

INQUISITION CELLS

Version 2.0

- **Initial Resources:**

You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 5 models.

- **Hired Guns:**

Inquisition warbands may recruit up to 5 Hired Guns.

- **Starting Experience & Skills:**

All fighters start with the following experience point totals. All non-Construct Cell members gain experience as normal. Inquisition Cells gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Interrogator	Leader	60+D6
Acolyte	Ganger	30+D6
Disciple	Heavy	60+D3
Assassin/Scum	Ganger	20+D6
Tech-Adept	Heavy	60+D6
Cleric/Zealot	Ganger	20+D6
Sage	Ganger	20+D6
Recruit	Juve	D3

- **Territory & Income:**

Inquisition Cells select territories and collect income exactly as described in the Necromunda rulebook. This represents the Ordos agents working the territories for information and gaining resources from their Conclave based on such information. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 6
Investigation Rating: 9



• Special Rules:

All Inquisition Cell warbands may select Comm-links/Micro-beads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Well-Equipped: Inquisition Cells may purchase bionics and drugs from the bazaar at any time when purchasing items is normally allowed.

Crusader Shield

Cost : 15 TG

A fighter armed with a Crusader shield receives a +1 save modifier against any attack that originates on the 90 degree forward arc of the model using it. In addition, a crusader shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1. High Impact weapons will disable the shield cancelling its armor bonus.

Ordos: Additionally, Inquisition Cell warbands must select one (1) of the following Ordos upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing opposing warbands.

• **Ordo Hereticus (Radical):** The warband is part of the Ordo Hereticus but adheres to radical tenets. The warband may select any non-Exotic (Xenos), non-Implant weaponry from the Bazaar at base price at creation and one non-Recruit model may take the Weaponsmith skill upon creation. The warband increases its Subversion Rating by +2 and lowers its Investigation Rating by -1. Due to the ease of access to unsanctioned psykers for the Ordo Hereticus, Radical Ordo Hereticus Wyrds may reroll one of their Wyrd powers during recruitment, but must accept the second result, even if it is less favorable.

• **Ordo Hereticus (Puritan):** The warband is part of the Ordo Hereticus and adheres to all common tenets. The warband lowers its Subversion Rating by -2 but increases its Investigation Rating by +1. The warband may never hire any Xenos, Abhuman, or Mutant Hired Guns or members (this includes Psykers!). Puritan Ordo Hereticus Interrogators, Acolytes, and Priests/Zelots have hatred of any Mutant or Wyrd (even those in other Puritan bands!).

This warband may recruit up to two (2) Priests/Zelots.



- **Ordo Malleus (Radical):** The warband is part of the Ordo Malleus but adheres to radical tenets. The warband increases its Subversion and Investigation Rating by +1.

Daemonhost Possession: During Warband creation, you may create up to 3 Daemonhost templates (selected without choosing a race). These Daemonhost templates represent Daemons which your warband has made pacts with and should be named as such. When the Daemonhost profile is made, generate wyrd powers as normal. These powers are permanent and are not generated each time the Daemonhost is summoned. You must pay the cost for the templates as normal to represent the resources spent in making the pact. These templates do not count towards your warband rating unless you have successfully summoned them. If you attempt to summon a Daemonhost (while Radical Malleus Warbands can summon, they can only summon Daemonhosts), choose a friendly model that you wish to possess (you may also use a captive model whose gang has failed to rescue or ransom back from you). If you succeed your Summoning Roll, choose one of your warband's Daemons and apply that template to your chosen model, overlaying its current stats and gaining the Daemon's abilities. This model loses all of its equipment and counts as fighting with a Knife in HtH. No more than one Daemonhost may be in the warband at any given time. Increase the warband's rating by the cost of the template for this scenario and treat the daemonhost as an ordinary gang fighter for the purposes of deployment and gameplay.

At the end of the game in which a Daemonhost was summoned, the warband's Interrogator may attempt to bind the Daemonhost by making a LD test on 3D6. If successful, the Daemonhost is permanently added to warbands roster. If the test is failed, the Daemon leaves the host, and the host model is killed and struck from the gang roster. The template is kept on the roster, no longer counts toward the warband rating, and cannot be summoned again until D3 games have passed. If a Daemonhost is ever taken out of action in a game, the Daemon will leave its host, and the possessed model will die, exactly as if the warband leader had failed the binding roll, detailed above.

