Campaign Structure & Rules

Inquisitor is a narrative wargame and is designed around the players working together with a gamemaster to create an enjoyable story, with each story being preplanned as part of a planned narrative. It can also be played as a competetive wargame between numerous warbands in much the same way as a Necormunda, Gorkamorka or Mordhiem game, where each warband battles for superemacy while increasing in power and status.

The difference between the afore-mentioned games and Inquisitor, however, is that an Inquisitor campaign cries out for more than simply letting rival warbands duke it out. When combined with the story-telling aspect of the normal campaign, a competetive Inquisitor game takes on a life of its own and becomes an ongoing story of many characters and places of interest, not just the warbands themselves.

The following system will allow you to set up just such a 'living' campaign. It still requires that someone be in charge of the overall storyline and rules decisions, but outside of that, warbands fight, bargain and carry out their own objectives whenever they meet as opposed to having a set time and place for everyone to get together. Resources that can aid in the completion of a warband's mission will be gained, lost and fought over, clues to the ongoing background storyline can be found amidst smaller conflicts until eventually, someone pieces together all the information necessary to complete the story and is declared the victor… assuming they survive the final encounter.

Time Scale and the Warband Logbook

Each day of real time equals one day of campaign time. So if you play a game on Friday, February 7th of 2003, and then wait until February 14th to play another, a week has passed in-game for your warband with all the applicable effects, such as Training, Healing, Ammo Recovery, etc. taking place in the meantime.

To keep track of this, each player needs a daily planner or some other method of keeping track of their warband's activities. This is the campaign logbook and you should use it to record when a character starts training, researching or healing, when the warband has a battle and what the results were, any clues given by the gamemaster, etc.

Entries should be legibly written in ink so that no dispute can arise as to when a crippled fighter may re-enter battle or when your Psyhic warrior learns a new discipline. Any necessary rolls for healing, research, etc. will be made at your next battle or whenever you can get the GM to witness them.

Conflict and Challenges

There is no set schedule and warbands may fight whenever their respective players get together to do so. This represents the two (or more) warbands coming into conflict over resources, information or whatnot during the course of their normal weekly activities.

In addition, the GM may plan special weekly or bi-weekly scenarios that move the main story along and may involve one or more warbands for varius reasons only he is privy to, but may include warband backgrounds, a special resource gained by one or more of the players, or any other reason.

If one warband has a particular bone to pick with another, he may challenge them to a battle. This is always fought as a High Noon scenario. If the challenged party refuses, then he immediately loses d10 prestige and must roll a d6 for each of his contacts: on a 6, they are disgusted with the warbands cowardice and abandon them for the draw pile.

However a conflict comes about, use the following sequence:

Pre-Game Set-up

1. Daily Activity Check: Check healing, research, training etc. and determine which warband members are available for this battle and what kind of shape they're in for it.
2. Encounter Roll: Each player rolls a d6 to see which warband gets the drop on the other. The highest roll may modify the scenario roll by the amount he won by.
3. Scenario Selection: Roll a d6 and choose the scenario to be fought. The winner of the Encounter Roll may choose to be the defender or attacker in the scenario, if the option is present.
4. Terrain Placement: Place the appropriate terrain based on the scenario.
5. Set up models. Unless stated otherwise in the Scenario, the Attacker sets up first.
6. FIGHT!!!

Post-Game

1. Figure out who won the scenario and give appropriate awards.
2. Make Experience rolls.
3. Write down the results of the conflict and any plans for research, healing, training, etc., in your logbook.

Experience

At the end of a scenario, all surviving charcters may make experience checks for any stat they used at least once during the game.

Roll a d100 for each stat: if the result is OVER the stat, then they may increase it. For stats of 100+, they must roll a 96-100 and then roll over the amount remaining.

Ex. To gain an increase in a BS of 72, the player would have to roll 73 or higher on d100. For a character with a BS of 120, the player would have to roll 96+ on a D100 and then roll again and get 21+ to raise the stat.

The amount added to the skill depends on the present stat level:

Up to 50	+D10
50 – 74	+D6
75+	+D3

Ex. In the previous example, the character with a BS of 73 would gain D6 points. The character with the BS of 120 would only gain D3.

Prisoners

Any out of action models who do not spend a Faith point are considered captured if the opposing side controls the battlefield at the end of the scenario.

