

The background features a large, stylized letter 'I' in a dark red color with a yellow border. Inside the 'I' is a white skull. The entire graphic is set against a grey, cracked stone-like texture.

# **INQUISITOR: Secrets & Lies**

**Worldwide Campaign  
Summer 2005**

*You think you know what it is to be an Inquisitor?  
You think it is to wage war on the Emperor's foes.  
You think it is to know Humanity's direst secrets.  
You think it  
means having  
no door shut  
and no means  
denied. You  
are mistaken.  
Your friends are your enemies  
and your knowledge is the sum  
of your true  
ignorance. Absolute power is  
the most feeble of all power.  
Ignorance may  
be a blessing, but not one an  
Inquisitor can afford to have.  
He must strip  
back the veil  
from the dark  
knowledge and  
drive himself  
deep into the  
mire of conspiracy, there tearing rumour from half  
truth and precious fact from worthless conjecture.  
Only then will he distinguish secrets... from lies*

This handbook has been designed specifically to accompany the 2005 *Secrets & Lies* Inquisitor Campaign. The *Secrets & Lies* campaign has been designed by players, for players. Neither Games Workshop Group Plc nor its employees have been involved in the design of this campaign. Any queries, complaints or matters arising from this handbook should be directed to the Campaign Design Team at [inquisitorcampaign2005@hotmail.co.uk](mailto:inquisitorcampaign2005@hotmail.co.uk).

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## INTRODUCTION

*'By the decree of the Mandate Terran and with the sacred blessing of the Primarchs, the bearer of this commission is herewith indentured to the Orders of the Emperor's Holy Inquisition. He is vested with the sovereign power and authority of the Golden Throne and all obedience is to be granted to his requests, orders and expectations.'*

*- extract from the commission of Inquisitor Dremisev Charon*

Welcome, Initiate. If you have made it this far then you are on the brink of a quest that will take you from the lowest of slums to the highest of towers; from the meanest planet to the depths of Space; from the bosom of the Imperium to the very edge of the galaxy.

This is *Secrets & Lies*, an Inquisitor campaign unique for two reasons: first, it is the first *Inquisitor* worldwide campaign, taking place from the Spring to Summer 2005; but second, because it has been designed by players, for players. We hope it will be the first of many.

However, although it has been designed very much with the worldwide campaign in mind, it has also been designed - rather cleverly, if we do say so ourselves - to be a template that can be used for national, regional or club campaigns with only a little extra work required from the organizers.

### HOW TO PLAY *INQUISITOR* AND *SECRETS & LIES*

The rules for *Inquisitor* can be found at

<http://www.specialist-games.com/inquisitor/tlr.asp>

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However, since *Inquisitor* was released, many people have explored new ways of playing the game; in particular making use of the possibilities offered by the Internet and the World Wide Web. On-line role-play has been a part of the Internet pretty much since its inception, which happened to coincide more or less with the 80s boom in fantasy role-playing. Although the traditional role-playing of living rooms and bedrooms has reduced significantly since then, many people still use the Internet as an exciting resource to exercise the imagination and to invent new characters and worlds for their entertainment. *Inquisitor* itself is not a role-playing game, but a campaign such as this one necessarily involves a certain amount of role-playing between scenarios.

Some players may wish to take things further by posting battle reports on-line, recounting their inter-game activities or even role-playing entire scenarios in a virtual environment rather than on the table.

It should be stressed from the outset that this campaign has been designed very much with the table-top game in mind and if you want to get maximum satisfaction and enjoyment from playing *Secrets & Lies* then I recommend that you try to play as many games as you can. But, that said, some enthusiasts find it hard to find opponents because of demographics, geography, time or resources. We understand this and that is why we would encourage players to be creative with the campaign.

**A note on cheating:** "Creativity" does not mean cheating. Investigating conspiracies means back-stabbing, dirty tricks and double-crossing to your heart's content, but the Inner Circle will be keeping a close eye out for those whom they believe are playing the system. Unfortunately, the nature of an unsupervised worldwide campaign is that cheating *is* possible. The best people to prevent it are you lot: the players. If you think someone is cheating, tell them to stop or refuse to play them. *Do not* report it to us. We have neither the time nor the ability to check out such allegations and we have no desire to invite false allegations against fair players from the cheaters themselves.

### RESTRICTIONS

The Ready Reckoner that can be found in the rulebook is only a very rough guide and *Inquisitor* generally encourages a less

competitive approach to wargaming. However, this campaign *is* competitive, so a slightly modified version of the Ready Reckoner should be used. Players should refer to the Ready Reckoner in the Living Rule Book, but should apply the amendments that can be found in the Appendices to this Handbook.

The following restrictions apply to players at the start of the campaign (what happens later is your problem):

1. You may have up to 150 points on the Campaign Reckoner\* to design your Inquisitor.
2. In addition you may have *either* another 25 points to spend on your Inquisitor *or* another 60 points to spend on a follower.
3. No character may have any statistics greater than 90 or less than 30 at the start of the campaign. After that, the limit for unaltered humans is 100.
4. One (and only one) character must be an inquisitor. This is your *player character* or PC.

\*The Campaign Reckoner is the Ready Reckoner found in the Living Rule Book, *plus* the additional restrictions found in Appendix 1 to this Player Handbook.

## INITIATION

All players must be initiated by one (and only one) of the six members of the Inner Circle before they start to play. Initiation is akin to becoming part of a team, at least at first, but you'll find that loyalties are fragile things in *Secrets & Lies*. You may find that the only

*'Place a hand on the book of wisdom and hold aloft the blade of secrets; say the vow of endless night and speak the Sacred Names...'*

*Dremisev Charon was in awe of the powerful figures that surrounded him, shrouded in long robes. The ink was scarcely dry upon his Inquisitorial Commission and he was still getting used to being addressed with respect; but already he was to be privy to one of the Imperium's most dire secrets...*

way to win is to turn on erstwhile allies...

Don't worry - initiation isn't as painful as it sounds. It just means that you'll be told the whole story behind one (and only one!) of the conspiracies. You'll be given nine *Conspiracy Cards*, which break the conspiracy up into fragments from the merest whisper through to the deepest secret truth. Once you have these cards, they are yours to keep and to protect. No one can take them from you, as they don't represent objects but secret knowledge that is a part of your Conspiracy. However, you will need to make several copies of each card as you will – if you lose a game – be forced to share your knowledge with your opponents by handing over copies of the cards you have gathered.

To be initiated, send an email to:

[inquisitorcampaign2005@hotmail.co.uk](mailto:inquisitorcampaign2005@hotmail.co.uk)

Your email must include the name by which you wish to be known for the campaign (this may be your real name, the name of your inquisitor or your username from the Conclave) and your nearest wargaming club, Independent Retailer or Games Workshop Hobby Centre. You will then be allocated to a member of the Inner Circle who will initiate you into the relevant conspiracy.

If you belong to a small club, try to let us know who in your club has already been initiated and we will try not to put you all in the same Conspiracy.

## CONSPIRACIES

In conventional wargaming campaigns the objective is to win territory. But to an Inquisitor, territory is meaningless. After all, why worry today about what you might virus-bomb tomorrow? For an inquisitor, what counts is knowledge and access to the corridors of power. So the Conspiracies represent the objectives of the campaign.

Once initiated, you will be given a number of Conspiracy Cards, with values from 1-9, that relate to your Conspiracy. The numbers indicate how close that card brings the bearer to the very centre of the Conspiracy, with 1 being a mere rumour, while 9 is the very heart of the secret. You must attempt to simultaneously defend your own Conspiracy

Cards whilst making your opponents share theirs with you. Thus, you will lead your characters through a quest to uncover the greatest mysteries of the Imperium.

## THE CONSPIRACY CARDS

Each Conspiracy has a number of components. These come to you in a form that can be made into Conspiracy Cards describing the *Value*, the *Substance* and any *Special Rules*. Each card is also headed with the name of the Conspiracy. The Conspiracy Cards of your first Conspiracy (the one into which you were initiated), plus the cards you win from your opponents, make up a "pack" (they come ready to be cut out and made into cards) from which you can gamble or trade knowledge with other players.

The *Value* of a Conspiracy Card indicates how close to the centre of the conspiracy the card sits, with 1 being only a whisper, whilst 9 is the most precious secret.

