

Inquisitor Revised Edition Crib Sheet

Version 1.1 for IRE V0.2.0.3

Dice Rolling

- **Margin of Success:** On a successful D100 roll, equal to the rolled value. (e.g. a roll of 23 has a *margin of success* of 23).
- **Margin of Failure:** on a failed D100 roll, equal to the rolled value minus the target value.
- **Degrees of Success/Failure:** Equal to each full 10 points of *Margin of Success/Failure*.
- **Opposed dice rolls:** Won by the character with the greater *margin of success* (or lesser *margin of failure*, if specified). The active character wins tie-breaks. *Opposed Margin of Success* is equal to the difference between each character's *margin of success* (treating failures as no *margin of success*).

Actions

- **Action rolls:** Pass on a 3+ on a D6.
- **Critical actions:** Succeed critically if units die of a successful D100 roll is a 1 (e.g. 01, 11, 21, etc), or equal/under stated value.
- **Hazardous actions:** Fumbled if the units die of a D10 or D100 roll is a 0 (e.g 10, 20, 30, etc), or equal/over stated value.
- **Pausing for Breath:** *Passive* (see Reactions).
- **Changing actions:** If an opposing character uses a non-*passive* reaction, or at the GM's discretion. Must either pass an I test or declare a *counter-reaction*. If successful, may re-declare actions, but the next action (or the counter-reaction) must be a *pause for breath*. Failure ends character's turn.

Reactions

- **Basics:** Must be aware of action. Must be declared immediately after initiation of action, before dice rolled for resolution. Maximum of **Speed/2** reactions stored at once. Stored reactions automatically lost at start of character's turn.
- **Passive:** Passive actions/reactions can never trigger reactions.
- **Reaction Test:** Characteristic test (uses Initiative by default) to react, may be modified dependent on circumstances.
- **Action/Reaction sequence:** Reaction after action, except Defensive reactions
- **Defensive reaction:** Takes opposed test against triggering action, usually to cancel it. Always *Passive*.
- **Reserved reactions:** Reactions held back by either sacrificing action dice or using the Wary action (*Passive*). Choice of reaction made when attempted, always require Reaction Test.
- **Prepared reactions:** A pre-declared reaction (preparation is always *passive*, but must meet normal conditions for the action - e.g. must have valid target). At any later point, player can choose to trigger the reaction. Does not require Reaction test (except for Defensive reactions, which are at +20)
- **Counter-Reacting:** Reacting to a reaction is only permitted if the counter-reaction is Prepared, made while in the Engaged State, or to perform a Defensive reaction or Pause for Breath.

Engaged State: May be initiated as a free action or reaction. No test required.

Limited to 5 yard awareness, declares actions one at a time (like LRB close combat), free reserved reactions against opposing characters' actions or reactions within 5 yards.

Disengaging: May disengage by pause for breath to re-declare remaining actions, or freely at start of their turn (before declaring actions), at end of their turn, or immediately after any action where an opposing character within range disengages, moves out of Engagement range or goes out of action.

Movement

- **Weaving** (Evading) or **Sprinting** convey -20 penalties to *Awareness* and *Reaction* tests.
- **Carrying:** 2 yds/action. Dragging characters/objects too heavy to lift: 1 yd/action
- **Jumping:** (Horizontal) May use **S** or **I**, and is *Hazardous* (9+) - randomise stumble on take-off (halve character's stat for calculating distance) or landing (fall prone).
- **Leaping:** (Vertical) Halve distances for above, may reach and climb up to 2 yards above this point.
- **Climbing:** *Hazardous* - test **S** or **I**, or fall.
- **Dropping:** *Hazardous* action to drop down up to 4 yards - fall if failed.
- **Falling:** 1 hit per 5 yds (or part) fallen, doing D6+Yds damage, each *stunning* for D3 turns.

Shooting

- **Arc of Fire:** Increased to 90 degrees.
- **Aiming:** Characters may rest weapon for free as part of aim action. Max three levels of aim. Aim levels may alternatively be used to gain +/- 20 location modifier or Penetration(D6) (Max 1 level). Choice of bonuses declared during action. All shots in action must use same bonuses.
- **Placed Shots:** Replaced by called shot mechanic above..
- **Overwatch:** Special *prepared reaction*. Character doesn't need specific target at declaration, may nominate area up to 4 yds across.
- **Semi-Auto:** +10 to hit, +5 for each shot in burst, double range penalties. If shot hits, may roll again (with a *target number* equal to the previous *margin of success*), until a miss or all shots rolled for.
- **Full Auto:** +10 to hit per target, +2 per shot in burst, triple range penalties (furthest target in group). Ignores size/movement/aim modifiers. Dice "explode" as for Semi-Auto.

