

SPACE MARINES IN INQUISITOR

Expanded Rules

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Space Marine (battle brother)	75	75	120	80	80	75	65	95	70
Space Marine (scout/initiate)	70	60	100	60	70	65	55	90	60
Space Marine (veteran)	80	80	130	85	85	75	75	95	75
Space Marine (commander)	75	75	120	80	90	85	85	100	85
Random	65+2D10	65+2D10	60+2D10	60+2D10	70+2D10	70+3D10	60+3D10	85+2D6	70+2D6

Special Abilities; most Space Marines have the following special rules: *Ambidextrous*, *Nerves of Steel*, *True Grit*. Scouts do not usually have these abilities until they have finished their training.

Special Rules: Space Marine physiology.

All Space Marines are extensively augmented and genetically engineered with additional organs to become veritable super-warriors. The following special rules apply to Space Marines, ordered by the implanted organs. Space Marine scouts may not have all of these organs, depending on what point in their training they are at (organs are listed in rough order of implantation).

Secondary heart and Haemastamen

The secondary heart is capable of boosting the blood supply or maintaining full life functions even with the destruction of the recipient's original heart. The Haemastamen is a tiny organ is implanted into a main blood vessel and monitors other implants and makes space marine blood more efficient.

The Space Marine may ignore the first Stunned result on the injury tables each turn. Further Stunned results apply as normal including any left over multiple Stunned results from a single hit.

Ossmodula

The Ossmodula monitors and secretes hormones affecting epiphyseal fusion and ossification of the skeleton. Specially engineered hormones encourage the forming bones to absorb ceramic based chemicals administered in the Marines diet, causing considerable strengthening of the long-bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates) and a general increase in the size of the recipient's skeleton.

Any hit the Space Marine suffers must do more damage than their Base Injury Value in order to raise the Injury status of any location above Heavy (before deductions for armour – a hit powerful enough to punch through power armour will destroy the flesh and bone of even the Adeptus Astartes!) If not, apply the Immediate effects for the current injury level again, and apply the damage to the injury total as normal.

Biscopea

This organ is implanted into the chest cavity. It is small, approximately circular and, like the Ossmodula its primary action is hormonal to stimulate muscle growth throughout the body.

The Space Marine's strength is increased by 40. The Space Marine's enhanced strength is shown in the profile above.

Alternative Strength Bonus Damage.

The bonus damage for strength can be somewhat problematic when dealing with very powerful character such as Space Marines – the fact that the damage is automatic rather than a random amount makes for dull games. Below is an alternative chart of damage bonuses for very strong characters.

Strength	Strength bonus damage
0-59	0
60-69	1
70-79	D3
80-89	D3+1
90-99	D6
100-119	D6+1
120-139	D10
140-159	2D6
160-179	2D10
180-199	3D6+1
200+	3D10

Larraman Organ

This organ is implanted into the chest cavity along with a complicated array of blood vessels, where it generates and stores special Larraman cells. If the recipient is wounded these cells are released into the blood stream and are transported to the site of a wound. Once in contact with air, the Larraman cells form a skin substitute of instant scar tissue, stopping the flow of blood and protecting exposed wound area.

When making recovery rolls, roll a D6 rather than a D3 and add any bonuses from toughness. Deduct 1 from any bleeding rolls (if the modified roll is 0, bleeding stops for that location). In addition, the Space Marine counts his Toughness as double for the purposes of System Shock, Consciousness and Instant Death.

Catalepsean Node

This brain implant is usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the bodies response to sleep deprivation. A man implanted with the node is capable of sleeping and remaining awake at the same time by switching off areas of the brain sequentially.

A Space Marine suffers no penalties to Awareness when awake for protracted periods, such as on guard duty.

Melanochromic Organ, Mucranoid and Multi-lung

The melanochromic organ monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin to protect it from ultraviolet exposure and to a lesser extent from other forms of radiation. Mucranoid secretions initiate a modification of the sweat glands so the Marine sweats an oily naturally

cleansing substance which coats the skin, protecting the Marine against extremes of temperature and even offers a slight degree of protection in vacuum. The multi-lung, or third lung, is a tubular grey organ. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air and even allows oxygen derivation from water when submerged, acting as rudimentary gills.

Any Toughness tests imposed on the Space Marine from radiation, extremes of temperature or from drowning can be re-rolled (thanks to the melanochrome, mucranoid and multi-lung, respectively). In addition, the Space Marine gains a +10% Resistance bonus versus gas-based poisons.



Omophagea

This complicated implant becomes part of the brain, but is actually situated within the spinal cord between the cervical and thoracic vertebrae. Four nerve sheaths called neuroglia are implanted between the spine and the Preomnor wall. The Omophagea is designed to absorb genetic material generated in animal tissue as a function of memory, experience or innate ability. A Marine can actually learn by eating. Incidentally it is the presence of this organ which has, in part, created the various flesh and blood drinking rituals for which the Space Marines are famous.

