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BACKGROUND

In M42.011, Corporal Aderyn Aeslin died twice. Or, at least, that's what the official reports say.

What is known is that following her heroic (first) death and subsequent resurrection during the Ilithyian War, Aderyn was hailed as a heroine, a living embodiment of the Emperor's will and a game-changer in the decades-long conflict - a figurehead capable of driving Chaos from the world and back to the fallen Alykia sector.

Perhaps even with time, she would become the leader of a counter-crusade that would reclaim those rightful demesnes of the Emperor.

These hopes were seemingly dashed when, once the Inquisition had chosen their champion to assess Corporal Aeslin's purity, the site for the High Assembly was fired upon by a hijacked orbital defence platform. Officially, the Corporal was once again killed in action; unofficially, her body was never found.

News of the Corporal's second death lead to mass civil unrest across almost the entirety of the Cuir sub-sector, at grand costs both mortal and financial. The hero of this aftermath was undoubtedly the sub-sector's recently inducted Cardinal, Tobas Kiedrow, whose inspiring sermons and posthumous canonisation of Aderyn eventually rallied much the population into a wave of religious fervour.



BACKGROUND

Near seven years on, this has come full circle. His reputation built on the foundation of the saint, Cardinal Kiedrow's continued aspirations have led attention to fall on the Ilithyian War once again. The voice of the masses now calls for the Imperium to fully reclaim the world in Aderyn's name.

Buoyed by this wave of zeal, the Imperium once again has possibilities that the living saint offered: a hope of fully bolstering Ilithyia and driving the taint from the subsector. A decisive victory here could free up many of the Cuir sub-sector's resources, both military and civilian.

Detractors say that it won't end there - the citizen's fervour would only grow with the end of the generations-old conflict, and where would that lead? A crusade into the Alykia sector would stretch the Carthax sector to its limits, but without such a common cause, the religious frenzy could lead to the civil war that was so narrowly averted before.

And so it is that the Inquisition once again look to Ilithyia. Some of them trying to end a war. Some of them trying to prevent one.



LEGACY

The LGT Inquisitor Narrative will combine both campaign (on Saturday) and open (on Sunday) narrative events using Games Workshop's Inquisitor rules.

On the Saturday, players and their characters will be offered the chance to shape the fate of the world llithyia, in the process deciding whether an entire sub-sector will go to war. In this, characters will have to secure the support of powerful allies - an Inquisitor's authority over the teeming masses may be theoretically limitless, but to make his own peers listen, he cannot walk alone.

The political power of respected Rogue Traders, the blessing of respected Cardinals, the martial genius of decorated Imperial Officers, or the mechanical prowess of ancient Techpriests all count for something in the Battle for the Emperor's Soul.

On the Sunday, participants will be given the chance to show off their own creativity, bringing and Gamesmastering their own scenarios, providing each other with a melting pot for some truly creative and unusual narrative experiences.

Across the entire weekend, we will be offering players a stand-out gaming experience, one of the largest and most dramatic Inquisitor events ever run!

So, go forth in the name of He-on-Terra and do his work. But remember - everything you have been told is a lie.



INTRODUCTION

WELCOME TO THE LONDON GRAND TOURNAMENT INQUISITOR NARRATIVE EVENT 2018

This document provides the preliminary information you need to know if you want to play in the Inquisitor narrative event, brought to you by the LGT team and The Conclave forums.

Contained herein are general details of the event, although this document will be updated as the plot for the event is refined.

At the moment, the event will be for 54mm players, but we would love to extend the event to also include 28mm to truly showcase the breadth of the Inquisitor hobby. If you can assist with helping provide characterful terrain and colourful NPCs in 28mm scale (or simply help wrangle the large number of players) to help us expand this event, we'd love to hear from you.

In the meantime, if you have any questions at all, please do not hesitate to get in touch at the appropriate e-mail below.

GENERAL ENQUIERIES

Marco Skoll@yahoo.com

For more information on the venue, local pubs, the full programme of events and details of all our fabulous prizes and special guest appearances, please see our Convention Programme which can be found at www.LGTpresents.co.uk/programme

We look forward to seeing you in May for a weekend of wargaming madness.



