
CREATING A WARBAND

Before you are ready to play Inquisimunda, you need to start a warband. A warband can be from any one of a number of different factions as described below. In order to create your warband, you will need a number of miniatures representing the different fighters.

CHOOSING A WARBAND

A warband can be any size from three models upwards. To start your warband refer to the Warband Recruitment list printed at the end of this section. The list explains how much it costs to recruit and equip the different fighters. You have a total of 1000 Throne Geld (TG) with which to recruit your warband.

RECRUITING FIGHTERS

There are five types of fighter available for hire: **Leaders, Elites, Warriors, Heavies and Initiates**. Each of these fighters may come from a variety of species. The species you may choose from will be noted in the relevant warband list. Each of these fighter types are further detailed below.

WARBAND ROSTER

You'll need a warband roster sheet to write down the details of your warband. You can find a blank roster sheet for you to print at www.yaktribe.org. When you have chosen your warband take a warband roster sheet and write down the details of each fighter in the spaces provided. It's a good idea to work out the warband on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted

1000 TG as possible. If you have any Throne Geld left after choosing your warband write this down in the space marked 'stash'.

The warband roster is a record of your warband and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and such like.

You will need to give your warband a name, and also name all your fighters. We leave it to you to invent suitable names, though you'll find many examples and ideas for suitable names in the myriad Warhammer 40,000 novels published by Black Library.

TERRITORY RECORDS

The warband roster includes space to keep track of your warband's territories. When you are playing a campaign game each warband has a number of territories which represent trading contacts, property owned by the warband, and areas they commonly have access to. As you fight more games you may win new territories, or even lose territory to the enemy. Territories generate funds that you can spend on hiring more fighters or buying more weapons, as explained later.

WARBAND RECRUITMENT

The following list is used to recruit and equip your warband. To start with you have 1000 Throne Geld with which you must recruit at least three fighters including a leader. Any Geld unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

CHOOSING THE WARBAND

You have 1000 Throne Geld to spend on recruiting and arming your warband within the following guidelines.:

- **Minimum 3 Fighters:** A warband must have at least three models.
- **Warband Leader:** Your warband must have one leader. No more. No less!
- **Elites:** A warband can have up to two Elites but no more.
- **Heavies:** A warband can have up to two Heavies but no more.
- **Warriors:** You can include as many Warriors as you can afford.
- **Initiates:** No more than half the warband can be Initiates. If this is exceeded then further Initiates cannot be recruited.
- **Knives:** All fighters are recruited together with a free knife. Fighters cannot trade or sell their free knife and the cost is not added to the warband rating. Any 'free' knives captured from enemy fighters are treated as regular knives that follow the usual rules.

BUILDING A FIGHTER

Fighters in Inquisimunda are made by combining two separate entries; The model's species and its position within the warband. In order to build each of your fighters, use the following steps.

1. Choose the model's position within the warband. Is the model a Leader, Elite, Warrior, Heavy or Initiate?
2. Choose the model's species (see the species list on page **x**) from those allowed by your warband list.
3. Combine the species statistics with those of the warband position shown below.
4. Add the model's gear as allowed by your warband's weapons and equipment list.
5. The model's cost in TG is equal to its species cost, plus position cost, plus gear cost.

E.g. A Human (20TG) Warrior (+30TG) equipped with a Shotgun (20TG) and a Club (10TG) costs a total of: 20 + 30 + 20 + 10 = 80TG.

STARTING EXPERIENCE

Fighters in Inquisimunda start with a number of experience points according to their position.

Position	Starting Experience
Leader	60+D6
Elite	60+D6
Heavy	60+D6
Warrior	20+D6
Initiate	D3

WARBAND POSITIONS

LEADER

Cost to recruit: Species Cost + 100TG

Your warband must be led by a leader. The leader of a warband may be a ruthless Inquisitor of the Ordo Xenos, a crazed Cult Boss or a fearless Rogue Trader, sent to explore the fringes of the galaxy.

M	WS	BS	S	T	W	I	A	LD
-	+1	+1	-	-	-	+1	-	+2

Additional Advances: Choose any two from: +1WS, +1BS, +1S, +1T or any skill from a normal skill table allowed by your warband list.

Weapons: The warband Leader can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Extras lists.

Independent: The warband Leader is unlike the rest of the warband's fighters in that he can fight efficiently and effectively even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned early.

Leader: Any fighter within 6" of the Leader can use the Leadership characteristic of the Warband Leader when taking any nerve tests. In addition, any fighters within 6" of the Warband Leader can use the Initiative characteristic of the Leader when testing to see if they escape pinning at the start of their turn. This represents the leader's ability to encourage and inspire his fellow warband members and push them beyond their normal limits.

However, a leader cannot confer these benefits if he is down or broken himself. The sight of an injured warband leader bleeding out or wildly running for cover is far from encouraging.

ELITES

Cost to recruit: Species Cost + 60TG

Elites are the very best fighters available to a warband. Whether a grizzled PDF Veteran, the Bosun of a Rogue Trader's vessel or an ancient Eldar Warlock, Elites are highly experienced and talented warband members, usually directly subordinate to the warband Leader.