By eating the brain of a slain enemy (which takes a full turn), the Space Marine enters a trance for D3 turns (treat as stunned). After which time he may make a Sg test, which if passed grants him some of the dead character's memories, most often of time shortly before it died. The GM should determine which memories are passed on – the more the Sg test is passed by, the more complete acquired memories will be, although they will never be entirely clear.



Oculobe and Lyman's Ear

The Oculobe provides the hormonal and genetic stimuli which enable a Marine's eyes to respond to optic-therapy. The Oculobe does not itself improve a Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. An adult Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight. The Lyman's Ear enables a Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Marine cannot become dizzy or nauseous as a result of extreme disorientation.

The Space Marine may re-roll any failed Awareness tests relating to sight (oculobe) or hearing (Lyman's ear).

Sus-an Membrane.

This flat, circular organ is implanted over the top of the exposed brain and grows into the brain tissue until completely merged. The organ is ineffective without subsequent chemical therapy and training. However, a properly tutored Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition a Marine may survive for many years, even if bearing otherwise fatal injuries. Only appropriate chemical therapy and auto-suggestion can revive a Marine from this state - a Marine cannot revive himself.

The Space Marine may voluntarily enter suspended animation. This takes D3 turns and is normally automatic, but will require a Wp test every turn if the Marine is injured or in a combat situation. If the Marine is rendered unconscious or wounded while unconscious there is a 50% chance that he will enter sus-an automatically. If the Marine enters suspended animation, his injuries will not deteriorate (all bleeding stops while in sus-an), and will remain preserved indefinitely. Only appropriate chemical therapy and auto-suggestion can revive a Marine from this state - a Marine cannot revive himself (neither *True Grit* nor other characters without the appropriate stimulus can bring him round).

Space Marines from the Imperial Fists chapter or its successors (such as the Black Templars or the Crimson Fists) lack this organ. Scouts from other chapters will not normally be able to use this organ until they have finished their training.

Preomnor, Neuroglottis and Oolitic Kidney.

The Preomnor is a pre-digestive stomach which allows the Marine to eat a variety of otherwise poisonous or indigestible materials. No actual digestion takes place in the Preomnor. Individual sensory tubes assess potential poisons and neutralize them or where necessary, isolate the Preomnor from the rest of the digestive tract. Although the Preomnor protects a Marine from digesting anything too deadly, the Neuroglottis enables him to assess a potential food by taste. The organ is implanted into the back of the mouth. By chewing, or simply by tasting, a Marine can detect a wide variety of natural poisons, some chemicals

and even the distinctive odors of some creatures. To some degree a Marine is also able to track a target by taste alone. This red-brown and heart shaped organ improves and modifies the Marines circulatory system enabling other implants to function effectively. The Oolitic Kidney also filters blood extremely efficiently and quickly. The secondary heart and Oolitic Kidney are able to act together, performing an emergency detoxification program in which the Marine is rendered unconscious as his blood is circulated at high speed. This enables a Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with.

The Space Marine may re-roll any failed Resistance tests. He may detect poisons or toxins by taste with a successful awareness test, or by smell with a penalty of -20%. He may also be able to track an individual, with additional modifiers subject to age or strength of the trail at GM's discretion.

Betcher's Gland

Two of these identical glands are implanted, either into the lower lip, alongside the salivary glands or into the hard palette. Betchers Gland works in a similar way to the poison gland of venomous reptiles by synthesizing and storing deadly poison. Marines are rendered immune to this poison by the glands presence. The gland allows the Marine to spit a blinding contact poison. The poison is also highly acidic and corrosive. A Marine imprisoned behind iron bars could easily chew his way out given an hour or so.

The Space Marine gains the Spit Acid exotic ability which is loaded with Bloodfire poison. A Space Marine can chew slowly through inanimate objects (dealing 3D10 damage per full turn).

Space Marines from the Imperial Fists chapter or its successors (such as the Black Templars or the Crimson Fists) lack this organ.

Optional "weak spots" rule.

When dealing with high armour characters such as those in power armour, or (Emperor protect us) Terminator armour they can prove impossible to hurt with conventional weaponry. While this is largely all well and good (if all you've got is a laspistol, maybe you should leave that Terminator alone?) there still should be some chance of a skilled marksman hitting a weak spot.

If a "placed shot" is achieved when shooting, a player may before rolling for location, declare that they are shooting for a weak spot. They may not alter the hit location rolled, instead the target must halve the armour value for that location.

This is cumulative with the Crack Shot skill, and the armour still counts the full value for the purposes of destroying armour, etc.

Progenoid.

There are two of these glands, one situated in the neck, the other deep within the chest cavity. These glands are important to the survival of the Marines Chapter. Each organ grows within the Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years the neck gland is mature and ready for removal. After ten years the chest gland becomes mature and is also ready for removal. A gland may be removed anytime after it has matured. These glands represent a Chapters only source of gene-seed. When mature, each gland contains a single gene-seed corresponding to each zygote implanted into the recipient Marine. Once removed by surgery, the Progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and stored.