GENERAL INFO

WHAT IS IT

The LGT Inquisitor Conclave is a narrative campaign event on the Saturday, and a open event on the Sunday where participants will have the chance to show off their own creativity. These events are ticketed separately and you only need to buy a ticket for the events you intend to play in.

WHEN IS IT

The 19th and 20th May 2018. Additional activites for Friday May 18th are TBC

WHERE IS IT

The Olympic Stadium, Queen Elizabeth Olympic Park, London E20 2ST

WHERE CAN I BUY TICKETS

Tickets are available from our webstore: www.LGTpresents.co.uk/store

Remember, you must purchase a Convention Access Pass along with an event ticket to attend this event.

Please note that no physical tickets are issued in advance. You can collect your entry ticket to your events from the registration desk

EVENT TIMINGS

Friday May 18th

- Venue open 13:00 – 23:00

Saturday May 19th

- Registration 09:15 – 09:45

 Decision pending about timing, based on whether story development better suits a three or four game event.

Sunday May 20th

-	Registration	09:15 - 10:00

Announcements & Prizes 17:00 – 17:30

WHAT YOU NEED

WHAT YOU NEED TO BRING

- At least one player character (PC), complete with 54mm miniature and character sheet
 - Players may bring as many characters as they wish, but will normally be limited to three or four in any one game.
 - See Appendix 1: "Character
 Guidelines" for more information.
- A set of dice.
 - At a minimum, two D10 dice (one distinctly identifiable by either colour or markings as a "tens" die) and a number of D6 equal to the fastest Speed in the player's warband(s). A scatter die is highly recommended.
- Tape measure
- The Inquisitor Quick Reference Sheet (available here in <u>original</u> and <u>revised</u> forms).
- Stationery, including notepaper, eraser and pencil.
- This tournament pack.

- Plus, for the open event on the Sunday:
 - A prepared scenario, including all necessary player briefing material and special terrain/NPCs/props required.
- Players are advised to bring:
 - The Living Rulebook. (available <u>here</u>),
 or the print rulebook, plus the latest errata.
 - Inquisitor Annuals 2002 & 2004.
 - Weapon Quick Reference Sheets
 (available <u>here</u>)



THE CAMPAIGN

These notes and rules relate to playing the narrative campaign on the Saturday.

SCENARIOS

Scenarios will only be revealed immediately before each round starts. Like their characters, players will only find out how the plot is advancing and what missions they will as they play through the day.

CHARACTER SELECTION

After reading the mission briefing for a given game, each player must select their characters for the game (from those they have brought to the event, obviously).

A player will normally be allowed to use up to three characters per game, which may be chosen in any combination.

This may change dependent on the numbers of players at the table, or at the GM's discretion (such as counting powerful characters like Space Marines as two towards the player's limit).

TAKING CONTROL

The exact rules for how characters will secure the support, political power and resources to manipulate the fate of Ilithyia and the Cuir Subsector will be announced closer to the event.

Recovering Injuries and Restocking Supplies

Characters will have be able to recover and resupply between missions, but exact rules will be announced closer to the event.



THE OPEN

For the Open Event on Sunday, participants will have the opportunity to show off their creativity to the fullest, taking each of the roles of Gamesmaster, player and hobbyist in turn.

Throughout the day, participants will be asked to vote for their favourite players, gamesmasters and hobbyists amongst those they meet, and at the end of the day, the overall favourites in each category, as well as the overall favourite across all three categories, will be acknowledged and crowned in front of a conclave of their peers.

GAMESMASTER

For an open event, each participant will take the role of a Gamesmaster for one round of the event.

For this, each participant must bring a scenario of their own design, written to inflict the cruel truths of the Dark Millennium upon a table of unsuspecting players. You are free to let your creativity run wild here - the genres of games run at past open events have included heists, horror, thrillers, mysteries, outright action and even the occasional farce. (We've not had any romantic comedies yet, though).

Guidelines on designing your scenario are in Appendix 3.

Even if you are new to Gamesmastering, an Open event is an excellent format to get started - you'll be running just one game for just two or three players, rather than committing to an entire event and overarching plot.