- **Ordo Malleus (Puritan):** The warband is part of the Ordo Malleus and adheres to all common tenets. The warband increases its Investigation Rating by +1.

The warband may never hire any Xenos or Mutant Hired Guns or members (but may select Psykers). The Ordo Malleus is incredibly well-equipped and as such may add +2 to their search for rare items in the post-game sequence as opposed to +1.

The members of this warband may reroll any failed Fear save caused by Daemons.

- **Ordos Xenos (Radical):** The warband is part of the Ordo Xenos but adheres to radical tenets, such as consorting with xenos and/or using their technology. The warband increases its Subversion Rating by +1. In addition to their normal equipment, all non-Recruit members may purchase non-Rare Xenos weaponry and any drugs from the Bazaar at base cost upon creation. One Acolyte model may be selected from a Xenos species. The warband may select Xenos Hired Guns.

- **Ordo Xenos (Puritan):** The warband is part of the Ordo Xenos and adheres to all common tenets. The warband increases its Investigation Rating by +1. The warband may never hire any Xenos Hired Guns or members. Ordos Xenos Puritan Interrogators and Acolytes are subject to hatred when fighting Xenos.

Recruitment

1 Interrogator									Base +100 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+2	+2	-	-	-	+1	-	+2	

- **Species:** Human (only, if Puritan), Abhuman Untouchable, or Wyrd
- **Weapons:** The Interrogator may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Interrogator may select any equipment from the Armor, Gun sights and Equipment lists. The Interrogator may have one (1) Construct.
- **Special:** The Interrogator always counts as having a friend within 2". Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test. The Interrogator may select one Exotic weapon upon creation, at normal cost.



2+ Acolytes									Base +40 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** Human (only, if Puritan), Abhuman Squat, Abhuman - Untouchable, Wyrd (lvl I-II), (Mutant allowed for Radical Cells)
- **Weapons:** Acolytes may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Acolytes may select any equipment from the Armor, Gun sights, and Equipment lists.
- **Special:** Acolytes are given a random roll for an upgrade.

0-2 Disciples									Base +40 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** Human (only, if Puritan), Abhuman Squat, Abhuman - Untouchable, Wyrd, (Mutant allowed for Radical Cells)
- **Weapons:** Disciples may select weapons from the HtH, Pistols, Basic, Special, Heavies and Grenades list.
- **Equipment:** Disciples may select any equipment from the Armor, Gun sights, and Equipment lists.

0-3 Assassins/Scum									Base +40 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** Any non-Astartes Human or Abhuman, Wyrd (Lvl-I), (Mutant allowed for Radical Cells)
- **Weapons:** Assassins/Scum may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Assassins/Scum may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Assassins automatically receive the Sneak Up skill upon creation. Scums automatically receive the Gunfighter skill upon creation. If it rolls this skill again, re-roll the result.

0-1 Tech-Adept									Base +30 TG
M	WS	BS	S	T	W	I	A	Ld	
-	-	+1	-	+1	-	-	-	+1	

- **Species:** Any non-Astartes Human, Abhuman Squat, Abhuman Untouchable
- **Weapons:** Tech-Adepts may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Tech-Adepts may select any equipment from the Armor, Gun sights, and Equipment lists.
- **Special:** Tech-Adepts **must** buy one (1) Bionic upon creation at additional cost. Tech-Adepts may select up to two (2) Constructs at any time, purchased at normal cost.

0-1 Cleric/Zealot									Base +40 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	-	-	-	+1	-	-	+1	

- **Species:** Any non-Astartes Human
- **Weapons:** Clerics/Zealots may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Clerics/Zealots may select any equipment from the Equipment lists.
- **Special:** Clerics/Zealots may only select flame or melta weaponry from the Special list, upon creation. Clerics may re-roll one failed Fear test per scenario. Zealots are subject to the rules for Frenzy.

0-2 Sages									Base +20 TG
M	WS	BS	S	T	W	I	A	Ld	
-	-	-	-	-	-	-	-	+1	

- **Species:** any non-Astartes Human, Abhuman Squat, Abhuman - Ratling, Wyrd, (Mutant allowed for Radical Cells)
- **Weapons:** Sages may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Sages may select any equipment from the Equipment lists.
- **Special:** Each Sage adds +1 to the war band's Investigation Rating.