What a warband decides to do with any enemy prisoners is left up to them. They may kill him outright, but if they don't they may find them useful in the following ways:

Interrogation – For each day the character remains in your possesion, you may interrogate him for information. The prisoner must make a willpower roll to avoid giving away anything vital. You may use ' physical persuasion' to help break his will and for every 10 points of damage you inflict upon him (your choice of location), he suffers a –1 to his roll.

If he breaks, you find out one of the following pieces of information:

Resource Location: The next time you play against the warband the prisoner belongs to, you may forgo the Encounter Roll and choose instead to Raid a resource.

Story Information: You count as having played the last Campaign Scenario the prisoner's warband played in.

Excecution/ Sacrifice – If you are an Imperial or Inquisition warband, then you may arrange to have the prisoner formally tried and executed. The prisoner's warband may launch a Raid to regain their comrade before the Excecution can take place. If they choose to do so, then the next scenario you play against them, they may forgo the Encounter Roll and choose the Raid scenario. If they fail to win the raid, the prisoner is excecuted and your warband gains D3 Faith and D6 prestige for killing the traitorous heretic.

If you are a Chaos warband, you may sacrifice the prisoner to appease your dark gods. Treat this in the same way as with Excecution, but the rewards for sacrifice are random:

1	Nothing
2-3	D3 Faith
4-5	D6 faith
6	The Prisoner is possessed by a daemon. Gain one randomly generated Daemonhost.

Other warbands gain nothing from killing a prisoner.

Heavy Labour – You send the prisoner to work a resource, such as a mine or slave farm. Treat the prisoner as one of your own characters for gathering resources but double the results due to the ability to work him harder and with less expenditure. He must be sent with one of your own characters to supervise, however, as no one in their right mind would leave the prisoner on his own.

Ransom – You may ransom the prisoner back to his own people for whatever price you can get them to agree on in Prestige or Resources.

Slavery - Any warband except Imperial or Kill Teams can sell the Prisoner to a Slaver and collect prestige equal to his PV/50. If they do this, the prisoner's warband has 1 week to purchase him from the slaver at his PV/10 or he is taken off-world to be sold elsewhere.

Equipment Recovery & Repair

At the end of a scenario, the winner might want to loot the bodies of the fallen or take equipment from captured characters to add to their own armoury. Sometimes the equipment is relatively undamaged in the battle, other times it is destroyed in the process of killing its owner, and still other times it just gets lost in the heat of battle.

During the scenario, when a piece of equipment is dropped intentionaly or because a character is taken out of action, mark its place using a Weapon Counter marked with the name of the equipment in question. This equipment may be picked up during the scenario by any character moving to it and taking an action to do, or after the scenario by the side that holds the table.

Whenever equipment is picked up after the scenario, roll a D6 (applying the modifiers below):

D6	Result
1-2	Equipment is lost/destroyed
3-4	Needs repair. (Prestige Cost = ½ Weapons Cost)
5-6	Equipment is as good as when the battle started, but out of ammo.

Modifiers

Rare	-1
Exotic or Legendary	-2
Original Owner Killed	-1
Dropped in Dense Terrain	-1
Pistol/Reach 1	-1
Heavy/ Reach 4	+1

Equipment may be repaired by spending the appropriate cost and having a character make a Sg roll. If successful, the equipment is repaired, if not, the Prestige is wasted and the cost must be pais again for another roll. A critical failure (01-05%) means that the item is irreperable. Adeptus Mechanicus characters or contacts gain the usual +20% on Sg rolls for this purpose.

Exotic and Legendary equipment is considered alien or complex enough that only an Adeptus Mechanicus character/ contact or an alien of the race which produced the item (such as a Hrud Fusil, Shuriken Catapult or Kroot Long Rifle) may effect repairs on it.

Ammo Recovery

Eventually the characters will run out of ammunition for their weapons. Some types of ammo (stubber rounds, for instance) will be readily available, while others (Psychic Bolts for a Psi-Cannon) may not.

The easiest way to procure a full clip of ammunition is to use your warband's Prestige to procure it. Aside from that, once a week a warband may manage to create/procure ammo reloads for their weapons without spending any prestige. The amount is based on the ammo/weapon rarity:

Common - Full reload   **Rare** - D6 shots   **Exotic** – D3   **Legendary** –0

Healing

Healing follows the rules laid out on pg. 176 of the =I= rulebook, keeping in mind that character days are equivelant to real time days. So to heal a Heavy arm injury on your desperado character, you will not be able to use him in a game for at least a week.

