# Inquisitor:
## architecture of hate

### An *Inquisitor* Campaign on Medusa V

## INTRODUCTION

Medusa V is a world on the edge of utter annihilation, falling into the inexorable grip of a growing warpstorm that threatens to become a new Eye of Terror. But the world will not die quietly. It seems that every major power in the galaxy has a stake in the Medusa system, and a thousand plots, hopes and dreams hang in the balance.

In the face of the death of an entire world and a planetary conflagration on a scale not seen since Armageddon, it is easy to lose track of events on a smaller, yet no less vital, scale. The Inquisition, though, never loses focus or interest in the fine details.

*Architecture of Hate* is an Inquisitor campaign that was originally designed for the Warhammer World "Dark Stars" campaign weekend. But now you, too, can pit yourself against the malign threats that linger in the dark and shadowy places of Sybilla Tertius, for all sorts of characters have found themselves – by chance or design – drawn to Medusa V and events are about to unfold that may yet determine the fate of the entire planet and many worlds besides…

## IMPORTANT!

If you are not going to be a Game Master in the *Architecture of Hate* campaign, you are strongly advised to read no further than the Player Briefing and Grunts sections or you will find that many of the most exciting surprises are spoiled.

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+++EST 06/552IMPNAV415/3505+++
+++Transmit Date: 3329006.M42+++
+++Author: Fleet Navigator Senioris Melicho +++
+++Thought for the Day: Fear the Immortal Emperor+++

This is an automated message.

Your vessel has been detected entering a martial quarantine zone [MEDUSA] without
Imperial Navy clearance and is hereby subject to full punitive retaliation.  Stop
all engines and prepare for boardi –

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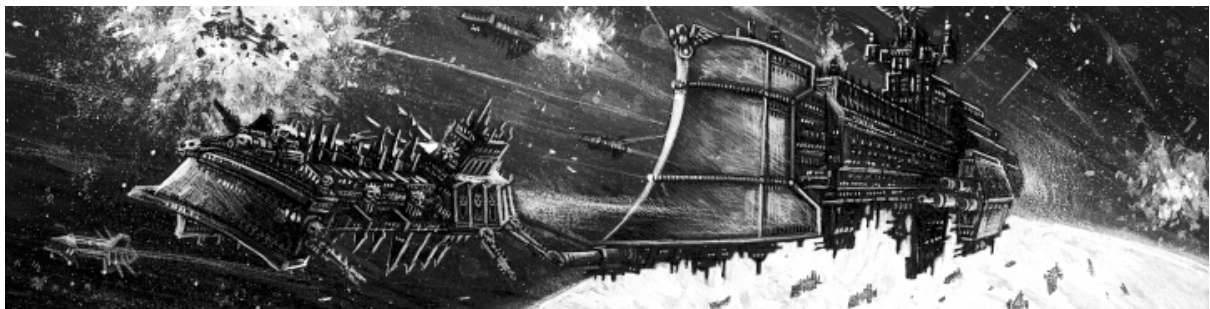
# SECTION 1
## PLAYER BRIEFING

The Player Briefing gives you, the player, the basic information you will need to participate in the *Architecture of Hate* campaign. If you have access to the Medusa V Campaign Handbook, published with White Dwarf 317 then feel free to read it. At the very least, it will tell you where Sybilla Tertius is and give you a sense of the fear and tension that fills the populace. It won't directly help you in your mission, though.

## WECLOME TO SYBILLA TERTIUS
### By Che Webster

In the shadow of the mountains, Sybilla Tertius Hive lies just south of the very southernmost tip of the Charybdis Crest – the meeting point of two mountain ranges. The rocky plains of the lands surrounding the Hive, called the Edafos by the Hivers, hide rich mines beneath their surface. Another mountain range far to the west, upon which sits fabled Edethor's Mouth, and the Mortise Desert to the south complete the harsh portrait that holds Sybilla Tertius.