Removal of progenoid glands takes D6 actions, and a Sg test to remove them intact (with a negative modifier determined by the GM if not using appropriate tools). A Space Marine will almost always fight to recover a fallen battle-brother's geneseed (Wp test required to leave a fallen Marine from the same Chapter with intact progenoids behind). As the last organ apart from the Black Carapace, scouts may well lack progenoids.

Black Carapace.

This is the last and the most distinctive implant. It looks like a film of black plastic when it is growing in the tanks. This is removed from its culture-solution and cut into sheets which are implanted directly beneath the skin of the Marines torso. Within a few hours the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the Marine. After several months the carapace will have matured and the recipient is then fitted with neural sensors and transfusion points cut into the hardened carapace. These artificial plug-in points mesh with features integral to the powered armor, such as the monitoring, medicinal and maintenance units. Without the benefit of a black carapace, a Space Marine's armor is relatively useless.

The Black Carapace is required to use Space Marine Imperator power armour, without which the user does not get the strength bonus and counts the armour for full encumbrance. Scouts never have the Black Carapace, as it is implanted when they are promoted to a full battle-brother.

Space Marine weapons.

The enhanced musculature and sheer bulk of the Adeptus Astartes mean that their weapons and wargear are of solid design and heavy weight.

Any Space Marine weapon counts as 1/3 more Weight than normal (round up to the nearest 5).

Space Marine combat weapons are of accordingly larger size – a Space Marine knife might be equivalent to a short sword in the hands of a normal person, while a space marine chainsword might be the equivalent of an eviscerator. Such changes, however, are left to GM's discretion.

Space Marine Wargear

The following are rules for some new wargear appropriate for Space Marine characters, and some additional or alternative rules for existing weapons.

Tactical Dreadnought Armour (new wargear)

Tactical dreadnought armour is without doubt the toughest personal armour available to mankind. Inquisitors occasionally possess such armour, each suit is hand crafted, centuries old and priceless beyond imagination. Regarded as holy by the Adeptus Mechanicus, the armour was originally created from suits designed for extreme inhospitable environments such as plasma reactors or sunside of inner system planets and is capable of protecting even against impact from small asteroid collision. For combat applications, tactical dreadnought armour is best used for claustrophobic battle-zones such as in tunnels or boarding actions where the fighting is sure to be close and bloody and the considerable advantages of the armour can be brought to bear against isolated enemy. The only disadvantage to the armour is that the sheer bulk can hamper movement and reflexes.

Also known as Terminator armour, it provides 15 points of armour to all locations and has the special rules Cumbersome and Powerful

Cumbersome:

- The character suffers -1 speed
- The character may only walk or run. Running counts as sprinting, i.e. this action cannot be combined.
- The character may not sneak, evade, crawl or sprint. They may not use *Dodge* or *Acrobatic* skills. They cannot sidestep or circle in combat.
- The character may not dodge as part of a parry.
- The character may not throw grenades.
- A character hit by a haywire grenade must make a basic Strength test at -50% to achieve Speed 1

Powerful:

- The character gains the skills *Rock-steady aim* and *Hipshooting* skills from the suit's targeting and guidance systems.
- The character gains the Nerves of Steel skill (the suit is too cumbersome to dive for cover anyway), and can ignore being on fire if hit by a flamer. He takes damage each recovery phase as normal and may always attempt to put out the fire if desired. Note that if there are any locations on fire which are uncovered (e.g. the head), the character may not ignore it!
- The character always counts as having a rested weapon.
- The character can always fire any weapon (even heavy) with one hand with no penalty.
- The character gains the 1/5 strength increase as with power armour.

Terminator helmets can be up to 10 points and are always enclosed and fitted with autosenses. If a helmet is not worn some suits are equipped with a 'skull field' – a force-field which fits tightly over the head. This counts as a conversion field which does not 'flash', protects only the head and works in close combat. This cannot be active if a helmet is worn. Most suits have powerful lamps built into the shoulders.

Marine suits usually have 5 points of ablative ceramite armour to the arms, chest and legs, an inbuilt motion sensor, comm-link, shoulder lamps (if activated reduce awareness penalties for seeing in darkness by 50%, but any character will be able to spot the user automatically if they have line of sight) and are large (+10%) targets.

Assault Cannon (additional rules)

Assault cannon barrels are made from special heat-resistant alloys due to the tremendous rate of fire of this weapon. However, these are treated as disposable between missions as prolonged use can lead to catastrophic malfunctions if the weapon jams.

An assault cannon operates normally until it is reloaded. After that it will become overheated, and firing is a risky action. If failed then roll a D6: on a 2+ the weapon jams after the first burst taking three actions to clear. On the roll of a 1 the gun misfires and explodes with the same effect as a Krak grenade and is destroyed.

Storm Bolter (additional rules)

Storm bolters are capable of a hail of bolt shells, but have a tendency to jam if in constant use.

Firing a storm bolter is a risky action, and if failed the gun jams after the first burst and takes 2 actions to clear.