M	WS	BS	S	T	W	I	A	LD
-	+1	+1	-	-	-	+1	-	+1

Additional Advances: Choose any two from: +1WS, +1BS, +1S, +1T or any skill from a normal skill table allowed by your warband list.

Weapons: Elites can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Extras lists.

WARRIORS

Cost to recruit: Species Cost + 30TG

Ordinary warband fighters are called Warriors. Warriors form the mainstay of any warband and come in an infinite array of different forms, from a trusty retainer of a wealthy noble or a hive ganger to a menacing Ork crewman on a pirate vessel. They are experienced, competent and trustworthy fighters who make up the bulk of most warbands.

M	WS	BS	S	T	W	I	A	LD
-	+1	+1	-	-	-	-	-	+1

Weapons: Warriors can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic and Extras lists.

HEAVIES

Cost to recruit: Species Cost + 40TG

Fighters armed with heavy weaponry or technical equipment are called heavies. They are generally bigger and burlier than ordinary Warriors on account of the weight of the gear they carry! Heavies are also technicians – good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

M	WS	BS	S	T	W	I	A	LD
-	+1	+1	-	-	-	-	-	+1

Weapons: Heavies can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy Weapons and Extras lists.

INITIATES

Cost to recruit: Species Cost + 5TG

Initiates are young or perhaps simply inexperienced fighters. A raw Imperial Guard conscript, a lowly Grot ammo runt or even a frail old man press-ganged into service aboard a space faring vessel would be considered an Initiate. Whatever their story, Initiates are inevitably poor shots and prone to running off.

M	WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	-	-

Weapons: Initiates can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic and Extras lists.

SPECIES

[Insert Fluff for Species]

[Insert Species List]

WARBANDS

In this section you will find a number of warband lists detailing any special rules, skills and weapons access available to the various factions in Inquisimunda. Each list also details from which species you may select fighters for your warband. Some warbands have alternative options, often portraying radical or heretical versions of the warband.

WEAPONS & EQUIPMENT

To select the weapons and equipment for your fighters, follow the normal selection process found in the Necromunda Community Edition rulebook, with the following amendments:

Warband Weapons & Equipment Lists: Instead of house weapon lists, each warband has its own weapons and equipment list. These follow all rules for house weapon lists as normal.

Common Items: Some items are so commonplace throughout the galaxy that they are available to every fighter. Common weapons and equipment are shown below and may be selected by any warband as if they were on their warband's weapons & equipment list.

Weapons and equipment from the common Xenos weapons lists are available as common items to models of the relevant species.

COMMON WEAPONS & EQUIPMENT

Hand-to-Hand

Knife
Stiletto, Dirk
Throwing Knife
Sword
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword
Buzzsaw
Chainsaw
Pneumatic Hammer
Rock Drill/Breacher
Shears

Pistols

Autopistol
Stub Gun
Laspistol
Bolt Pistol

Basic

Autogun
Lasgun

Shotgun (Solid/Scatter)
Hunting Rifle

Special

Flamer
Grenade Launcher

Heavy

Autocannon
Heavy Flamer
Heavy Stubber
Heavy Bolter
Missile Launcher

EXTRAS

Grenade & Ammo

Frag Grenades
Krak Grenades
Frag Missile
Krak Missile
Dum-Dums
Man-Stoppers

Hot-Shot Shells

Armor

Flak Armor
Mesh Armour
Carapace Armor

Gun-Sights

Red-Dot Laser
Telescopic Sight

Equipment

MIU
Photo-Contacts
Photo-Visor
Respirator
Weapon Reloads
Skull Chip
Silencer
Clip Harness
Lobo Chip

COMMON XENOS WEAPONS & EQUIPMENT

Hand-to-Hand

Pistols

Shuriken Pistol (Eldar)
Splinter Pistol (Eldar)
Slugga (Ork)
Pulse Pistol (Tau)

Basic

Shuriken Catapult (Eldar)
Splinter Rifle (Eldar)

Shoota (Ork)
Pulse Rifle (Tau)

Special

Heavy

Shuriken Cannon (Eldar)
Splinter Cannon (Eldar)
Deffgun (Ork)

(More to come once weapon lists finalised)

ADEPTUS MECHANICUS EXPLORATORS

Insert fluff about Admech here. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam egestas bibendum felis, vel malesuada neque aliquet sed. Curabitur sollicitudin mauris eget dui varius, at imperdiet risus suscipit. Nulla felis purus, malesuada non vehicula a, lobortis non quam. Maecenas finibus quam nec malesuada tincidunt.

AVAILABLE SPECIES

Position	Available Species
Leader	Human
Elite	Human, Abhuman
Heavy	Human, Abhuman, Servitor
Warrior	Human, Abhuman, Servitor
Initiate	Human, Abhuman, Servitor

SPECIAL RULES

Praetorians: Upon creation, any Heavy Servitor may choose to gain +1W and +1A to their current and maximum statistics at a cost of +30TG. The model used must be larger than man-sized and gains the "Slow and Purposeful" rule: **Slow and Purposeful:** A model with this rule counts as being equipped with suspensors and may never run or climb ladders.

More Machine than Man: Many Adeptus Mechanicus fighters are equipped with extra arms or striding mechanical legs as a display of their dedication to the Omnissiah. Upon creation, any non-initiate model may take the Long Legs and/or Extra Arm mutation at normal cost, counting as a

bionic implant. This should be represented on the model. The model does not count as a mutant for any reason.