Resources

As your warband investigates, fights and otherwise interacts with the over-arching story line of the campaign, they will encounter various people, places and things that they might find useful or want to destroy to prevent their use by others. We call these Resources. Most Resources can be divided into one of three categories: Contacts, Places and Objects.

Contacts are important NPC's with useful skills and individual agendas that the warband leader has befriended or reached an agreement with. They range from Mutant Freedom Fighters to Imperial Governers and every thing in between. They have minds of their own and will not work for those opposed to their beliefs and will fight any who try to destroy them.

Places are exactly that, mines full of ore that can earn the warband money, vehicle bays that provide repair and purchase of vehicles, and seedy bars where information can be bought traded and stolen are all good examples.

Objects include unique weapons, vehicles, maps of secret tunnels or anything that can give the warband an edge in completing their overall mission.

Resources pop up whenever a Resource Conflict Scenario is rolled up and may be fought over, traded or destroyed by the various warbands involved in the campaign. Once a player owns a resource, he may use it as the Resource card states until he loses it.

NPC Combat

When a Contact or other NPC pops up in a game, do not use the hit location system on them. Instead, every time they take enough damage to receive an Injury Level, use the simplified damage chart below to determine what kind of damage they've taken over all.

Light	No effect.
Heavy	Immediate: Stunned for one turn.
	Persistant: –1 Speed

Serious	Immediate: Stunned for D3 turns.
	Persistant: As Heavy and +D6 to injury total.
Acute	Immediate: As Serious and knocked prone. Make a Shock Roll.
	Persistant: As Serious and NPC is bleeding.
Crippled	Dead.

Warband HQ

Each warband is assumed to have an 'HQ' that it operates from. A hidden place where they keep all of their information and equipment that they don't carry with them, the HQ is basically a storage facility as well as a place of rest where no one can disturb them while they are recuperating.

Normally these places of safety are free from trouble, but if a warband has no other resources and it is the subject of a Raid scenario, then the HQ is the subject of the raid. If a warband loses their HQ, they may still play in the campaign but are assumed to set up shop somewhere else and lose all of the equipment and info stored there.

Diplomacy

If you want to trade resources without fighting, go right ahead. If you want to agree not to fight in a scenario to concentrate on another warband, then do so. If you want to end a battle in the middle because you both feel that there is little point in going on or realize that it's over a mistake, feel free.

Diplomacy is a free action that occurs whenever you get together and discuss things as players representing your warband leaders. In game, these might be back alley deals, or communications by comm-link or astropath, but the end result is the same and takes only the time that you wish to invest in it.

Basically, you are free to beg, bargain, borrow and betray, just so long as you understand that the other side is not at all compelled to tell the truth.

The Ongoing Story…

While the Warband system is good enough on its own for organizing battles, the best use of it is with a background story to give meaning to all the conflict. The GM will determine what reason has brought the warbands and how they may go about completing their mission in relation to it by creating special Campaign Scenarios (see the Scenario Section) whenever he feels that one or more warbands have made enough progress to warrant it.

For instance, the first Campaign Scenario might be called 'The Daemonhost,' where two warbands fight to capture/destroy a possessed Psyker. The winner of that scenario will gain information from the Daemonhost (or the departing daemonic spirit if it was destroyed) that will give them vital information leading to the next Campaign Scenario. The next scenario might be restricted to those who won 'The Daemonhost' or there might be special bonuses for warbands who captured/killed the Daemon.

These Campaign Scenarios will eventually culminate in a single climatic scenario, where any warband that has picked up enough clues will be able to try and save or damn humanity by their actions and hopefully end the campaign as the victor.

The GM is also free to change the campaign based upon the actions of the players or to move along the storyline of one specific warband. For instance, if a Xenos warband annhilates a number of Imperial Warbands or Resources, the GM might determine that the Adeptus Terra frown greatly on the Planetary Governor who has let such an alien threat go unchecked, and have him excecuted and replaced. One player will lose his Imperial Governor resource card and the next Campaign Scenario for the Xenos warband might involve an assault on their base by Imperial Guard or even a Space Marine Death Watch Kill Team!