Wrought by the local Fabricator Guild, Sybilla Tertius is one of the many prefab hives rapidly bolted together to accommodate the influx of immigrants from Medusa IV. At its inception it was an imposing structure, capable of housing hundreds of thousands and over the years additional layers have been added, the hive growing to suit the demands of its inhabitants.

It is rumoured that Sybilla is riven through with the taint of cultism; that in some of the darkest reaches a clandestine base of operations for Chaos festers; plans within plans, patiently laid only and just coming to fruition, their subtle contribution to the Chaos cause. Local Arbitrators and Planetary Defence Forces make constant patrols into the bowels of the hive, quietly rooting out such seditionists – such activity is not uncommon in any Imperial Hive City – but their efforts, unbeknownst to them, have barely scratched the surface.

Sybilla Tertius is comprised of a large hexagonal outer wall, which is heavily fortified. Two gates, large enough for entire regiments of troops, allow access into the city – one to the south and the other to the north. The gates are watched constantly by a dedicated company of some five hundred guards, on each side.

Beneath the wall are access wells to allow for shift changes and maintenance of the gates. Lit by low-grade halo lanterns and wrought of stark, grey plascrete, guards seldom linger in this area but provision has been made for subterranean barracks areas and even minor armouries for split shifts and in case of emergency. These recesses lead into another area, beneath the city, called the Warren.

The centre of the city, known locally as the *Core*, is comprised of the Administratum buildings as well as the Ministorum and military centres. Recently, a grand cathedral has been erected in honour of Governor Norden, commissioned and worked on by a mysterious charitable organization known as The Hands of Truth. The Governor's likeness is fashioned in a statue overlooking the cathedral's central arch. Empty plinths have been left alongside for future generations and other worthy incumbents.

Surrounding the central sections and buildings, the residential district begins, providing housing and businesses for the many traders and workers in the inner Manufactorums. The northernmost sector is

given over to the well-to-dos and worthies of Sybilla Tertius. Built high upon finely-wrought and ornately-filigreed plateaus design by the Fabricator Guild, these opulent domiciles afford grand views of the desert to the south and the mountains and farmlands to the north. Known as the *Carousel*, this area slowly rotates to give its inhabitants an ever changing vista.



Manufactorums and refineries make up the bulk of Sybilla Tertius Hive and this is where the bulk of the populace finds habitation in crammed tenement blocks and cluttered domes. This area, which dominates the lower levels of Sybilla Tertius, is simply called the Cluster.

Dotted around both the Carousel and the Cluster, and the manufactorum sectors are a prolificacy of shrines, chapels and churches. It is said that in Sybilla Tertius Hive you need walk no more than ten minutes to worship, and rubrics indicating such adorn many monuments and sector maps.

Outside of the walls additional hab blocks have also risen, but these tend to be poor quarters with little to recommend them. The most notable of these is the area that locals have dubbed the *Labyrinth* which has connections both to the Warren and into the Hive proper; the latter is via former waste extraction systems that have become inoperative and been converted into access tunnels leading into the southern-most sectors of the Cluster.

Beneath the main city of Sybilla Tertius lies the *Warren*. This extensive network of tunnels was created by early mining and, although some mining operations persist, many of the tunnels nearest to the city are abandoned by the bulk of the citizenry. These are a mix of natural tunnels and caves as well as man-made mining shafts.

Rumours abound of strange creatures dwelling there from hideous undead through to mutant scavengers, but in the main these are dismissed. Some groups, who live in squalor in the tunnels eking a living from the rocks, perpetuate these rumours to keep the law away and give them some measure of peace. No one really knows the current state of affairs within the Warren, and new and enormous caverns are occasionally discovered.



Huge manufactorum conveyors run through shafts running deep under the Edafos Mountains, west of the Hive. These connect to the active Sybilla Mines from which the city derives much of its wealth and influence. Governor Norden has ensured that these mining operations have grown in recent years

and now more ores than ever are flowing into the processing plants of Sybilla Tertius.