(And if you were also with us on Saturday, your memory of the rules will be nicely refreshed!)

PLAYER

For the rounds where you are a player, you will need to bring some characters!

A player will normally be allowed to use up to four characters per game, although this may be reduced in games with more than two players, or at the GM's discretion (such as counting powerful characters like Space Marines as two towards the player's limit, or disallowing certain characters entirely).

As the Open event does not have one continuous game-to-game narrative, you are entirely welcome to use different "warbands" in each round of the event.

THE OPEN

HOBBYIST

In the Hobbyist round, participants may each put forward one Inquisitor miniature to be voted on by their peers.

If there are any particular details about your model such as subtle conversions, clever painting techniques or hidden details that you think may be easily noticed, you are welcome to leave a (short) note with your miniature mentioning any details you would like your peers to pay particular attention to.

The model does not have to be one otherwise used in the event, but should nonetheless embody the spirit of the Inquisitor game, and must be entirely the participant's own work (including all conversion work and scratch-building). The organisers may remove models deemed unsuitable or illegitimate from the competition.

VOTING

After each game, participants will be asked to fill out score sheets for either their Gamesmaster or their players (depending on which role they took in that round) and hand them to the event organisers.

In the hobby round, participants will be asked to fill out a score sheet for the models presented by each of the other participants, and hand them to the event organisers.

For the purposes of the Favourite Overall, a participant will be scored across all three categories, each worth points as indicated:

- Gamesmastering 40 points
- Playing 40 points
- Hobby 20 points

The scoring scale for both Gamesmasters and Players is covered in more detail in Appendices 4 and 5. Participants are advised to familiarise themselves with these categories - for example, scoring well as a player is about much more than just achieving your in-game objectives, but also about your creativity and roleplaying.

THE OPEN

BYES

In such an event, the event organisers will seek volunteers to take a Gamesmastering "bye". In the event there are insufficient volunteers, the organisers will choose the remaining byes by random ballot (although may choose to exempt participants known to have had a Gamesmastering bye at the last open event they attended).

Participants who receive a bye will not be required to sit out a round, and will instead be a player in all three rounds of the event.

They will be ineligible for the Favourite Gamesmaster award, but for the purposes of the Favourite Overall award, will be assigned a score in the Gamesmaster category based off the participant's Player score, with a handicap equal to the difference between the average Player and GM scores across the entire event.

ORGANISER

Depending on participant numbers, the organiser(s) may join (or run) games in order to help balance player numbers and avoid byes. In such an event, they will cast votes for other participants according to their role in that round, but will themselves be considered ineligible for any of the voting categories.

DISPUTES

In disputes, it is assumed that the Gamesmaster for that round has the casting vote. However, in the event of serious disputes, the matter should be referred to the event organiser(s).

All participants should be aware that unsportsmanlike or obstructive behaviour will at a minimum severely harm their chances in the voting, but may in extreme cases lead to penalisation or outright disqualification from the



CHARATER GUIDELINES

There are only two firm requirements on the design of a character:

- A completed character sheet, suitable for use during play.
 - A simple printout of the character's stats and equipment will not suffice; the sheet should have space to mark injuries, expended ammo and other such details of game-play on it.
- A painted 54mm scale WYSIWYG model.
 - It doesn't need every last grenade, reload or hidden knife visible on the model, but other players should not doubt that the model reasonably represents the character in question.
 - The model should be painted and based to at least a minimum tabletop standard (defined at the organiser's discretion). Unpainted models will be removed from play.

However, the following guidelines should also be taken into consideration:

- Players are not required to base their "warband" around an Inquisitor. Many different parties within, without and beyond the Imperium will be seeking to manipulate events.
 - Possible suggestions might include cells lead or sponsored by Rogue
 Traders, Ecclesiarchs, Techpriests, heretics, traitors or even some of the
 more manipulative Xenos races all of them individuals who could
 potentially assist, challenge or outwit the Inquisition.



