

+++INQUISITOR+++



THE RECONGREGATOR +++ SOURCEBOOK +++

INQUISITOR

Presented by

DARK MAGENTA

INTRODUCTION

Welcome to the *Recongregator Sourcebook*. Some time ago, Games Workshop published the *Thorian Faction Sourcebook*, which was originally promoted as the first in a series of books looking at the various factions and philosophies of the Inquisition. With the scaling back of the Specialist Games division, the other sourcebooks were put on hold, and it appears that there are no plans to continue the series. For this reason I decided to sit down and write my own sourcebook as a resource for other Inquisitor players (and perhaps players of the Warhammer 40,000 RPG *Dark Heresy* will find it useful too).

The first source book focused on the Thorians, a puritan philosophy dedicated to the resurrection of the Emperor. For this book I decided to explore one of the radical philosophies. Most players who design radical Inquisitors seem to go for daemon-sword wielding Xanthites, so I figured it would be fun to write about one of the more neglected philosophies - the Recongregators.

Most of what follows is non-canonical, it is a product of my imagination, but firmly based on what has been written in sources published by Games Workshop over the years.

This sourcebook contains the following sections:

An Introduction to the Recongregator Movement: An overview of the beliefs and aims of the Recongregator Movement.

Origins of the Recongregator Movement: An overview of how the philosophy came about and how it has evolved since its adoption by members of the Inquisition.

Sub-factions and Predecessors of the Recongregator Movement: A look at some of the diverse philosophies that exist within the Recongregator framework of beliefs.

Recongregators and other Factions: How Recongregators view other philosophies and how they are viewed in return.

Recongregators within the Ordos: A detailed look at Recongregators within the Ordos of the Holy Inquisition. In particular their preferred methods of operating and their allegiances to other organisations within the Inquisition and without.

The Ordo Sicarius: An overview of one of the smaller Inquisitorial Ordos, one that the Recongregator movement has exerted considerable influence over from its inception.

Recongregator Characters: An examination of a few notable followers of the Recongregator philosophy.

Recongregators in the Game: A discussion of Recongregator themed scenarios and warbands, plus favoured wargear and weaponry for use in your games of Inquisitor.

Main text by David Knowles. Characters by John Kidby, Derek Gillespie and Horst Janott. Additional text and fiction by Paul Rannard and John Kidby. Models by Derek Gillespie, Nick Garrett & David Knowles. Artwork by Paul Rannard.

Although the majority of the text is original, it builds on the work of numerous GW writers. Particular credit must be given to Gav Thorpe, author of *Inquisitor*, the *Thorian Sourcebook* and *Codex: Assassins*, and Neil Roberts, author of the *Bringers of Death* article in *Exterminatus* 8. This book would not have been possible without their work.



This source book is completely unofficial and in no way endorsed by Games Workshop Limited. Text and layouts are © Dark Magenta and its proprietor. Artwork and characters are the property of their respective owners. No part of this magazine should be reproduced in any form without the express permission of the Editor-in-Chief. Dark Magenta is a non-profit-making organization and with the aim of promoting the Inquisitor game, products and hobby. 40k, Adeptus Astartes, Blood Angels, Bloodquest, Cadian, Catachan, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Cityfight, Codex, Daemonhunters, Dark Angels, Dark Eldar, Dawn of War, 'Eavy Metal, Eldar, Eldar symbol devices, Eye of Terror, Fire Warrior, the Fire Warrior logo, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, GW, GWI, the GWI logo, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khorne, the Khorne logo, Kroot, Lord of Change, Necron, Nurgle, the Nurgle logo, Ork, Ork skull devices, Sisters of Battle, Slaanesh, the Slaanesh logo, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Tau, the Tau caste designations, Tyrannid, Tyrannid, Tzeentch, the Tzeentch logo, Ultramarines, Warhammer, Warhammer 40k Device, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

An Introduction to the Recongregator Movement

As recent events have shown, corruption is rife even at the very highest levels of the Imperium. The Inquisition was created to protect mankind from threats both external and internal. While we concentrated on the former, on the latter we have failed utterly.

From the introduction to 'Recongregation and the future of the Imperium' by Elmina Nouh

Adherents to the philosophy of Recongregation claim that the Imperium is a dying beast, crippled, diseased and failing under its own weight. They claim that the institutions that were built to serve mankind have become bogged down by corruption and inefficiency and no longer serve their intended purpose; that if the Imperium is allowed to continue in its current stagnation, it will eventually fall apart entirely and mankind will become easy prey for the innumerable horrors that surround it. Some of the more extreme among them even dare to claim that the Emperor's grand plan for the future of mankind has been usurped by selfish men who claim to rule in His name, but in reality are just serving their own petty ends.

To remedy this, Recongregators believe that the institutions of the Imperium must be pulled down and rebuilt into stronger and more efficient forms, in the hope of ushering mankind into a new Golden Age. They want to sweep away the quagmire of selfish, corrupt politics and unwieldy bureaucracies, and replace weak men with strong leaders with a will to change and improve the Imperium. To this end, Recongregators attempt to destabilise Imperial institutions from within. Most believe that this change must be implemented subtly and gradually; that too much upheaval may well bring about the premature downfall of the Imperium and invite

disaster for all mankind. However, they are generally not above taking extreme action if they deem it necessary to bring about the desired change.

The Inquisition as a whole generally regards Recongregation as one of the more radical philosophies. Its focus on improving the lot of mankind at the expense of the Imperium is anathema to most. Although few would disagree with the Recongregators' removal of corrupt or incompetent individuals, most Inquisitors believe wholeheartedly that the Imperium is a manifestation of the God-Emperor's will, that it is guided by His divine plan, and that it must be maintained for the good of humanity. More than anything, it is the Recongregators' desire to remodel the Imperium that brings them into conflict with their peers.

Many Recongregators hold a deep-seated belief that the Imperium should be continuing along the path the Emperor laid down when He walked amongst them - that the Great Crusade should be continuing, and that the Emperor's ascension should have been the spur mankind needed to push out into the rest of the galaxy and take their rightful place as unquestioned masters of the galaxy. Instead, that blessed event was used by petty-minded men to cement their own temporal power.

Through her magnoculars she watched Inquisitor Kaled stride purposefully across the landing pad. Beneath the glare of the landing lights he cast long splayed shadows. She had hoped the old man wouldn't learn of her plans until it was too late, but once again he was here interfering. Every time she tried to restructure the Imperial Navy, to remove the weak officers and replace them with new men - men of vision and strength - Kaled would turn up and disrupt everything, casting a meddlesome light into the shadows she had engineered.

The tragedy of it was she knew that Kaled also wanted to see the Navy restored to its former glory. But he disagreed with her methods. His stubborn unwillingness to cross the rubicon and compromise his convictions was frustrating. Worse, his intrusions were preventing the glorious crusade against the enemies of Mankind that would surely follow if her plans were successful. Unfortunately she knew that his traditional and conservative policies would only succeed in maintaining the old guard. Kaled had never embraced the reforms that she knew were necessary to really make the Navy strong again.

The current Admirals were weary and weak men, entrenched in a mentality of defeatism. They needed to be replaced with men who would take the fight to the enemy, rather than slowly giving ground in a constant enfeebled defence. The long retreat would only stop when the Navy attacked and advanced. Her current plan, to depose Admiral Goodchild had taken months to implement. Infil-traitors on his staff were about to have him incriminated in a strategy of incompetence, but a recent purge had unmasked most of her agents. Now she knew who was responsible.

Kaled was talking to a robed adept who she recognised from her files as his chief savant, and both were completely unaware of her presence. If only she'd brought a rifle; reluctantly she calculated how easy it would be to put a bullet through his brain. But that wasn't her way, she couldn't afford to be implicated in such an outrageous assassination. Perhaps a tragic accident could be arranged? In fact, if the Admiral could be implicated in the 'accident' she would be able to kill two birds with one stone. An intricate plan quickly formulated in her mind. A shame to destroy such a determined Inquisitor, but his dedication was to failed methods and organisations.

As she reached for her comm-link, she was startled by a polite cough. How he had managed to sneak up on her while wearing all that armour she would never know, but there behind her was a Naval Stormtrooper, hellgun at the ready. He handed her a folded and sealed parchment saying,

"Madam Inquisitor. My master requests the pleasure of your company. He wishes to discuss your recent activities."

She did not have to open the letter to know who it was from.

"Tell Inquisitor Kaled I'll be there shortly." she sighed.

Origins of the Recongregator Movement

The official response of the Inquisition to the events that have become known as the Age of Apostasy is the proposed founding of the Ordo Hereticus to scrutinise the Imperium itself. Simply watching Imperial institutions is not enough; the Imperium itself must be reformed so that events such as these can never again occur.

Extract from 'Recongregation and the future of the Imperium' by Elmina Nouh

It is said that following the Age of Apostasy, the Inquisition realised that their focus on external threats had allowed black corruption to take seed within the very heart of the Imperium. Goge Vandire, the 361st High Lord of the Administratum, used a combination of blackmail, bribery and murder to establish control of the Senatorum Imperialis, eventually declaring himself Ecclesiarch as well as High Lord of the Administratum. Using the power of both positions, he set about establishing a galaxy-wide reign of blood the likes of which the Imperium had never seen.

The anarchy that followed, also led to the Wars of Vindication within the Officio Assassinorum, where assassin fought assassin within the very walls of the Imperial Palace. The Inquisition's formal response to these events was the founding of two new Ordos. The Ordo Hereticus, whose purpose was to check the power of the Ecclesiarchy, and the Ordo Sicarius tasked with monitoring the Officio Assassinorum. What is less well known is that these events also led to the birth of Recongregation as we know it today.

A small cabal of Inquisitors believed that keeping a close watch on, and limiting the power of the Imperial institutions was not enough - that to protect humanity, the Imperium itself had to be rebuilt and strengthened against enemies both within and without. Their ideas were set down by Inquisitrix Elmina Nouh in a paper entitled 'Recongregation and the future of the Imperium'. Her paper was widely distributed within the Conclaves and fortresses of the Inquisition, where it found many supporters.