Dark Mechanicus: An Adeptus Mechanicus warband may choose upon creation to follow the ideals of the sinister Dark Mechanicus. The war band seeks to extend its knowledge regardless of the consequences, often dabbling in alien technology and genetic manipulation.

If chosen, the warband may hire up to 3 Xenos members as Warriors. Leaders and Elites may purchase a Drone instead of a Servo Skull should they wish. The warband adds any weapons and equipment from the Xenos warband list, except Leader/Elite weapons, to the weapons and equipment list. Add Gholam as an available species to all positions which normally have Servitor available as a species.

The warband will hide its dark purpose for as long as possible so does not immediately count as Radical but may find that it is declared so in short order. All Non-radical Adeptus Mechanicus warbands gain Hatred when fighting a Radical Mechanicus warband.

AVAILABLE SKILLS

Position	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Initiate					✓		✓
Warrior		✓			✓		✓
Heavy		✓		✓	✓		✓
Elite		✓	✓	✓	✓		✓
Leader		✓	✓	✓	✓		✓

WEAPONS & EQUIPMENT

Leader/Elites Only

Inferno Pistol
Storm Bolter
Refractor Field
Conversion Field
Displacer Field
Servo Skull

Hand-to-Hand

Chain-Axe
Power Sword
Power Axe
Power Fist
Shock Maul

Pistols

Hand Flamer
Plasma Pistol

Basic

Bolter

Special

Melta-Gun
Plasma Gun
Long Las
Ripper Gun
Rad-Cleanser

Heavy

Assault Cannon
Heavy Plasma Gun
Lascannon

Multi-Melta
Multi-Laser

EXTRAS

Grenade & Ammo

Melta-Bomb
Photon Flash Grenades
Inferno
Kraken
Overcharge Cell

Armor

Flak Armor (Enclosed)
Carapace Armor (Enclosed)
Mesh Armor (Enclosed)
Power Armor
Power Armor (Enclosed)

Gun-Sights

Mono-Sight
IR-Sight

Equipment

Bio-Scanner
Mechadendrites/Servo-Arm
Shoulder Rig
Comm Link

Bionics

CULTS

Insert fluff about Cults here. Many different cults across the Imperium. Imperial cults, chaos, genestealer.. blah. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam egestas bibendum felis, vel malesuada neque aliquet sed. Curabitur sollicitudin mauris eget dui varius, at imperdiet risus suscipit. Nulla felis purus, malesuada non vehicula a, lobortis non quam.

AVAILABLE SPECIES

Position	Available Species
Leader	Human, Abhuman
Elite	Human, Abhuman
Heavy	Human, Abhuman
Warrior	Human, Abhuman
Initiate	Human, Abhuman

SPECIAL RULES

Capture: Fighters captured by the cult have two choices: repent or die. Warbands can get back captured members by playing a Rescue mission (See NCE Rulebook) and fighters will still be exchanged if both warbands have captured models, but the cult will never pay or ask for ransom demands from other warbands. If the enemy warband doesn't attempt a rescue or fails then the cult leader can try to convert the prisoner as explained below. If a prisoner will not repent or cannot be redeemed then they are burnt together with their tainted equipment.

Redeem: If the Cult captures any enemy fighters who fit the cult's normal hiring restrictions, then the leader can try to convert them to the cult's cause. The cult player rolls 2D6 and adds the leader's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score. If the cult leader scores highest then the prisoner becomes a faithful convert. Copy his profile, skills, experience, etc, onto the cult roster. Note the fighter is now classed as a warrior of the cult, meaning he may lose access to skill sets, weaponry and

special abilities (e.g. converted heavies lose their ability to use heavy weapons). All of the convert's equipment is also destroyed to cleanse his new enlightened path, but will keep implanted bionic equipment, such as lobo-chips.

If the prisoner equals or beats the leader's score then he resists and refuses to repent.

Hidden Devotion: All unsanctioned cults are outlawed in the Imperium and as such usually shroud their activities, though this is not always possible. Non-puritan cults may choose to become Radical upon creation should they wish, otherwise they must roll on the Outlaw chart after each game as normal to see if they are discovered.

Religious Zealotry: All Puritan cult members are subject to Hatred against Radical warbands. Radical cult members are subject to Hatred against Puritan warbands. Leaders and Elites may choose to either gain the Zealot or Preacher skills (not both) shown here instead of choosing a skill upon creation.

Preacher: Many high-level cult members are priests or preachers of the faith and as such, have the ability to inspire great courage among their flock. A Preacher gains the same abilities as if they had the "Leader" skill (see Leader entry in NCE rulebook). If the Preacher already has the Leader skill, increase the range of its effects to 12".

Zealot: Some of the more fanatical cult members flagellate themselves into a blind rage before joining battle. A Zealot suffers the effects of Frenzy and gains Hatred against everyone.

CULT DEVOTIONS

All cults are devoted to a particular deity, be it The Emperor of Mankind, one of the Chaos pantheon, a mystical Xenos race or other object of worship. The basic cult list presented here represents the common elements found in most cults across the galaxy. At creation, the cult **must** choose one of the devotions described below. This may not be changed later.