- Characters should fit the aesthetic of the Warhammer 40,000 universe and Inquisitor game.
- Characters deemed grossly inappropriate to the spirit of the universe or game may be removed at the organisers' discretion.
- Characters may have more than one equipment load-out and swap between them between games.
- These alternate load-outs should be represented by their own WYSIWYG model.
- Character sheets should show moderation and willingness to fit the spirit of the game.
- We recommend that characters follow the guidelines of the "Conclave Standard".
- Players are permitted to write and use custom rules/skills/equipment for their characters.
- In order to ensure fair games, gamesmasters and/or the organisers are entitled to exercise their discretion should they wish to adjust a player character's characteristics, rules or equipment before or during any game.

For the narrative event on Saturday, it is strongly recommended to use one "warband" with a strong background link. For the open event on Sunday, players are entirely welcome to bring multiple "warbands" and change between games.

If you feel you need help with your characters, or are worried about whether they are suitable for the day, please contact the organisers.



RULESET

The ruleset for the event will be the V1.1 Inquisitor Living Rule Book (available here) with the following amendments/additions:

1) Lightning Reflexes

The Living Rule Book entry for the "Lightning Reflexes" Special Ability is to be removed and replaced with the following two entries:

1a) Lightning Reflexes

The character has astoundingly quick reflexes and can react to circumstances with blinding speed. The character may, at any point once per round, attempt to take a "Reaction". This is always a single action which must be a 'reflex', reacting to the actions of another character or to an event. As ever, the GM is the final arbitrator.

The player declares their reaction and rolls a D6. If the result is equal to or less than the character's Speed, the Action is achieved (a roll of 1 always fails*). Once the Action has been resolved the round continues as normal and the character whose turn was interrupted may continue his turn.

* No, "a roll of 1" is not a typo.

1b) Lightning Wits

The character thinks on his feet with outstanding speed, able to assess a combat situation and come up with the best course of action in moments. If a character with Lightning Wits needs to Change his Actions as described on page 26 of the Rulebook, then he automatically passes the Initiative test to re-declare his actions.

Additionally, he may ignore his first compulsory Pause for Breath action per turn. (For example, when re-declaring his actions, or if he is in a close combat that ends while he still has actions left.) This does not apply to non-compulsory Pause for Breath actions declared by the player.

2) Psychic Powers

These rules slightly reduce the severity of psychic willpower loss, in order to encourage characters to be willing to risk more dangerous tests.

2a) Recovery from Willpower Loss:

During the recovery phase, a psyker may take a Willpower test (on their current Wp). If the test is passed, then he may recover D3 willpower, plus his current Wp bonus (+1 for each 10 points above 50).

Additionally, a psyker may spend actions during his turn to attempt this "psychic recovery", handled in exactly the same manner.

This may only recover Willpower lost due to psychic failures/risky actions (no recovering from Neural Shredders this way!) and under no circumstances can this boost a psyker beyond his starting willpower.

3) Communication and persuasion

Some of the scenarios may be won by means other than violence. These rules amend the normal speech and conversation rules, and add rules for persuading or threatening other characters.

3a) Speech

Characters are permitted to speak up to one medium or two short sentences per action (approximately 15-20 words). This is an exception to the normal guidelines of 2-3 seconds per action, in order to encourage speaking as an alternative to violence.

3b) Conversation

A character can declare a Conversation as an action, declares the target of his Conversation (who must be engaged in non-hostile actions, and within hearing distance). Any further actions need not be declared (similar to melee combat).

For each Action, the active character may speak, to which the target may then (but is not obliged to) make a response. The active character can end the conversation at any point, but must spend a Pause for Breath to reallocate actions mid-turn.

3c) Persuasion

Often there will be occasions when one character wishes to talk another character into doing what he wishes.

If a character wishes to attempt Persuasion, his target must be able to hear him (or otherwise understand his meaning). The character must then present an argument, of up to a few seconds of speech per action.

Once his argument is complete, the persuading character takes a Leadership test using half-Leadership. If he is successful, then the target will be persuaded by the argument unless he can pass a Willpower test on half-Willpower, modified by -10 for every full 10 points of success on the persuading character's Ld test. (Note that a character may choose to be persuaded without testing).