Thus, at the same time as the fledgling Ordos Hereticus and Sicarius were establishing their mandates, Elmina's ideas were taking root in the Inquisition. Those who had advocated stronger reprisals against the Ecclesiarchy and Officio Assassinorum now threw their support behind the philosophy of Recongregation. They spoke out against just watching Imperial Institutions, advocating instead active and extensive restructuring. The dispersal of the Assassin Temples across the galaxy was first called for by Elmina Nouh herself, as a way to strengthen the Officio and ensure that those in power could never again misuse it. Her proposal was later ratified by Inquisitor Jaeger, founder of the Ordo Sicarius.

While their fellow Inquisitors in the Ordo Hereticus purged the Ecclesiarchy of Vandire's supporters, the early Recongregators pushed their own people into the vacated positions as a way to ensure that the church would

change in such a way as to prevent it being subverted by one man, no matter how charismatic.

Over time, the Ordo Hereticus has grown to become the largest of the three major Ordos, and the Recongregators' influence within it has weakened. With Vandire's followers removed, and the signing of the Decree Passive, the majority of the Inquisition felt that the threat of a second Reign of Blood was effectively neutralized. Most believed that now was a time for maintaining the status quo, and the philosophy of Recongregation gradually lost favour. Over the last few millennia, the Recongregator movement was labelled 'radical' and pushed underground, forcing many Inquisitors to hide their beliefs and practise them only in secret.

Within the Ordo Sicarius, things evolved a little differently. The early Recongregators realised that the special operatives available to the Ordo would be the perfect tools for their policies. For this reason, a large number of Recongregators joined the fledgling organisation, and the philosophy of Recongregation became deeply entrenched within the Ordo Sicarius. When it became clear that the Ordo was in danger of being controlled by a single faction, especially one seen by many as radical, there was a backlash from the more puritan elements - in particular from those whose views would now be called Amalathian. These factors have meant that the entire history of the Ordo Sicarius has been a balancing act between Recongregators and their more puritan brethren, with each side gaining the upper hand at different times throughout history as the support for various philosophies has waxed and waned.



Sub-factions and Predecessors of the Recongregator Movement

Of course, the ideas I propose are not entirely new. Since the foundation of our Holy Orders there have always been those among us who believed as I do. Although these people have been prosecuted in the past, recent events have vindicated their desire for change.

Extract from 'Recongregation and the future of the Imperium' by Elmina Nough

The philosophy of the Recongregators did not simply leap from the void fully formed; from the earliest days of the Inquisition there have always been those who believed that the Imperium needed to be restructured and rebuilt. Likewise, Recongregation is not the only movement that advocates such restructuring; it is merely the most widespread.



Galerathites

The Galerathite movement is an ancient precursor of Recongregation. It came into being shortly after the proclamation of the Ecclesiarchy as the official church of the Imperium, long before Recongregation took its current form. Galerathites believe that mankind must throw off the shackles of religion and take control of its own destiny by following the path laid down by the Emperor during the Great Crusade. Their main focus is on undermining the power of the Ecclesiarchy and bringing it down.

The movement is named for Inquisitor Galerath, who uncovered speeches attributed to the Emperor where He advocated a secular state and denied His own divinity. Galerath wrote a number of papers based on these transcripts, wherein he set forth his belief that the Emperor would be appalled by the religion that had grown up around Him, particularly its focus on keeping the masses subjugated and ignorant. Galerath's views did not win him many friends, and when he was arrested and executed for heresy by Cardinal Tyrius III there were few within the Inquisition who raised any objection.



Macharians

Following the Horus Heresy, Roboute Guilliman restructured the Imperial military. The Space Marine Legions were broken up into Chapters and the army and navy were divided to ensure that one man could never again wield the massive combined forces that Horus turned against his father. The Macharians believe that this decision was a mistake; that under the watchful eyes of the Inquisition there is no reason why men such as Lord Solar Macharius, who liberated a thousand worlds during his crusade to the fringes of Imperial space, could not be given formal command of both army and navy. They believe that to do so could only strengthen the

Imperium's already considerable military might and may even usher mankind into a new Golden Age.



Macharians sow discord amongst the upper ranks of the military, discrediting those who have risen to undeserved heights through wealth, ancestry or politicking, and replacing them with more able leaders. They throw their support behind Warmasters who by force of personality can gain the trust and respect of all branches of the military, men who, even if they will not gain formal command of these forces, will have sufficient influence to lead them against the enemy.



Renovists

The Renovists are a fairly recent and much more extreme offshoot of the Recongregator movement. Unlike most Recongregators, who believe that change must be implemented gradually, the Renovists believe that the greater the upheaval, the greater the change that will stem from it. They work to create turmoil on a massive scale, destroying entire institutions or planetary governments, and then rebuilding them from the ground up. Even many Recongregators see Renovists as being too radical, almost to the point of heresy.

Like many Recongregators, Renovists will ferment anti-Imperial cults and use them to bring down Imperial institutions. However, where Recongregators use this unrest to restructure the targeted institution and replace its leaders with more powerful men with a will to change and improve, the Renovists use these cults to destroy the institution and then attempt to create something entirely new from the ashes. Renovists tend to have far fewer scruples about the means they will use to achieve their ends, in some cases even going so far as to supply their cults with weapons of mass destruction that may kill thousands, even millions, of innocents in the process of pursuing the Renovist agenda.



Zenathians

The Zenathians were an offshoot of the Recongregator movement who believed that stagnation was the greatest failing of the Imperium, and that left to their own devices men would work towards stability even though it will eventually lead to their downfall. To combat this they advocated a policy of change for its own sake, a constant cycle of destruction and renewal that was meant to reforge the Imperium into a fresh and powerful form, a policy that would keep mankind from resting on its laurels but instead constantly labouring to improve its lot.

Unbeknownst to many of its members, however, Inquisitor Zenath was in fact in thrall to a Tzeentchian daemon and had been for many years. The daemon, working through Zenath, caused untold damage across the Grialith sub-sector and beyond before it was finally stopped by Inquisitor Ostrakov of the Ordo Malleus and a team of Grey Knights. The remaining Zenathians were rounded up and executed as heretics in 223-5.M40. It was this incident more than any other that led to the widespread backlash against Recongregation that has been seen in recent years.



Iconoclasts

Iconoclasts believe that the Inquisition itself, with its diverse factions and internecine rivalries, is impeding the development of the Imperium. They claim that the Inquisition has become part of the problem, indeed it is at the very heart of the torpor affecting Imperial institutions. Iconoclasts have an especial enmity for those puritans whose actions have stifled the progress of the Emperor's great plan, believing that many factions within the Holy Orders are guilty of allowing the Imperium to stagnate and decay.

Iconoclasm was founded in the aftermath of the First War of Armageddon by Inquisitor Rafael Torres and his acolytes. Outraged and disgusted by the wasteful liquidation of entire Imperial Guard Regiments following their contact with Chaos, Torres determined that there were many Inquisitors whose over zealous actions were actually threatening the future of the Imperium. In his treatise 'The Emperor's Revolution', Torres advocated the destruction of Inquisitors whose actions threatened the renaissance of the Imperium. Iconoclasts will go to any extreme to destroy Inquisitors they consider counter-revolutionaries.



Recongregators and other Factions

At first this philosophy which I have dubbed Recongregation may be seen as heresy by some, however I genuinely believe that it is the only way to save the Imperium and over time it will be embraced by the majority of our brethren.

Extract from 'Recongregation and the future of the Imperium' by Elmina Nouh

Recongregators and Amalathians

Unsurprisingly, there is a great deal of discord between Recongregators and Amalathians, as their beliefs are diametrically opposed. Amalathians work to maintain the status quo, seeking out and neutralising any threats that might destabilise the power of the Imperium. To most Amalathians, change is considered the most serious threat of all, for change can herald disaster, or even derail the Emperor's grand plan entirely. Recongregators, on the other hand, are active agents of transformation, working to ensure that the Imperium evolves and is strengthened through change.

The Amalathian movement is a relatively new one, dating back to the beginning of the 41st millennium, but many of those who threw their weight behind it were Inquisitors belonging to factions that had opposed the Recongregator philosophies in the past and had been responsible for forcing the movement underground. On more than one occasion an Amalathian has accused the Recongregator movement of being composed entirely of terrorists and heretics; and at the very least they tend to see them as being immensely arrogant for daring to interfere with what they consider to be the grand plan of the God-Emperor.

This often leads to outright conflict between Inquisitors of the two factions, with the Recongregator working to destabilise or overthrow a particular person or organisation they see as weak or inefficient, and the Amalathian striving to maintain and bolster them.



Recongregators and Thorian

The primary source of antagonism between members of the Thorian and Recongregator factions is not their philosophies, but rather that the methods utilised by the Recongregators often hinder the activities of Thorian Inquisitors.

Most Thorians spend a large proportion of their time and effort seeking out possible Divine Vessels that have the potential to become an avatar of the Emperor-Incarnate. Their efforts are often unwittingly (or on occasion deliberately) thwarted by Recongregators, who habitually manipulate important leaders, visionaries, agitators and demagogues. Sometimes they make these individuals seem to be something they're not, and other times they can even destroy the very traits that made them interesting to Thorians to begin with. On the other hand, Thorians frequently blunder into situations that have been

deliberately and painstakingly engineered by a Recongregator working in secret to move a talented and far-sighted leader into a position of power and influence. Where the paths of a Thorian and Recongregator cross, the competing goals and simple frustrations on both sides almost always lead to dispute and often to physical conflict.



Recongregators and Monodominants

Considering the fact that Recongregators are generally viewed as radicals, and Monodominants tend to be seen as the most puritanical of factions, there is surprisingly little conflict between adherents to the two philosophies. The Monodominant Creed is concerned with safeguarding the superiority of mankind over the alien, the daemon, the witch and the mutant, while the Recongregators are concerned with transmuting Imperial institutions into stronger forms, the better to serve humanity.

However, although their two ideals are not particularly at odds with one another (especially compared to the Amalathian and Recongregator philosophies), there have been frequent clashes between Recongregators and Monodominants, both on the field of battle and within the halls of Inquisitorial fortresses. The activities of a

Recongregation-inclined Inquisitor are often mistaken for the destabilising activities of recidivists by their fanatical Monodominant brethren, and more than one Recongregator has had a carta issued against him by a Monodominant who saw his activities as heretical.