ECCLISIARCHY

The Ecclesiarchy is the official face and militant arm of the Imperial Cult and is devoted to upholding the worship of the God Emperor of Mankind across the Imperium.

Puritan: An Ecclesiarchy warband counts as a Puritan warband.

Adepta Sororitas: Warbands of the Ecclesiarchy often contain a number of battle sisters of the Adeptus Sororitas so may add the following items to their warband equipment list: Power Armour, Bolter, Multi-Melta, Storm Bolter. Also add Inferno Pistol and Jump Pack to the Leader & Elite Section of the list.

Arco-Flagellants: Warbands of the Ecclesiarchy often use Arco-flagellants as shock troops. Up to 2 Close Combat Servitors may be chosen as Warriors.

Imperial Purity: Warbands of the Ecclesiarchy may never include any Xenos Species, Mutant, Beastman or Psyker.

Skill Access: Ecclesiarchy models gain normal access to Shooting and Combat skills but lose normal access to Stealth skills.

IMPERIAL CULTS

The Warband is part of one of the many underground cults spread across the most of the worlds of the Imperium. Examples of these types of cult are the Redemptionist Cult or Temple Tendency Cult but an

infinite variety of similar cults exist, usually worshipping the Emperor and punishing those that do not hold to their ideals.

Imperial Purity: Imperial Cult warbands may never include any Xenos Species, Mutant, Beastman or Psyker.

Demagogue: The leader of an Imperial Cult warband is always a Preacher as described above. This does not count as one of his additional advances. If the leader does not go out of action during a battle, he may attempt to draw more followers to the cult. After rolling for income, roll a D6. On a 6 you may recruit a Human Initiate for free, who comes equipped with a knife.

CHAOS CULTS

Recruitment: Chaos Cults may hire up to 2 Warrior or Initiate models from any species not normally allowed by the species list.

Mutants: Chaos Cult members may be Mutants. It is rare for a model to have more than one mutation so the second mutation a model has costs double. A third mutation costs triple and may result in the fighter's degeneration into a mewling Chaos Spawn (see below).

Gifts of Chaos: A model which rolls a 2 or 12 for its advance may choose to gain a mutation instead of gaining a skill. Roll a D6 on the following table to determine the model's mutation:

- 1: Claw
- 2: Forearm Spines
- 3: Hideous
- 4: Tentacle
- 5: Roll Again:
 - 1-2: Eystalks, 3-4: Extra Arm, 5-6: Bloated.
- 6: Roll Again:
 - 1-2: Long Legs, 3-4: Two Heads, 5: Spikes, 6: Wings.

Spawndom: A model which has many mutations runs the risk of becoming a

Chaos Spawn. If a model gains a third mutation in any way, make a Ld test for the model at the beginning each subsequent battle. If it fails, the model is transformed into a Chaos Spawn. The Spawn counts as part of the Chaos Cult warband for the remainder of the game after which it dies or flees and is removed from the roster.

Ruinous Powers: Upon creation a Chaos Cult warband may be dedicated to one of the four Ruinous Powers (Khorne, Tzeentch, Nurgle or Slaanesh). Otherwise it is dedicated to Chaos Undivided.

KHORNE

Khorne is the Blood God, Lord of Rage, Taker of Skulls. He is wrath incarnate, the embodiment of a never-ending lust to dominate and destroy. It is his sole desire to drown the galaxy in a tide of slaughter, to conquer and kill every living thing until there is nothing left but spilt blood and shattered bone.

Special Rules: Khorne warbands despise the use of sorcery and psychic powers and, as such, no warband model may be a Psyker.

Khorne warbands add Chain-axe to the Hand to Hand section of the weapons list.

Khorne models gain normal access to Combat and Muscle skills but lose normal access to Stealth skills.

Mark of Khorne: Leaders and Elites which may choose the Zealot skill normally must instead gain the Mark of Khorne at no additional cost. Other fighters may be given the mark of Khorne at a cost of 20TG. Models gain the effects of the Berserk Charge and Zealot skills.

TZEENTCH

Tzeentch, also known as the Changer of Ways, is the Chaos God of Change, Evolution,

Intrigue and Sorcery, he who weaves the threads that connect every action, plot and subtle intrigue in a galaxy-wide game of manipulation and subterfuge. At the end of each of these threads lies the ensnared soul of a human puppet; those of his servants and agents who believe they serve the Lord of Sorcery in mutually beneficial pacts.

Special Rules: Tzeentch models always pay the normal cost for mutations (i.e. additional mutations after the first do not cost double).

Models from a Tzeentch warband may never choose the Zealot skill.

Mark of Tzeentch: Leader and Elite models may choose the Mark of Tzeentch instead of one of their normal advances. Any fighter may be given the Mark of Tzeentch at a cost of 20TG. The model becomes a Psyker Level 1.

NURGLE

Nurgle is the Great Lord of Decay and the Master of Plague and Pestilence. All things, no matter how solid and permanent they seem, are liable to eventual corruption and death. Even the process of creation is but the precursor to destruction and decay. The bastion of today is tomorrow's ruin, the maiden of the morning is the crone of the night, and the hope of a moment is but the foundation of regret. Though he is the creator of every infection and epidemic to have ever swept the universe, Nurgle is not a morose purveyor of despair and gloom, but a vibrant god of life and laughter. In death, there is life.

