

Getting started with Inquisitor

Unlike many games which require a large initial purchase to get started, *Inquisitor* can be done very cheaply as you're likely to already have many of the things you need are things, and some of the things you probably don't have, such as the rules, are available for free.

- **Rulebook** - Obviously you'll need a copy of the rules. GW still sell hardcopies of the rules, but if you are on a budget then a pdf version is available for free from the GW website. The PDF version contains the latest version of the rules and has been updated with any errata, but does not include the hobby sections or some of the background material.

- **Dice** - Each player will need six D6s and at least two D10s. *Inquisitor* is a D100 system, so it is preferable if the two D10s are in different colours so one can represent 'tens' and the other 'units'. Alternatively it is possible to buy D10s marked '00' to '90'.

- **Characters** - Each player will need at least one character, but 2-3 is preferable. For each character you'll need a completed character sheet and a model. While *Inquisitor* models may seem expensive, you should think of each one as being like a unit or vehicle in a game like 40k, both in the impact they will have on the game and in the time and attention you'll spend modelling and painting them.

- **Table** - Given that there are generally no more than a dozen characters on the table in a game of *Inquisitor*, it is not necessary to have a large table. Usually 4'x4' is more than sufficient, although you may want to use a 4'x6' table to give you space for rulebooks, character sheets etc.

- **Terrain** - the lack of 54mm terrain is a common reason people give for not playing *Inquisitor*, however in practice there is no problem as most 28mm terrain works perfectly well at the larger scale. The imposing proportions of the Cities of Death range makes it perfect for use in *Inquisitor*, and 28mm rocks, trees and hills can represent slightly smaller rocks, shrubs and grassy knolls at 54mm. If you are the type of person who enjoys making their own terrain then it should be obvious that with a little thought you can make terrain that can be used for both scales.



Inquisitor is a wargame with the brakes off: a bare-back, white-knuckle ride that takes all the bits you like best about tabletop wargames (the rich context, the dark themes, the shock of conflict) and roleplay games (colourful individuals, the fate of the galaxy hanging by a thread, sudden changes of personal fortune in the time it takes to pull a trigger) and throws them into a single package. It's like a cooperative novel and a competitive action movie rolled up into one thing. It's wargaming for poets. It's falling to your knees in a sea of corpses, an empty stubber in one hand and a bloody chainsword in the other, screaming "If this is heresy, it feels SO GOOD!"

PrecinctOmega, The Conclave

The Conclave

The Conclave is the only internet forum dedicated the Games Workshop's 54mm narrative skirmish game *Inquisitor*.

The 'Clave, as it is affectionately known, grew out of the ashes of the old GW *Inquisitor* and *Specialist Games* forums and is home to many of the most dedicated *Inquisitor* players - some of whom have been playing the game since it was released. There you can discuss the *Inquisitor* game and rules, see photos of people's models and discuss how they built them, as well as discuss the background for the 40k universe.

The Conclave also has forums for on-line roleplaying and story-telling, and forums dedicated to *Inquisitor*-related games such as *Dark Heresy* and *Witch-hunter* (a fan-made, Old World set, narrative wargame using the *Inquisitor* ruleset as a base).

Members of *The Conclave* organise regular events, usually held at Warhammer World in Nottingham. These events usually take the form of one-day campaigns where the players' warbands are thrown into the middle of events that could shape the fortunes of an entire sector. Previous events include:

The Dark Fortress – chronicling the discovery of a long-lost Inquisitorial fortress containing artefacts that could shape the future of the Imperium.

The Carthaxian Succession – the death of the sector's Inquisitor Lord leads to violent clashes between Inquisitors as they race grab power.

The Antonine Amulets – an investigation into the 'Cold Trade' in xenos artefacts in and around the Antonine Cluster.

The Saint – the attempts by various factions within the Imperium to ascertain the truth of reports of an Imperial Saint on the war torn world of Ilithyia III.

The Inquisitor Grand Tournament – unlike the other events, the *Inquisitor Grand Tournament* is not a campaign; instead it is a chance for players to show off their abilities as a player, Games Master and model maker / painter.

If you are new to the game, or even if you've never played before then you're still welcome at these events and a veteran player will be more than happy to help you through your first few games.

News of upcoming events can be found in the 'Community News and Announcements' sub-forum on *The Conclave*.

Join the battle for the Emperor's soul at www.the-conclave.co.uk

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INOVISITOR

Everything you have been told is a lie!



Brothers and Sisters,

A great darkness is descending on the glorious Imperium and once more we are threatened by enemies from within, without and beyond. Our foes are myriad and their strength is growing. Heretics and traitors lurk within our midst, foul xenos mass upon our borders and infiltrate our cities, and warp-spawned daemons threaten our very souls.

The coming conflict will be decided, not by vast armies or fleets of ships, but by the few of us who are pure in heart and soul and who have the strength of mind to resist the darkness. I urge you all to take up your sword of righteousness, to gird yourself in armour of faith - let no man or woman of the Holy Ordos hold back in this time of darkness, for ours is the purest of wars.

The Battle for the Emperor's Soul

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CONCLAVE

DARK MAGENTA

What is Inquisitor?

(And other frequently asked questions)

Inquisitor is a narrative skirmish game which primarily deals with the intrigues and opposing viewpoints of the Holy Inquisition, with Inquisitors frequently coming to blows over their differing philosophies.

Unlike most of the games set in the 40k universe, *Inquisitor* is not set on the front-lines of a war zone where vast armies clash, but on the front-lines of another war; a shadowy secret war where there is no wrong and right, no good and evil - only shades of grey.