For their part, Recongregators have often had no choice but to respond with force to protect their plans when a Monodominant (a faction not known for their subtlety) blunders in and ruins years of hard work by killing off a Recongregator's carefully nurtured candidates in an indiscriminate purge.



Recongregators and Xanthites

Although many within the Inquisition see both Recongregators and Xanthites as 'radical', there is little common cause between the two, and there is a tendency for each side to view the other as the more extreme – sometimes even to the point of accusations of heresy. Although Xanthites are happy to harness the power of Chaos and turn it against itself, they consider themselves to be working for the good of the Imperium. They regard the destabilising policies of the Recongregators as being anti-Imperial. Recongregators, on the other hand, tend to see the Xanthites' use of warp-tainted artefacts as a crossing of the line. These facts alone have often brought members of the two factions into conflict.

Another source of conflict between Recongregators and Xanthites is the manipulation of heretical cults by members of both factions. On more than one occasion a Xanthite has manipulated a cult into doing his bidding with the intention of turning the power they unleash against the great enemy, only to find that a Recongregator is also manipulating the cult for his own purposes. Both sides are willing to take extreme action in the belief that their cause is the right one.

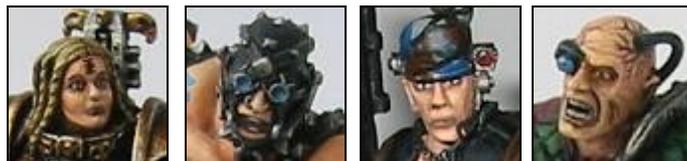


Recongregators and Istvaanians

At first glance the philosophies of the Recongregator and Istvaanian factions seem similar. Both factions believe in challenging the status quo and so strengthening the Imperium, but it is the differences in methodology that leads to conflict. The Istvaanians believe in strengthening humanity through adversity and strife. They ferment wars and violent revolutions to strengthen the Imperium through trial by fire. The Recongregators see this as a reckless and irresponsible course of action, preferring to effect change more gradually by seeking out and replacing individuals in positions to effect change.

On occasion, Inquisitors of the two philosophies have worked together to effect upheaval on a grand scale, with the Istvaanian creating an external conflict to test the defenders of the Imperium, and their Recongregator counterpart using the opportunity to weed out corrupt or weak men of power and replace them with strong leaders with a will to reform.

Such cases are rare however, and like most of the Inquisition, followers of the Recongregator philosophy tend to distrust Istvaanians. They believe that Istvaanians' destructive activities weaken and destabilise the Imperium without focusing on ensuring that it is rebuilt stronger than it was before. Too often a Recongregator has found that the institution he has carefully rebuilt is knocked down again by the activities of an Istvaanian who has fostered conflict and strife for his own ends. Many such encounters end in violent confrontation, as Istvaanians are renowned for not stopping at anything to achieve their goals.



"Master, I have done as you ask." said the robed figure. Although a hood concealed his features, his voice betrayed his youth.

"By this time tomorrow Cardinal Tyrell will no longer be in a position to interfere with your plans. The rumours my contacts have been spreading about his indiscretions with the Schola pupils have brought him to the attention of Witch Hunter Zagred."

"Good." replied the older man, he toyed with the Inquisitorial rosette hung from his neck as he continued,

"However, Tyrell is a pious and popular man, and many cardinals have pledged their support to him. Your rumours will not be enough to bring him down."

"I have already anticipated that master. When Zagred goes to confront Cardinal Tyrell tonight he will find him with a mutant child in his chambers. This will only confirm Zagred's suspicions. I think we can safely anticipate that when Zagred is finished with Tyrell, his career will be over. Probably his life as well."

The old Inquisitor smiled before replying.

"You have done well my acolyte. The power of the Ecclesiarchy will be dealt a blow from which it will take many years to recover. This will give me plenty of time to make the necessary reforms."

"Zagred is a useful tool is he not." said the young man.

"He is. He may not share our views, but he has unknowingly done much to advance our cause. I saw his potential when I sat on the panel that raised him to the rank of Inquisitor. He's a blunt instrument, but I have found him easy to direct and his purges have allowed me to keep my hands clean."

The Inquisitor paused, his eyes narrowed.

"Of course Zagred is only useful to me as long as he never knows that he is being used in this way. You have made sure of that my young apprentice?"

"I have master, there is nothing to link the mutant with you or your organisation. I personally dealt with the men who will sneak the child into his rooms. They will not be able to lead Zagred back to you."

"Well, there is one thing that links the child with me..." replied the Inquisitor as he drew his bolt pistol.

"M-my Lord, you cannot mean me? I have b-been loyal to you for years. I would never reveal what I know..." stammered the young acolyte as he looked down the barrel of the pistol.

"You have indeed served me well, it is a shame that the best way you can serve me now is by dying."

Recongregators within the Ordos

The Ordos are dedicated to combating specific threats, but the threat of stagnation and inefficiency with their debilitating influences on the Imperium affects us all; they impede us in our attempts to fight our enemies without and beyond. We must disseminate our beliefs throughout the Ordos and gather together those individuals with a desire to change and improve the Imperium.

Extract from 'Recongregation and the future of the Imperium' by Elmina Nouh

Many Inquisitors with Recongregator tendencies prefer not to join an Ordo. They feel that their work of rebuilding the institutions that make up the Imperium is best conducted as far from the gaze of other Inquisitors as possible. That said, membership in an Ordo brings with it many resources that a lone Inquisitor would find hard himself pressed to get hold of. However, a council of existing members must approve an Inquisitor's application for Ordo membership, and an Inquisitor who openly proclaims his Recongregator beliefs may find it hard to gain backing. For this reason, a Recongregator seeking to join an Ordo will usually either hide his beliefs (often professing to be an Amalathian) or seek to join the Ordo by approaching a cabal of Inquisitors with values similar to his own.



Ordo Hereticus

Of all the Ordos, Hereticus contains the largest number of Recongregators (though not the largest proportion). The Ordo's focus on the Enemy Within means that it is a perfect place for Recongregators to learn of individuals who may be useful to their plans. The more moderate Recongregators, having sought out these individuals, will then discredit them and their followers, putting them on trial for crimes against the Emperor, the Imperium and mankind. They will then take the opportunity to instigate reform and replace the older order with a new one made up of men with the strength and vision to effect change for the better.

More radical Hereticus Recongregators will often seek out these same heretics and anti-Imperial sects, and rather than destroy them, will often use them to bring down corrupt officials who allowed them to thrive in the first place. Recongregators and their agents are skilled manipulators who will attempt to alter the cult's philosophies to match their own goals. In extreme cases, a Recongregator may even found such cults himself if no suitable bodies exist.

Since Recongregation has fallen out of favour as a philosophy within the Inquisition, its followers, especially the more radical ones, have generally come to be seen as amongst the worst kind of radical by members of the Ordo Hereticus, with more extreme puritans even decrying them as heretics.



Ordo Xenos

Few Inquisitors who follow the Recongregator philosophy join the Ordo Xenos, as the Ordo is concerned with the Enemy Without than the Enemy Within. However, Inquisitors operating in sectors that border alien civilizations may join the Ordo to better understand the threats the Imperium faces, and how the Imperium must be restructured to counter those threats.

For example, in the relative peace that followed the end of the Damocles Crusade, the main threat from the Tau Empire came from the enigmatic emissaries of the Water Caste who visited Imperial worlds seeking to subvert them from within. In those times, many Recongregators saw that the best way to defend the Imperium was by weeding out those officials who might treat with the Tau, and replacing them with more loyal men who would help root out xenos-loving traitors.

In some cases a Recongregator may foster xeno-cults, directing their activities against the institution the Inquisitor sees as being in need of rebuilding. In the more extreme cases, Recongregators have actually employed xenos assassins and head-hunters to remove individuals or groups, and then used the subsequent outrage to place their own people in key positions of power.



Ordo Malleus

Similarly to the Ordo Xenos, Malleus' focus on the Enemy Beyond rather than the Enemy Within means that the Ordo tends to attract few Recongregators. Inquisitors of the Ordo Malleus know all too well the damage that Chaos cults can cause if they become powerful enough to summon even the lowest form of daemon, and so even the most radical of them tend to see the use of Chaos, or chaotic cults, as a way to break down and rebuild Imperial institutions as being a step too far. For these reasons, Recongregators within the Ordo Malleus tend to see their plans to restructure the Imperium as secondary to their daemon-hunting activities.

It is usually only after quashing a daemonic incursion that a Malleus Recongregator will turn to his secondary purpose and institute sweeping changes to the planetary authorities in order to ensure that such a situation does not occur again. This means that unlike their brethren in the Ordo Hereticus, Ordo Malleus Recongregators almost always act in the open; not for them the subtle plans and subterfuge to bring down and restructure institutions,

instead they and their associates will usually storm in and bring about drastic changes in a short period of time.

Where a Malleus Recongregator is working to a more long-term plan to bring about change it will often be

overseen by a trusted acolyte, while the Inquisitor concerns himself with his daemon-hunting activities.

The Ordos Minoris

Ordo Sepulchrum

Like the Ordo Obsuletus, the Ordo Sepulchrum is small and specialised, with little about it to attract those Inquisitors with an interest in Recongregation. Their focus on external threats from plagues and diseases, particularly those that lead to zombification of the victim, has little to offer the Recongregator philosophy.

One notable exception was the heretical Inquisitor, Olbin Walsh. In order to identify individuals in undeserved positions of power, Walsh would put the authorities under stress by unleashing plagues on the unsuspecting population and observe the responses of the Governor and Imperial institutions. Those who did not quickly act to put an end to the plague were quickly replaced by their more able and radical peers. When one of his plagues got out of hand on the hive world of Zeraphon III, millions of workers were infected. The resulting delays in munitions production were estimated to have extended the nearby Salem Worlds Crusade by two years, and cost the lives of over 20 million men. When the origins of the plague came to light, a carta was taken out against Walsh by a conclave of his peers. Walsh remains at large, but hunted to this day.



Ordo Sicarius

Recongregators within the Sicarius have used Callidus assassins to infiltrate Imperial organisations and sow discord from within, Vindicare assassins have picked off corrupt leaders from afar, with the Recongregator master ready to push someone new in their place - even the abominations of the Culexus temple have been deployed against Imperial officials where a Recongregator has espied heresy within the Adeptus Astra Telepathica. The Ordo Sicarius is covered in more detail in the following section.