Power Weapons (new/alternative rules)

Power Weapons	Reach	Damage	Parry Penalty
Thunder Hammer ¹	2	2D10+2	-30%
Lightning Claws ²	2	2D10	-15%
Crozius Arcanum	2	2D10+2	-20%

² Lightning claws strike any location hit D3 times. A lightning claw may only be used to make a combined attack or parry with another lightning claw.

¹ The Thunder Hammer has a massive charging capacitor, making it one of the most powerful personal combat weapons. For each full turn the Thunder Hammer has not been discharged, add D10 to the damage, to a maximum of 5D10+2. A fully charge hammer may be set to self destruct, which takes two actions. At the end of the turn it will explode with the same effect as a plasma grenade. If a character not wearing Terminator armour hits with a Thunder Hammer that has been charged at least one level, he must make a Strength test or be knocked prone.

Chaos Space Marines

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Chaos Space Marine	80	80	130	85	85	85	70	90	75
Random	70+2D10	70+2D10	65+2D10	65+2D10	70+3D10	70+3D10	60+2D10	85+2D6	70+2D6

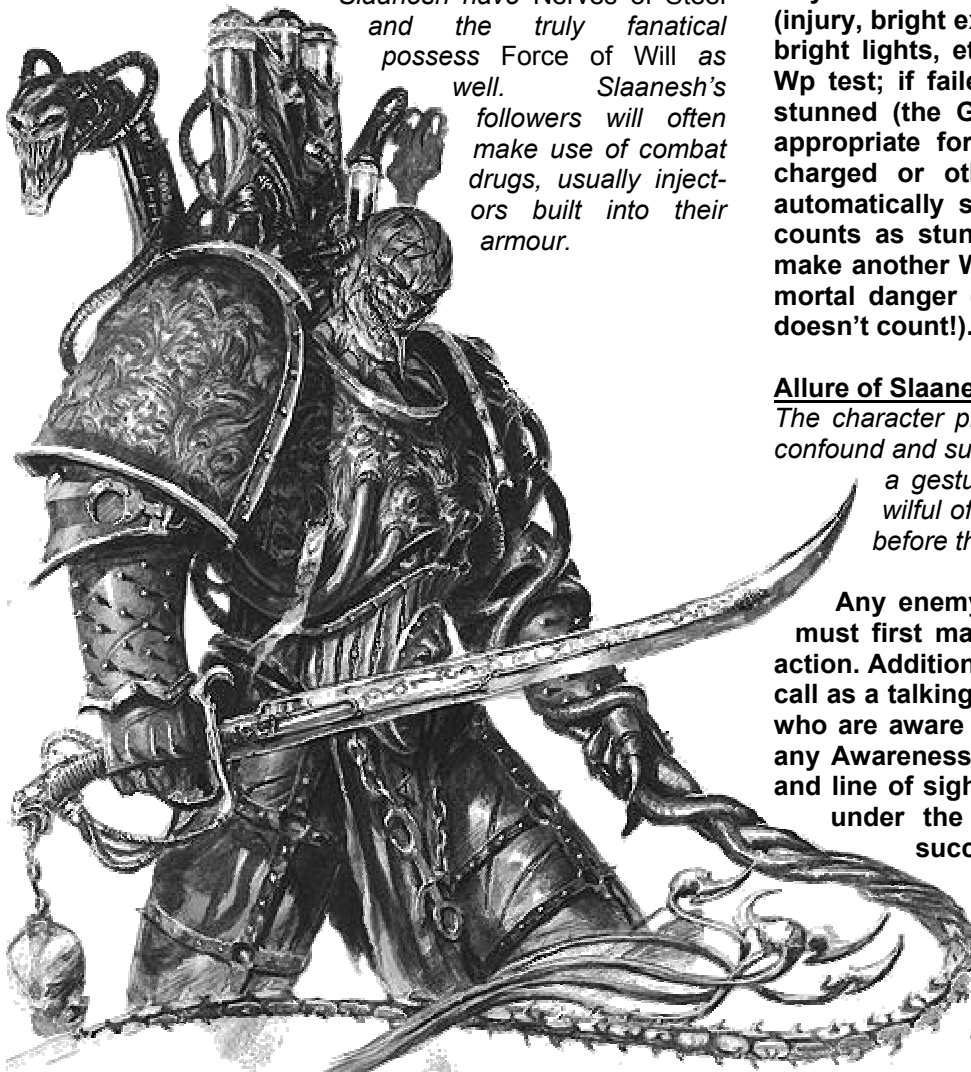
Special Abilities; Chaos Space Marines have a wide variety of special abilities. *Ambidextrous* and *True Grit* are common. *Nerves of Steel* and *Force of Will* are less prevalent than in loyalist Marines, unless the Marine has devoted himself to a patron God. Mutations are common especially for 'cult' Marines (see the Mutations list or the Alien Generator "Dead or Alive You're Coming With Me..." articles for ideas, some of the Exotic Abilities are suitable too). Chaos Space Marines may have the *Nightsight* ability (particularly appropriate for Night Lords) or a twisted version *Word of the Emperor* (although this should be called *Word of Chaos!* Instead of affecting daemons, it will have the same effects on any truly devout Imperials - appropriate for Word Bearers).

