Inquisition Player’s Guide

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# Introduction

*Inquisition* is a game for 3-6 players, where one player plays as the Xenos, while the others team up to defeat the Xenos. Each Player picks a small Squad (1-5 Characters) and customizes them. The Enemy picks their forces according to the mission.

## Mission

Missions usually center around the Enemy fucking around, and the Players’ task is to put an end to it. Traps and random events keep missions interesting.

Each Mission has a victory condition and a setup – the situation in which the Players and the Xenos start the fight. Additional information and rules may be part of a mission.

## Players

Players may create their characters before a match. A character can be anything from a low recruit to a highly-decorated veteran. Characters have one or two classes, have weapons, armor gear and may even be able to cast powerful spells.

## Xenos

The forces of the xenos are described on the mission, but leave a high degree of choice for customization. Individually, these entities are no match for the Player’s Characters, but in masses with hellish support, witchcraft or ancient technologies, they are a threat not to be underestimated.

## Rounds

Each Round, all Players move their Characters and attack, use gear or cast spells. Afterwards, it’s the Xenos’ turn. Random Events are handled after each Round.

## Combat

Combat consists of ranged combat and melee combat, as well as magical combat. Adapting your Characters to the battlefield, using synergies and exploiting weaknesses is crucial to succeed.

# Base Rules

“Rerolling” means taking a dice during a roll and roll it again. Rerolling a dice or number once means that this dice may not be rerolled through the same rule again this roll, but may be rerolled because of another rule.

Rerolling a roll means taking all dice and rolling them again.

When measuring distances, always measure from the edge of one base to the edge of the target’s base.

# Missions

Missions are the foundation of a match. The victory conditions for the Players and Xenos are described, as well as the xenos’ forces. On many missions, you will find additional rules and information and even information about the map to play the mission on. Most missions can be played on any map though.

Before playing a mission, assemble your Squads/forces of Xenos during the *Assembly Phase*. Then, start with the first Round.

# Rounds

When a round starts, roll a dice: on a 2+, draw a random event. Handle the event.

Then, it’s the Players’ turns. All Players handle the first part of a round: movement phase. Every character that wants to moves this round must do it now. Once all Players are done, move on to phase two: action phase.

Every character may now perform one skill and one of the following actions: shooting, attacking in melee, using consumables or casting spells.

Once all Players are done, it’s the Xenos’ turn.

When the Xenos is done, it’s the end of the Round.

# The Players

It’s the Players task to stop the Xenos from completing their mission. To do this, they recruit brave soldiers from all over the galaxy and equip them with the best possible equipment.

Each Player starts with 20, 50 or 100 Points to spend on their Characters. These points can be spent however desired.

It is generally a good idea to communicate with your fellow Players to build a Squad that synergizes well.

# The Xenos

As Xenos, you have a mission of tremendous importance, and you must not let some mercs stop you.

You start with as many points as all Players together.

# Characters

Every Character has three main stats: Health (HP), Aim (Aim) and Strength (St). Additionally, every Character has one or more Types. These include *Human, Demon, Psyker, Undead and Mechanical*.

Each Character may carry one or more weapons, armor and gear, limited by the number of Gearpoints (GP) the Character has. The base value is 10 GP, but can be increased by certain classes’ traits.

Also, every Character has a Rank. These Ranks are bought during the Assembly Phase.

Characters may learn to cast spells. Which spells they know must be decided in the Assembly Phase.

If a character gets two Dodge, Armor or Save rolls, only the best one is used.

Characters may have a companion.

When it says “Allies” in the rules, it refers to characters on the same side. Other player-controlled units are not included, unless it says “allied units”.

# Types

All units in the game are categorized into one or more type. Following types exist:

* Human (Hum)
* Psyker (Psyk)
* Demon (Dem)
* Undead (Und)
* Mechanical (Mech)

Every character that has learned at least one school of magic is also a *Psyker*.

Additionally, all attacks are categorized into one type as well:

* Physical (Phys)
* Fire (Fire)
* Lightning (Ligh)
* Cold (Cold)
* Chaos (Chs)

These damage types are more or less effective against certain character types and may apply additional effects.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | *Phys* | *Fire* | *Ligh* | *Cold* | *Chs* |
| *Hum* | - | - | - | - | - |
| *Psyk* | - | - | - | ⮟ | ⮝ |
| *Dem* | - | - | - | ⮝ | ⮟ |
| *Und* | - | ⮝ | ⮟ | - | - |
| *Mech* | - | ⮟ | ⮝ | - | - |

When a character is of more of one type, it is effective if the attack is effective against at least one type of that character. Same for ineffective. When it is both effective and ineffective, ignore effectiveness.

When an attack is effective, it gets a +2 bonus to the *Wound Roll*. When an attack is ineffective, it gets a -2 malus to the *Wound Roll*.