Other Ordos

Although the above Ordos are the most well known, there are many others charged with protecting humanity against various threats from within and without. These

Ordos are generally small and/or secretive, and few outside their membership have any knowledge of their activities.

What little evidence exists suggests that the Ordo Hydra is dedicated to reforming the Imperium and even changing the very nature of humanity, recreating it as the subservient weapon of the Ordo's hidden masters. Despite several investigations by prominent Recongregators seeking to harness the power of the Hydra for themselves, the Ordo remains hidden, if indeed it ever existed in the first place.

The Ordo Obsuletus is believed to take responsibility for investigating unexplained and unsolved mysteries, such as appearances of the enigmatic Legion of the Damned, Ghost ships and any other unexplained phenomena that may pose a potential threat to the Imperium. Whatever the truth, this minor Ordo has never received much interest from the Recongregators who tend to be interested in more concrete threats.



Perhaps the most mysterious Ordo is the Ordo Illuminus. Many rumours exist as to their remit, however in truth all that is known is their name which was included on a list of Inquisitorial Ordos compiled by an elderly savant. Many Recongregators, alarmed by the rumour that the Illuminas may secretly rule the Imperium have spent decades attempting to track them down, but without success. Their failure to gather any evidence regarding the actual existence of the Ordo did not stop a cabal of Recongregators from declaring them a primary threat to their plans to reshape the Imperium.



To preserve you is no gain. To destroy you is no loss.
Interrogator Khmer Saloth Sar

The slender, wasp-like shuttle drifted effortlessly over a verdant forest canopy on the planet Quondam Rex, leaving a pair of iridescent vapour trails in its wake. Far beyond the vast, luscious forests, the neo-deco city of Fortuna Mundi was clearly visible on the horizon. Even from this distance the city shone, like a radiant jewel set beneath a languid azure sky. The primary city on Quondam Rex was spread out in a broad, sweeping crescent around the eastern edge of Lake Chrysalis. Fortuna Mundi gleamed in pristine hues of white and gold around the becalmed sapphire blue surface of the lake. It was truly a marvel to behold as it shimmered in the dazzling sunlight and was rightly famed for its astonishing elegance and beauty. And in equal measure infamous for its many vices.

Quondam Rex was a garden world reserved solely for the Noble families of the Bizet subsector and their indentured servants. More accurately it was a pleasure world specifically created by the aristocracies of the neighbouring systems, which was jealously protected and off limits to the uninvited. It was a private playground for the rich and powerful, the feckless and the effete and Fortuna Mundi was the pinnacle of that extravagant luxury. A city dedicated to excess and indulgence.

Pyotr Ilyich Solti had enjoyed the distractions of Quondam Rex on numerous occasions over the past few years. This, however, was a visit he was not relishing. The youngest son of the great Solti Trading cartel, he could still not quite comprehend the misfortune that had befallen him. Claudio Fyodorovich, the Grand Patriarch of the Crescent Elite, had died. Officially he had died of natural causes, though many speculated that the official pronouncement was a more dignified variation of the truth: death by excessive over-indulgence. Now the Crescent Elite, the plutocracy that governed the Bizet subsector, had announced an Assembly to elect a new Grand Patriarch. It was hoped that it would also be an occasion for the many disputes between the cartels to finally be resolved. The latter decade of Claudio Fyodorovich's rule had been defined by indecision and procrastination, and the status and influence of Bizet had slowly declined. For a long time it had seemed like the entire subsector was in hiatus - gradually it had become paralysed by its own inefficiencies. Many pleaded for a more vigorous and strident Grand Patriarch, though that seemed unlikely, given the fractious nature of the cartels. The endless squabbling and indecision had left Bizet stagnant, and electing a new Grand Patriarch that all would support seemed an impossible task.

Pyotr had unexpectedly been chosen by his father's advisers to represent the interests of the Solti cartel. A decision that had provoked a paroxysm of bewilderment in the mind of the young man, which had by degrees grown into an unrelenting and overwhelming sense of dread. It was common knowledge that Pyotr was a bon vivant dedicated to shallow pursuits. It was obvious to anyone who took even a cursory interest in the young man, that he was possessed of no diplomatic, political or mercantile skills. Infact, by temprament and inclination, he was a totally unsuitable candidate for such an important position. It was whispered in some quarters that the Lord Solti was going senile. How else, it was reasoned in hushed tones, could he have made such a decision? Why choose a representative who was so dissolute and unreliable? But Lord Solti's word was law. No one would dare to contradict an Elite of the Crescent. Pyotr considered his miserable and wretched predicament as he looked at the rapidly approaching doom of Fortuna Mundi. Its grandeur and promise lost on him.

Pyotr shrank back deeply into his seat as the pilot announced in a sibilant mechanical voice that they would shortly be landing at the Solti estates. He glanced over at Advocate Giovanni Scarlatti, the dark, solemn man chosen to advise him on all matters concerning the Assembly of the Crescent Elite. He winced inwardly as Scarlatti's cold, grey eyes met his gaze. Those frozen eyes seemed to penetrate him to the very core of his being. It was an unpleasant sensation. Scarlatti had an overly serious attitude to life which unnerved Pyotr and there was something else that discomfited the young man. Something fleeting that his mind, unused to serious thought, couldn't quite grasp. He swept his gaze to the rear of the shuttle where Johann Grieg sat resplendent in his red shirt uniform. The servant had a face chiseled from stone and eyes as black and deep as Nubian velvet. He was holding an ornate wooden chest, with intricate designs traced in silver on the surface and inlaid with precious jewels. Much to the young man's relief Grieg flashed him a warm smile and winked knowingly. If Pyotr had considered his companions more, he may have wondered at an advisor who offered no advice and a servant who lacked even the rudimentary servile protocols. But his thoughts were elsewhere.

The hatchway opened as the shuttle gracefully caressed the landing pad and a light zephyr wafted in aromatic scents from the surrounding orchards. The sweet, succulent smell of numerous blossoms and saplings replaced the stuffy recycled air in his lungs. As Pyotr delicately made foot-fall, he was confronted by a thin, wiry man in the uniform of Planetry Security, a large silver crescent emblazoned on his tunic and cap. A few harrassed looking guards lurked awkwardly a few metres behind him.

"Pyotr Ilyich Solti?" the man announced in a haughty tone, more of a statement than a question. "Duly appointed representative of Lord Solti of the Crescent Elite?" Again a statement rather than a question. "I am Saloth Sar. You will accompany me for security screening."

Pyotr hesitated, somewhat nonplussed by the stranger's arrogant tone. His lack of courtesy and deference was an insult he was unfamiliar with. A hot flush of indignation and confusion flooded through him. His face visibly flushed as red as sunset.

"It is standard procedure during an Assembly." Scarlatti hissed at his side, and then added in a less than convincing tone "There is nothing to worry about. Truly."

If his mind had not been racing Pyotr may have mused that this was Scarlatti's best attempt at comforting him, but he was so unused to such sentiment his cadence was all wrong. Infact it had quite the opposite effect on the young man. The thin, wiry man repeated his order impatiently, adding ominously "screening is mandatory." Pyotr's body stiffened as he became more nervous and uncertain. It was a situation outside of his limited experience.

"Nothing to worry about, lad." Grieg interjected with a confident smile and a dismissive wave of his arm.

Pyotr flashed an awkward smile in return and cautiously stepped towards the thin, wiry man, who wheeled about and marched off purposefully towards a waiting transport vehicle.

Scarlatti watched impassively as Pyotr stumbled off with the guards in their preposterous, garish costumes. If he had possessed a sense of humour he would have found the scene comical. He turned to Grieg and gestured towards the Solti mansion house. "Bring the equipment and set it up. I want a complete diagnostic of the neural engram when the popinjay returns. I must ensure the programming is intact and undisturbed. Confine the servants to their quarters until morning."

Grieg inclined his head slightly. "Do you think these amateurs can damage the programming?"

"Unlikely," Scarlatti replied curtly "but I will not take that risk. We have invested six months in preparing young Solti for this mission. And there is something about that Saloth Sar character that does not sit well with me."

"Yeah, he did seem a little uppity for a glorified security guard." Grieg replied with a sneer.

Scarlatti considered the situation, his analytical mind calculating all of the variables. Several servants approached from the mansion and bowed low, awaiting instructions. Grieg pointed towards the shuttle "Carefully unload the shuttle and take the contents to the main hall." He commanded. The servants diligently set about their appointed task, meticulously avoiding eye contact.

"The security here is pitiful." Grieg complained derisively. "I could conquer this planet with a handful of Guardsmen."

"The planet? yes. But we want the entire subsector. Besides the security for the Assembly chamber is much more impressive. Genetic screening, bio scans, mind sweeps...the finest that money can buy. No one outside of the Crescent Elite is allowed admittance, not even their most trusted servants. That is why we need one of their own for this. Our agents and infil-traitors are prepared and ready to strike all across Bizet."

Scarlatti pondered for a moment, "Contact our source and find out everything about this Saloth Sar, I would know what he is. I will leave nothing to the vagaries of chance or complacency."

"Yes sir. Funny to think it will all begin with a fool who can't even dress himself without assistance."

The Ordo Sicarius

Potentially the most dangerous heresy was that which took root within the Officio Assassinorum. Already a new Ordo is being proposed to oversee their activities, but again this is not sufficient. Only by reforming the Officio can we ensure that they can never again threaten the stability of the Imperium.

Extract from 'Recongregation and the future of the Imperium' by Elmina Noh

Founding of the Ordo Sicarius

Like Recongregation itself, the Ordo Sicarius grew out of the turmoil that followed the Age of Apostasy and the Wars of Vindication. In his memoirs, Inquisitor Jaegar claims it was he who implemented the foundation of the Ordo, but whether he was acting on behalf of someone else or of his own volition is unknown. Documents from the time show that Inquisitrix Elmina Noh, the first advocate of Recongregation, had some influence on the early activities of the Ordo, and it may be that she was one of its founding members.