Space Marine Physiology; Chaos Space Marines will have once had all the organs of their loyalist brethren described above. However, over time some of these may no longer be functional or not implanted into newer Chaos recruits.

Factions; Although many Chaos Space Marines are too proud to operate in the service of a single Chaos God and instead devote themselves undivided to Chaos, some do indeed pledge themselves to a patron to reap a quick road to power and eventual damnation. Below are several new exotic abilities and wargear appropriate to each of the Pantheon of Chaos, any or all of which would be appropriate for traitor Marines or indeed any devout follower of the Chaos Gods.

Slaanesh

Slaanesh's champions are swift and lethal, and show high Weapon Skill, Initiative and Nerve, but lower Strength and Toughness. Almost without exception, devotees of Slaanesh have Nerves of Steel and the truly fanatical possess Force of Will as well. Slaanesh's followers will often make use of combat drugs, usually injectors built into their armour.



Addicted to Sensation:

The character is utterly driven to experience new sensation, and anything that actually stimulates their jaded senses is likely to leave them in a temporary stupor.

Any sudden vivid sensation that affects any sense (injury, bright explosions, loud noises, sprays of blood, bright lights, etc) is enough to distract them. Make a Wp test; if failed the Chaos Space Marine counts as stunned (the GM may impose negative modifiers as appropriate for particularly impressive sensation). If charged or otherwise engaged in combat, he will automatically snap out of the reverie and no longer counts as stunned. The GM may allow the player to make another Wp test should the character be in clear mortal danger (merely being shot at with small arms doesn't count!).

Allure of Slaanesh

The character projects an aura of serene beauty, able to confound and subdue the actions of lesser beings. With but a gesture and some soft words all but the most wilful of enemies will wish to prostrate themselves before the Champion of Slaanesh.

Any enemy attempting to shoot at the character must first make a Wp test or hesitate or waste the action. Additionally, the character may project a siren's call as a talking action, any character (friend or enemy) who are aware of the character with this ability (make any Awareness checks as appropriate) within earshot and line of sight must make a Wp test to avoid falling under the spell. If failed, they will spend any successful actions walking towards the Slaanesh character, and once within 5 yards, kneel before him/her. They will snap out of the daze if attacked, and may make a Wp test at the start of every subsequent turn to escape and act normally.

Sonic Weapons

The dreaded Noise Marines are vile and disgusting creatures perverted by lust for sensation to commit the most atrocious acts. The Noise Marines utilise devastating sonic weaponry, which disrupt and disorientate the enemy at best and shatter bones at worst.

Any character shot at by sonic weapons must re-roll any successful Nv tests for pinning. Any character (friend or foe) in the line of fire (i.e. between the firer and any of the targets) must also take a pinning test as if they had been shot at. In addition, any character that suffers any damage from a sonic weapon must make a Toughness test or be stunned for one turn.

Sonic weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Sonic Blaster	Basic	J	Full (6)	-	2D10	60	4	60
Blastmaster (high frequency) ¹ (low frequency) ¹	Heavy	D	Full (6) Single	-	2D10+2 Special ¹	48 ²	6	80
Doom Siren	Special ³	(20)	Flame	-	3D6	1	1	20 ³

¹ Blastmasters can be fired on low or high frequency – firer's choice declared before each shot. When low frequency is selected, the target is attacked with a devastating sub-sonic blast with Area 5 yards, Blast 7, Damage 3D6.

² Each low frequency blast uses 6 'shots'.

³ Doom sirens are ultrasonic psy-amplifiers normally worn as a mask or on the shoulders or backpack, and as such their Weight value is not normally used. They require no hands to hold and cannot be dropped, although any head injuries the wearer suffers has a 20% chance of damaging the siren beyond use. Doom sirens may be used in close combat in the same way as a pistol.

Fuelled by Pain:

Injuries stimulate the Chaos Marine, heightening his senses and reactions, turning him into a whirling dervish of destruction even as the injuries threaten to overcome him with pain and pleasure.

For each health level taken, add 1 to each of Weapon Skill, Ballistic Skill and Initiative. The character is still affected by injuries as normal.

Warp Scream:

The character can omit a piercing psychically-laced ultrasonic shriek that dazes and disorientates his foes. This can be emitted via complex machinery surrounding or built into the character's head, or by bat-like mutations.

The Warp Scream can be unleashed as an action, including when at arm's reach in close combat. Any character within 5 yards of the screamer's front arc must make a Wp test or count as stunned for one turn.

Nurgle

Nurgle's followers often have the True Grit and Fearsome abilities. The Plague God favours those with high Toughness and fortitude of mind (Willpower).