The *Substance* is what facts the card actually reveals to the player. This has limited importance to the actual games themselves, but as each new Conspiracy Card reveals more, we suspect that this is what will actually interest most players.

The *Special Rules* are any bonuses or - in most cases - penalties suffered by players who have won these cards. And make no mistake, as players acquire more Conspiracy Cards, so the games will become increasingly tough as Space Marines, Assassins and others join in and take sides against those who threaten them.

Some Conspiracy Cards' special rules require you to declare them - please note that it isn't necessary (in fact it is positively discouraged) to read out the whole card: only the facts of the special rule. So in Example 1, below, one would have to declare that one may not use this skill. Of course, you are on your honour here. But if you fail to declare a special rule and your opponent finds out then you may not get to play any more games. Also, special rules are cumulative, so all of the rules on all of the cards so far won by a player will apply at the same time. Not all Conspiracy Cards have special rules.

Below are two examples of Conspiracy Cards.

Note that these are not real cards, nor do they describe any of the conspiracies being played in this campaign.

**Emperor Rising**  
Value 3

Rumours that the Emperor is dead may be confirmed by the fact that Custodians have been seen meeting secretly with prominent Thorian.

*Any player with this card may not use the Word of the Emperor ability as his faith is tested by these rumours.*

**Chains of the Dragon**  
Value 4

You have acquired information leading you to reconstruct a partial map of the Chains' secret armouries.

*Any player with this card who is not an Initiate in the Chains of the Dragon may use their acquisition credit to obtain Legendary items that are not Alien or Daemon weapons. Legendary items acquired using this card cost 12 credits each.*

## WINNING CONSPIRACY CARDS

The special scenarios designed for this campaign can be found later in this book. Each scenario allows one player to win Conspiracy Cards. The components you can win are calculated before the scenario and require the other player to put up a number of cards of a total *value* to match the *cost* of the scenario.

**The most important rule to remember about winning Conspiracy Cards is that you can *only win them in order*. So it isn't possible to win a level 3 card**

**without first winning the level 1 and level 2 cards for that conspiracy.**

So before you hand over your precious Conspiracy Cards to a victorious opponent,

*Inquisitor Charon swept his pistol back and forth, alert for the slightest possibility of interference with his sacred work. The secrets of the Conspiracy had to be made secure and hidden from the eyes of ignorants if they were to prevail...*

*'Stand fast, heretic!' roared a voice from nearby. Shots rang out and Charon leapt for cover. 'These are the words of Inquisitor Jordell Mallock!'*

make sure he is entitled to see them!

Calculating which cards to gamble is one of the trickiest jobs in the game. For a Cost 1 scenario, it's easy. But for a Cost 2 scenario, either a Value 2 card can be bid or, if the player has already done some sniffing around, then two Value 1 cards could be bid. As long as the value *total* is the same as the cost, all is well. So in a Cost 9 scenario, the bid could be three cards of values 5, 3 and 1. This gets more complicated when you get to 'upping the ante'.

## GENERIC SCENARIOS

The generic scenarios are the outline games that you can play to win Conspiracy Cards. They are defined by their *cost*, which we have already discussed. Generic scenarios and their cost are discussed at length in their own section.

### UNCOVERING THE CONSPIRACY!

The time will come, hopefully, when you win all nine cards of a Conspiracy. Congratulations! You've got to the heart of it! Now you need to take the next step if your achievement is to receive the recognition you deserve.

You will need to copy out the full text of every single Conspiracy Card, including all special rules, and email the entire conspiracy to the email address above. You will then receive the Tenth Card. This is a special card not given to initiates in conspiracies that can only be won by those who have uncovered the truth the hard way. The Tenth Card cannot be bid or won by playing Generic Scenarios.

Once you have the Tenth Card and have acted on its content then you can chalk up one success and move on to another Conspiracy!

## THE WAGES OF SIN

In practical terms, the events of *Secrets & Lies* take place not over the course of the few weeks or months for which the campaign is running, but over many years. Your inquisitor and his followers will not be dedicated wholly to this pursuit. They will have their own missions and objectives, time spent in training or in dedicated study in dusty libraries and hidden archives. As a result, the inquisitor who finishes the campaign will likely be a different man or woman to the one who started it. For a start, he may be dead. But more likely, he will have acquired some remarkable skills, niggling wounds and loyal followers. He may have lost a limb or two, expended a great deal of ammunition and buried good friends along the way.

This section seeks to replicate that experience.

### ACQUISITIONS

Inquisitors have theoretically limitless power when it comes to requisitioning equipment, ships, weapons and people. However, in practice it will depend much more upon who and what they know than upon what they are, as they leverage their influence and secret wisdom to achieve their objectives. Therefore an Inquisitor has little need of money but great need of knowledge. To represent this requirement, the equipment an inquisitor has at his disposal will depend on how many Conspiracy Cards he has acquired.

For all purposes, this excludes the cards he has as a result of his initiation. It is assumed that he has used the leverage that his initiation provides him in order to acquire what skills, equipment and followers he already has.

Each player has *acquisition credit* this is determined by the number and level of the Conspiracy Cards he has acquired. So a value 1 card is worth 1 credit, whilst a value 5 card is worth 5 credits. Add up the number of credits your inquisitor has (excluding the Conspiracy Cards he started with) to work out his acquisition credit. The maximum credit that can be gained in the campaign is 275 points.

This figure doesn't represent money *per se* (although that may be a part of it) but rather the contacts, resources and influence he can use to acquire new equipment or to hire new staff to assist him.

#### Acquiring equipment

The table below indicates how many credits are required to acquire the items described:

Credit	Weapon/Equipment
3	Any Common Item
5	Any Rare Item
9	Any Exotic Item – excludes Alien and Daemon weapons
1	Armour, per point of protection, per location.

Note that Legendary, Alien and Daemon weapons may *not* be acquired in this way. These items may only be acquired by winning the Conspiracy Cards that give the player access to these special weapons. There is nothing, however, to prevent a player from beginning the campaign with such items. A player is not obliged to spend acquisition credit and may "save up" credit if he wishes. In addition, equipment acquired using acquisition credit can be "cashed in" for different items between scenarios.

Weapons and equipment that the inquisitor begins the campaign with cannot be "cashed in" in this way and should therefore be annotated differently on the player's character sheet.

**Example:** *Inquisitor Charon has recently won two scenarios where he played as Seeker. In the first, he acquired a Value 1 card. In the second, he acquired a Value 1 and a Value 2 card. Thus, he has*



*1+1+2=4 acquisition credits to spend on weapons or equipment.*

### Acquiring followers

Some *allies* may be acquired for free as a result of Conspiracy Cards held by opponents. However, these allies will stay only for those scenarios when you play the relevant opponent. To recruit permanent *followers* to your inquisitor's staff, you may acquire equipment and skills for them for the same costs as under the Ready Reckoner. Refer to Appendices 2 and 3 for the full lists of skills and equipment available.

Followers may never be given alien, daemononic or legendary items.

To determine their stats, use the Ready Reckoner, but divide all costs by 2. Therefore every full ten points up to 50 will cost ½ a credit, and every full ten points over 50 will cost 1 credit.

This is deliberately cheaper than the cost of followers recruited before the campaign starts. Stats advances and further skills may be acquired using the same process as for inquisitors, below.

Therefore 'Slick' Devlan (or an identical character), for example, may be acquired for 78 credits.

### Trading

A player may build up quite an armoury by acquisition. This may be traded in for the same number of credits for which weapons and equipment were purchased if the player wants to "trade up" for an expensive follower or a suit of power armour, say. Even equipment in a player's initial character profile may be traded in this way.

Followers, however, may *never* be traded.

## EXPERIENCE

An inquisitor is, by definition, immensely experienced already and this explains his general superiority to ordinary humans. However, as stated, the campaign takes place over several years and the opportunity will naturally arise for an inquisitor to acquire new skills and to hone and develop his not inconsiderable talents.

As with acquisition, this is based upon the Conspiracy Cards that one wins. Unlike acquisition, however, ones ability to learn and to improve oneself does not necessarily improve with the passage of time. Therefore the levels of the cards make no difference in this case and it is only the number of cards that count. Each Conspiracy Card counts as 1 *experience point* (EP). EPs may be spent on your Player Character or on any of his followers. Players may not spend EPs on allies.