Those of you who have read Dan Abnett's Eisenhorn will have a good idea of what the game is designed to represent - an Inquisitor and his closest followers fighting a secret war to defend the Imperium against powerful, well-connected enemies. As in Eisenhorn, the characters in *Inquisitor* are often not members of the Imperial military; they are usually not renowned heroes just men and women gathered by an Inquisitor because they have the skills and determination necessary to fight the encroaching darkness. Often they die alone and unremembered by the millions of citizens whose lives they have saved.

Inquisitor is your chance to tell their story.

+++ What characters can I play? +++

The simple answer is that you can play as anyone in the Imperium (or even as someone from beyond its borders). Warbands are typically led by a powerful individual such as an Inquisitor, Rogue Trader or Tech-Priest, but their warband or retinue can include warriors, scribes, psykers, assassins, servitors and anyone else you'd care to mention.

New players often make warbands consisting solely of archetypes taken straight from their favourite army, and although there's no reason an Inquisitor couldn't recruit a Stormtrooper, Battle Sister or Imperial Guard Sniper; these players are missing out on some of the fun of the game. With *Inquisitor* you're not restricted by army lists, points values and codexes, so let your imagination run wild.

+++ Where can I find models? +++

Obviously the first place to look is at the Games Workshop Online Store - there are about 30 models to choose from in the *Inquisitor* range which should be enough to get you started. Many parts are interchangeable between models which means simple conversions such as head and weapon swaps are well within the ability of even novice modellers. Furthermore, many of the larger 28mm models can also be converted for use at the larger scale - for example a 28mm ogryn could become a 54mm squat, or a LotR ogre could become a hulking mutant.

In addition there are a large number of other companies who manufacture 54mm models



which can be easily converted for use in *Inquisitor*. Many of these are historical or fantasy models, but don't let that discourage you - many characters in GW artwork wear pseudo-historical uniforms or are inspired by various periods in history, and many an *Inquisitor* character has started life as a Napoleonic soldier, WWII officer or wild west gunfighter.

If you are on a limited budget then there are a number of sources of cheap models that are perfect for *Inquisitor* - for example a number of companies sell 1/32 scale soldiers which can easily be '40k-ified' using 28mm parts to make Guardsmen. Another good source of cheap models are part works where every month you get a (badly-painted) metal figurine. The Star Wars and Lord of the Rings figurines are especially popular for *Inquisitor*, and once the models have been stripped and converted they can fit perfectly into the 40k universe. (In fact, two of the models shown in this leaflet are simple conversions of Star Wars figurines.)

When converting models from other sources to fit the 40k universe it is worth noting that the 'heroic' proportions of the 28mm range means that many parts fit perfectly on the more realistically proportioned 54mm models.

+++ How is the game played? +++



Unlike most GW games where players field balanced 'armies' and one side is simply attempting to beat the other, the *Inquisitor* ethos is more around competitive storytelling where the players work together to tell the story of their characters. This is not to say that the players must co-operate to win (although the game can be played in that way), but that while each player striving to ensure that his characters meet their objectives, the players are also working together to make the story as exciting as possible.

Central to this is the role of the Games Master or GM. The GM is responsible for running the game - he designs the scenario, controls the NPCs and ensures that the game flows properly. While it is possible for someone to take a dual role as player and GM or for players to share GMing duties between them, most veterans would agree that having a dedicated GM is far preferable and makes for a much more fun and interesting game. The GM will also decide how many characters each player can use, and in some cases what types of characters they can use. For example, the GM may decide that his scenario calls for the players to be undercover in a busy market place and consequently characters such as Space Marines cannot be used as they would stick out like a sore thumb.

Scenarios can take many forms, from a simple straight-up fight, to a stealthy mission to sneak into a heavily guarded library. The best scenarios tend to be the ones where players can accomplish their objectives in different ways and which require some thought if a player is to succeed, rather than having each player simply attempting to kill



the opposing characters.

Inquisitor games don't usually feature large numbers of characters, in fact a good rule of thumb is for each player to have no more than 3-4 player characters and to have no more than ten characters in total on the table (including non-player characters controlled by the GM). Most veterans will agree that this is the optimum size for a fast-paced and exciting game that will take a hour and a half to two hours to play.

New players can feel overwhelmed when they first read the rulebook, there are a lot of rules and loads of modifiers, but don't worry - as with most games, the rules are a lot simpler than they first appear. You probably will find yourself referring to the rulebook quite a bit at first, but almost all of the charts you need are collected together on a single A4 reference sheet.

The important thing to remember is to have fun and if the rules are getting in the way of either the story or your enjoyment, then do what most experienced players do and ignore them! The GM is there to arbitrate the game and to make sure it's fun - if a player wants their character to do something that's risky and exciting, then the GM isn't there to punish him by imposing stiff penalties. In fact he probably ought to give them a good chance of success (even if it means ignoring a few rules), because a game where characters heroically leap between buildings, dive through plate glass windows and swing across bottomless pits is more fun than one in which everyone cautiously skulks around and never does anything remotely dangerous.

If you're still feeling overwhelmed, issue 1 of *Dark Magenta* (see below) contains a great set of 'training' scenarios designed for the express purpose of learning the rules.

+++ Where can I find support? +++



Unfortunately Games Workshop no longer offer much in the way of support for any of the Specialist Games. However they do offer free downloads of the rulebook and some of the old articles. This is sufficient to get you started, but you will soon be looking for more material. Fortunately a group of *Inquisitor* fanatics have set up their own fanzine to support the game. *Dark Magenta* publishes articles and sourcebooks on everything from background and rules, to modelling articles and battle reports.

Dark Magenta articles and sourcebooks can be downloaded for free from the following website:

www.darkmagenta.co.uk

Inquisitor also has its own wiki, named *Carthax*. Among other things, *Carthax* features an expanded version of this FAQ which includes advice on starting *Inquisitor*, creating characters and running scenarios and campaigns.

carthax.wikispaces.com