The original remit of the Ordo was to act as an oversight committee for the Officio Assassinorum. Members scrutinised reports of Officio actions to ensure that they were carried out within the guidelines laid down following the Wars of Vindication. However, from an early stage, the Ordo's members realised that the immense secrecy surrounding the temples of the Officio Assassinorum would be a huge obstacle to their work, and so they resolved to investigate the Officio from within.

To this end, the Sicarii have always worked to insert their own agents into the various Assassin Temples. In most cases these agents are infil-traitors, recruited by the Ordo and psycho-indoctrinated to gather information prior to their conscription by the Officio. These methods have generally been successful, heading off at least two assassination attempts on the High Lords within the lifetime of the Ordo's founder.

Evolution of the Ordo Sicarius

Many Recongregators were attracted to the newly formed Ordo. Some joined with honourable intentions, hoping to reform the Officio Assassinorum, making it stronger and ensuring that sedition on the scale seen during the Wars of Vindication could never happen again. Other Inquisitors, less scrupulous but perhaps more numerous, joined the ranks of the Sicarii seeking greater access to the Assassin Temples with the intention of using them as tools to reshape the Imperium.

Due in part to the influence of the Recongregators, the remit of the Ordo Sicarius was gradually broadened. No longer were its activities limited to oversight and indirect meddling. Instead the Ordo began to research the methods used by other human and non-human assassins. The stated purpose of collecting this information was to use it to protect Imperial citizens by disrupting the activities of xenos assassins, but it was not long before it began to be used to more sinister ends.

By early M38, the Ordo Sicarius had taken over nearly all of the apparatus of the Inquisition dedicated to assassination. It used these resources to recruit and train

its own assassins, known as operatives. Ostensibly, this body was created to hunt down rogue Officio assassins, and interdict assassinations of Imperial personnel. After all, the highly trained agents of the Assassin Temples far outclass all but the most elite of the Inquisition's troops. However, the Recongregators within the Ordo had another purpose in mind for these killers.

Combined with the Ordo's knowledge of xenos techniques, the operatives became a favoured tool of those amongst the Sicarii who tended towards Recongregation. More than one corrupt or weak official was struck down by the foul methods of xenos, and in the aftermath, the Recongregators were there, ready to replace the old administrator with a new one. The sudden wave of hatred towards the alien race often served conveniently to unite bickering officials against their real enemy, and turn their thoughts away from their radical new leader.

It quickly became clear that the Ordo was in danger of being grossly misused by the Recongregators, which led to a backlash from members of more traditional factions. Many Inquisitors who sought stability were appalled at the methods employed by members of the Ordo and sought to regain control. Led by Inquisitor-Lord Gifford, a group of like-minded Inquisitors instigated a purge of the Ordo, and cartas were taken out against the most extreme Recongregators. The high profile trials that followed pushed the remaining Recongregators within the Ordo underground, but during the last millennium their power has grown and once again the Recongregators hold what some consider to be undue sway over the Ordo.

Inquisitors of the Ordo Sicarius

The Ordo Sicarius operates under conditions of immense secrecy, beyond even that of the Ordo Malleus. This is not to protect the rest of the Imperium from the threats they face, but is to protect the Ordo against the very people they investigate. After all, it is unwise to cross the most highly trained killers in the Imperium, and more than one Ordo Sicarius Inquisitor has disappeared under mysterious circumstances.

This veil of secrecy takes a variety of forms. Some Inquisitors create elaborate cover-identities. They appear to be 'mundane' members of some other Ordo and keep their true activities within the Ordo Sicarius hidden. Other members of the Ordo make extensive use of code-names, never revealing their true identity to anyone. In some cases these Inquisitors hide behind masks, while others use surgery or even polymorphine to disguise their features. The one identifying mark borne by all members of the Ordo is the Sicari, or 'assassin's dagger', the symbol of the Ordo. In many cases this is worn as an

electoo, so that it can be hidden from view at will.

Inquisitors of the Ordo Sicarius tend to work behind the scenes even more than their brothers in the other Ordos. In many cases they use operatives or other agents to perform fieldwork, while they stay behind the scenes directing operations, investigating assassinations, and overseeing missions undertaken by the Officio Assassinorum. The operatives employed by the Ordo are trained to the same high standards as Officio assassins,

but they do not specialise in the same way as members of the Assassin Temples. Instead, each operative is trained in a huge variety of combat techniques and weaponry both human and alien. Many members of the Ordo maintain close links with 'Assassination Cults', indeed many were founded by members of the Inquisition. Often recruits taken from these cults will be trained purely as operatives, but some may rise to the ranks of Inquisitor – and an Assassin-Inquisitor is a formidable foe for the enemies of mankind.

My Lord,

As you will no doubt appreciate, gathering data on the activities of the Officio Assassinorum and Ordo Sicarius is problematic at best. Much of what follows is conjecture, but I believe that the operative code-named 'Snake-Eyes' was originally recruited by both the Ordo Sicarius and the Officio Assassinorum on the feudal world Florin VI towards the middle of 950.M41.

Florin VI is populated by a number of tribes deliberately kept at a medieval level of technology by the Officio Assassinorum. The Vindicare Temple is said to carefully nurture the bloodlines of the tribes in order to produce recruits with the necessary physique, skills and temperament. I believe that 'Snake-Eyes', whose real name is unknown, was originally recruited by the Ordo Sicarius, then employed as an infil-traitor inside the Vindicare Temple. There he underwent the same basic training as the other recruits, while secretly reporting back to his true masters in the Ordo.

Nothing is known of the time he spent at the temple, but I was able to obtain censored documents dating back to 968.M41 that reveal that the Master of the local Vindicare Temple was disgraced and executed for unspecified crimes. From the same time-frame I discovered records of an execution order for a Vindicare recruit that was later rescinded by order of the Inquisition. Shortly afterwards 'Snake-Eyes' was first seen as an operative working for an unknown Inquisitor of the Ordo Sicarius (see report OS-783-a). Due to the timing of the events and what little is known about the modus operandi of 'Snake-Eyes', I believe he is that Vindicare recruit.

Records I obtained from the Arbites Precinct House on Guilder III pertaining to the attempted assassination of Governor Westlex give an insight into the methods utilised by 'Snake-Eyes'. It should be noted that his infiltration of the upper-levels of Hive Primus went unnoticed at the time. It was only through a painstaking search of thousands of hours of vid-records that the Arbites were able to track his progress. I trust this record will be of use to you.

+++ Vid-record - Enforcer Security Cam 763 +++

+++ Local Time: 07:32 - Zeta minus 1:28 +++

+++ Transcript starts +++

A black [poss. syn-skin] clad male figure sprints along a narrow waste pipe, before leaping off the end and out of sight. Subject appears to have a sword sheathed across his back alongside a long tube [poss. gun barrel], and carries numerous other pieces of equipment not identifiable on this vid-record.

+++ Transcript ends +++

+++ Decrypted Vox-record - Enforcer Listening Post S-12g +++

+++ Local Time: 07:44 - Zeta minus 1:16 +++

+++ Transcript starts +++

Voice 1: <Static obscures voice> to Snake-Eyes. Bio-scan shows three <Static obscures voice> 300 yards ahead. Suggest alternate route via <Static obscures voice>.

Voice 2: Confirmed.

+++ Transcript ends +++

+++ Vid-record - Maintenance Cam AA23-1 +++

+++ Local Time: 07:44 - Zeta minus 1:16 +++

+++ Transcript starts +++

Black clad figure [assumed to be Snake-Eyes; henceforth referred to as such] sneaks down a long corridor, pauses, then opens a maintenance hatch. He climbs inside and closes the hatch behind him. Moments later an Enforcer patrol passes the hatch without incident.

+++ Transcript ends +++

+++ Vid-record - House Habets Security Cam 12 +++

+++ Local Time: 08:01 - Zeta minus 0:59 +++

+++ Transcript starts +++

Snake-Eyes drops 18 ft from the top of the security wall and lands in a crouch. He sprints across the gardens and is lost from view when he somersaults over a hedge. Subject appears to be carrying a needle pistol [pattern unknown] and appears to have additional pistols in thigh holsters.

+++ Transcript ends +++

+++ Decrypted Vox-record - Enforcer Listening Post S-94r +++

+++ Local Time: 08:26 - Zeta minus 0:34 +++

+++ Transcript starts +++

Voice 1: Blackjack to Snake-Eyes. Motion-tracker <Static obscures voice> patrol ahead, hold position.

+++ Addendum +++

The operator code-named 'Blackjack' does not appear on any vid-records, and nothing further is known about him at this time.

+++ Transcript ends +++



+++ Vid-record - Maintenance Drone H763-2D2 +++

+++ Local Time: 08:404 - Zeta minus 0:20 +++

+++ Transcript starts +++

Snake-Eyes is laid on the rooftop of House Stanton Spire, the Governor's residence can be seen approx. 2000 yards away. Subject takes gun barrel from his back and attaches it to the needle pistol. Subject then removes an item from his belt and attaches it to the back of the needle pistol as a stock. Conversion of the needle pistol to a rifle takes less than 10 seconds.

Subject turns towards camera, his face is obscured by syn-skin and goggles [poss. incorporating gunsights]. He aims the rifle at the camera and pulls the trigger. <Transmission turns to static> .

+++ Addendum +++

Expert analysis of stills extracted from this record suggest that the rifle is a custom needle weapon created by the famed arms fabricator Lucius Atronenn.

+++ Transcript ends +++

+++ Vid-record - ATF News +++

+++ Local Time: 09:00 - Zeta +++

+++ Transcript starts +++

Governor Westlex exits his mansion surrounded on all sides by bodyguards and a number of aides. The party are moving towards an armoured ground car when an attractive female aide rushes up to the guards carrying a data-slate. She is apparently known to them and is allowed through. As Westlex goes to take the data-slate the aide reaches for something in her robes. Suddenly she clutches at her cheek and falls to the ground, a bladed weapon drops from her hand. Pandemonium erupts as bodyguards drag Westlex away.

+++ Addendum +++

An autopsy of the potential assassin revealed she was killed by a single needle shot to the face; the toxin killed her almost instantly. The assassin's body contained high levels of a substance unknown to the local authorities. My analysis reveals it to be polymorphine, suggesting that the assassin was almost certainly an agent of the Callidus Temple. My search of Officio files reveals no record of a sanctioned hit on Governor Westlex.