Recently, however, strange reports have been filed with the Administratum officials of Sybilla Tertius, mentioning sporadic sightings of strange red carapaced "buglike" creatures running through the older sections of the mines. A few disappearances have also occurred and officials are becoming worried. As yet, however, Norden seems unwilling to act.

# WARBAND DESIGN AND RESTRICTIONS

There are no restrictions on the equipment, abilities or stats of individual characters. Players are expected to show a level of restraint and imagination appropriate to the playing of *Inquisitor*. However, it is the GM's right to reduce stats or eliminate equipment or abilities either prior to or in the course of the campaign where these may conflict or are conflicting with the plot.

The campaign will probably work best if each player uses at least two models, one of whom is the *player character* or PC. If players are able, they should also contribute to the *non-player character* (NPC) pool. NPCs should reasonably represent: ordinary citizens,

gangers, servitors, tech-priests, cultists (of any sort) or aliens. Aside from the PC and the contribution to the NPC pool, it is recommended that players have no more than 2 additional models, although GMs should feel free to increase or reduce this number, depending upon your situation.

# MOTIVATION

If you are playing Part One, your characters will need to determine a *motivation* for your PC (followers automatically support their PC's *motivation*). These fulfil a number of functions. Their principle function is to give you, the player, an idea of why your character is in Sybilla Tertius in the first place. You can flesh this out to your heart's content. Motivation will set up certain characters for interpersonal friction from the off!

Motivation also offers a way of "keeping score", as success in Part One is largely dictated by how many *motivation points* (MPs) you acquire. How you get MPs is explained later. For now, either pick or randomly generate a motivation for your PC from the table below.

This is best done in consultation with the GM, as having a good mix of motivations will help the campaign be that much more interesting.

| D6 Roll | MOTIVATION |
|---------|------------|
| 1 | **Knowledge** <br> The character has come to Medusa V in pursuit of some specific item of information. Whether this relates to the mystical construction of Sybilla Tertius, some point from Lord Sorcobas's personal archive or a tip-off from a local informant is up to the player. |
| 2 | **Power** <br> The character perceives a route to increasing his personal power-base by his presence on Medusa V. Whether this is through association with Sorcobas or through harnessing the strange energies coursing through the city for his own purposes is up to the player. |
| 3 | **Duty** <br> The character seeks only to do his duty to the Imperium. He is completely loyal to Lord Sorcobas and will brook no distraction from the matter at hand. |
| 4 | **Hunt** <br> The character is hunting someone whom he believes to have taken refuge on Medusa V. Whether this is initially an NPC, a PC or someone utterly unconnected with this campaign is up to the GM. The identity of the prey may even change as the campaign progresses… |
| 5 | **Wealth** <br> The character is interested only in pillaging Medusa V of whatever wealth he can acquire before the planet is lost to the Imperium. Of course, the greatest wealth will often be found in the most dangerous places! |
| 6 | **Chance** <br> The character has come to Medusa V by pure chance – whether by a shift in the tides of the Warp, navigational error or mechanical failure is up to the player – and found himself swept up in matters beyond his knowledge or control. His principle objective is to escape |

the planet before the deluge falls, but the quickest way out might be through a horde of enemies…

A character's *motivation* is what will dictate how successful each player is in the campaign. Provided they survive the experience, all of the PCs will achieve their objectives eventually (sort of), but some will achieve them faster, more completely or simply with more panache than the others and this will bring appropriate kudos and bragging rights. A player's objective is to win *motivation points* (MPs) against their particular motivation. MPs are specific to a particular *motivation*, so a character with the "Wealth" *motivation* cannot count "Chance" MPs against his total. He can, however, trade them with other characters (see below). Points can be won in several ways:

### Completing scenarios. The best way to get what they want is to be in the thick of the action! Scenarios bring characters into contact with new opponents, new places and fresh opportunities, so there is no better way for players to further their objectives than by playing. PCs who survive a scenario automatically receive 1 Motivation Point (MP). Additional MPs may be awarded at the GM's discretion as follows:

Played in-character: +1 MP

Achieved scenario objectives: +D6 MPs

Overwhelming victory: +D10 MPs

MPs won as a result of completing scenarios will always be of the type relevant to the PC's *motivation*.