Bloat of Nurgle:

The Plague Marines are bloated monstrosities, their bodies a mass of tainted, dead flesh, unfeeling but viciously strong and tough.

Characters with this attribute gain an additional Light health level to each location.

Cloud of Flies:

Followers of Nurgle are sometimes gifted with putrescent and pestilent followers. Most commonly clouds of flies surround them, but other cases hordes of rats, cockroaches or locusts have been observed, or even stranger and more foul creatures.

The cloud of flies extends 10 yards around the character. All shooting into, out of or through the cloud suffers -10% to hit. In addition, any character which enters, is surrounded by or starts the turn within the cloud of flies (excluding any followers of Nurgle) must make a Wp test or suffer -20% to all actions from the terrible distraction and be unable to aim or concentrate for the rest of the turn.

Blight grenades

Blight grenades are actually shrunken heads of victims of Nurgle's diseases, blessed by champions of the plague god. If thrown they break open releasing foul, noxious fumes and pestilent sickness.

Blight grenades count as gas grenades which carry Nurgle's Rot.

Plague Knife

A tainted weapon which is given as a gift to the greatest of Nurgle's followers, this knife will bring agonising death with but a single scratch. It is said that those killed by such blighted weapons will rise up after death as a daemonic Plaguebearer.

Plague weapons	Reach	Damage	Parry Penalty
Plague Knife	1	D6	-30%
Plague Sword	1	2D6	-15%

A Plague Knife or Sword has the daemonic properties *Corrupter* and *Enfeeble*, although it is not a Daemon weapon as such.

Nurgle's Rot

Nurgle gifts his Champions with all manner of poxes, perhaps the worst of which is Nurgle's Rot: a hideous wasting disease which can somehow penetrate most containment methods. The illness can strike and cripple within moments or may take months to kill the victim. Nurgle's favoured do not die, but pass the disease on to any they come in contact with. As if the pox were not bad enough, wild rumours abound that the Rot eats at the sufferer's soul, and after death are reborn in Nurgle's service as a ghastly Plaguebearer.



Any character within 5 yards of the bearer of Nurgle's Rot at the start of the turn must make a Resistance test (excluding followers of Nurgle), with all appropriate modifiers for rebreathers and other wargear. If failed, they have contracted Nurgle's Rot! They immediately lose -D10 from both Strength and Toughness, and must take a Resistance test at the start of every turn (this time without any benefits from wargear or augmentation such as bionics) and if failed suffers an additional -D10 from both characteristics. Should the sufferer reach Strength or Toughness of 0, he will fall into a deathly fever (treat as unconscious) and may die. The progress can be slowed with basic medical attention (such as a medi-kit - take a Resistance test every 5 turns), but actually curing the disease requires either expert medical attention or deep reserves of faith and spiritual healing (preferably both), and is up to the GM to adjudicate.

The Thousand Sons Legion

The Thousand Sons were once one of the Legions of the Emperor. In the early days of the Horus Heresy their Primarch, Magnus the Red and his Legion turned to sorcery and then to worship of Tzeentch to save themselves from destruction. When they escaped to the Eye of Terror, Magus withdrew from the affairs of the Legion and the commanders of the Thousand Sons were horrified at the spread of mutation throughout the ranks. The Chief Librarians, Ahriman, along with the most powerful sorcerers of the Legion, a great Rubric which sealed the armour of each of the Space Marines shut, rendering their bodies to dust, trapping their spirits and leaving only walking suits of armour. Only the sorcerers of the Legion were themselves spared this fate.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Thousand Sons Sorcerer	70	70	120	80	85	95	85	80	75
Rubric Marine	60	75	130	85	40	75	30	100	0

Thousand Son Sorcerers.

Sorcerers have one or more psychic powers, Tzeentch-specific ones from the Chaos Powers article ("The Twisting Path") are particularly appropriate. Sorcerers are flesh and blood, and can gain experience and have any appropriate skills. Thanks to the Rubric of Ahriman they are less prone to the mutations of Chaos.

Rubric Marines.

The mainstay of the Thousand Sons are all but automations, walking suits of armour animated by a dark purpose. Rubric Marines always count as 'wearing' full power (or tactical dreadnought) armour, including the helmet. They do not count as having any Space Marine organs, and note that their toughness represents the integrity of the armour. Rubric Marines have the *Rock Steady Aim*, *Hipshooting*, *Nerves of Steel* and *Force of Will* skills, but cannot have any other skills or abilities, nor gain experience. They can only move at a walk and cannot dodge as part of a parry, but do not require to roll for actions - they automatically get 3 actions every turn. Rubric Marines have no corporeal bodies so do not suffer any injury effects *at all* (except knockback) and cannot be affected by any poison, toxin or disease but should they ever suffer a 'Crippled' result for any location their armour has been significantly breached and the trapped spirit escapes, leaving an empty shell to crumple to the ground.

