

# Inquisition on Crusade

*As appearing in Episode 181*

**Masters of the Forge On Your Tabletop Supplement for 9th Edition**

V.9.1.0

## Lord Inquisitor

*Some Inquisitors are a cut above the rest and follow dark paths that only the most competent, willful, or mad individuals dare to explore.*

If your Order of Battle contains at least 2 **Inquisitor** units, then one **Inquisitor** in your Order of Battle can gain the **Lord Inquisitor** keyword. Unique units cannot be selected as your Crusade Force's **Lord Inquisitor**. This keyword provides this unit certain abilities.

**Collector:** This unit's Crusade Relics do not count towards their maximum number of Battle Honours.

**Trusted Advisors:** At the start of a battle, this unit may bestow ownership of one Crusade Relic on their Crusade Card to another eligible unit of at least Blooded Rank which is participating in this battle. That Relic is returned to this unit at the end of the battle.

**Mandatory Sacrifice:** For the purposes of this unit receiving the benefit of Look Out, Sir, all other models in your army count as 3 models.

**Collected Secrets:** This unit is not awarded experience points for Dealers in Death. Instead, keep a Collected Secrets tally for this unit. Whenever this unit performs an Action within range of an Objective Marker, increase their Collected

Secrets tally by 1. In addition, if this unit is within range of an objective marker at the end of a battle, increase their Collected Secrets tally by 2.

This unit gains 1 experience point for every third point in their Collected Secrets tally.

**Quarry Investigation:** Keep a Quarry Investigation tally for this unit. Every time this unit participates in a battle where the enemy army contains units with keywords corresponding to their Quarry, increase this unit's Quarry Investigation tally.

**Expose Weaknesses:** *Action.* This unit may begin this action at the end of their movement phase. Reduce this unit's Quarry Investigation tally by 1. Select one enemy unit with a keyword corresponding to this unit's Quarry. While this action is being performed, that unit does not gain the benefit of an Invulnerable Save or abilities which ignore wounds, and they suffer a -2 to Deny the Witch and Psychic Tests. This Action automatically ends at the start of this unit's next command phase.

## Requisitions

If your Order of Battle includes at least one **Inquisitor** unit, you can spend Requisition Points (RPs) to use the following Requisitions:

### You've Seen Too Much (1RP)

*Oftentimes, the truths about the universe are entirely too much for the human mind to handle. In these situations, the unfortunate but pragmatic course of action must be to eliminate those who might be untrustworthy with the things they have learned in the service of the Inquisitor.*

Use this Requisition at the end of a battle after the Update Order of Battle step. Select a unit that participated in the last battle and remove it from your Order of Battle, taking note of the removed unit's XP total. Increase your **Lord Inquisitor's** Collected Secrets total by 1.

## Agendas

If your Crusade Army includes any **Inquisitor** models, you can select one Agenda from the list of Inquisition Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

### Plausible Deniability

#### *Inquisition Agenda*

*Agents of the Inquisition aren't always ignorant of the dangers involved with working alongside such powerful people and many of them are aware that these dangers aren't always external.*

Keep a Plausible Deniability tally for each unit in your army. Whenever an

Next, select a new unit for your Order of Battle to replace the removed unit. The new unit must share all of the following applicable keywords with the unit that was removed: Infantry, Vehicle, and/or Character. The new unit may be a higher Power Level than the one it is replacing, but adding the new unit may not exceed your Order of Battle's Supply limit.

Roll a number of dice equal to the removed unit's XP total, adding 1 to the roll for units with the Troops Battlefield role and subtracting 1 from the roll for units of 10 Power or greater. For each result of a 3+, the new unit begins service to the Inquisitor with +1 XP.

**Inquisitor** unit in your army performs an Action, if any units in your army are more than 12" from that **Inquisitor** unit and cannot draw line of sight to that unit, increase their Plausible Deniability tally by 1. Whenever an **Inquisitor** unit from your army performs an Action, if any units are within 12" of that **Inquisitor** unit and can draw line of sight to that unit, then reduce their Plausible Deniability tally by 1.

Units with a positive Plausible Deniability tally at the end of the game cannot be selected for the You've Seen too Much Requisition and gain 1xp per mark on their tally.

Units with a negative Plausible Deniability tally can be selected for the You've Seen Too Much Requisition for 0 RP immediately following the Update Order of Battle step for this game.

### **That's Not Why We're Here**

#### *Inquisitorial Agenda*

*Oftentimes, an Inquisitor who participates in a joint operation does so for their own motives and their participation hinges on a totally different objective.*

At the end of this battle, immediately after determining the victor, if your army is victorious, do not apply the normal Victory Bonus. Instead, one **Inquisition** unit in your Order of Battle can select a Crusade Relic or Weapon Enhancement it

is normally eligible for. This unit is not required to have participated in the battle.

### **This Task is Beyond You**

#### *Inquisition Agenda*

Units from your army which survive the battle earn 1xp for each of the following conditions:

- They are more than 9" from any **Inquisitor** models at the end of the game.
- They cannot draw line of sight to any **Inquisitor** models at the end of the game.

Units which have left the battlefield and were not destroyed thanks to a mission special rule count for both conditions of this Agenda.

A unit which claims XP from this Agenda is not eligible to be selected for the You've Seen Too Much Requisition immediately following this battle.