### Finding them during scenarios. There are many ways by which a character may acquire the advantages they seek, be it through interrogating a foe, searching archives or just tripping over something by chance. Players are encouraged to be imaginative in pursuing their objectives. GMs may award however many MPs they think are appropriate to the situation, but the category of any MPs obtained are determined randomly by rolling on the table above. After all, just because he talks, doesn't mean what he says is

useful to you; it's bound to be useful to *someone*, though…

### Stealing them from other players. Without secure bases on Medusa V, characters will be forced to carry a lot of their resources about their person. Any character may attempt to *search* another character if they are unconscious, tied up or otherwise unable to resist the *search*. *Searches* will produce +D6 MPs per action spent *searching* the character. MPs found in a *search* will be relevant to the *searched* character's *motivation* (or his employer's *motivation*) OR to any other *motivation* for which the *searched* character has MPs in his possession. If the *searched* character has MPs from more than one *motivation*, randomly determine which is turned up in this case.

### Trading with other players. Between each scenario, players may attempt to *trade* with other players. Each player may *trade* with <u>one</u> other player and both players must agree to *trade*. Each player rolls a D6 and nominates a *motivation*. If the other player has any number of MPs of that *motivation* then the nominating player gains MPs in that *motivation* to the amount indicated on the D6.

# EXPERIENCE, INJURIES & AMMUNITION

The *Architecture of Hate* campaign takes place over a relatively short period of time representing days, possibly even a few weeks. This leaves opportunities for some *recovery* and even some re-supply. However, Sybilla Tertius is not a giant arms warehouse, what resources there are have been prioritized for the military and medical aid is in short supply – even the authority of an Inquisitor will only get you so far! To that end, actions in one scenario will inevitably affect the next:

> **Experience.** There are no benefits from experience that arise in the course of this campaign.

> **Ammunition, grenades, drugs etc.** Once equipment is expended, then it's gone for good. Ammunition counts the same *availability* as its weapon, except special ammo that counts one level of *availability* higher.

>> *Common* items are replenished automatically.

>> *Rare* ammunition is replenished if the relevant character passes a Leadership test per complete reload. Other *rare* items cannot be replenished except at the GM's discretion.

>> *Exotic* and *Legendary* items cannot be replenished except at the GM's discretion.

> **Injuries.** Characters automatically *recover* one level of *damage* per location between scenarios and *persistent* effects (e.g. bleeding) will cease. All effects return, however, if the location is injured again. Characters will also *recover* 90% of their *injury total* between scenarios. So a character with 27 *injury points*, light *damage* to both arms, heavy *damage* to the chest and heavy *damage* to the head at the end of a scenario will begin the next scenario with 3 *injury points* and light damage to both head and chest. He will not, however, be *stunned* or *prone*.

# THE CAMPAIGN TURN

As with a game, the campaign has its own turn sequence that is dictated by the GMs and goes like this:

> **Pre-game admin.** Players hand GMs their character sheets and GMs reveal and relevant Events.

> **The Game!** Play the scenario.

> **Post-game admin.** Calculate ammunition, equipment and recovery with the GM.

> **Trading.** During Part One, players may try to find another player to trade with.

> **Reset.** Players move to their new tables and the next campaign turn starts over.

The campaign is designed to consist of two days' uninterrupted play, with each Part taking one day to complete. However, there is no reason not to extend it over a much longer period.