Special Rules: Nurgle warbands add Tox Bombs to their Grenades & Ammo section of the weapons list.

Their weapons often old and rusted, Nurgle warbands' hand to hand weapons count as Toxic (always wound on a 4+ or better), however their ranged weapons must take an ammo roll on a roll of 1 or 6 to hit.

Nurgle models are immune to the effects of poison so are not affected by Tox bombs,

Toxic weapons, Blade Venom etc. and do not gain any effects (good or bad) of any kind of drugs.

Nurgle models lose normal access to agility skills (should they have it).

Mark of Nurgle: Leaders and Elites may choose the Mark of Nurgle instead of one of their normal advances. Any fighter may be given the mark of Nurgle at a cost of 20TG. The model gains +1T (to their current and maximum profile) and the True Grit skill but suffers -1 Initiative.

SLAANESH

Slaanesh, also known as the Dark Prince, the Prince of Pleasure and even the Prince of Chaos in the Imperium of Man, is the Chaos God of Pleasure, Passion, and Decadence. Lust, pride and self-indulgence are the hallmarks of all who follow him. He is the youngest of the Chaos Gods, having come to full sentience within the Immaterium only during the 30th Millennium. While generally referred to as a "he" by humans and as a female by the Eldar, Slaanesh is actually neither gender, combining characteristics of both.

Special Rules: Slaanesh warbands add all types of drugs to the Extras section of their warband list.

Slaanesh Cult members take pleasure in pain. For each Flesh Wound a model has, a Slaanesh model gains +1A and Ld.

Slaanesh models gain normal access to Agility skills but lose normal access to muscle skills.

Mark of Slaanesh: Leaders and Elites may choose the Mark of Slaanesh instead of one of their normal advances. Any fighter may be given the mark of Slaanesh at a cost of 20TG. The model gains +1I (to their current and maximum profiles) and becomes immune to Fear.

CHAOS UNDIVIDED

The warband is dedicated to Chaos in all its forms, worshipping either one of the many minor gods or the entire pantheon as one.

Demagogue: The leader of a Chaos Undivided warband is always a Preacher as described above. This does not count as one of his additional advances. If the leader does not go out of action during a battle, he may attempt to draw more followers to the cult. After rolling for income, roll a D6.

On a 6 you may recruit a Human Initiate for free, who comes equipped with a knife.

Embrace of Chaos: A Cult worshipping Chaos Undivided may hire up to 5 Warrior or Initiate models from any species not normally allowed by the species list.

Mark of Chaos Undivided: Leaders and Elites may choose the Mark of Chaos Undivided instead of one of their normal advances. Any fighter may be given the mark of Chaos Undivided at a cost of 20TG. The model gains the Zealot skill as described above. Note this means it is possible for a Leader or Elite model to become both a Preacher and a Zealot.

GENESTEALER CULTS

Host Species: Choose one host species from Human, Eldar, Ork or Tau. This host species replaces all of the normally available species for all ranks.

In addition, up to 3 Warrior or Initiate models may be selected from any related species i.e. Humans may select any Abhumans, Orks may select Grots, Tau may select Vespids and/or Kroots.

Rise Up: Do not use the normal Religious Zealotry rules shown above. Instead, all Genestealer Cult models gain Hatred against all other non-Genestealer Cult members of the Host Species.

Hybrids: Combining Genestealer DNA with that of other species can have a massive

effect on the capabilities of the host species. As such, for all models with one or more mutations, adjust the host's "racial maximum" statistics as follows: +1WS, +1S (to a maximum of 6), +1T (to a maximum of 6), +1I.

Brood Telepathy: any one Leader or Elite model must be designated as the Magus. The Magus must be a Psyker and may never have any mutations. On creation, the Magus must select the Preacher skill (see above) as one of his available advances. If lost, the Warband may replace the Magus with a new Elite Magus as normal.

Alien DNA: On creation, models of the host species may purchase the Extra Arm mutation, also gaining a free Claw mutation

attached to that arm. These models are Acolyte Hybrids. Acolyte models may also purchase Chitinous Skin (counts as the Spikes mutation) and/or an additional Claw mutation at normal cost.

Acolyte Elites may also be a Big Mutie at normal cost but may not take additional mutations aside from those listed above. They also suffer from Stupidity and Frenzy unless within range of the Magus' Leader ability.

Acolytes with any further mutations beyond their Extra Arm and free Claw suffer a -1BS penalty to both their starting and maximum statistics, as do Big Muties.

AVAILABLE SKILLS

Position	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Initiate			✓			✓	
Warrior		✓	✓			✓	
Heavy			✓	✓		✓	✓
Elite	✓	✓	✓	✓	✓	✓	
Leader	✓	✓	✓	✓		✓	✓

WEAPONS & EQUIPMENT

Leader/Elites Only

Power Sword
Power Axe
Bolter
Eviscerator
Chain-Axe

Hand-to-Hand

Pistols

Hand Bow
Hand Flamer
Plasma Pistol

Basic

Blunderbuss

Musket

Special

Melta-Gun
Plasma Gun

Heavy

Mining Laser
Scatter Cannon

EXTRAS

Grenade & Ammo

Frag Grenades
Krak Grenades
Melta-Bomb
Frag Missile
Krak Missile
Dum-Dums
Man-Stoppers

Armor**Gun-Sights****Equipment**

Comm Link

INQUISITION

Insert fluff about Inquisition here. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam egestas bibendum felis, vel malesuada neque aliquet sed. Curabitur sollicitudin mauris eget dui varius, at imperdiet risus suscipit. Nulla felis purus, malesuada non vehicula a, lobortis non quam. Maecenas finibus quam nec malesuada tincidunt.