Additionally, successful hits with *Fire, Lightning* and *Cold* attacks inflict *Burning, Shocked* and *Chilled* respectively on a critical hit.

# Companions

Every character may have a companion. These can be bought before a game if the requirements are met.

A companion may not move further than 10cm from their owner, except it has *Independent*.

# Special Effects

Special effects are applied mainly through attacks and spells and can turn the tides of the battle. Whenever an attack *critically hits*, the appropriate effect is applied after the attack has been handled: *Burning* for *Fire* attacks, *Shocked* for *Lightning* attacks and *Chilled* for *Cold* attacks. The effects last for one round and don’t stack.

***Burning***units take a 4D hit after their next turn.

***Shocked***units must give up either their movement- or action-phase in their next turn.

***Chilled***units can only move half of their normal movement. Additionally, attacking enemies get a +1 bonus to *Wound Rolls*.

# Movement

A character may move every round during the *movement phase*. The default movement speed is 10cm. By forfeiting all further action in this round, a character may *run* twice that distance. Bonuses to the *move* action also increase the *run* distance.

Other characters, even allied ones, block movement. You need to move around them. In tight paths, you can only move past other allied characters if the path is at least 1.5 characters wide. You can only move past an enemy if the path is at least 2 characters wide.

You may turn characters at will during your round, but only then.

# Combat

A character may attack every round during the *action phase*. You can only attack once and only with the weapons currently equipped. However, you may switch weapons at any point during a round.

Ranged combat is only possible if there is no enemy within 5 cm. Melee combat has a default range of 5cm, ranged combat uses the range of the weapon being used. When attacking with more than one weapon, you must attack the same enemy with all weapons.

To perform an attack, roll a *Hit Roll*, then a *Wound Roll* with all hits. *Cover Rolls* and *Dodge Rolls* are done after a *Hit Roll*, *Armor Rolls* and *Save Rolls* are done after the *Wound Roll*.

A roll is successful when the D6 show a number greater or equal the required result. On a 3+ roll, 3,4,5,6 are successful rolls.

A bonus to any *Roll* simply decreases the required number. A +1 bonus to a 4+ roll makes it a 3+ roll.

#### Critical Hits

Attacks can critically hit or wound. A critical hit either gets +1 damage if it’s *Physical* or inflicts special effects if it’s damage type is *Fire, Lightning* or *Cold*.

A roll is *Critical* when the result is at least 3 more than the required result. On a 3+, a 6 is a critical hit, on a 2+, 5 and 6 are critical hits. Bonuses to critical reduce how much higher the result must be. +1 means on a 3+, a 5 and 6 is a critical hit instead of just 6. A *Critical Hit* happens during *Hit Rolls*, a *Critical Wound* during *Wound Rolls*. When you get rolls better than 1+ with bonuses, the additional bonuses still improve your chance to crit. A theoretical 0+ is still a 1+, but crits on a 3+ instead of 4+.

When taking a hit from any other source, they are written as “xD”, x being the damage this hit has. Roll a normal Wound Roll for these hits.

# Ranged Combat

To perform a ranged attack, target an enemy within range of your ranged weapon. Roll the Hit Roll with one dice per attack. Then, roll the Wound Roll with one dice per hit. Roll cover rolls first and apply Special Effects first where applicable.

Heavy weapons can only be used if you haven’t moved this round.

#### Line of Sight

You may only attack an enemy with a ranged weapon if you have a line of sight. The target must be at least 50% visible, no allied or enemy units may block the path. Allied units within 3cm may be ignored.

#### Hit Roll

Use your *Aim* to determine your *Hit Roll*:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Aim | 1 | 2 | 3 | 4 | 5 | 6+ |
| Hit | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ |
| Crit | - | - | - | 6+ | 5+ | 4+ |

#### Wound Roll

Use a weapon’s *Damage* to find your roll:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Dmg | 1 | 2 | 3 | 4 | 5 | 6+ |
| Hit | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ |
| Crit | - | - | - | 6+ | 5+ | 4+ |

# Melee Combat

To perform a melee assault, target an enemy within your melee range. If there is none, you may *Charge* up to 5cm to get into melee range. You MUST be in melee range at the end of a *Charge*.

**Hit Roll**  
Use your *Strength* minus the enemy’s *Strength* to determine your *Hit Roll*:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| St | -2 | -1 | 0 | +1 | +2 | +3 |
| Hit | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ |
| Crit | - | - | - | 6+ | 5+ | 4+ |

**Wound** **Roll**Use a weapon’s *Damage* to find your roll:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Dmg | 1 | 2 | 3 | 4 | 5 | 6+ |
| Hit | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ |
| Crit | - | - | - | 6+ | 5+ | 4+ |

# Spell Casting

When your character is trained in a school of magic, they may learn magic spells. Learning magic automatically makes you a *Psyker* additionally to all other types you are.