**Example:** *To take Inquisitor Charon's above example again, he has a acquired three Conspiracy Cards, therefore he has 3 Eps – the values of the cards has no effect on this.*

Again, unlike acquisition credit, which simply mounts up and up as the campaign goes on, experience points can be spent only once and then they are gone. Points can be spent as follows:

Advances	Experience Points
<b>WS</b> or <b>BS</b> : +5 < 75 > +2	3
<b>S</b> or <b>T</b> : +2 < 75 > +1	6
<b>I</b> : +3 < 70 ≥ +2	5

<b>Wp:</b> +5 < 75 ≥ +2	4
<b>Sg:</b> +4	3
<b>Nv:</b> +5 < 75 ≥ +2	3
<b>Ld:</b> +5 < 75 ≥ +2	1
<b>Skills</b>	
Acrobatic, Ambidextrous, Dodge, Heroic, Lightning Reflexes, Nerves of Steel	7
Deadeye Shot, Deflect Shot, Feint, First Strike, Force of Will, Furious Assault, Gunfighter, Hipshooting, Quickload, Rock Steady Aim, True Grit	5
Blademaster, Catfall, Fast Draw, Leader, Medic	3

<b>Psychic Powers</b>	
Existing discipline:	
Wp <75	5
Wp ≥75	7
New discipline:	
Wp <75	7
Wp ≥75	10

## INJURIES

Because of the time lag between scenarios it is rare that an Inquisitor or one of his followers will be permanently injured without the chance to receive medical care. However, occasionally, an Inquisitor will be forced to neglect his own or his followers' physical well being in order to pursue a more urgent matter.

Any injury of a *Light*, *Heavy*, *Serious* or *Acute* nature in a character that survives the game will be healed without penalty. All injury points may be removed between games.

However, any *Crippling* injuries will mean that the lowest box on the Injury Table is removed so that, typically, where a wounded character would suffer the effects of a *Light* injury, the first level will instead be *Heavy*.

Purchasing appropriate bionics for the injured character using acquisition credit will rectify this effect.

## DEATH

### Death of a follower

If a follower dies in the course of a game then he's dead – any acquisition credit spent on recruiting the follower is lost. There's no come back from that, so the player should keep the character's character sheet with a note that the character is DECEASED. This will act to remind players of how much credit or experience was invested in the character. Of course, if the player has sufficient acquisition credit, then he may be able to recruit an otherwise identical follower: that's entirely up to him. Any credit invested in weapons, equipment and armour, however, may be recovered.

### Death of an Inquisitor

The death of an inquisitor, however, is a serious matter. There's no hope of resurrecting him, but why should a player have to leave the game just because of a lucky shot? In the event that an inquisitor dies, the player may "promote" a single follower to inquisitor rank. Note that he doesn't lose any equipment, Conspiracy Cards or credit associated with those cards. All equipment, weapons and armour held by the deceased Inquisitor may be taken on by his successor. Skills and advances won by the deceased, however, are lost.

If an inquisitor dies without having recruited any followers then the player is out of the campaign.

This rule makes it important to recruit followers and look after them.

## CAPTURE

A character may be captured if he is unconscious (not if he is stunned or dead). If such a character is carried or dragged off the table by an opposing character; or if he is in the process of being carried or dragged at the end of the scenario *and* the player whose character is doing the dragging wins the scenario, then the unconscious character is "captured". Characters who regain consciousness whilst being dragged or carried will not count as captured unless they are again rendered unconscious.

In the event that an opponent captures a follower or even an inquisitor then it is up to the players to decide how to handle things. But there are essentially two options. The players may play a Rescue mission from the Special Scenarios section, or they may organize a trade.

Players may not trade acquisition credits, weapons, equipment or followers. Only Conspiracy Cards may be traded. It is recommended that player settle upon a figure, much as acquisition credit is calculated, and the rescuing player must then "pay" cards totalling the amount of credit agreed. Whether the receiving player already has those cards or is entitled to win them is the risk he must take.

Of course, it is always open to players to act with honour and to simply hand back a captured character with no penalty to either. If the opponent later chooses to show similar honour or to double-cross his enemy is very much up to him!

Captured characters that are traded, exchanged, rescued or otherwise returned must always be returned with all weapons and equipment intact.

Captured characters may not be killed unless the owning players has already attempted and failed a Rescue scenario.

# THE GENERIC SCENARIOS

The generic scenarios have been specifically designed for the *Secrets & Lies* campaign and you are encouraged to use and abuse them to your heart's content. However, they bear some explaining.

They are broken down into Beginner, Intermediate and Advanced scenarios – this is because the harder scenarios are not only more dangerous but have more complicated rules and may require additional items such as objective counters or special models. Each scenario has also been allocated a *cost*, which represents what value of Conspiracy Cards must be gambled to play the scenario and so can be seen as a sort of “threat indicator”.

Players don't have to send all of their characters to participate in a scenario, and there may be times when a player keeps his inquisitor back if he has been wounded or if an opponent is especially dangerous. However, there are some scenarios when the Player Character *must* complete certain tasks.

## Hiders and Seekers

Each scenario splits players into 'Hider' and 'Seeker'. The Hider is the one gambling his Conspiracy Cards, whilst the Seeker is trying to win them. Of course, in combined scenarios then both players may take both roles.

## Upping the ante

The generic scenarios only run from cost 1-6 in their 'naked' form. However, each player has the chance to 'up the ante' before play begins. Each scenario can be altered in ways that make it harder for the Seeker, but which also increase the cost and hence the possible rewards.

If the Seeker ups the ante, then the Hider may bid whatever combination of Conspiracy Cards he pleases, just as long as they add up to *at least* the scenario's value. However, if the Hider ups the ante, then the Seeker may dictate whatever combination of cards he wishes, as long as the total value is *no more than* the total of the scenario. Each decision to up the ante adds 1 to the cost of the scenario. A maximum of 3 may be added to any scenario's basic cost.

*Example 1:* Rob is new and keen to win his first Value 1 card. Luke has already played a few games and has won a few cards. Rob is the Seeker, so he gets to choose to play a *Dead Drop* scenario. He's happy to start slow and opts not to up the ante. Luke, however, ups the ante to Level 2.

Rob may now make Luke gamble *either* a Value 2 card *or* two Value 1 cards. As Rob doesn't have any Value 1 cards and therefore couldn't win a Value 2, he sensibly asks for two Level 1s.

## Upping the ante – some problem areas addressed

Sometimes an awkward situation may arise. The first possibility, which will crop up a lot at the beginning of the campaign, is that a Hider is forced to gamble a combination that he simply doesn't have. In the example above, if Luke was also a beginner then if Rob forces him to bid two Level 1 cards, he only has one!

In this case Rob has two options: he can either accept the loss and play a Level 2 scenario for a Level 1 cards, or he can up the ante again to Level 3. The risk with that is that Luke could then choose to bid a Level 3 cards instead of a 1 and a 2, which is no good to Rob!

The other possibility will crop up later in the campaign. A player may play a game for a Level 4 card, only to discover that he doesn't have the Level 3 card before it. In such a case, he wins nothing but the knowledge that his opponent has cards of a conspiracy he didn't know

about.

This is why *Secrets & Lies* will require a new level of tactical thinking.

### **Investigations**

If a Hider knows (or thinks he knows) what Conspiracy Cards a Seeker already has – as a result of a successful interrogation of a prisoner, say – then he has the chance to only bid cards that he knows are useless to the Seeker.

The Seeker may avoid this tactic by declaring an *Investigation*. In this case, he must name a single, specific Conspiracy for which he knows – or hopes – his opponent has cards. If the Hider has any cards from this Conspiracy, he must include as many of them in his bid as he can.

### **Environment**

The scenario's *environment* refers to the table or board on which you play. The size of the board and the density of the terrain are entirely up to the players. Whether you play in a ghost town, a factory a desert or a jungle really makes no difference - in fact, we would encourage you to vary your environments as much as possible to best represent your PC's journey around the Imperium.