AVAILABLE SPECIES

Position	Available Species
Leader	Human
Elite	Human, Abhuman
Heavy	Human, Abhuman, Servitor
Warrior	Human, Abhuman, Servitor
Initiate	Human, Abhuman, Servitor

SPECIAL RULES

The Emperor's Will: Most Inquisitors choose to follow the philosophy that to fight the enemy, one must use the enemy's secrets. Other, more puritanical Inquisitors believe this to be nothing less than heresy.

Upon creation an Inquisition warband may choose to be a Puritan warband. Inquisitors who do not choose the path of the puritan may find themselves on the slippery slope to becoming branded a Radical.

Puritan Inquisition warbands may never hire any Xenos or Mutant. Puritan Inquisition warbands gain Hatred against all Radical warbands.

Non Puritan Inquisition warbands may hire up to 3 Xenos or Mutant members as Warriors or Initiates.

Ordos: Upon creation, an Inquisition warband must choose one of the following Ordos. This may not be changed later.

ORDO HERETICUS

Known as the "Witch Hunters" and dedicated to fighting the "Enemy Within". The Ordo

Hereticus is the scourge of traitors, witches, mutants, rogue psykers and heretics.

Special Rules:

Ordo Hereticus warbands add Inferno Pistol to the Pistols section of the weapons list.

Ordo Hereticus Elites may choose to either gain the Zealot or Preacher skills shown in the Cults warband list.

Puritan warbands of the Ordo Hereticus may never hire Abhumans or Psykers but gain Hatred against Psykers and Mutants.

ORDO MALLEUS

Known as the "Daemon Hunters", the Ordo Malleus are sworn to defend the very soul of Mankind, concentrating on the defeat of those enemies of Humanity that dwell in the warp; the so-called "enemy beyond."

Special Rules:

Ordo Malleus warbands add Thunder Hammer to the Leader & Elite section of the warband equipment list.

Ordo Malleus warbands steel themselves against the foulest denizens of the warp and thus are not easily frightened. Models may re-roll all failed Fear tests.

Non-Puritan warband Leaders may purchase a Daemon Weapon.

Puritan warbands of the Ordo Malleus serve to fight the taint of chaos in all its forms. Puritan Ordo Malleus warbands may not include Beastmen. Models gain Hatred

against all Daemons and models with a Mark of Chaos.

ORDO XENOS

Known as the "Alien Hunters", the Ordo Xenos are dedicated to investigating, cataloguing and defeating the Xenos threat; the enemy without. They actively seek out and eliminate alien influence and corruption within the Imperium.

Non-Puritan Ordo Xenos warbands may take up to 5 Xenos or Mutant warband members as Warriors, Initiates, Heavies or Elites. The warband adds all weapons and

equipment from the common Xenos weapons list to the weapons and equipment list.

Puritan Ordo Xenos warbands are taught to abhor all non-human life and often keep captured Xenos as scouts or informants. A Puritan Ordo Xenos warband may include up to 2 Xenos models as Warriors or Initiates. These models may never make use of the Leader's Leader skill, do not count for the purposes of bottle tests, nor may they count as a friendly model when testing to escape pinning. Non Xenos warband models are subject to hatred when fighting Xenos.

AVAILABLE SKILLS

Position	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Initiate		✓			✓		
Warrior		✓	✓		✓		
Heavy		✓		✓	✓		✓
Elite	✓	✓	✓		✓	✓	
Leader	✓	✓	✓	✓	✓		

WEAPONS & EQUIPMENT

Leader/Elites Only

Refractor Field
Conversion Field
Displacer Field
Servo Skull
Daemon Hammer
Force Weapon
Hallucinogen Grenades
Power Armor

Hand-to-Hand

Chain-Axe
Power Sword
Power Axe
Power Fist
Shock Maul

Pistols

Hand Flamer
Plasma Pistol

Basic

Bolter

Special

Melta-Gun
Plasma Gun
Long Las
Ripper Gun

Heavy

Assault Cannon
Heavy Plasma Gun
Lascannon
Multi-Melta
Multi-Laser

EXTRAS

Grenade & Ammo

Melta-Bomb
Photon Flash Grenades
Choke Grenades
Scare Greanades
Overcharge Cell
Pscannon Bolts

Armor

Flak Armor (Enclosed)
Carapace Armor (Enclosed)

Mesh Armor (Enclosed)
Crusader Shield

Gun-Sights

Mono-Sight
IR-Sight

Equipment

Bio-Scanner
Bionics
Shoulder Rig
Comm Link
Infra Red Goggles

VOID PIRATES

Insert fluff about Void Pirates here. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam egestas bibendum felis, vel malesuada neque aliquet sed. Curabitur sollicitudin mauris eget dui varius, at imperdiet risus suscipit. Nulla felis purus, malesuada non vehicula a, lobortis non quam. Maecenas finibus quam nec malesuada tincidunt.