Tzeentch

Tzeentch favours those who are subtle and who possess force of mind: Willpower and Sagacity are desired attributes, and skills like Feint appropriate. While the Thousand Sons are the one legion that turned in its entirety to the worship of the Change God, Tzeentch has followers from other legions and chapters. These will show prevalence of psychic powers and mutations of varied and bizarre nature.

Khorne

Khorne regards martial skill as paramount. Weapon Skill and Strength are the most prized characteristics.

Bloodrage of Khorne

Those blessed by Khorne and accepted as his disciples are possessed of a murderous rage, one that can be sated only temporarily by murder. For them there can never be enough blood spilt, enough skulls collected or enemies bested. When the lust for death is upon them, they are almost as likely to turn on their allies as enemies – Khorne cares little whose heads are cleaved.

The character may act normally until one of the following things happen: he charges into combat, he injures another character or he is injured himself. Whenever any of these events occur, he must make a Wp test (which may be voluntarily failed). If passed he may continue to act normally, but suffers a cumulative -10% to further tests to restrain his bloodlust. If failed, he immediately gains the Furious Assault and Frenzy rules. In addition, if there are no enemy characters within line of sight, he will attack any neutral characters first, or failing that will attack friendly characters. He may make a Wp test to restrain his bloodlust for one turn if no enemies are in sight.

Feel no Pain

The Champion's rage and determination to slay is such that he will not submit to injuries and will continue to butcher until his body is physically dismembered.

The character never suffers Stunned results from injury (although stunning from other sources still applies such as photon-flash or the Stun toxin). In addition, his Consciousness is 75% of his Toughness characteristic, not 50% (for Space Marines with the Larraman Organ this is doubled, i.e. 150% of Toughness).



Inferno bolts

These magically-imbued bolt shells are created in an involved ritual, each one filled with sulphuric liquid distilled from the warpflame-burnt pyres of desperate mortals. The shell casing is inscribed with minute circling script by the sorcerer, covering every millimetre in intricate symbols of power. When fired they explode in an inferno of the flames of Tzeentch.

Inferno bolts are special bolt ammunition. When fired they count as a blast weapon and will scatter accordingly. They use the following profile: Area 4 yards, Blast 4, Damage 2D6. Individuals hit may be set on fire in the same manner as a flamer.

Eye of Tzeentch

The Eye of Tzeentch is a warp-talisman attached to the front of the owner's helmet, or fused directly into the forehead. The Eye grants the user visions of the immediate future, granting him the ability to change his destiny. Great skill, however, is required to process the images the Eye grants: the apparitions can be disorientating at best and at worst drive a strong man mad with infinite possible futures.

The Eye of Tzeentch grants the Dodge skill. In addition, the user can look through the Eye at the start of any turn – make a Sagacity test and if passed, the character can re-roll one characteristic test in the next turn, and may make an Initiative test to change his actions before any risky action that would go wrong. If the Sagacity test is failed, the character is stunned for the turn.

Khornate chainaxe

The chainaxe of Khorne is simply a massive instrument of butchery. A true champion may have an exquisite and finely-crafted weapon, but the only criterion is that it is brutally effective.

Chain weapons	Reach	Damage	Parry Penalty
Khornate chainaxe	2	2D10+4	-30%

If a character with a Strength of less than 75 wields a Khornate chainaxe, it does half damage and is at a further -15% to hit and parry. A character wielding a Khornate chainaxe one-handed halves their Strength.

Collar of Khorne

Khorne despises trickery, and protects his champions from the magicks of weaklings so that they can prove themselves in personal combat. A Collar of Khorne is made of brass forged in blood, spiked and ornate. The rage of the wearer is focussed as a blunt refusal to submit to psychic manipulation, making it one of the most potent warding talismans.

If a psychic power is successfully cast against the wearer, he may make an unmodified Wp test which, if passed, immediately nullifies the power.

Alpha Legion

The Alpha Legion deserves special mention as their campaign of terror and subversion against the Imperium is both more subtle, and more likely to bring them in contact with covert Inquisitors than Chaos Space Marines of any other Legion, making them versatile in games of Inquisitor. They make use of spies, proxies, cults and minions, making them an excellent source for "Big Boss" NPCs - should their pawns be defeated or particularly important schemes in danger of being exposed, the Alpha Legion may personally oversee matters, while the importance they place on individual initiative means that it is perfectly acceptable to have them alone or in small groups.

Alpha Cults

The Alpha Legion of Chaos Space Marines sponsors, cultivates, trains and arms cults within the Imperium. Unlike many other cults, an Alpha cult will be extremely well-equipped, motivated and capable. Many of its members are disillusioned ex-Imperial Guardsmen or militant outcasts from society who are at home within the discipline and harsh life of the cult.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Alpha cultists	65	65	55	55	60	65	65	80	65
Random	55+2D10	55+2D10	50+2D6	50+2D6	50+2D10	50+3D10	55+2D10	70+2D10	60+2D6
Operative	75	75	60	60	75	75	70	90	80
Random	60+3D10	60+3D10	55+2D6	55+2D6	65+2D10	60+3D10	60+2D10	75+3D10	70+2D6

Alpha Cultists

Alpha cultists are equipped with well-maintained basic military equipment. They may have flack armour and heavy or special weapons if particularly favoured or well-connected. An Alpha cult normally has access to explosives and grenades such as demo charges, melta bombs and krak grenades.