Some scenarios will make rough indications of layout, but these should be taken as guidelines rather than rules, so feel free to make changes

### **Starting to Play**

The pre-game process takes the following format:

1. Decide who will be Hider and who will be Seeker. This can be done by rolling a D6, flipping a coin or by alternating between games. It's up to you!
2. Seeker chooses the scenario. It is always the Seeker's choice as to which scenario is played. This represents the Seeker actively investigating a Conspiracy, while the Hider can only respond.
3. Hider may "up the ante". He doesn't have to.
4. Seeker may "up the ante". Likewise, he doesn't have to.
5. Second and third chances. Alternate chances to up the ante until neither player wishes to up the ante again, or until the cost of the scenario has been increased by +3.
6. Hider decides which Conspiracy Cards to gamble. If the Hider upped the ante but the Seeker did not, then the Seeker may dictate what *values* of cards he wants the Hider to gamble. If the Seeker upped the ante, then the Hider may decide what cards to gamble. If neither upped the ante, then the Hider decides what cards to gamble. These cards should then be taken out of the Hider's pack and placed in an envelope for the duration of the game.

*Exception:* If bidding raises the cost of the scenario to 9 and the Seeker has declared an investigation then he may force the Hider to bid a Level 9 card. If, however, the Hider does not have the Level 9 card, then the roles of Hider and Seeker immediately switch sides and the process starts over.

### **Ending the game**

Once the game is over then one of two things should have happened: either the Hider has won – in which case he takes his cards back and the Seeker must try again – or the Seeker has won.

If the Seeker wins, then the Hider must determine whether the Seeker is entitled to the Conspiracy Cards. Follow these steps:

1. The Hider reads out the names of the Conspiracies on the cards – this is the title at the top of each card – and the Value of each card. For Example: "The Emperor Arising, Value 3".
2. The Seeker must show the Hider all of the cards in his pack that precede the one named by the Hider, otherwise the Hider need not hand over the card. In the example given above, the Seeker must show the Hider "The Emperor Arising" Values 1 and 2.
3. There are, of course, no cards preceding Value 1 cards, so they can be handed over without ceremony.
4. **Important Note:** The Hider does not *lose* the Conspiracy Card. It represents knowledge and therefore cannot be lost, only shared. It is the responsibility of players to ensure that they have sufficient copies of cards in their pack to be able to gamble them and hand over copies without diminishing their own pack of cards.

## Combined Scenarios and More Than Two Players

In theory, it is possible to combine some scenarios, so that both players act as both Seeker and Hider and both stand to lose or gain cards. Likewise, it is possible, in principle, to play scenarios with more than two players.

However, the scenarios have been designed on the assumption of two players and one scenario. Therefore, before attempting a game involving more than one scenario or more than two players, we strongly recommend that players agree in advance how the different scenario conditions will affect them. In addition, it is strongly recommended that such games have a GM who can adjudicate any unforeseen situations that arise.

If you do play combined scenarios or with more than two players, let us know how it goes via the email address above. We will be glad to incorporate suggestions into our regular campaign updates.

## BEGINNER SCENARIOS (Cost 1 & 2)

### **Dead Drop** – Cost 1

The Seeker must collect a vital message left for him by one of his agents. The Hider has got wind of the drop and must prevent the Seeker from learning the Conspiracy's secrets.

### **Clear the area** – Cost 1

The Seeker knows that a dangerous conspirator has been in the area. The Seeker knows that if he can clear all interferences out of the way he may pick up a clue of what this dire Conspiracy may be. Unknown to him, the Hider is still there.

### **Infil-traitor** – Cost 2

An agent close to the Conspiracy has obtained vital information but is now fleeing for his life. The Seeker must meet the agent and spirit him to safety before the Hider can catch him.

### **Purge the Unclean** – Cost 2

The Seeker is torturing someone he suspects is either a traitor or a heretic. Given time, he will wring the truth from the evildoer's own lips. The Hider cannot allow that to happen.

## DEAD DROP

Cost 1

### **Environment**

Whatever the table size used, there should be a good amount of terrain on the board. A message is hidden in one of the terrain pieces at the start of the game. Once this is found it is like a piece of equipment that may be passed from character to character. A character may not normally remove the message from another character by force unless the one with the message is unconscious or otherwise out of action – although GMs should feel free to adjudicate in circumstances where a character may threaten the message-holder to hand over the message.

### **Seeker**

The Seeker secretly makes a note of which piece of terrain is the Dead Drop location. His objective is to reach the Dead Drop and spend 1 action collecting the message before leaving the table.

### **Hider**

The Hider's objective is by any means necessary to prevent the Seeker from collecting the message and/or leaving the table.

### **Upping the Ante**

The effects listed below are cumulative so that a Cost 4 Dead Drop scenario will have the amendments for Costs 2 and 3 as well.

<b>Cost</b>	<b>Amendment</b>
2	The Seeker must declare which piece of terrain hides the Dead Drop.
3	The message takes 3 actions to collect.
4	The Hider may nominate the piece of terrain that is the Dead Drop.

## CLEAR THE AREA

Cost 1

### Environment

The Hider may set up anywhere on the board. The Seeker then chooses which table edge to enter play.

### Seeker

The Seeker must drive the Hider from the table as quickly as possible.

### Hider

The Hider's objective is for at least one character to remain on the table for 6 turns. For every Pinning Test a member of the Hider's team (including followers and allies) fails, that character must spend at least one action of his next turn sprinting towards the nearest board edge. If the character is less than 10 yards from any board edge at the end of any turn then he leaves the game and may not return. Characters with Nerves of Steel must still take Pinning Tests and move towards the nearest board edge but do not follow the other rules for Pinning if they fail.

### Upping the Ante

The effects listed below are cumulative so that a Cost 4 scenario will have the amendments for Cost 2 and 3 as well.

Level	Amendment
2	The Hider has to stay on the table for only 5 turns.
3	Hider characters may run, rather than sprint, to the nearest table edge.
4	All Hider characters, including allies, count as having Nerves of Steel.

## INFIL - TRAITOR

Cost 2

### Environment

The only essential item on the table at the start of the game is the Infil-traitor. He has the following profile:

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>Wp</b>	<b>Sg</b>	<b>Nv</b>	<b>Ld</b>
<b>Infil-traitor</b>	75	65	60	60	70	75	75	75	75

He has no armour and carries a knife. He counts as having *Nerves of Steel*. He will defend himself if attacked but will otherwise use all his actions to move at a run towards the nearest member of the Seeker's party in line of sight. He starts the game as close to the physical centre of the board as possible.

### Seeker

The Seeker may choose which side of the board to enter. His objective is to help the Infil-traitor to leave the table from the same side of the table that the Seeker entered. The secret knowledge is encoded in the Infil-traitor's brain, so even if the Infil-traitor is dead, he may perhaps still be dragged or carried from the board.

### Hider

The Hider enters the table from the opposite board edge to the Seeker. The Hider's objective is by any means necessary to prevent the Seeker from getting the Infil-traitor's knowledge,



either by removing the Infil-traitor from the board himself or by any other appropriate means (such as a close range meltagun shot to the head or suitable equivalent).

### Upping the Ante

The effects listed below are cumulative so that a Cost 5 Infil-traitor scenario will have the amendments for Costs 3 and 4 as well.

Cost	Amendment
3	The infil-traitor does not have <i>Nerves of Steel</i> .
4	The Infil-traitor is wounded. His <i>Toughness</i> is reduced to 30.
5	The Infil-traitor is disorientated. He must pass an <i>Initiative</i> test once per turn before making any movement actions. If he fails, he spends all his actions walking in a random direction.

## PURGE THE UNCLEAN

Cost 2

### Environment

The Seeker sets up any terrain and deploys wherever he likes. His PC must begin the scenario in base contact with the "Unclean" – the prisoner being "purged", i.e. tortured/interrogated. The Hider may then choose which table edge to enter. A refractor field surrounds the Unclean, who may not move or be moved.

### Seeker

The Seeker's objective is to purge the Unclean and escape the table from any board edge. The Seeker's PC may spend actions attempting to purge the Unclean. For each successful purge action, take a *Sagacity* test. The Seeker's PC must pass 4 Sagacity tests to purge the Unclean.

### Hider

The Hider's objective is to kill the Unclean before the Seeker can break him.

### Upping the Ante

The effects listed below are cumulative so that a Cost 5 scenario will have the amendments for Cost 3 and 4 as well.