+++ Transcript ends +++

+++ Decrypted Vox-record - Enforcer Listening Post S-63w +++

+++ Local Time: 09:03 - Zeta plus 0:03 +++

+++ Transcript starts +++

Voice 1: <Static obscures voice> to Blackjack. Signal Red Queen; target eliminated.
Voice 2: Confirmed. We'll meet you at the extraction point in <Static obscures voice>.

+++ Addendum +++

'Red Queen' is the code-name of an Inquisitor who rose to prominence in the Ordo Sicarius almost 80 years ago (923.M41) during the Ozymandius Incident, and has been active ever since in several high profile investigations and has been implicated in numerous covert ones.

+++ Transcript ends +++

+++ Decrypted Vox-record - Enforcer Listening Post S-94r +++

+++ Local Time: 09:21 - Zeta plus 0:21 +++

+++ Transcript starts +++

Voice 1: <Static obscures voice> intercepted vox transmission shows three Arbites 100 yards ahead. No alternative route, eliminate subjects.

+++ Transcript ends +++

+++ Vid-record - Enforcer Security Cam 642 +++

+++ Local Time: 09:23 - Zeta plus 0:23 +++

+++ Transcript starts +++

Blast doors open and Snake-Eyes leaps through carrying a pistol [poss. compact stubber] and sword. Arbitrator I is killed by a single shot to the head as he challenges the intruder. Arbitrator II is decapitated a moment later by the intruder's sword. Arbitrator III fires his shotgun at the intruder who leaps sideways to avoid the blast. Arbitrator III is killed by two shots to the chest. Engagement lasts 9.12 seconds.

+++ Addendum +++

Autopsies carried out on the Arbites suggest the use of man-stopper rounds and a sword with a monomolecular edge.

+++ Transcript ends +++

Minutes later an unidentified shuttle made an unauthorized landing near Snake-Eyes' last known position. The shuttle was tracked into orbit and interceptors launched but no trace of it was ever found. According to the Arbites, Snake-Eyes is an official suspect in the attempted assassination of Governor Westlex, but so far they have been unable to trace him.

Extract from a report by Savant Scanlon to Inquisitor Malorian, Ordo Hereticus



Recongregator Personalities

Now more than ever before, the Inquisition must come together and use its influence to reform the Imperium. We are drawn from diverse backgrounds and have varied experiences, but we are united in our belief that mankind is destined to rule the galaxy in the Emperor's name. It is our duty to ensure that the Imperium is reshaped to allow us to reach that goal.

Extract from 'Recongregation and the future of the Imperium' by Elmina Nough

Inquisitor Bertrand Gaius Felbranche, Ordo Sicarius

The first-born son of the Imperial Commander of Volatrin, a gas giant mining world on the southern edge of the Damascus sub-sector, Bertrand Felbranche spent the first thirty years of his life aboard an orbital station being groomed for a long and illustrious career of public service. Or rather, that's what his father would have liked. Instead he was plagued with a scholarly and inquisitive child, and spent enormous sums of money paying for the private tutors his son demanded, and then even more astronomical quantities compensating them for keeping Bertrand's near-heretical impiety under wraps. When the bribes finally became too much to handle and the governor refused to pay up, one of his blackmailers followed through on his threats and began to tell any who would listen that the Imperial Commander's son was a heretic and his father had been covering it up for years. When word reached the ears of Inquisitor Montague of the Ordo Sicarius, he resolved to learn more. The more he uncovered, the more he was intrigued by the young man's freethinking attitude and powerful intellect, and wondered if perhaps he was of the calibre required by the Inquisition. And so a trial by fire was devised.

The Eversor's primary targets were the governor and his son, its secondary objective to eliminate the entire household and the Felbranche bloodline. It was smuggled past the sentries in stasis and released remotely just inside the grounds of the governor's mansion. It then proceeded to brutally and efficiently slaughter every living thing from the guard dogs to the household staff on its way to its targets. The alarms were raised almost immediately, of course, but by then it was already too late. The berserker-assassin tore through the facility, inexorably moving closer to the inner chambers and their panicking occupants. The terrified household guards simply fled before its onslaught. The blood-soaked horror came upon the suite closest to the entrance hall less than a minute after activation. Bertrand's suite.

The young noble, though terrified, had kept his wits about him, and realized that he was effectively trapped. With the first prayer he had uttered since early childhood on his lips, he levelled his ornately engraved needle pistol at the creature barrelling towards him, and emptied the clip into its chest.

The beast faltered in its advance. It stumbled, attempting to correct the sudden and drastic chemical imbalance in its system, took three more steps, and exploded. Bertrand, still a dozen yards off, was splashed on the right cheek with corrosive red goo. It rapidly and painfully burned the skin away, and he went into acute system shock.



When he came to, there was a tall man standing over him. He was dressed in dark robes, a black scarf, and a wide-brimmed hat, and was being shouted at by the red-faced Imperial Commander, who demanded to know who he was and what had just happened, furiously pounding at the button to signal the now dead or deserted household guard. The stranger blithely ignored him, but seeing Bertrand awaken he crouched low and produced a small silver object from somewhere deep within the folds of his cloak. The Felbranche patriarch craned his neck to see what it was, and immediately ceased his tirade mid-sentence.

"I-Inquisitor," he stuttered. "How may I or my staff be of assistance?"

"You may shut up," the Inquisitor stated flatly. "If you'd be so kind as to come with me, lad?"

"But I –," Bertrand began. It was agonizing to move his face even to speak.

"I was being courteous, boy. It wasn't a request."

Bertrand obediently stood up and followed him out the door. One did not argue with the Holy Inquisition.

The Inquisitor, who called himself Montague, explained to Bertrand what had transpired. The nightmare creature

was called an Eversor, and it had once been a man. Its psycho-conditioning had begun to come undone, and it had been scheduled for decommissioning. Montague had thus been able to requisition it with little objection, and had set it on the Felbranche household in the hopes that its scion would rise to the occasion. He had evidently performed admirably, though it was made clear to him that had the assassin been in peak form he would have undoubtedly been torn apart like so much grox jerky. Once he got over the initial shock, he realized that this could well be just the opportunity he had been waiting for. Montague was pleased; the boy was capable of a level of emotional detachment that bordered on the sociopathic – quite an asset for a potential Inquisitor.

Over the next decade, Bertrand served his master as an Interrogator, and proved an able if occasionally exasperating pupil. On the eve of the tenth anniversary of his induction, Montague decided it was time to trust his acolyte with his most closely guarded secret. He led Felbranche down a hidden passageway extending from the southern wall of his villa's wine cellar, a pitch-dark corridor extending nearly a mile from the estate proper. It terminated with a small room, perhaps ten feet by twelve, bare except for a hanging tapestry along the back wall depicting the Siege of Terra and a pedestal supporting a lamp, an ancient leather-bound book, and a miniature void-shield generator encapsulating the entire affair. The Inquisitor keyed the access code into a small pad by the doorway, and the shield flickered and powered down.

"Do you know what this is, Interrogator?"

"No, sir. How could I? What is it?"

"It was a rhetorical question, Bertrand," the Inquisitor sighed. "What you see before you is my greatest treasure. One of the greatest treasures in all the Imperium, in fact."

Inquisitor Felbranche is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Bertrand Felbranche	78	75	64	68	88	86	81	88	86

Special Abilities: Dodge, Leader, Quickload, Sicarius.

Equipment: Power Sword; Needle Pistol loaded with Stun Toxin plus Stun reload; Three needles of Etum Omega (must be loaded individually); Average bionic eye incorporating Rangefinder & Telescopic Sight; Dagger coated with Bloodfire; Light Carapace (AV 5) to chest, abdomen, groin & legs; Heavy greatcoat (AV 2) covering all locations except head.



Inquisitor Janus Ravenor, Ordo Hereticus

Inquisitor Janus Ravenor was born on Magra Secundus, an insignificant feudal world in the Segmentum Obscurus whose only tithe to the Imperium was warriors for its armies. Ravenor's family were not of noble birth, but were nevertheless highly regarded in the kingdom; the fine weapons crafted by the family sword-smiths were highly prized among noblemen and high-ranking officers of the king's army. Over the years, the family had also given birth to many great swordsmen, some of whom had been deemed worthy of joining the warriors of the Sky-Emperor. Young Janus was keen to continue his family's

It was on of Inquisitor Galerath's original journals, dating back to the 32nd millennium. It contained copies of several of the transcripts he had uncovered of the Emperor's speeches and conversations in which he decried the notion of His own divinity as well as notes pertaining to some of his papers on the subject. It was a proscribed work, and most who had heard of it denied its very existence. This was why Montague had chosen Felbranche; there were superior bodies and sharper minds, but Bertrand had that rarest of qualities, 'common' sense - the ability to question even the most basic of assumptions if they do not agree with one's own logic and intuition. He knew that a man like Felbranche could be relied upon to take it for what it was, without objecting on grounds of canon or dogma.

And so the course of Felbranche's life was set. He spent a further eight years as an acolyte to Montague, now as an Agitator, and was instrumental in bringing down no less than three planetary governments in the Damascus sub-sector, as well as the burning of Cardinal Luxefeld for crimes against the Imperium (the nature of which were never fully revealed). When Montague was named Lord-Inquisitor and Master of the Banissian Library (an advancement held by some cynics to be merely a way to put him in a position to do the least possible amount of damage), his first act was to promote Bertrand to full Inquisitorial status that he may carry on where his mentor had left off.

Since that time, Inquisitor Felbranche has proven extremely adept at making both friends and enemies within the Ordo Sicarius, and has occupied the post of Inquisitorial Overseer to the Callidus temple on Calith Secundus for the past two hundred and fourteen years. More often than not, however, he is to be found afield, working diligently (and subtly) to free the good men and women of the Imperium from bad thinking.

legacy and devoted most of his time to training with the sword. From a young age his potential with the sword was recognised and it was felt that he would grow to become an exceptionally skilled swordsman. Despite his tender years his strong sense of duty meant that whenever his village was attacked by barbarians, he would be at the forefront of the defence.