# Section 2
## Grunts – New Rules for NPCs in *Inquisitor*

This section describes brand new rules for the use of large numbers of NPCs in campaigns and scenarios that provide players with the challenge they need without bogging the game down in endless dice rolling and reference to oodles of character sheets. GMs should feel free to disregard or amend these rules to suit their audience. The various NPCs listed in Section 3 conform to the rules given here.

These rules owe a huge debt to Eoin "Lord Inquisitor" Whelan.

## STATS



Basic NPC stats look like this:

|          | WS | BS | Str | Speed |
|----------|----|----|-----|-------|
| Cultist  | 4  | 5  | 0   | 2     |

**Weapons Skill & Ballistic Skill (WS & BS):** The number represents the basic roll on a D6 that the NPC needs To Hit in close combat or shooting. This roll is unmodified by range, position, previous actions or any other influencing factor other than the GM's discretion. So the cultist example above needs a 4+ to hit anything in close combat and a 5+ to hit anything with a ranged weapon.

**Strength Bonus (Str):** Rather than a Strength, NPCs have a Strength bonus, that dictates how much extra damage they do with hits in close combat. In any other cases where strength is necessary, the GM uses his discretion.

**Speed:** NPCs do not roll for actions. They get to perform as many actions as they have Speed automatically. They will usually act in Speed order just like a PC but the GM may dictate that they act at any other point in the turn as appropriate.

## RANGED WEAPONS
Depending on the model, the ranged weapons carried by NPCs will be one or more of the following: Heavy, Basic or Pistol. These have no Range or Acc Modifier and never run out of ammo or need reloading except at the GM's discretion. They cause damage as follows:

| | | |
|---|---|---|
| Heavy weapons | - | 2D10 |
| Basic weapons | - | 2D6+2 |
| Pistols | - | 2D6 |

All ranged weapons have a basic range limit of 24 yards and cannot hit anything beyond that range (you just can't get the help these days). At ranges from 12 to 24 yards, all ranged weapons count as Single. At ranges from 0 to 12 yards, they count as Semi (2).

## COMBAT WEAPONS
Depending on the model, the combat weapons carried by NPCs will be one or more of the following: *Nasty*, *Average* or *Weak*. They have no Parry Penalty and cannot be broken by power weapons (assume the NPC has another, identical weapon, close at hand, to replace the broken one). They cause damage as follows:

| | | |
|---|---|---|
| Nasty weapons | - | 2D10 |
| Average weapons | - | 2D6 |
| Weak weapons | - | D6 |

This damage is, of course, modified by the NPC's Strength Bonus.

Combat weapons have no Reach as such, but the GM should use his judgment as to whether or not an NPC's weapon is long enough to be used at arms length.

Pistols may be used in combat as normal.

## NPCs AND INJURY

NPCs don't suffer injury in the same way as the players' characters. Keeping track of their injury is a bit too much when the table is crawling with them, so NPCs are either *alive* and kicking or *out of action*. And players will find that, whilst the NPCs are easy to put down, they're a lot harder to put out. For hits on NPCs, roll on the chart below:

| | | Amount of damage | | | | |
|---|---|---|---|---|---|---|
| D100 | Loc | 1-3 | 4-8 | 9-12 | 13-20 | 21+ |
| 01-50 | Limb | Flesh wound | Flesh wound | Knockback | Stunned | Out of Action |
| 51-80 | Torso | Flesh wound | Knockback | Stunned | Out of Action | Out of Action |
| 81-00 | Head | Knockback | Stunned | Out of Action | Out of Action | Out of Action |

*Flesh wounds* have no effect and are not cumulative, but see *Pinning*, below.

*Knockback* will throw NPCs D6 yards minus their Strength Bonus (if the result is 0 or less, treat as 0) and leave the NPC *prone*.

*Stunned* NPCs also suffer Knockback as described above. Stunning lasts for 1 turn only.

*Out of Action* NPCs play no further part in the game.