0+ Recruits									Base TG
M	WS	BS	S	T	W	I	A	Ld	
-	-	-	-	-	-	-	-	-	

- **Species:** Any non-Astartes Human or Abhuman, (Mutant allowed for Radical Cells)
- **Weapons:** Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Recruits may select equipment from the Armor and Equipment lists.
- **Special:** Recruits may never make up more than 25% of the war band's total models. If there is ever more than 25%, no more Recruits may be hired until they make up less than this.



Weapons & Equipment Lists

ITEMS

•Hand-to-Hand

Knife
Stiletto, Dirk
Throwing Knife
Sword
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword¹
Chain-Axe¹
Eviscerator¹
Electro-Flail¹
Shock Maul¹
Man-Catcher¹
Power Sword¹
Power Axe⁴
Power Fist⁴
Force Weapon⁶
Thunder Hammer⁵

•Pistols

Hand-bow
Autopistol
Stubber
Hand Cannon
Bolt Pistol
Laspistol
Hellpistol¹
Hand Flamer
Plasma Pistol¹
Needle Pistol²
Web Pistol⁴

•Basic

Bow
Musket
Scatter Gun
Autogun
Lasgun
Las Carbine
Hellgun¹
Bolt Carbine¹
Bolter¹

Shotgun (Solid/Scatter)

Hunting Rifle²
Exterminator Cartridge

•Special

Flamer
Melta-Gun
Ripper Gun (Ogryn Only)
Grenade Launcher
Plasma Gun
Long Las
Storm Bolter
Stake-crossbow⁵
Webber
Needle Rifle²

•Heavy

Autocannon
Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
Lascannon
Missile Launcher
RPG Launcher
Multi-Laser
Heavy Flamer

•Grenades & Ammo

Frag Grenades
Krak Grenades
Photon Flash Grenades
Choke/Scare Gas Grenades¹
Hallucinogen Grenades⁴
Fire Bomb
Tox Bomb
Melta-Bombs¹
Frag Missile
Krak Missile
Dum-Dums
Man-Stoppers
Overcharge Cell
Pscannon Bolts⁴

•Armor

- Flak Armor (Enclosed)
- Medium Armor
- Medium Armor (Enclosed)
- Heavy Armor¹
- Heavy Armor (Enclosed)¹
- Power Armor¹
- Power Armor (Enclosed)³
- Refractor Field³
- Conversion Field³
- Displacer Field³
- Hexagrammic Wards⁵

•Gun-Sights

- Red-Dot Laser
- Telescopic Sight
- Mono-Sight

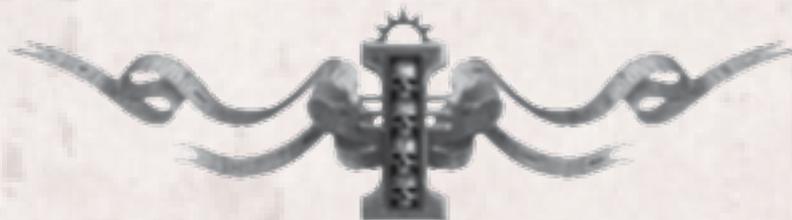
1. Not available to Recruits
2. Only available to Assassins
3. Only available to Tech-Adepts
4. Only available to Acolytes/Interrogator
5. Only available to Interrogators
6. Only available to non-Recruit psykers

•Equipment

- Bio-Scanner (1/warband)
- Blade Venom (1 use)²
- Charm
- Clip Harness
- Liquid Courage (One Use)
- IR Goggles
- MIU^{3 4}
- Mechadendrites/Servo-Arm³
- Photo-Contacts/Visor
- Respirator
- Reloads
- Silencer
- Shoulder Rig^{3 5}

Minor Daemonic Weapon (Ordo Malleus only) :

- S: User +2
- Dmg: 1
- Attribute : Parry and Grants its bearer +1 A
- Cost 50 TG



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Recruits	X	X	-	-	-	X	-
Sage	X	-	-	-	X	X	-
Cleric / Zealot	-	X	X	-	X	X	-
Tech-Adept	-	X	-	X	X	-	X
Assassin/ Scum	X	X	X	-	-	-	-
Acolyte	X	X	X	X	X	X	-
Interrogator	X	X	X	X	X	X	X
Disciple	-	X	X	X	X	X	X