Shooting Continued

- **Flame:** +30 to hit, -2 per yd range, -2 per yd target movement, -20 per extra target/space in group. Every two degrees of success causes an additional hit. Lvl of Hazardous for each yd of firer movement above walk - firer takes D3 hits from weapon on fumble.
- **Blast weapon:** Misses scatter D3 yds + D3 yds per *Deg. of failure*. (If out of range, single 2D10 yds roll).
- Thrown blast weapons: *Hazardous*(9+)
- **Indirect fire:** As normal blast weapons. GM decides **BS** penalty dependent on difficulty.
- **Pinning:** Characters may perform *Defensive Reactions* while pinned.

Reactions:

- **Evade:** *Defensive reaction*. -30 without the Agile (Dodge) traits. On an opposed success, the character avoids the incoming shooting attack. See full rules for special cases.

Melee

- **Engaged state:** See Reactions notes.

Attacks: Melee attacks have a 5 yd range (or 3yds if the character cannot freely walk).

- **List of Attacks:** Standard, Grapple, Stagger, Fire Ranged Weapon, Feint, Precision Strike, Power Attack.

- **Critical:** Attacks are critical. On critical success, may re-rolling either the damage or a characteristic test for the attack.

Modifiers: only listed if changed or new:

- **Reach:** Compare Reach and yds to target. +10 to hit if equal, decreased by -10 for each yard difference (to a maximum of -20).
- **Attack Penalty:** As on weapon profile.
- **Turning to attack:** -20 in side arc, -40 in rear arc.
- **Called Attack:** -10 to hit, +/-20 to hit location.

Movement: May use standard move actions, or the Manoeuvre action:

- **Manoeuvre:** 2 yds / action. Take **WS** test at +20, which reacting characters within 5 yds must beat on an opposed roll in order to use a move or turn as part of any *reaction* or *counter-attack*.
- **Fighting for position:** Any successful attack, parry or dodge (even if beaten, other than by a Manoeuvre) permits a free two yard move within 5 yard melee range. Winner of opposed roll chooses order of moves.

Reactions:

- **Parry:** Defensive. Uses **WS**. Opposed success negates attack. If opposed margin beats weapon attack penalty, may counter-attack. Critical - automatically wins opposed roll.
- **Dodge:** Defensive. Uses **WS**. Opposed success negates attack. Obligated to make two yd positioning move (-20 if not possible). Only uses facing penalty (No +20 mod). Critical - automatically wins opposed roll.
- **Take the Hit:** All non-defensive reactions when in melee (GM discretion) are counter-attacks.

Counter-Attacks:

- Free action. Interrupts turn. Declared after confirmation.

Psychic Powers

- **Psy Rating:** Represents raw power (rather than skill) of psyker.
- **Casting Psy Rating:** (CPR) Portion of power used for given power. Each level above 2 used reduces Difficulty by 5, to a minimum of half.
- **Effective Psy Rating (EPR):** As CPR, minus Intensity or other penalties. Used to calculate magnitude.
- **Hazardous:** Hazard equal to 11 minus CPR. If fumbled, test Willpower. On pass, cause Psychic Phenomena. On fail, cause Perils of the Warp. (See full rules for Phenomena/Perils tables).
- **Line of Sight:** No bonus for powers that don't need it.
- **Psychic Bolt:** Uses psyker's **Wp** in place of **BS**. Concentration provides half normal aim bonuses.

Reactions:

- **Nullification:** Defensive. Must be psyker. Uses **Wp**. -20 penalty & +/- 5 for each level nullifying psy rating beats/is beaten by CPR. On success, power has no effect within 5 yards. Hazardous, as per casting.
- **Resist:** Defensive. Psyker or non-psyker. Uses **Wp**. -30 penalty & -5 for each level of CPR. On success (even if opposed), specific individual resists effect of power.

Injury

- **Injury results:** All Immediate injury results from a given hit are applied. Persistent injury results on a location stack, applying the effect of the current injury level and lower.
- **Stunning:** Stunned results do not stack - although all results should be rolled for, only the highest (remaining) result applies. Stunned results from any source are limited to a maximum of 3 turns.
- **System Shock:** Threshold at 10, 15 and 20 damage to injury total. +20 **T** bonus if prior injury less than System Shock Value.
- **Healing:** Active healing uses **Sg**, not **T**.
- **Knockback:** Applied only if attack specifically mentions it, or at the GM's discretion.
- **Heavy Leg Injury:** Replaced by Prone result.