Level	Amendment
3	The Seeker must pass 6 Sagacity tests to purge the Unclean.
4	The refractor field no longer works.
5	The Sagacity tests are taken with a -15% modifier.

## INTERMEDIATE SCENARIOS (Cost 3 & 4)

### **Fire and the Sword** – Cost 3

The Seeker is certain that the Hider is involved in something shady and it's time to clean house! The Hider must finish destroying the evidence before the Seeker moves in.

### **X Marks the Spot** – Cost 3

The Seeker is on the trail of a lost archive and has reached its hiding place. But the Hider is close on his tail, determined to keep the Conspiracy's secrets hidden forever.

### **Break-In** – Cost 4

The Seeker has tracked the Conspiracy's plans to a secure vault, has broken in and is now attempting to gain access. The Hider must prevent this at all costs.

## FIRE AND THE SWORD

Cost 3

### **Environment**

The Hider sets up terrain and evidence and may set up anywhere on the board. The Seeker then chooses which table edge to enter play. For every follower (not counting PCs or allies) in the Hider's team, there must be 2 pieces of evidence and a minimum of 3 in total, each of which should be represented by a suitable piece of terrain no larger than a 40mm base. Each piece of evidence has 6 damage points. Any of the Hider's characters may spend actions destroying the evidence. Each action destroying evidence removes one damage point. Evidence should be treated as a piece of equipment with weight 15 but may not be removed from the table.

### **Seeker**

The Seeker must prevent the Hider from destroying the evidence and secure at least one item for himself.

### **Hider**

The Hider's team begin the game no closer than 10 yards to any evidence. Each piece of evidence takes 6 actions to destroy beyond repair after which the Hider's team must escape from any table edge.

### **Upping the Ante**

The effects listed below are cumulative so that a Cost 6 scenario will have the amendments for Cost 4 and 5 as well.

Level	Amendment
4	Each piece of evidence has only 5 damage points.
5	The Hider's team may begin the scenario in base contact with evidence.
6	The Seeker must secure at least 2 items.

## X MARKS THE SPOT

Cost 3

### Environment

The scenario takes place in an isolated location with at least three pieces of terrain on the table. Three items of terrain are designated "markers" and the players nominate these alternately, starting with the Seeker, from 1 to 3.

### Seeker

The Seeker is following the last few clues to locate what he believes is a secret archive. He enters by a table edge of his choice. Either the PC or any follower(s) (but not allies) must visit each of the markers in numerical order and spend one action *orientating* before moving to the next. The Seeker must perform an orientate action at the final marker in order to win the Conspiracy Card.

### Hider

The Hider must stop the Seeker from unveiling – whether by ignorance or design – that which should stay hidden. He arrives on the table in the third turn and must stop the Seeker from reaching the archive by any means.

### Upping the Ante

The effects listed below are cumulative so that a Cost 6 scenario will have the amendments for Cost 4 and 5 as well.

Level	Amendment
4	The Seeker's PC <i>must</i> visit all three markers and <i>orientate</i> at the last.
5	Orientation requires a successful Initiative test.
6	There are 4 markers.

## BREAK - IN

Cost 4

### Environment

The Hider sets up the terrain. The only vital piece of terrain is one piece to represent the Hider's secret vault. Whether this is in a building, a cave or even in a false tree or lake is up to the players. This should be as close to the centre of the board as possible.

### Seeker

The Seeker starts the game immediately adjacent to the vault. One member of the Seeker's team per turn may spend actions attempting to open the vault. Take a *Sagacity* test for each successful action. Each successful test counts as one step forward. The vault requires 6 steps to open and one more action to remove the contents. The Seeker must then escape with the secrets from any of the board edges. The secrets are treated like an item of equipment, weight 15, and can be passed between characters or forcibly removed as described for the message in *Dead Drop*.

### Hider

The Hider may enter from any board edge and, if he has followers or allies, may divide them between the board edges as they surround the Seeker. He must prevent the Seeker from leaving the table with the secrets.

### Upping the Ante

The effects listed below are cumulative so that a Cost 7 Break-in scenario will have the amendments for Costs 5 and 6 as well.

<b>Cost</b>	<b>Amendment</b>
5	The vault will take 8 steps to open.
6	The Seeker must get the secrets across a board edge designated by the Hider immediately before the first turn.
7	The vault is booby-trapped with an explosive. Whoever performs the action to remove the contents must pass a <i>Sagacity</i> test at -30% or it will be as if a super-frag missile has hit the person who opens the vault in the chest.

## ADVANCED SCENARIOS (Cost 5 & 6)

**Double Bluff** – Cost 5

The Hider has lured the Seeker into the open with the promise of more information about the Conspiracy.

**The Heart of Darkness** – Cost 5

The Seeker has entered the sanctum of an ancient Inquisitor to hear dire secrets from his own lips. The Hider is out to assassinate the garrulous fool before he whispers one secret too many.

**Triple-Cross** – Cost 6

A trap has been set... but for whom?

### DOUBLE BLUFF

Cost 5

**Environment**

The table should have an open space at its centre. This should be approximately 12 yards across and players should take turns at placing their models. The objective (a data carrier of some sort) is at the centre of the table. All models must be at least 6 yards from the objective and at least 4 yards from any opposing models. All weapons are sheathed, holstered or slung at the beginning of the game (except for those – such as implant weapons – which cannot be). We join the action just as things start getting hairy!

**Seeker**

The Seeker has come to a meeting with the Hider to discuss matters of mutual interest, but the Seeker is a long way from trusting the Hider and, before agreeing to meet, made sure that there was information of a very real nature on the table. The Seeker sets up at least 6 yards from the objective and the Seeker’s mission is to get the objective and flee off any table edge.

**Hider**

The Hider has set up this meeting to try to take down a threat to his Conspiracy – the Seeker knows too much! His mission is to kill or capture the Seeker and to prevent the objective from falling into the wrong hands.

**Upping the Ante**

The effects listed below are cumulative so that a Cost 8 Double Bluff scenario will have the amendments for Costs 6 and 7 as well.

Level	Amendment
6	The Seeker must leave the board across a board edge designated by the Hider immediately before the first turn.
7	The Hider and all followers and allies count as having the abilities Fast Draw and First Strike for the first turn only.
8	The objective is booby-trapped. Even if the Seeker escapes, he must pass a <i>Sagacity</i> test or the contents are destroyed.

### THE HEART OF DARKNESS

Cost 5

### Environment

This scenario takes place in the lair of an Ancient Inquisitor who knows many secrets. But he has surrounded himself with defences that the players must penetrate to achieve their objectives. The scenario takes place in darkness. Players take it in turns to place 2D6 glow-globes. Anything within 3 yards of a glow-globe may be seen clearly, provided it is in normal line of sight. To see anything else, characters must pass an Initiative test at -20%. A failed test takes up one action as they peer nervously into the gloom. Glow-globes have a Base Injury Value of 4 and any hit that causes at least this much damage will destroy them.

In addition, there is a 25% chance that a glow-globe will contain a booby trap. Test when any character moves inside the 3-yard radius of the glow-globe and, if it contains a booby trap the character is automatically hit by a shot from an autopistol. Resolve location and damage normally. Booby-traps will not shoot at the Ancient Inquisitor.

The Ancient can be found at the centre of the table and has a refractor shield. He will not move or otherwise act except as described below. Resolve damage normally. The Ancient has Toughness 76 (Base Injury Value 8).

### Seeker

The Seeker hopes to receive some tit-bit of information from the Ancient. The Seeker may choose which table edge to enter. The PC or his follower(s) must be in contact with the Ancient and do nothing else for 3 consecutive actions. The Ancient must be conscious for these actions. They must then escape from the table. If the Ancient is unconscious, the Seeker may attempt to revive him by normal healing actions.

### Hider

The Hider wants to shut the Ancient up for good. He must kill the Ancient and flee the scene.

### Upping the Ante

The effects listed below are cumulative so that a Cost 8 scenario will have the amendments for Cost 6 and 8 as well.

Level	Amendment
6	The Seeker must spend 5 consecutive actions with the Ancient.
7	The refractor field does not work.
8	The Ancient has Toughness 49 (Base Injury Value 5).