The gamesmaster may add additional modifiers for persuasion (a scale between +30 and -30 is recommended). The persuader's test should be rewarded for intelligent, eloquent arguments and reasonable requests (but penalised for uninventive reasoning or making outrageous demands) and the persuadee's test should be rewarded if he has good reason to doubt or disbelieve the persuader.

While persuaded, a character is expected to act appropriately, and may not attack the persuading character (unless that's specifically what they were persuaded to do). They may in the recovery phase or by spending up to one action per turn test Sagacity in order to re-consider the persuading character's argument. If this is passed, then the character is no longer persuaded.

3d)Threaten

When persuasion fails – or a character isn't a persuasive type – then threatening might work. Threatening works in exactly the same way as persuasion, but the target tests against half-Nerve.

Similarly to persuasion, the Gamesmaster should modify tests based on the credibility and creativity of the threat.

4) GM's prerogative

As per normal, the organisers and Gamesmasters may alter, add or ignore parts of the ruleset as they wish, and their decision is always final.

They also have appropriate remit to adjust, remove or otherwise alter characteristics, special rules, weapons or equipment of any character in their game before and/or during play at their discretion.

SCENARIO DESIGN FOR OPEN EVENT

Time

Each game has at most 1 hour 45 minutes allocated to it. This includes the time you have to get to know and brief your players and there's no guarantee that they'll all be rushing to the table. Assume that you will have 75-90 minutes of actual play and then the game will cease. Players will probably prefer a game that has a satisfying resolution to one which just halts in the middle of a turn.

This is a fairly tight time-slot, but it is possible to fit a lot of action into this space. Cut straight to the meat of the action, don't let your players dawdle, and don't be afraid to use your GM's omnipotence to fast-forward if the players are hopelessly wandering around in the middle of nowhere.

Although it is at your discretion, it is advised for reasons of timeliness that you limit your players to at most four characters each if you have two players at your table, and at most three characters each if you have three players at the table.

Players

The arrangement of the event means that each GM may find himself with either two or three players, of mixed philosophies. This is entirely dependent on the number and disposition of the players who turn up.

If your scenario relies upon there being three players and you get only two, you need a back-up plan, and if you're dependent on one of the players bringing a Chaos Magus, you may need a re-think.

If your scenario relies upon there being three players and you get only two, you need a back-up plan, and if you're dependent on one of the players bringing a Chaos Magus, you may need a re-think.

If you wish, you are entirely permitted to prepare multiple scenarios and then choose between then based on the players and characters you will be running the game for.

Omnipotence

The parameters of the game and the players are entirely in your hands. Environmental conditions are at your beck and call, as well as every other aspect of the game. This applies to the scenario design as much as it does to the course of the game.

You are entirely free to create and bring your own resources, terrain, NPCs or other scenario elements and use them on the day.

However, remember that as the GM and scenario designer, it is your job to ensure that the game is fun, engaging and entertaining. Try not to get too carried away with a radical vision - don't forget that the GM is there to serve the players, not the other way around.

Presentation

The organisers won't be asking you to hand in your scenarios, so participants are free to present them in whatever form they desire.

You could simply have an idea and explain it to your players on the day, or you can go all-out, presenting players with "blood" stained briefing packs (do not use real blood), manila folders stamped with the thrice-barred "I", or deliver the briefing as a reading of the Emperor's Tarot, whispering ominously from under a hooded cowl.

SCORING OF GMs

Scenario

- 0 The scenario was unoriginal, over-complicated and badly prepared.
- 2 The scenario showed signs of effort in its design, but failed to engage the players.
- 4 The scenario was adequate, engaging the players' attention and providing an entertaining hour.
- 6 The scenario was highly engaging, with some glimpses of genius.
- 8 The scenario was an exceptional and original piece of design imagination.
- 10 An outstanding work that cannot possibly be improved upon.

Control

- 0 The GM lost control to the players in the first turn and never got it back.
- 2 The GM struggled to retain control of the game.
- 4 The GM occasionally lost control to one or more players.
- 6 The GM had full control throughout.
- 8 The GM's control was enforced with sensible and appropriate penalties and bonuses.
- 10 The GM ruled the players with a rod of iron as if he were the Emperor Himself.