Word of the young swordsman soon reached the ears of Gustav Shaffer, the leader of the King's Blades - the personal guardians of the royal family. Gustav travelled to

Janus' village and was so impressed by his skill with a blade and his determination to fight for what was right, that he offered to take young Janus under his wing and train him as a member of the King's Blades. Janus, who had always dreamed of such an opportunity, jumped at the chance. At the king's barracks Janus grew into a fine young man, and his skill with a blade quickly surpassed that of his instructors.

By this time the king was an old man, and although his rule had been harsh and often oppressive, he had at least maintained the peace with the neighbouring kingdoms and his people had prospered. Sadly there was no doubt that his reign would soon come to an end, and he had neither a son nor a daughter to continue his rule. When the king died, his brother Luthon was crowned king. Luthon had long disagreed with his brother's policies, and his first action after becoming king was to declare war against the neighbouring kingdoms. Luthon was a blood-thirsty man who led his armies from the front, slaying countless men who stood in his way to world domination. The constant state of war meant higher taxes and the kingdom suffered. Unable to let the current state of affairs continue, Ravenor abandoned his oath to defend the king and instead plotted regicide.

His first act was to return to his ancestral home, where he stole the family's greatest treasure, an ancient sword known as the Wyvern's Claw. With this weapon he planned to end Luthon's reign and restore peace to the kingdom. As he approached the capital, a shooting star was seen overhead. Although many took it as an ill omen, Janus believed it to be a sign that the Sky-Emperor was with him in his righteous endeavour. When he reached Luthon's tower he found it under attack by strange warriors carrying wands that spat death. In the confusion he slipped inside and headed towards the king's chambers, realising that he was not the only one there to slay Luthon, but anxious that it should be he who took his life.

As he drew closer to the king's rooms, his way was blocked by his old mentor and friend Gustav. Hoping to avoid a fight, Janus told him to step aside so he could end the suffering caused by Luthon's reign, but Gustav's loyalty was to the rightful ruler above even his own conscience. The two old friends saw that they would never change each other's minds and drew their swords. Gustav was a veteran of many wars and was larger and stronger than Janus, but Janus was the more skilled and carried his ancestors' sword in his hand and

righteousness in his heart. Each man fought with every ounce of strength, but eventually Janus' skill won out and he slew his former comrade. Filled with remorse, Janus lowered his friend's body to the ground, removed his helmet and commended Gustav's soul to the Sky-Emperor. Then, still covered in Gustav's blood, he rushed towards Luthon's chambers from where he could hear the sound of battle raging.

Storming into the room with his sword in hand Janus found a group of men fighting a creature which resembled Luthon, but twisted and deformed. Luthon's skin had become the colour of dried blood and his body had grown even larger and more muscular than it was before.

Bodies were strewn all around and it was clear the Luthon-creature was winning. Upon seeing Janus, the creature bellowed an order to fight for him. One of the strangers took advantage of the creature's momentary distraction, drew a strange device from his belt, and pointed at the monster. There was a bright flash and loud hissing sound as a blue fireball engulfed Luthon. Knowing this might be his only chance Janus stepped towards his former liege and swung his sword with all his might, cleanly decapitating the beast. The headless creature slumped to its knees before exploding, showering the room with gore.



The leader of the strange warrior band later introduced himself as Inquisitor Hieronimus Kreutz, a representative of the Sky-Emperor. He explained to Janus that Luthon had been a secret worshipper of the fell-power known as Khorne. Janus's sense of righteousness and his obvious martial skill impressed the puritan Kreutz, who after extensive (and painful) testing offered Janus a position as an acolyte. As he had before with the King's Blades, Janus jumped at the opportunity, seeing the chance to serve the Sky-Emperor as the

highest possible honour. Janus joined Kreutz and his retinue purging corruption and evil wherever they found it, and eventually Janus became a fully-fledged Inquisitor, and followed his mentor into the Ordo Hereticus.

As a young man Janus believed whole-heartedly in the Imperium, but as time passed he began to see in the Imperium a mirror of the events that occurred on his home world; corruption was everywhere, weak and jealous men supplanted good ones and everywhere the pervasive taint of Chaos. His faith sorely tested, Janus embarked on a pilgrimage that would lead him into the Segmentum Tempestus where he encountered Inquisitor Dagon Grant. Dagon helped Janus see the solution was

not to keep maintaining the failing Imperium, but to take it apart bit by bit like a dysfunctional machine, and rebuild so that it might function properly once more. Thus was Janus Ravenor converted to Recongregationism. He made a pledge on his ancestral sword that he would do everything in his power to rebuild the Imperium; his sword becoming a figurative scalpel to cut out corrupt elements.

Unlike most Recongregators Ravenor generally works in

Inquisitor Ravenor is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Janus Ravenor	87	36	78	68	83	85	86	95	92

Special Abilities: Dodge, Feint, First Strike, Leader.

Equipment: Carapace armour on all locations except head; Comm-link; Bio-scanner; The Wyvern's Claw.

The Wyvern's Claw – The Wyvern's Claw was forged by Janus Ravenors' great-great-great grandfather from the diamond-hard claw of one of the great beasts that roamed the skies of Magra Secundus. The blade of the sword is black, like flawlessly polished obsidian and despite it's age has never chipped or bent. The Wyvern's Claw counts as a sword doing 3D6 damage and cannot be destroyed by power weapons.



Inquisitor Tulstin Nagresh, Ordo Malleus

Tulstin Nagresh began his life on St. Easton's Reach, a hive-world in the far eastern reaches of the Danagren subsector. The bastard son of the famed general Konstantin Zhargo, his mother died of complications following childbirth, but his distant father saw to it that he was cared for – albeit out of a sense of duty rather than affection. He was sent to the Schola Progenium on Falistgrad in the neighbouring Damascus subsector, widely considered to be one of the best and most prestigious facilities of its kind in the entire Segmentum, and certainly one of the largest. Still, only a miniscule fraction of applicants were admitted, and it was only his renowned sire's name and status that afforded him entry at all. At six years old he was taken from the comfortable apartment he shared with his nanny by his father, a man he had never before laid eyes on, and traveled with him via chartered sprint trader to the Schola. There he was shown the grounds, introduced to the headmaster, and with no further ceremony, dumped in the iron-fisted care of the drill abbots.

At the age of eight he was inducted into the Bluebloods, one of the many gangs found amongst the thousands-strong student body, and by fourteen he had risen through charisma and a flair for personal combat to the position of their leader. He proved more than capable in this capacity, and was surprisingly well liked by his underlings (which is to say, he had to weather only a significantly below average number of attempted coups). After several months the internal conflicts caused by the change in leadership had virtually stopped, and Tulstin set his sights on larger things. He saw that whilst the Bluebloods managed to keep order within their own modest sphere of influence, the rest of the institution existed in a state of barely constrained chaos, to everyone's detriment, and so he resolved to correct the situation. Over the next two years, he employed a combination of brilliant strategy, brutal violence, and

the open, seeing himself as a crusading knight – a shining light in the darkness, however rumours abound that he is recruiting a cadre of skilled assassins and infiltrators to aid him in his Recongregation policies. His most recent operation was the ousting of the Imperial Governor of Arkham IX where he made extensive use of infil-traitors to bring down the governor while seemingly remaining blameless.

sheer force of personality to crush the other gangs and unite the progenae under his rule, with the exception of a few small pockets of stubborn resistance. The drill abbots were mightily pleased by his accomplishments, and all agreed that he would make a fine commander one day – perhaps even overshadowing the achievements of his father. Unfortunately for the Imperial Guard, it was not to be.

During the final stages of Tulstin's campaign, the facility was visited by Inquisitor Deacon Janstheim of the Ordo Malleus, an alumnus who returned to the alma mater every decade or so to see how she fared, and more significantly, to take the best of the best for his latest acolyte. The headmaster, pleased at least that he was one of their own and not simply some strange Inquisitor coming to make off with their best and brightest, gave him a private office and run of the students, and one by one the most promising among them were called in and tested over the course of several weeks. Janstheim knew immediately that he had found his man in Nagresh, who excelled in every aspect of the gruelling examinations, both mental and physical. When he left a little over a month after his arrival, it was with a new Interrogator. The students descended back into comparative anarchy after his departure, which again pleased the abbots – only through the fires of conflict could tomorrow's leaders be forged.

By the winter of 845.M41, Nagresh had served as an Interrogator for over a decade, the last three years of which had been devoted almost entirely to aiding Janstheim in his investigation of one Inquisitor Claudius Malkevid. Finally, the day came when enough evidence and support had been amassed to formally declare Malkevid to be a heretic in league with the Great Enemy, and Janstheim wasted no time in having a carta issued against him. Malkevid, however, was not without allies



and supporters of his own, and had received forewarning enough to gather his resources and go into hiding. A cell was assembled, and for a further eight months they searched out his every known contact and hunted him relentlessly. They caught up with him on Antigonus Prime, and laid siege to his fortress there with over six thousand guardsmen and a contingent of Grey Knights. The battle was long and bloody, and over forty-eight hundred guardsmen, every one of the Knights, and four Inquisitors were counted amongst the casualties. Janstheim was among them. But their sacrifice was not in vain – the stronghold was breached, and the remaining members of the cell, along with Interrogator Nagresh and two squadrons of Inquisitorial Stormtroopers, entered the fortress proper. They encountered only token resistance, having already broken the back of Malkevid's defences, and caught the renegade Inquisitor as he attempted to flee with what resources he could. He was captured alive, judged by a formal conclave consisting of the Inquisitors who had hunted him, and burned at the stake. In recognition for his outstanding services during the hunt and capture, Tulstin Nagresh was granted full Inquisitorial privileges by that same conclave.

His early career was fairly typical of a young Inquisitor, though somewhat tarnished by his mild Recongregationist tendencies. But in early 887, he caught wind of something

he had considered unthinkable – Inquisitor Malkevid was, it seemed, alive and well. Though it was nothing more than a whisper of a rumour, he felt compelled to delve deeper, ascertaining beyond a shadow of a doubt the veracity of what he had heard. His mentor's killer could not be allowed to walk free. He discovered precisely what he had hoped not to: Malkevid was not only alive, but flourishing, every bit the dangerous heretic he had been over forty years ago. The man executed so long ago had been nothing more than a lackey, a brilliant decoy created by means of surgical alteration and a high-grade identity emplate. The eyewitnesses, the records, the pict-captures; these could not be ignored. And so he set out once again in search of the traitor, nearly alone and following no-one's lead but his own. Malkevid would have no warning this time.