## TRIPLE CROSS

Cost 6

### Environment

The more terrain, the better. Depending upon the level of the scenario being played, a number of terrain pieces may be booby-trapped. Anyone coming into contact with or entering a booby-trapped piece of terrain must pass an *Initiative* test for every movement action spent in contact with the terrain or he is caught in a blast as if a frag grenade had exploded immediately to his front. Each booby-trap will activate once and is then disarmed. Booby-traps cannot be disarmed without setting them off.

### Seeker

The Seeker and any followers must begin the game within 8 yards of the centre of the board.

The Seeker has lured the Hider into making an attempt on his life as part of a complex scheme to obtain another glimpse into the Hider's hidden knowledge. It is neither here nor there whether this is by luring him away from a protected location whilst a compatriot steals his secrets, or by logical extrapolation based upon the Hider's movements, or by some other means. What matters is that the Seeker is playing a dangerous game. To assist his survival, he may secretly nominate up to 6 terrain pieces as booby-trapped. The Seeker's PC must spend at least 4 turns on the table in order to achieve his objective.

**Hider**

The Hider enters play from a randomly determined board edge. The Hider has come to eliminate this threat to his secrets once and for all. He knows it's a trap, but it's worth it. His objective is to kill or capture the Seeker.

**Upping the Ante**

The effects listed below are cumulative so that a Cost 9 Triple Cross scenario will have the amendments for Costs 7 and 8 as well.

<b>Level</b>	<b>Amendment</b>
7	The Seeker's PC must spend at least 5 turns on the table.
8	The Hider may also secretly nominate 6 pieces of terrain as booby-trapped. If any of these are the same as those nominated by the Seeker, then the second person to fail a test will also set off a booby-trap.
9	The Seeker's plan has gone wrong! He has not had time to set any traps.

## DESIGNING YOUR OWN SCENARIOS

The Campaign Design Team would be delighted to receive suggestions for new scenarios to add to this selection. If you have a great idea for a scenario, then use the template below to set it out and send it to [inquisitorcampaign2005@hotmail.co.uk](mailto:inquisitorcampaign2005@hotmail.co.uk).

We'll publish the best for players around the world to add to their list of possible Generic Scenarios and we promise to put your name in lights!

### SCENARIO TEMPLATE

Cost

**Environment**

**Seeker**

**Hider**

#### **Upping the Ante**

The effects listed below are cumulative so that a Cost z scenario will have the amendments for Cost x and y as well.

<b>Level</b>	<b>Amendment</b>
x	
y	
z	



## SPECIAL SCENARIOS

Special scenarios are designed to be played on those occasions when winning new Conspiracy Cards is not the priority but something more urgent. You may never have cause to play these scenarios or you may decide that you will dedicate all of your playing time to winning precious secret knowledge. But should the occasion arise, playing these scenarios will offer the chance to expand your player character's story.

### **ASSASSINATION**

In this special scenario, a Conspirator may attempt to eliminate a fellow inquisitor whom he believes to have too much knowledge of his Conspiracy.

### **RESCUE**

This special scenario should be used when a member of a player's band has been captured and one or both players are unprepared to agree a trade.

### **DEATH DUEL**

Two players who develop an especial grudge may play a death duel. One of them won't come away...

## **ASSASSINATION**

Cost Special

### **Environment**

The environment and terrain is up to the players. The Hider begins the game hidden anywhere on the table. The Seeker may then choose a side of the table from which to start.

### **Seeker**

The Seeker is on his way to a rendezvous. He has heard worrying rumours about those whom he has recently upset, and he is cautious, but he has no reason to suspect he is under observation. All characters in the Seeker's party must move at a walk until the first opponent is spotted or the first shot fired. The Seeker's objective is for his PC to survive and to leave the table by the opposite edge to the one he entered.

### **Hider**

The Hider is seeking purely to eliminate the dangerous threat to his conspiracy by a bold assassination attempt. Nothing less than the death of the opposing inquisitor will win this game for the hider.

### **Upping the Ante**

There is no upping the ante in this scenario. The Hider may immediately declare this scenario at any time when the Seeker chooses a scenario of Cost 6 or above or ups the ante to Cost 6 or above, or when a Conspiracy Card allows an opponent to do so.

### **Results**

If the Hider wins, the Seeker must follow the procedures for *Death of an inquisitor* that can be found in the *Wages of Sin* section of the Player Handbook. If the Seeker escapes, however, then the next time he plays the Hider he may automatically add or subtract 1 from the value of Conspiracy Cards bid without changing the conditions of the scenario, to a minimum Value of 1. A player may only attempt to assassinate a rival *once*.

## **RESCUE**

Cost Special

### **Environment**

The location is wherever the Hider is holding the Seeker's team member. Therefore the Hider may set up the terrain however he pleases and may dictate the board edge by which the Seeker enters the table. However, the Hider must nominate one piece of terrain as the place where the captive is held. The Seeker may then place all of the Hider's team anywhere within 8 yards of this terrain piece.

### **Seeker**

The Seeker must reach the terrain piece where his team member is held and roll a D6. He must then spend a consecutive number of actions equal to the number rolled on the dice freeing his captured team member. Actions may run from one turn to another but must be consecutive. If actions attempting to free the captured party are broken up by close combat, pinning or any other distraction, then roll the D6 again. The captured party, once released, has all the skills and equipment he had before capture but counts as Toughness 30 due to the treatments inflicted to try to break him.

The Hider must then leave the table with all team members by any edge.

### **Hider**

The Hider must prevent the rescue by any means necessary. Killing the captured party is not, however, permitted until he has been released by the Seeker.

### **Upping the Ante**

The Seeker may declare a Rescue mission instead of upping the ante in any situation where a team member is held by the opponent he is about to play. Note that he may only declare a Rescue if he has at least one team member who is NOT captured: solo agents may only arrange a trade to get themselves out of a capture.

### **Results**

If the Seeker wins, he regains the use of the captured party, and that character returns to full Toughness for the next game.

If the Hider wins, then he breaks the captured party and may force the Seeker to declare all of his Conspiracy Cards – i.e. declare the titles and values of all Conspiracy Cards in his pack. The Hider does not have to reveal the content of any card, however, nor does the Seeker win any cards.

If the Hider wins, a trade may still be negotiated, or the Hider may simply choose to kill his captive, in which case – surprise, surprise – the character counts as being dead.

## **DEATH DUEL**

Cost Special

### **Environment**

An uninhabited neutral zone. Whether a crowded cemetery or an empty plain is very much up to the GM. The Death Duel is an ancient Inquisitorial tradition and no outsiders may witness it. Neither followers nor allies may be taken. **Note: This Special Scenario *must* have a GM.**

### **Seeker & Hider**

The Death Duel is an equal match. Each player should roll a D6 and add the speed of their inquisitor, rolling again if equal. Whichever has the higher score may pick a table edge to

enter. Their opponent enters on the opposite table edge.

### **Upping the Ante**

There is no upping the ante in this scenario. Players must both agree to play this scenario and must have a GM to act as referee.

### **Results**

The winner is the one left alive at the end of the scenario. Losers may not be captured or allowed to live. Players who are not prepared to be utterly ruthless should not play this scenario.

## Appendix 1 - Amendments to the Ready Reckoner

The Ready Reckoner is not "fair" as such. It was designed so that players who had already designed their characters could do a rough check on the power and status of their characters for the purposes of comparison. But it was never intended to be a mechanism to produce perfectly matched or balanced characters.

We don't see this as a problem in itself, as it is up to each player to take best advantage of the limitations allowed by the Ready Reckoner. However, play-testing has shown that some additional notes are required to prevent the most obvious abuses of the Ready Reckoner as it stands:

1. Equipment & Abilities. A good deal of new equipment and abilities has been released since the rulebook was written. The full range of equipment available for the purposes of this campaign can be found at Appendix 2 and the full range of abilities and their restrictions can be found at Appendix 3.

2. Bionics. Bionic limbs of various sorts can be purchased at the start of the game and by acquisition credit later in the campaign. However, all bionics purchased will cost for both the bionic itself and for any improvements it offers.

