Inquisition Barracks

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# Characters

Hiring a character costs 10 Points. The costs for all further upgrades are described in their respective sections.

A character has 10 Gear Points (GP) by default and can’t carry equipment with more GP in total than their Gear Points.

# Classes

Every character must have at least one class and may purchase a second class for 2 Points and 1 Trait Point.

### Available Classes

|  |  |
| --- | --- |
| Soldier | All-round fighter |
| Marksman | Ranged combat specialist |
| Gunslinger | Close-combat shooter |
| Devastator | Master of explosives |
| Vanguard | Defensive melee expert |
| Assault | Offensive melee expert |
| Apothecary | Battlefield medic |
| Leadership | Commander |
| Spellslinger | Battlecaster |
| Warlock | Summoner |

# Ranks

Every character starts as a *Recruit*, but may be promoted with Points to gain access to more equipment and additional training. The bonuses include all previous bonuses.

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | Trait Points | Bonuses | Cost |
| Recruit I | 2 Trait Points |  | 0 P |
| Soldier II | 3 Trait Points. |  | 2 P |
| Veteran III | 5 Trait Points | + 1 Aim / St / HP | 5 P |
| Officer IV | 8 Trait Points | +1 HP | 8 P |
| Hero V | 10 Trait Points |  | 10 P |

# Weapons

A character may carry up to 4 hands worth of weapons (4\*1H, 2\*1H + 1\*2H, 2\*2H).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Weapon | H | Types | Rank | Cost |
| Melee | Combat Knife | 1H | Phys | I | 0 P |
| Chainsword | 1H | Phys | I | 1 P |
| Powerweapon | 1H | Ligh | II | 2 P |
| Mace/Hammer | 1H | Phys | II | 2 P |
| Powerclaws | 1H | Ligh | II | 2 P |
| Greatsword/-axe | 2H | Phys | II | 3 P |
| Greatmace/-hammer | 2H | Phys | II | 3P |
| Spear | 1H | Phys | II | 2P |
| Whip | 1H | Phys | III | 2P |
|  |  |  |  |  |  |
| Pistols | Boltpistol | 1H | Phys | I | 0 P |
| Stormpistol | 1H | Phys | II | 1 P |
| Laserpistol | 1H | Fire | I | 1 P |
| Plasmapistol | 1H | Fire | II | 1 P |
| Handflamer | 1H | Fire | II | 1 P |
| Gravpistol | 1H | Phys | III | 1 P |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| Rifles | Bolter | 2H | Phys | I | 0 P |
| Combi Bolter | 2H | Phys | II | 2 P |
| Laser Carabine | 2H | Fire | I | 1 P |
| Plasma Carabine | 2H | Fire | II | 2 P |
| Flamer | 2H | Fire | II | 2 P |
| Gravblaster | 2H | Phys | III | 2 P |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| Heavy | Heavy Bolter | 2H | Phys | I | 0 P |
| Laser Cannon | 2H | Fire | II | 3 P |
| Heavy Flamer | 2H | Fire | II | 3 P |
| Missile Launcher | 2H | Phys | II | 3 P |
|  |  |  |  |  |  |

### Melee Weapons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Attacks | Damage | Rules | Types |
| Combat Knife | 1 | 3 | Stabby | Blade |
| Sword/Axe | 1 | 4 |  | Blade |
| Powersword/-axe | 1 | 4 | Penetration | Blade |
| Mace/Hammer | 1 | 4 | Rending | Blunt |
| Powerclaws | 2 | 3 | Stabby | Blade |
| Greatsword/-axe | 2 | 5 | Unwieldy, Penetration | Blade |
| Greatmace/-hammer | 2 | 5 | Unwieldy, Rending | Blunt |
| Spear | 1 | 4 | Wide Reach, Stabby | Blade |
| Whip | 2 | 3 | Wide Reach, Unwieldy | Blunt |

### Pistols

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types |
| Boltpistol | 15cm | 1 | 3 |  | Projectile |
| Stormpistol | 15cm | 1 | 3 | Rapid Fire | Projectile |
| Laserpistol | 15cm | 1 | 4 |  | Laser |
| Plasmapistol | 15cm | 1 | 3 | Penetration | Laser |
| Handflamer | Cone | 1 | 3 |  | Template |
| Gravpistol | 15cm | 1 | 3 | Rending | Effect |