Knowledge

- 0 The GM did not appear to have ever read the rulebook before.
- 2 The GM was constantly referring to the rulebook.
- 4 The GM knew the fundamentals but struggled with anything out of the ordinary.
- 6 The GM rarely had to refer to the rule book.
- 8 The GM ran the whole game using nothing but the reference sheets.
- 10 The GM's knowledge of the rules bordered on pathological.

Fun

- 0 The game was a miserable and embarrassing experience.
- 2 The game had no highlights or events of interest.
- 4 The game was alright.
- 6 The game was exciting and entertaining.
- 8 The game ran the full gamut of experience from high drama to low farce and everything in between.



SCORING OF PLAYERS

Objectives

- 0 The player lacked any focus and made no effort to complete his objectives.
- 2 The player made some effort, but didn't get very far.
- 4 The player made a solid effort to achieve his objectives, but was nonetheless bested.
- 6 The player achieved some of their objectives/partially completed their objectives.
- 8 The player achieved their objectives, but with setbacks.
- 10 The player fully achieved all of his objectives with a well oiled and flawless plan.

Character

- 0 The "characters" the player brought to the table were utterly generic and had the personality of a beige wall.
- 2 The characters were uninspiring, although showed occasional scraps of originality and personality.
- 4 The characters had potential, but were not particularly compelling.
- 6 The characters showed originality and were played appropriately.
- 8 The characters were interesting, unique and were role-played expertly.
- 10 Between exceptional role-play and character depth, the player's characters were all but real.

Cooperation

- 0 The player was consistently selfish, deliberately flaunted the spirit of the game and had no consideration for the enjoyment of others.
- 1 The player was often distracted by trying to "win", forgetting they were part of a collaborative story.
- 2 The player showed some understanding of the cooperative narrative of Inquisitor.
- 3 The player showed a solid adherence to the spirit of Inquisitor.
- 4 The player noticeably put the needs of the game before his own success.
- 5 The player fully engaged with all the others and crafted a story that was much more than a game.

Coolness

- 0 The player actually hindered the ability of others to do interesting things.
- 1 The player's characters never did anything exciting.
- 2 The characters' actions sparked occasional enthusiasm.
- 3 The player did a good job keeping his part in the plot interesting.
- 4 The characters engaged in many thrilling heroics and witty banter.
- 5 The player was constantly electrifying, energising the entire game in kind.

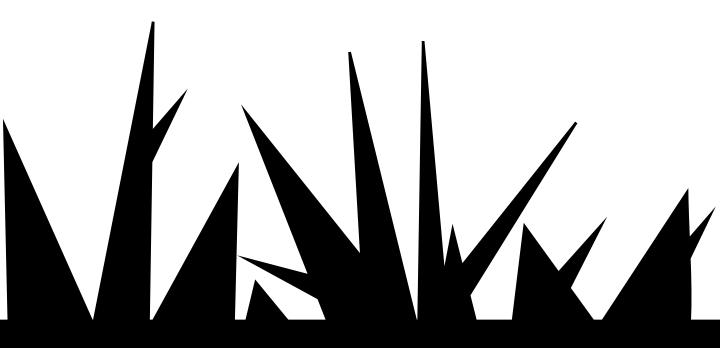
Intelligence

- 0 The game was like watching an untrained ape.
- 1 The player occasionally lapsed into childish or daft strategies.
- 2 While not particularly creative, the player showed logic in their approach.
- 3 The player used his head and played intelligently.
- 4 The player used a clever and imaginative strategy to achieve his objectives.
- 5 The player totally outwitted everyone else on the table, including the GM!

Timeliness

- O The player prevented the game from beginning on time and was tediously slow in his gameplay.
- 1 The player caused the game to drag with his slow decision-making and gameplay.
- 2 The player sometimes took more time than necessary over his turn.
- 3 The player took the normal amount of time to play his turn.
- 4 The player was highly quick and decisive.
- 5 The player was like lightning... on 'Slaught!





REMINDER

Remember, this is a Gaming Pack and provides only the information you need to play in the London Grand Tournament 2018 Inquisitor Narrative Event. For all details on prizes, venue and much much more: please refer to our event Programme