*Example: Inquisitor Chimera (strength 89) has been crippled in a fight and wants to have his right arm replaced with an advanced bionic arm with strength 70 and +2 armour. His total strength would then become  $(89/2)+70=115$ . It would therefore cost 9 points for the exotic item, 2 points for the armour increase and a whopping 156 points for the strength increase (an increase of 26 points, costing +6 per point), making a total of 167 points.*

*Not unreasonably, he blanches at the cost and instead decides to go for an average bionic arm with strength 50 and +1 armour. His total strength would then become  $(89/2)+50=95$ . It would therefore cost a mere 5 points for the rare item, 1 point for the armour and only 36 points for the strength increase – a total cost of 42 points, which is within his means.*

Canny players will notice that the points cost of stats increases are cheaper at the start of the campaign, before you've played any games. However, the upper limit of 90 on all stats still applies at the start of the campaign.

3. Special ammunition. Special ammunition for regular solid shot weapons and shotguns is rare and special bolt ammunition is exotic. This is unchanged from the Ready Reckoner in the rulebook. Note that, for the purposes of this campaign, each expenditure of 5 or 9 points, respectively, will acquire no more than 5 of a single type of special round. So a complete bolt pistol magazine of, say, Hellfire shells will cost 27 points (with three spare rounds left over). Note also that whilst reloads for normal ammunition replenish automatically after any game, special ammunition, once expended, must be re-acquired using *acquisition credit*.

4. Alien & daemon weapons. These may be purchased at the beginning of the campaign before any games are played from the complete list at Appendix 2. However, no reloads may be purchased for alien weapons and no alien or daemon weapons may be purchased unless a player has acquired the relevant Conspiracy Card(s).

5. Modified & homemade weapons. We know that many players like to design their own weapons. However, for the sake of this campaign, we would beg players to restrict themselves to the "vanilla" versions of weapons found in Appendix 2.

## Appendix 2 - Weapons, Armour and Equipment

### RANGED WEAPONS

*For standard reloads, each reload adds +50% to the cost of the weapon. Reloads may only be acquired for alien weapons if the player holds the relevant Conspiracy Card.*

**Common:** Autogun; Autopistol; Black-powder pistol; Bolas; Bow; Crossbow; Javelin; Lasgun (Mars Pattern/Necromunda Pattern/Triplex Pattern); Laspistol; Musket; Naval pistol; Pump action combat shotgun; Revolver; Sawn-off shotgun; Shotgun; Sling; Stubber; Throwing axe; Throwing knife; Throwing star.

**Rare:** Automatic combat shotgun; Bolas launcher; Bolt carbine; Bolt pistol; Duelling pistol; Exterminator; Flamer; Heavy stubber; Hunting rifle; Long rifle; Multi-laser; Needle rifle; Shotgun ammunition; Bolter (Mk II straight mag/Mk III belt feed/Mk IV sickle mag/Mk IV drum mag); Special ammunition; Storm bolter; Webber.

**Exotic:** Assault cannon; Digital weapons; Eldar shuriken catapult; Flame cannon; Handbow; Hand flamer; Heavy bolter; Heavy flamer; Hrud fusil; Kroot long rifle; Lascannon; Melta gun; Multi-melta; Needle pistol; Plasma blaster; Plasma gun; Plasma pistol; Shuriken pistol; Special bolt ammunition; Web pistol; Xenarch death-arc.

**Legendary:** Graviton gun; Inferno pistol; Necrontyr gauss flayer; Neural shredder; Pscannon; Ranger Long Rifle; Thermal lance.

### CLOSE COMBAT WEAPONS

**Common:** All standard weapons; Bayonet.

**Rare:** Chainblade; Chain weapons; Electro' Nine Tails; Power axe; Power knife; Power sword; Shock maul.

**Exotic:** Daemon weapons (Daemonic Servant/Lesser Daemon); Dark Eldar agoniser; Electro-flail; Force axe; Force

halberd; Force hammer; Force rod; Force staff; Force sword; Frost blade; Galhite lacerator; Lightning claw; Nemesis; Neural whip; Power fist; Power halberd; Power hammer; Rune axe; Rune staff; Scythian venom talon.

**Legendary:** Daemon weapons (Daemon Prince/GreaterDaemon).

### GRENADES & EXPLOSIVES

**Common:** Frag; Smoke.

**Rare:** Anti-plant; Auxiliary grenade launcher; Blind; Demolition charge; Disposable rocket launcher; Grenade launcher (single shot); Krak; Melta bomb; Photon flash; Rocket launcher; Super-frag; Super-krak; Tanglefoot.

**Exotic:** Gas; Grenade launcher (Drum mag); Haywire; Missile launcher; Plasma.

**Legendary:** Psyk-out; Stasis.

### ARMOUR & FORCE FIELDS

*Armour is rated at 1 per point of armour, counting every location separately. For special types of armour this is increased to 1.5 per point.*

**Rare:** Mirrorshield; Stormshield; Suppression shield.

**Exotic:** Conversion field; Hexagrammic wards; Pentagrammic wards; Refractor field.

**Legendary:** Displacer field.

### BIONICS & IMPLANTS

**No cost:** Crude.

**Rare:** Average.

**Exotic:** Advanced; Auto senses; Implants; Implant weaponry; Mechadendrites; MIU; Psi-booster.

**Legendary:** Highly advanced.

### COMBAT STIMMS,

## **GAS, TOXINS & VIRUSES**

*Each type of combat drug costs 4 points.*

**Rare:** Filtration plugs; Gas mask.

**Exotic:** De-tox; Re-breather; Synskin.

## **OTHER EQUIPMENT**

**Five points per type:** Auspexes;  
Gunsights.

**Rare:** Medi-pak; Web solvent.

**Exotic:** Cyber-mastiffs; Jump pack;  
Nartheicum; Psyber-eagles; Psychic hood;  
Servo skulls; Signum; Suspensors.

## Appendix 3 - Skills & Abilities

The skills listed below are the only ones considered valid for use in the course of this campaign. The details of each can be found either in the Living Rule Book or in the 'Downloads' section of the Inquisitor website.

### SPECIAL ABILITIES

Acrobatic	Fast Draw	Medic
Ambidextrous	Feint	Nerves Of Steel
Blademaster	First Strike	Nightsight
Booby Traps	Force Of Will	Quickload
Camouflage	Furious Assault	Rock Steady Aim
Catfall	Gunfighter	Scale Terrain
Covering Fire	Heroic	Shield
Crack Shot	Hipshooting	Shoulder Charge
Deadeye Shot	Hurl Opponent	Terrifying Charge
Deflect Shot	Leader	True Grit
Dodge	Lightning Reflexes	Word of the Emperor*

\*Word of the Emperor does not count as an Exotic Ability for the purposes of *Inquisitor: Secrets & Lies*.

Note: Players using Lightning Reflexes should declare at the start of the game which version they are using. Details can be found on the Playtest section of The Conclave or in the Inquisitor Annual 2003.

### EXOTIC ABILITIES

Exotic abilities can be acquired only by the acquisition of relevant Conspiracy Cards. No character may start the campaign with an Exotic Ability.

Daemonic	Fearsome	Possession	Spit Acid
Familiar	Frenzy	Regeneration	Wyrd

### PSYCHIC ABILITIES

Characters may start the campaign with any number of psychic abilities from a *single* discipline and/or from the 'Miscellaneous' category. They may acquire further psychic abilities as described in *The Wages of Sin*. The disciplines and abilities are as follows:

Miscellaneous	Biomancy	Telepathy	Telekinesis	Pyromancy	Daemonology
Detection	Blood Boil	Demoralise	Machine	Blinding Flash	Banishment
Gaze of Death	Enfeeble	Distraction	Empathy	Burning Fist	Instability
	Hammerhand	Enforce	Psychic Impel	Fireball	Sanctuary
	Regenerate	Mesmerism	Psychic Shield	Firestorm	Teleportation
	Storm of	Mind Scan	Psychic Ward		Vortex Of Chaos
	Lightning	Psychic	Telekinesis		
	Warp	Shriek			
	Strength	Psi-Track			
		Puppet			
		Master			
		Telepathy			
		Terrify			

## Appendix 4 - Campaign Special Rules

### Allies

Players may enjoy the assistance of various sorts of ally depending mainly upon whom they are playing. In all cases, the allies have but one objective – to kill the opponent's PC and as many of his followers as they can get their hands on. Therefore allies do not count as followers for the purposes of achieving the objective of the scenario. They cannot destroy evidence, collect information or generally do anything that doesn't mean killing their enemies.

