veterans, or anything in-between! That said, an average Warband would likely include between 5-10 members.

Each Operative is created by taking the following steps:

1. Select Archetype and Species
2. Select Additional Skills/Upgrades
3. Select Equipment

Step 1.

Each Operative will be of one of the Species and Archetypes listed below. Their starting profile is created by adding the Archetype bonuses to the Species statline. The first Operative chosen will be the Warband Leader and adds the following cost and bonuses *in addition to any others given by his Species/Archetype*:

Leader... + 40TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
					+1			+1	+1	+1	+1

Special Rules: Activate +2, Leading by Example

1a. Species:

Human... 30 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5	4+	4+	3	3	1	4+	1	8+	8+	8+	8+

Special Rules: None.

Ogryn... 100 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5	4+	6+	5	5	3	5+	2	9+	7+	7+	10+

Special Rules: Fearsome, Can't be Leader*, Can't be Tech-Adept, Can't select Savant Skills.

Ratling... 25 TG

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

Special Rules: Infiltrate, Can't be Psyker, Can't select Brawn Skills.

Squat... 35 TG

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

Special Rules: Can't select Agility Skills.

Beastman... 45 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5	4+	5+	4	4	1	4+	1	8+	8+	8+	9+

Special Rules: Can't be Tech-Adept, Can't select Savant Skills

Eldar... 45 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
6	4+	4+	3	3	1	3+	1	7+	7+	7+	7+

Special Rules: None.

Ork... 40 TG

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

Special Rules: None.

Grot... 25 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
4	4+	4+	2	2	1	4+	1	10+	10+	10+	8+

Special Rules: Evade, Can't be Leader*.

Tau... 25 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5	6+	4+	3	3	1	5+	1	8+	9+	9+	8+

Special Rules: Can't be Psyker, Can't select Combat Skills.

Kroot... 35 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
6	4+	5+	3	3	1	4+	1	8+	8+	8+	9+

Special Rules: Can't be Tech-Adept.

Vespid... 75 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
7	5+	5+	3	3	1	3+	1	9+	9+	9+	9+

Special Rules: Flight (see Sheen Bird).

*unless all Warband members are of this Species.

1b. Character Archetypes:

Uninitiated... + 0TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int

Special Rules: None

Warrior... + 50 TG

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

Special Rules: None

Gunner... + 55 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
		+2						+2	+2	+2	+2

Special Rules: None

Combat Master... + 70 TG

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

Special Rules: None

Tech-Adept... + 60 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
		+1		+1				+2	+2	+2	+4

Special Rules: None

Scout/Thief... + 45 TG

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

Special Rules: None

Psyker... + 70 TG

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
								+2	+2	+4	+2

Special Rules: Psyker*

Servitor... + 40 TG

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

Special Rules: Can't be Leader

***Psyker:** This Operative is subject to all the rules for Psykers as found in N18. They may select up to 3 Wyrd Powers (chosen from the Wyrd Powers list and/or the Chaos Cult and Genestealer Cult lists).

Options:

A Psyker may be upgraded to Sanctioned for +5TG.

A Psyker may upgrade any Power weapon they carry to be a **Force** weapon for +20TG.

A Force weapon cannot be parried except by other Force weapons (and can parry attacks from Power weapons). As per Power weapons, if the hit roll for a Force weapon is a 6, no save roll can be made against the attack. Once a successful unsaved wound has been caused by an attack using a Force weapon, the Psyker may take a Wp test*. If this test is passed, the enemy Operative is immediately taken Out of Action regardless of how many Wounds they have remaining.

*This test is subject to the usual Perils of the Warp risks but cannot be Disrupted due to the affinity felt by a Psyker for their chosen weapon.

Step 2.

As Inquisimunda Unleashed uses the N18 Skirmish rules, it does not use the Experience system. However, players may wish to upgrade their characters with additional Skills and/or Advancements to better represent their individual prowess.

Therefore, each Warband may select up to 10 Skills from the tables found in N18. These may be freely chosen from any of the Skill Sets, representing the wide variety of abilities found among the countless Warbands of the galaxy. No Operative may have more than 2 Skills (not including any that might be conferred by their Species or Archetype profiles), except Leaders who may have up to 3.

It is worth noting that some of the Skills found in the N18 tables have no use under the Skirmish rules as their effects are only felt in the pre- or post-game sequences and therefore cannot be selected. Rules that have both in-game and Campaign effects only benefit from the former.

Each Warband may also take up to 5 Characteristic Advances. Again, no Operative may take more than 1 Advance, except Leaders who may have up to 2. However, no Operative’s profile (after including Species, Archetype, Leader and Characteristic Advances) may exceed any of the following Statistic maximums:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
	2+	2+				2+		3+	3+	3+	3+

(For example, a Squat Tech-Adept Leader should technically have Int 2+, but this would exceed the maximum value of 3+ so the final +1 would be ignored.)

Step 3.

Each Operative may be equipped with any weapons and equipment purchased from the Bizarre Bazaar. (This is the N18 Trading Post with all restrictions of Rarity and House removed.)

Each Operative may carry a maximum of five weapons. Only one weapon may have the Unwieldy Trait and this counts as two weapon choices.

As with the N18 Skills, some equipment found at the Bazaar will have no value in Inquisimunda. In particular, Bionics have no value as the rules for Lasting Injuries are not used and therefore these cannot be purchased. However, a player might choose to use his available Characteristic increases to reflect the bionic enhancements shown on his Warband Operatives. For example, Operative miniatures built with a bionic eye, arm or leg might be given +1BS, Str or Movement respectively.

Character Creation

The purpose of this section is to give a few basic examples of how you might use the above rules to create the multitudinous denizens of the 41st Millennium:

Rogue Trader:

Species: Human, Archetype: Warrior+Leader, Advances: +1WS, +1I, Skills: Combat Master, Trick Shot, Inspirational, Equipment: Power Sword, Laspistol with Gold-Plated and Hotshot Pack, Mesh Armour, Displacer Field, Sheen Bird

Eldar Striking Scorpion:

Species: Eldar, Archetype: Combat Master, Advances: +1BS, Skills: Crushing Blow, Infiltrate, Equipment: Chainsword, Autopistol, Light Carapace Armour

Plague Zombie:

Species: Human, Archetype: Servitor, Equipment: Maul

Jokaero:

Species: Human, Archetype: Tech-Adept, Advances: +1M, Skills: Clamber, Munitioneer, Equipment: Plasma gun, Full Servo Harness, Strip Kit

So with a bit of imagination and counts-as, most types of characters can be depicted!

Inquisimunda Unleashed and Campaigns

Inquisimunda Unleashed uses only the Skirmish rules from N18. However, if a GM or group of players wishes to use these rules in a Campaign setting they can do so simply by varying the number of TG available to create a Warband and/or allowing a greater or lesser number of additional Skills/Characteristic increases.

For example, a series of games could have a progressively larger amount of TG to represent an escalating conflict, or equally a smaller budget to represent an ongoing operation where resources gradually become scarcer and Operatives are lost or injured. In the same way, a Warband could be depicted at various stages of their lives by varying the Characteristics and/or Skills chosen.