On mastery level 1 (e.g. *Destruction(1)* ), you may learn one spell of that school. For every level above 1, you may learn an additional spell. You must choose which spells your character knows when recruiting them.

Characters may cast a spell as their action during the action phase.

To do so, pick a spell and a target. Roll a *Hit Roll* and a *Wound Roll* using the stats from the spell. *Cover* is ignored by spells; some spells also ignore *Armor* or *Save* rolls.

# Terrain

There are three types of terrain: low cover, high cover and impassable terrain.

Cover provides a cover save: when you are hit by an attack, the cover blocks that hit on a 5+. High cover is impassable, while low cover can be moved over with no penalty. Impassable terrain can’t be moved through.

# Random Events

At the beginning of every round roll for a random event. Many missions have their own table of events. If not, use the default table. Roll two D6 and add the results to roll for an event.

2 – No event.  
3 – Morale Boost (Player)  
4 – Morale Boost (Xenos)  
5 – Divine Intervention (Players)  
6 – Death’s Bargain (Xenos)  
7 – Divine Blessing (Players)  
8 – Dark Blessing (Xenos)  
9 – Earthquake  
10 – Fog  
11 – Rain  
12 – Psychic Storm

**Morale Boost** – Every character on the affected side may reroll one full roll this round.

**Divine Intervention / Death’s Bargain** – The affected side may ignore one fatal wound this round.

**Divine Blessing / Dark Blessing** – The affected side may choose one character; it gets a +1 bonus to all rolls for this round.

**Earthquake** – On shaking ground, no characters may move, unless they have *Flying*.

**Fog** – With impaired vision, no ranged combat is possible against targets further than 10 cm away.

**Rain** – Heavy rains make the use of attacks and spells that are *Lightning* or *Cold* based impossible. *Fire* attacks get a -1 malus.

**Psychic Storm** – no spells are castable this round. All *Psykers* take a 4D hit.

# Special Rules

These special rules can be found on units, weapons, armor, gear and more.

When they conflict with other rules, they override them.

#### Blast

Templateattack. *Blast* is a circle with 10cm diameter, *Blast X* is 20cm.

#### Bleeding

Enemies wounded by this attack are inflicted a 4D hit after their next turn per wound taken. Stacks.

#### Burst

Attacks with burst may hit more than one enemy. All enemies within 3cm of the target (6cm for *Burst X*) are targets as well and receive the same number of attacks.

#### Brute Force

Attacks with this weapon have +1 Damage for each point of Strength you have more than your target (6 Str vs 4 Str: +2 Damage).

#### Cone

Templateattack. *Cone* is a 10cm cone, *Cone X* is 20cm long. The origin of the attack must be your character.

#### Dazed

Dazed units may only move OR attack this round with a -1 malus to Aim and Strength. Dazed units have a -1 malus to *Dodge* rolls.

#### Flying

Units with Flying move twice their normal movement speed before bonuses.

#### Forceshield

The first wound (before Armor/Save rolls) against this enemy is blocked. Stacks. Forceshield (x) applies x stacks at once.

#### Heavy Armor

Units with Heavy Armor only move half their normal movement distance and can’t have *Flying*.

#### Missile

This is a long-range attack. It can’t target anything closer than half of its maximum range.

#### Multistrike

When attacking with this weapon, you may split the attacks up between two enemies in melee range.

#### Penetration

Damage with *Penetration* ignores all armor rolls of 4+ or less. Rolls better than 4+ are reduced to 4+.

#### Poisoned

Successful hits with this weapon inflict a wound on a 6+.

#### Rapid Fire

Roll a dice before attacking with this weapon. On a 5 and 6, you get +1 attack. On a 1, the weapon fails and you cannot make an attack with it this round.

#### Rending

Hits with *Rending* reduce the target’s armor roll by one until the end of the game.

#### Surprise Attack

When an enemy did not see you before you charged them, it is a surprise attack.

#### Stabby

Attacks with this weapon have a +1 bonus to *critical hits*, but give a -1 malus to Strength when attacked in melee.

#### Stealth

You may activate stealth at the beginning of a round. When a unit enters stealth*,* remove it from the board and put three identical markers in its place. One of them has to be marked on the bottom side, this is the position of your character and the true marker. You may move these markers like your character. When exiting stealth, remove all markers and place your character back on the board in the place of the true marker. Attacking causes you to exit stealth. If a false marker is hit, remove it. If the true marker is hit, you exit stealth. Enemies moving within 5cm cause false markers to be removed or you to exit stealth. Markers don’t get any of your bonuses. When the true marker is hit, handle these hits as normal hits against your character.

#### Template

This attack uses a template to see which targets were hit. All targets on the template are hit on a 3+. Templates don’t have to be aimed directly at an enemy.

#### Unwieldy

While wielding only this weapon, you get a -1 malus to Strength when attacked in melee.

#### Wide Reach

Attacks made with this weapon have +5cm melee range.