### Rifles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types |
| Bolter | 30cm | 2 | 3 |  | Projectile |
| Combi Bolter | 30cm | 2 | 3 | Rapid Fire | Projectile |
| Laser Carabine | 30cm | 2 | 4 |  | Laser |
| Plasma Carabine | 30cm | 2 | 3 | Penetration | Laser |
| Flamer | Cone | 1 | 4 |  | Template |
| Gravblaster | 30cm | 2 | 3 | Rending | Effect |
| Shotgun | 10cm | 3 | 3 | Burst | Projectile |
| Grenade Launcher | 20cm | 1 | 3 | Blast | Template |

### Heavy

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types |
| Heavy Bolter | 45cm | 2 | 4 | Rapid Fire | Projectile |
| Laser Cannon | 45cm | 2 | 5 |  | Laser |
| Heavy Flamer | Cone X | 1 | 4 |  | Template |
| Missile Launcher | 60cm | 1 | 4 | Blast X, Missile | Template |

# Weapon Upgrades

All ranged weapon can receive up to two upgrades of different categories. Melee weapons may receive two upgrades. Only weapons listed under “Weapons” may use upgrades.

## Melee Weapon Upgrades

|  |  |  |  |
| --- | --- | --- | --- |
| Upgrade | Weapons | Rank | Cost |
| Sharpened Blade | Blade | II | 2 P |
| Heavy Head | Blunt | II | 2 P |
| Spiked | All | II | 2 P |
| Extending | All | III | 3 P |

## Ranged Weapon Upgrades

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Upgrade | Type | Weapons | Rank | Cost |
| Holo Scope | Scope | R | II | 2 P |
| ACOG Scope | Scope | R | II | 2 P |
| LR Scope | Scope | R | II | 2 P |
| Smart Scope | Scope | R, H | III | 3 P |
|  |  |  |  |  |
| Slung Shotgun | Barrel | R | II | 2 P |
| Slung Flamer | Barrel | R | II | 2 P |
| Slung Launcher | Barrel | R | II | 2 P |
| Slung Bayonet | Barrel | R | II | 2 P |
| Tripod | Barrel | R, H | II | 2 P |
| Frontshield | Barrel | R | III | 3 P |
|  |  |  |  |  |
| AP Rounds | Magazine | All | II | 2 P |
| Incendiary Rounds | Magazine | All | II | 2 P |
| Shock Rounds | Magazine | All | II | 2 P |
| Frost Rounds | Magazine | All | II | 2 P |
| Tracer Rounds | Magazine | All | II | 2 P |

## Melee Upgrades

|  |  |
| --- | --- |
| Sharpened Blade | This weapon gets +1 Damage. |
| Heavy Head | This weapon gets +1 Damage. |
| Spiked | This weapon gets *Bleeding*. |
| Extending | This weapon gets *Wide Reach* and *Unblocking*, but you get a -1 Strength malus while using this weapon. |

## Ranged Upgrades

|  |  |
| --- | --- |
| Holo Scope | You get +1 Aim when attacking targets within 15cm. |
| ACOG Scope | You get +1 Aim when attacking targets between 15cm-30cm away. |
| LR Scope | This weapon gets +15cm range. |
| Smart Scope | You get +1 Aim and +1 to critical. |
| Slung Shotgun | Once per game, you may use your weapon as a Shotgun. |
| Slung Flamer | Once per game, you may use your weapon as a Flamer |
| Slung Launcher | Once per game, you may use your weapon as a Grenade Launcher. |
| Slung Bayonet | While wielding this weapon, you don’t count as unarmed when attacked in melee. |
| Tripod | While behind cover, you get +1 Aim. |
| Frontshield | Gives you a 5+ cover roll when attacked from the front. Doesn’t count as cover. |
| AP Rounds | This weapon gets *Penetration*. |
| Incendiary Rounds | This weapon’s type becomes *Fire*. |
| Shock Rounds | This weapon’s type becomes *Lightning.* |
| Frost Rounds | This weapon’s type becomes *Cold*. |
| Tracer Rounds | Every further ranged attacker this round gets +1 Aim against targets hit. |

# Armor

# Gear

# Class Trees