# OTHER RULES

**Parrying**. The chance of an NPC *parrying* is always a roll of a 6 on a D6. They will *counterattack* on another roll of a 6.

**Pinning**. NPCs who are shot at and missed are *pinned* on a D6 roll of 6. If they take a *flesh wound*, they are *pinned* on a D6 roll of 4+.

**Armour**. NPCs have armour appropriate to the model used. NPCs will always have the same value of armour on all locations except the head. Irrespective of the model, no NPC counts as having an armoured head. Types of armour are: None, Basic, Average and Heavy and these have the following armour values:

| None | - | 0 |
|---|---|---|
| Basic | - | 2 |
| Average | - | 4 |
| Heavy | - | 8 |

**Awareness**. NPCs will become *aware* of things on a basic D6 roll of 4+, modified at the GM's discretion according to how sneaky or

noisy characters are being and how far away the characters are.

**Actions that are affected by the stats of the opponents**. Some actions and abilities are affected by the stats of an opponent, such as psychic abilities that use the target's

Toughness as a *Difficulty* modifier. GMs should exercise some discretion as to the value that should be used. However, as a rule of thumb, it is recommended that you use the formulae in the table below to calculate the approximate value of an NPCs stats:

| | |
|---|---|
| Weapon Skill | 6-(NPC's WS) x 10 |
| Ballistic Skill | 6-(NPC's BS) x 10 |
| Strength/Toughness | (NPC's Str) x 10 |
| Initiative/Willpower/Sagacity/Nerve/Leadership | (NPC's Speed) x 10 |

# SAMPLE NPCs

The following are the basic stats for "grunt" NPCs. What weapons and armour they have will be dictated by the model being used to represent them:

| | WS | BS | Str | Speed |
|---|---|---|---|---|
| **Cultist** | 4 | 5 | 0 | 2 |

| | WS | BS | Str | Speed |
|---|---|---|---|---|
| **Mercenary** | 3 | 4 | 1 | 3 |

| | WS | BS | Str | Speed |
|---|---|---|---|---|
| **Tech-priest** | 4 | 3 | 2 | 3 |

All of a tech-priest's weapons count as implant weapons.

# Section 3
## Game Masters' Handbook

## INTRODUCTION

First of all, if you are not going to be a Game Master involved in running the *Architecture of Hate* campaign, stop reading now. The details below include plot-twists and unexpected events that, if you are a player, will substantially reduce your enjoyment of the campaign (whilst not actually giving any advantage at all…).

Assuming you've read this far, you must be or be intending to be the GM for this campaign. Whilst it is entirely possible to run the campaign on your own, if you are planning to run it as a one-day or two-day event, you will need a second GM to help you, as both Parts of the campaign have parallel plot-streams which influence one another and between which players may drift as the campaign continues.

## WHAT'S IN THIS SECTION?

The GM's section is divided into four parts:

**Part One – High Society & Low Life.** This is, if you like, the competitive phase of the campaign that allows the players to explore their characters' motivations whilst Sybilla Tertius goes mad around them. The plot, as it is, is largely beyond their control but they will have a chance to get to know their various allies and enemies.

**Part Two – Leviathan Rising.** In this section, the players must cooperate to defeat a terrible and serious threat to humanity's hold on the Medusa system. Of course, by this point they should have already formed some major grudges and enmities during Part One. Whether they manage to overcome the desire to shoot their unlikely allies in the back when the chance presents itself will be up to the players.

## ADORE THE IMMORTAL EMPEROR!

Remember, it's your campaign. As the GM, you will know your players best and know what they want and expect from the campaign. Like the Emperor himself, you are infinite in power and authority, but constrained by your commitment to giving your players the best gaming experience you can.

If you feel like stamping your authority on a player or two, then ask yourself "if they do what I say, will it improve the campaign?" If the answer is "yes", then smite away, O Emperor of Mankind, and don't spare the bolters!