Operatives

Operatives are personally trained by the Alpha Legion and may be equipped with rare equipment such as bolters, although secrecy may necessitate less obvious weapons. Operatives may have one or more Space Marine organs implanted to make them more effective - choose from the list at the start of this article. These will not normally be obvious - an Operative must be able to move where a Space Marine couldn't - and they never have black carapace or geneseed implants. The Alpha Legion will normally expend effort training and augmenting an Operative proportional to the importance they place on his mission.



High Impact Weaponry

There's nothing like the prospect of facing traitorous Space Marines to have an Inquisitor breaking open the armouries for heavy weaponry. Below are some new weapons and also some alternative statlines for some of the weapons in the Inquisitor rulebook that could be more... impressive, especially if you are pointing them at Astartes.

Lascannon (alternative rules)

Las weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Lascannon	Heavy	I	Single	-10	6D10	12	<u>1/6</u>	75

Lascannon are treated like a recharge weapon with a recharge value of 1 and may only be fired once a turn. They take 6 actions to reload.

Combination Weaponry (new rules)

Combi-weapons are guns that incorporate more than one barrel and give the user the flexibility to use both weapons. Normally one of the barrels will be bolter technology. Simply declare which barrel you will fire at the start of each shooting action. Both barrels can be fired at the same target with one action if desired, following the rules for semi-auto fire. I.e. if you fire two shots with one barrel and one with another, all shots have a -30% modifier. The two weapons incorporated will have separate clips, and must be reloaded separately for the normal reload time for that weapon.

The following are some of the most common combi-weapons:

Name	Components	Weight	Type
Combi-bolter:	Two linked boltguns ¹ .	Weight 60	Basic.
Combi-plasma:	Boltgun and plasma gun ² .	Weight 70	Basic.
Combi-flamer	Boltgun and flamer ³ .	Weight 60,	Basic.
Bolter/needler	Bolt pistol and needle pistol.	Weight 35	Pistol.
Combi-melta	Boltgun and meltagun.	Weight 70,	Basic.
Las/bolter	Boltgun and lasgun (any pattern)	Weight 50	Basic

With the exception of the combi-bolter the boltgun component can be any Mark, but drum magazines add +5 to the weapon's weight.

¹Counts as two linked MkIV boltguns, giving a combined rate of fire of Single/Semi(2/3). The weapon has two sickle clips and both barrels will be fed from one clip at a time. If one is emptied, the gun will automatically feed from the other clip, but you can select the clip manually for 1 action. Each clip contains 20 bolts and takes 2 actions to reload.

²You may still fire the bolter normally while the plasma gun is recharging.

³Combi-flamers can either be fired as a flamer or as the other barrel but not both as a single action.

Autocannon (new rules)

A seriously heavy weapon, an autocannon fires large caliber solid shells in three-round burst with a back-breaking recoil. It can be magazine or belt-fed. Firing belt-fed guns is a risky action, if failed the shots are wasted and it takes 3 actions to clear. Belts have 42 Shots.

Standard weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Autocannon	Heavy	I	Single/Semi (3)	-	4D10	21	5	90

Plasma weapons (alternative rules)

The following are alternative characteristics for plasma weapons, with improved, if more random Damage values and require reloading as well as recharging.

Plasma weapons	Type	Range	Mode	Acc	Dam	Shots	Rld ²	Wt
Plasma pistol ¹	Pistol	A	Single	-10	4D10	6	<u>3/3</u>	25
Plasma gun ¹	Basic	D	Single	-15	4D10+2	12	<u>3/4</u>	55
Plasma blaster ¹	Basic	B	Single	-15	4D10+2	16	<u>2/5</u>	60
Plasma cannon (low) ³ (max) ³	Heavy	B D	Single	-15	4D10+2 Special ³	24 ⁴	<u>1/8</u> <u>4/8</u>	90

Firing a plasma weapon is a Risky action. If it goes wrong, roll a D6 and consult the table on page 59 of the Living Rule Book.

¹ These plasma weapons can be fired on a sustained setting. In this case they fire at semi (2) for the cost of a single shot, but do D10 less damage. It takes one action to change the setting.

² Note that these characteristics have a reload value *and* a recharge value: the gun must recharge between shots (or bursts if on sustained fire) but also have a limited amount of ammunition. The first Rld value is the recharge time (underlined), the second the number of actions required to reload.

³ Plasma cannons can be fired on a "low" setting (which is still devastatingly powerful), or on maximal power. If the "max" setting is selected, fire and work out scatter if necessary as with a Blast weapon, and apply the effects of a hit in exactly the same manner as a Plasma grenade.

⁴ Each maximal shot counts as 4 shots worth for working out ammunition expenditure.