AVAILABLE SPECIES

Position	Available Species
Leader	Any
Elite	Any
Heavy	Any
Warrior	Any
Initiate	Any

SPECIAL RULES

Well Equipped: Most Void Pirate warbands have no qualms about mixing species and aren't fussy about the weapons they use; indeed many pirates purposely seek out strange weapons to show their prestige. A void Pirates warband adds all common Xenos weapons & equipment to the weapons and equipment list.

A Mixed Bag: Void Pirates are a motley bunch and every crew and its Captain will have a different agenda. A Void Pirates warband must choose one of the following specialisations upon creation.

BUCCANEERS

Plunder: If a Buccaneer warband wins a scenario, any Loot counters it collects are worth double.

PRIVATEERS

On the Payroll: Privateers are on the Imperial payroll. Non-Radical Privateers gain D6x10 extra income after each battle.

SLAVERS

Slaves: Any captured fighters not ransomed back to their own Warband may be kept as slaves. All of the models weapons and equipment are kept by the slavers. The fighter counts as an Initiate for all purposes but may never become a Warrior. A Slave may only ever use Hand to Hand weapons and Pistols from the common weapons table. The Slave's old warband may attempt to rescue him any number of times, although they may not attempt two rescue missions in a row, otherwise following the normal rescue rules. The model's new warband may find the Slave outlives his usefulness and may choose to sell him into slavery after any battle.

FREEBOOTAZ

Orks, Orks, Orks: Freeboota warbands are made up entirely of Orks and their Grot underlings. The only species available to a Freeboota warband are Orks or Grots. Grots may only be initially chosen as Initiates.

Known Villains: Freeboota warbands are notorious for killing and plundering their way across the galaxy. A Freeboota Warband always counts as Radical and gains the "Plunder" rule shown above.

Waaagh!: The leader of a Freeboota warband may call a Waaagh! once per game. All Ork models within 12" may triple their movement instead of doubling when charging and suffer the effects of Frenzy until the start of their next turn. Note that they may not test to avoid Frenzy.

ELDAR RAIDERS

Outcasts of the Craftworlds: Whether a Commorite raiding party or a Corsair crew,

the only species available to an Eldar Raiders warband are Eldar.

Slave Raids: Eldar raiders have little regard for other species, happily utilising them as slaves and gain the "Slaves" rule as per a Slavers warband above.

Lightning Raids: Eldar Raiders add Grav-Chutes and Skyboards to their common equipment lists and Jump Packs to their Leader and Elite section of the equipment list.

AVAILABLE SKILLS

Position	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Initiate		✓			✓		
Warrior		✓			✓	✓	
Heavy		✓		✓	✓		✓
Elite	✓	✓			✓	✓	✓
Leader	✓	✓		✓	✓	✓	✓

WEAPONS & EQUIPMENT

Leader/Elites Only

Power Sword
Power Axe
Power Fist
Power Armour
Power Armour (Enclosed)

Hand-to-Hand

Chain-Axe

Pistols

Hand Flamer
Plasma Pistol

Basic

Bolter

Special

Melta-Gun
Plasma Gun
Long Las
Ripper Gun

Heavy

Heavy Plasma Gun
Lascannon
Multi-Laser

EXTRAS

Grenade & Ammo

Melta-Bomb

Photon Flash Grenades

Armor

Flak Armor (Enclosed)

Carapace Armor (Enclosed)

Mesh Armor (Enclosed)

Equipment

Bio-Scanner

Comm Link

Infra Red Goggles

MILITARY ASSETS

Insert fluff about Military Teams here. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam egestas bibendum felis, vel malesuada neque aliquet sed. Curabitur sollicitudin mauris eget dui varius, at imperdiet risus suscipit. Nulla felis purus, malesuada non vehicula a, lobortis non quam. Maecenas finibus quam nec malesuada tincidunt.

AVAILABLE SPECIES

Position	Available Species
Leader	Human
Elite	Human, Abhuman
Heavy	Human, Abhuman
Warrior	Human, Abhuman
Initiate	Human, Abhuman

SPECIAL RULES

Strike Team: The basic warband shown here represents a Human Military team whether it be a PDF unit, Arbites team or a Militarum Tempestus Kill Team. A Military warband must choose one of the following specialisations upon creation. Alternatively you may choose to use any one of the alternate options below to represent a Xenos Strike Force.

Arbites: The warband represents an Arbites Squad or other local law enforcement. Add Riot Shield and Shock Maul to the common equipment list.

PDF: The warband represents a Planetary Defence Force garrison. These troops are usually well equipped and poorly trained. Initiates must make up at least 25% and may make up to 75% of the warband.

Penal Legion: Non-Leader models must re-roll failed nerve tests and may not use armour.

Chem Dogs: The warband are recruited from one of the many polluted industrial worlds of the Imperium. Add all drugs to the common weapons list. Models gain a 6+ special save against wounds caused by any toxic or poisoned weapons.

Drop Troops: The team specialises in combat drop deployment. Add Grav Chute to the common equipment list. The team gains one less territory than usual upon creation and instead gains a "Vents" territory.