It is appreciated that not all players will have all of these models to play with. We recommend that a certain amount of common sense be applied with respect to pooling resources, using "proxy" models to represent these archetypes or even substituting these archetypes for alternatives that all players are happy with. Should a conflict arise, then we recommend that the Allied Desperado be used in place of any Ally who cannot otherwise be represented.

**You may never have more than one of each type of Ally. If both players are entitled to the same type of Ally, then *neither* receives that Ally.**

#### *Allied Assassins*

The Officio Assassinorum has at its disposal some of the most terrifyingly proficient killers known to humanity. Their deployment is carefully controlled at the highest levels and not even an Inquisitor can easily secure their services. However, there is no shortage of other proficient killers and these can often be found near Inquisitors – either in their staff, or on their trail...

Allied Assassins have the following profile:

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>Wp</b>	<b>Sg</b>	<b>Nv</b>	<b>Ld</b>
<b>Allied Assassin</b>	85	85	70	70	90	60	70	90	50

They are equipped with a power sword, 3 throwing knives, advanced bionic eye with motion predictor and digital las-pistol. They have following abilities: Acrobatic, Ambidextrous, Catfall, Dodge and Furious Assault.

#### *Allied Space Marines*

The Adeptus Astartes are humanity's greatest heroes but they are not without their own, dark secrets that they would prefer to keep hidden. Trespassers upon their territory may expect to be hunted down without mercy.

Allied Space Marines have the following profile:

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>Wp</b>	<b>Sg</b>	<b>Nv</b>	<b>Ld</b>
<b>Allied Space Marine</b>	75	75	200	150	85	75	75	95	75

They are equipped with Space Marine power armour as described in the Living Rule Book, Mk 4 Boltgun with range-finder and 2 reloads, three frag grenades, one stasis grenade, two plasma grenades, heat and motion-detecting auspex, powersword, knife.

They have the skills Ambidextrous, Nerves of Steel and Spit Acid.

#### *Allied Eldar*

The Eldar are a mercurial race and involve themselves in the affairs of humanity only reluctantly and on the specific advice of their seer-sages. For whatever reason, one of the



wanderers known as Rangers has attached himself to your party. Best not to inquire too closely...

Allied Eldar have the following profile:

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>Wp</b>	<b>Sg</b>	<b>Nv</b>	<b>Ld</b>
<b>Allied Eldar</b>	60	90	50	50	95	85	80	85	85

They are equipped with mesh armour on the chest and abdomen and flak armour on all other locations except the head; a Ranger Long rifle, Shuriken pistol, sword, two throwing knives, one tanglefoot grenade and one haywire grenade.

They have the skills Camouflage, Catfall, Lightning Reflexes, Nightvision and Scale Terrain.

### *Allied Tech Priest*

The Adeptus Mechanicus are the priests of the Machine God, maintaining the Imperium's largely incomprehensible technology by a combination of superstition, ritual and scholarship. They guard their secrets jealously, but some of their secrets are more terrifying than, perhaps, even they realize.

Allied Tech Priests have the following profile:

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>Wp</b>	<b>Sg</b>	<b>Nv</b>	<b>Ld</b>
<b>Allied Tech Priest</b>	60	50	60	60	65	70	75	60	60

They are equipped with two average bionic arms (strength bonus included, may have implant weapon), stubber, gas mask and mehadendrites. They are considered to have flak armour on all locations except the head.

They have no special skills but automatically receive a +20% bonus to all checks relating to using or disabling machinery, locks etc.

### *Allied Cultist*

The Imperium is rife with cults of every sort. Whether the hooded emissary who has joined you for a short while is of one of the countless approved cults or from one of the dangerous proscribed cults is impossible to say. For now, though, he is on your side.

Allied Cultists have the following profile:

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>Wp</b>	<b>Sg</b>	<b>Nv</b>	<b>Ld</b>
<b>Allied Cultists</b>	65	50	50	50	55	60	55	70	55

They are equipped with two revolvers and a chainsword *or* an eviscerator and have 2 points of armour on all locations.

They have the skills Furious Assault and Force of Will.

### *Allied Desperado*

The Imperium is home to many sorts of desperado: gunslingers, vigilantes, bodyguards and bounty hunters of every stripe and colour. Such characters often find themselves in an Inquisitor's entourage but this time his pay – and his orders – are coming from elsewhere.

Allied Desperados have the following profile:

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>I</b>	<b>Wp</b>	<b>Sg</b>	<b>Nv</b>	<b>Ld</b>
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**Allied Desperado**      45    70    55    60    65    70    60    75    60

They are equipped with a stubber with one reload, a revolver with 18 shells and a knife. They have flak armour on all locations except the head.

They have the skills Ambidextrous, Fast Draw, Gunfighter, Quickload.

## Assassination

Some knowledge is so dangerous that anyone even suspected of holding it may find himself hunted down. Some Conspiracy Cards allow a player's opponent to choose to declare an assassination. If he should choose to do so then follow the rules for the Assassination Special Scenario on page 28.

Note that it doesn't matter who was going to be Hider or Seeker in advance. If one player declares a card that allows his opponent to make an Assassination attempt, then he may do so. The restriction on only making a single attempt per opponent applies, however, so a player may not make an attempt against an opponent whom he has already tried to assassinate before.

## Equipment

Sometimes an Inquisitor may find himself in a position to obtain equipment not normally available, even through his usual contacts and channels. This may be in the form of a favour or as a bribe. It may give him access to Legendary items, or reduce the number of credits required to obtain particularly rare items. In all cases, the full restrictions are stated on the card in question.

## Bonuses & Penalties

The life of an inquisitor is fraught with peril. Some experiences will add to his abilities, others will detract from them. Some cards will allow players to add points to their characters' stats and others will force them to subtract points. We recommend that players make a permanent record of their starting stats, so that opponents can see where they have earned bonuses or suffered penalties.

## Terminatus

We sincerely hope that you will enjoy playing *Inquisitor: Secret & Lies*. Even if you don't participate in the Summer Campaign, designing your own Conspiracy Card Campaign is an easy and quick way to generate new and interesting problems for your friends or wargaming club. And there are many ideas and possibilities that we weren't able to explore for this campaign. We're sure you can think of some of them.

Before we call it a day, though, we owe some thanks.

First thanks must go to Helst for coming up with the idea for a Summer Campaign in the first place, even though he didn't realize he'd done it until later. He may now bask in his own rectitude.

Second, huge thanks to Rob Macfarlane, Supreme Justice and Magistrate of the Court Terran, not only for getting this whole thing off the ground, but also for putting his Adobe Acrobat™ at our disposal to turn clumsy Word documents into sexy PDFs. This is also the place to thank Gavin Fry for providing the web-space for hosting said documents at the grade *Aptus Non*. Gav truly is a Hero of the Imperium, not least for his outstanding penchant for conversions.

Third, we owe a debt to Derek Gillespie for being our intermediary with GW and for making sure we didn't tread on anyone's legal toes or put any noses out of joint in the GW Studio. Derek was also responsible for taking the message of *Inquisitor: Secrets & Lies* to the four corners of the Imperium. *Luditori Te Salutamus!*

Fourth, a great, big "thank you" to all those at The Conclave and Exterminatus.net who contributed ideas, observations, criticisms and corrections to our first draft. We listened and, although we didn't take on every single correction or change that you suggested, we gave our full consideration to every single one. In this respect, a particular mention must be made of bob\_lorgar, whose microscopic analysis of everything from the rules to

our grammar made this Handbook one hundred per cent better in the final analysis.

Last – and tradition dictates "by no means least", but make up your own mind – we give our thanks to all of you who have downloaded this Player Handbook.

We hope you've used it to play *Inquisitor: Secrets & Lies*, or at least as an aid to making your own Conspiracy Card Campaign. But if you've downloaded it only to appreciate our excellent writing and game-designing genius, then that's good too.

If you have played the campaign, please email us at the campaign email address and let us know what you thought of it all. Any suggestions, corrections, amendments or additions (especially new scenarios!) will be hugely welcome.

As a final note, this Handbook is a living document, just like the Living Rule Book. We intend to continue adding to it and improving the rules for running Conspiracy Card Campaigns of your own, so come on back and have a look every now and then.

Go in the Emperor's Holy Name and bring destruction upon all his foes, Within, Without and Beyond!!

**The Campaign  
Design Team**