Deathworld Veterans: Being recruited from a Deathworld, navigating or working with hazardous terrain and creatures is second nature. Upon creation choose one of the categories from the Treacherous Conditions table. All warband models are immune to the effects of those results.

Xenos Fighters: This warband has fought for many long bitter years against a particular Xenos species. Upon creation, choose one Xenos species. Models gain Hatred against that species.

Subs: This warband is from a planet where mutation is rife and the mutant underclass is conscripted to fight in battle. Non-Leader models in the warband may be mutants.

TAU STRIKE TEAM

A Tau Strike Team represents a military force and usually comprises of a majority of Fire Warriors with the possibility of assistance from allied species depending on the goal of the team.

Species: Replace all available species with Tau. Add the following species to the Elite, Heavy, Warrior and Initiate ranks: Kroot, Vespide, Human, Tarellian. At least 50% of a Tau Strike Team must be made up of Tau of the Fire Caste.

Well Supplied: A Tau Strike Team which is declared Radical follows the normal rules

for non-radical warbands in regards to income and territories.

Equipment: Add the following to the weapons and equipment list:

[Insert Tau non-common weapons & Equipment list.]

ELDAR STRIKE TEAM

An Eldar Strike Team is a rapid insertion force usually mostly made up of Guardians or Rangers and supported by mighty Aspect Warriors.

Species: Replace all available species with Eldar.

Well Supplied: An Eldar Strike Team which is declared Radical follows the normal rules for non-radical warbands in regards to income and territories.

Equipment: Add the following to the weapons and equipment list:

Leader & Elites Only:

Mandiblaster
Banshee Mask
Jump Pack
Power Armour
Power Armour (Enclosed)

Heavy Weapons:

Death Spinner
Reaper Launcher

[Finish list once main equipment list done]

AVAILABLE SKILLS

Position	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Initiate		✓			✓		
Warrior		✓		✓	✓		
Heavy		✓		✓	✓		✓
Elite	✓	✓		✓	✓	✓	
Leader	✓	✓	✓	✓	✓	✓	

WEAPONS & EQUIPMENT

Leader/Elites Only

Power Fist
Shock Maul

Hand-to-Hand

Power Sword
Power Axe

Pistols

Hand Flamer
Plasma Pistol

Basic

Bolter

Special

Melta-Gun
Plasma Gun
Long Las
Ripper Gun

Heavy

Heavy Plasma Gun
Lascannon
Multi-Melta
Multi-Laser

EXTRAS

Grenade & Ammo

Melta-Bomb

Photon Flash Grenades

Armor

Flak Armor (Enclosed)

Carapace Armor (Enclosed)

Mesh Armor (Enclosed)

Gun-Sights

Mono-Sight

IR-Sight

Equipment

Bio-Scanner

Bionics

Shoulder Rig

Comm Link

Infra Red Goggles

THE PATH TO HERESY

BECOMING A RADICAL

After every battle there's always a chance that a warband will be declared 'Radical' by the Imperium. A warband may show the behaviour of a Radical yet not be caught or punished for it. Equally, a law abiding warband may make one small mistake and be branded a Radical immediately.

Imperial law is uncompromising and any warband who is declared Radical will have no choice but to run or hide from those who would hunt them down.

After each battle, each warband must roll to see if they are declared Radical.

In the post battle sequence, after rolling for income, skills etc. each player must roll 2D6 to see whether the activities of his warband come to the attention of the Inquisition. The rolls must be witnessed by the opposing player and are modified as noted.

These rules as presented represent a campaign set in Imperial space. If your campaign is set outside Imperial space or features a high percentage of Xenos warbands, you may wish to amend the modifiers to suit. Any modifications are at the campaign Arbitrator's discretion.

HERESY TABLE

2D6	Result
2	Heretic!: The Warband is declared Radical.
3-6	Investigation: The warband is under investigation. After the next game the warband suffers an additional -1 modifier on this table.
7-11	Clear: The Inquisition takes no notice of the warband at this time.
12	Upstanding: The Inquisition are so impressed by your warband's flawless conduct that they grant a commendation. The warband gains a 50TG income bonus and does not have to roll again on this chart for D3 battles.

MODIFIERS

The roll is subject to the following modifiers:

-1 If in the preceeding battle your warband contained any Mutants or models with a Mark of Chaos.

-1 If in the preceeding battle your warband contained any Xenos or Gholams.

-1 If in the preceeding battle your warband contained five or more Xenos or Mutants.

-1 If your warband made use of any Daemons in the last battle.

-1 If your last battle was against a Puritan warband.

+1 if your last battle was against a Radical or Xenos warband.

+1 if your last battle was against a warband containing any Xenos, Gholams, Mutants or models with a Mark of Chaos.

+1 If your warband is a Puritan warband.

+1 If your warband rating is under 1,000.

+1 If your warband rating is under 2,000.

+1 If none of the negative modifiers above have ever applied to your gang prior to the last battle.

BEING A HERETIC

A radical warband must live by their wits and scavenge to survive, relying on fickle contacts and looting. They may be able to bribe the local authorities and lose their radical status, even if only for a time. Radical warbands follow all of the rules for Outlaws found in Outlanders Community Edition and may find themselves hunted by Puritan warbands.