The hunt was, again, long and arduous, and though it was simple carelessness that had revealed his existence to Inquisitor Nagresh, such incompetence could not be counted on twice in so canny an opponent. The renegade was difficult to track – but tracked he was, and two years after beginning his search Nagresh had him at gunpoint in his own chambers. Seeing no other realistic alternative, Malkevid gave himself up. He was brought aboard the Eagle's Grace, a tradeship belonging to one of the sector's largest mercantile organisations that Tulstin had chartered for the occasion, and there subjected to intensive psychic probing, with the specific objective of searching for any traces of emplanting. No such traces were found, and Tulstin finally allowed himself to feel some satisfaction. He had his man.

Many would have executed the heretic immediately, but Inquisitor Janstheim had had a maxim, which Nagresh believed in implicitly: know thine enemy. And so, rather than putting Malkevid against the bulkhead or sending him out a hangar bay, Tulstin sat down with him, and tried to understand why he had done what he had done. The answers surprised him. Malkevid truly believed that everything he did, he did for the good of humanity, and while this was nothing strange for a heretic to say, Claudius could bear his claims out with logic. He knew he was doomed, but considered it a small price to pay for the safeguarding of humanity. Questioned point by point on every blasphemy, every heresy, every atrocity, the ancient Inquisitor could cite a specific greater horror that would have come to pass but for his supposed transgressions. Finally, when he felt he could learn no more, Tulstin went down to the holding cell in which Malkevid had made his home for the past three months, with the intention of putting a bullet between the heretic's eyes and finally avenging his old teacher. But as he approached, he saw the guards stationed there were running about frantically, shouting into their comm-links and trying to understand what the hell had happened. The prisoner had somehow escaped. Tulstin immediately put the ship on full alert, and spent the next two weeks scouring the vessel top to bottom, but to no avail. Malkevid was gone.

Hunting the renegade became Nagresh's personal obsession, but the wily old Inquisitor had learned from his previous mistakes, and he simply could not be found. And worse, the more Tulstin obsessed, the more he came to

empathize with his quarry. While he could never condone the use of Chaos, even in the defence of mankind, he found he was forced to admire the man. The self-admitted heretic was willing to pay any price, even unto the sacrifice of his own soul, for the greater good of the human race. He gradually began to see Malkevid's actions in a new light – far from being a danger to mankind and the Emperor, men like him were perhaps the only chance they stood against a cold, brutal, and ultimately hostile galaxy. While he may have crossed an invisible line when he chose to harness daemons and negotiate with recidivists, he was not so far past it as Tulstin had once imagined. And the willingness to cross boundaries that other men shied away from – was that not what it meant to be an Inquisitor? To gaze into the abyss, knowing full well that it gazed back, and to say “You shall not break us”? To make the terrible decisions – executions, persecutions, witch-hunts, and even that final

condemnation of entire planets: Exterminatus – that allowed humanity as a whole to survive for one more precious day?

And that was the truth of it, he realised. No matter the horrors, the atrocities, the abominations that men of his station may be forced to commit, no matter the pains they had to bear or sacrifices they had to make, the terrible means were all justified by that one, paramount, irreducible end: the safeguarding of the future of the human race. At last, Tulstin understood, and it was... freeing. He smiled, breathed deeply, and summoned his lexmechanic to aid him in poring over his long-neglected case files. There was a corrupt planetary governor on Charsis Minor who was badly in need of his attention, and a growing secessionist cult that may prove to be just the instrument he required...

Inquisitor Nagresh is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Tulstin Nagresh	62	65	59	62	65	87	75	72	85

Special Abilities: Leader, Nerves of Steel, Rock Steady Aim.

Equipment: Power Scimitar (as Power Sword); Stubber plus reload; Automatic Combat Shotgun with shot selector, pre-loaded with five Scatter shells, five Executioner rounds and ten standard rounds; single reload of standard shells; Fibre-mesh combat suit (as flak armour) to all locations bar head; Advanced bionic ear; Dust-scarf (see below).



Inquisitor Hereodotus Benedict Saussure, Ordo Hereticus Terran

Amongst the current annals of the Inquisition, Benedict Saussure is a man whose reputation precedes him, though that same reputation splits the opinions of his fellow Inquisitors. To some, Saussure is a paragon of the puritanical Inquisitor – a man rewarded with high position and blessed with powerful friendship and patronage as a result of his strident faith in the God-Emperor, and an impressive list of heretics brought to justice before the Golden Throne. To others, however, Saussure has crossed the line of what is expected from a member of the Ordos. These people argue that this once-pious man has left the good of the Imperium behind him, and now operates according to his own agenda.

When he elevated Saussure into the Inquisition as a young man in his late twenties, Lord-Inquisitor Andrey Toropov gained an operative steadfast in the Imperial faith – indeed, Saussure's early years were spent on the cardinal world of Galthamor, and he was regarded as pious even for a child of the Ecclesiarchy. As he became ever-more indispensable to Toropov, and rose to become his right-hand, Saussure's faith was a beacon for his fight against the traitors Toropov dedicated himself to apprehending. By the time Saussure was granted his own rosette with Toropov's blessing, he was, if anything, a follower of the creed of Monodominancy.

The early years of Saussure's career were marked by significant investigations across the Segmentum Solar – Lucas Solodon, the so-called “Despot of Haridan”, was brought in chains before the witch trials of Inquisitor Malovich, and burned alive for maintaining his illegal

psyker farms. The Cult of Nine Futures was exposed amongst the noble families of Necromunda, and Saussure led the purges that followed. For his apprehension of the Apostate Cardinal Barbosa upon the feral world of Ziapatra – and the scourging fires that followed, as Saussure led Inquisitorial storm squads against the blood-warriors of Barbosa – Arch-Bishop Callidon presented Saussure with the relic weapon Seraphim, a power hammer of great antiquity that he still wields to this day. Like many prominent members of the Ordo Hereticus, Saussure's name had become synonymous with the fire-and-brimstone image of the Inquisition – a feared figure the arrival of whom on a planet caused those with knowledge of him to quake with fear. However, as he aged, his stance began to soften. Not outwardly at first, but those closest to Saussure noticed a less dogmatic adherence to his previously inviolable belief in the superiority of Mankind. In truth, as he investigated and prosecuted more and more plots and schemes by the enemies of the Imperium, Saussure had been struck by the unavoidable truth that the worst enemy Mankind faced in the galaxy was Mankind itself.

By the time Saussure was in his early eighties, with a long and distinguished career already behind him, he could no longer be called a Monodominant in the slightest. Faced with the truth of humanity's weaknesses, he no-longer believed that every man had a divine right to superiority in the eyes of the Emperor. Instead, he came to believe that a great many men had no right at all to call themselves servants of the Imperium, and was struck with disgust that so many of these men had wormed their way

into positions of power. He was still a man of great faith – when he lost his left arm to a melta gun blast during tunnel-fighting on Doygnes IV, he had the replacement bionic inscribed with devotional carving and scripture – but he now saw it as his role as an Inquisitor to take steps to stabilise the Imperium. On the industrial world of Malignant, he first had cause to replace the ruling planetary governor with another he saw as more fitting for the post, and this has been repeated numerous times throughout his later career.



power. To those on the outside, by the time Saussure steps in to hand over authority to another individual, the deposed ruler will have been painted as an incompetent, incapable of quelling the unrest and rebellion rife on their world. Supported by Saussure's operatives, the new rulers have an uncanny knack of striking swiftly and decisively at the heart of any recidivist operations, tearing them apart and restoring order rapidly.

The exact number of times Saussure has done such a thing is unknown. There are those within the Inquisition who have begun to suspect that all is not quite as it seems with the old man – that the number of times such a thing has been 'required' when he is present is beyond coincidence. However, such whisperers have not yet been sufficient to prevent Saussure rising further within the Ordo Hereticus, especially with the support of his old friend Lord-Inquisitor Rufus Augustine, another pupil of Toropov. Following his slowly-orchestrated collapse of the ruling house upon Tigris Bellerophon, Saussure was elevated to the ranks of the Ordos Terran, and has since officiated several grand Inquisitorial Conclaves – an especial honour upon the Throne World itself. Now in his early one-twenties, but still healthy thanks to careful juvenant treatments, he has recently returned to the field during the 13th Black Crusade. He was known to have engaged the Enemy upon the surface of Cadia itself, fighting alongside Battle Sisters of the Ebon Chalice seconded to the command of the Ordo Hereticus. From there, he and a portion of his affiliated acolytes were known to be active upon the hive world of Agripinaa, and it is suspected that, after departing from that world, he travelled onwards to Medusa, home world of the Adeptus Astartes Iron Hands. Who, or what, he seeks there remains at this time unknown.

Saussure is mindful, however, that such methods are frowned upon by other Inquisitors, and has no wish to engage in open conflict with others of his brotherhood if it can be avoided. His Recongregationism is turned to as a last resort, and he is always at pains to make it appear as a necessary step – on a given world whereby he deems change necessary, his operatives will slowly ferment discord amongst the populace whilst he seeks more appropriate men or women to hold the reins of Imperial

More concerning for those who question his methods is that fact that, following his time upon Agripinaa, the newly-installed military council has cracked down hard upon the local populace in an attempt to restore order in the wake of the chaos incursion. However, the deposition of the previous ruling house was carried out with the support of the widely-respected Inquisitor Tomashek Goddard and so, for the moment, those who doubt Saussure's motivations must watch and wait.

Inquisitor Saussure is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Hereodotus Benedict Saussure	79	64	62 (80)	63	67	82	79	71	79

Special Abilities: Leader, Mentor, Weapon Master – Power Hammer (see below), Word of the Emperor.

Psychic Abilities: Psychic Impel, Psychic Shield, Telekinesis.

Equipment: Master-crafted Power Hammer; Automatic Combat Shotgun with 20 solid shells and 5 Inferno Rounds; Laspistol; Carapace Breastplate (covering chest and abdomen); Med-Skull; Average Bionic Left Arm (S 49); Bio-scanner; Detox Injector (4 doses).



Recongregators in the Game

I urge you all to spread the word. To take my theories and put them into practise. Only together can we reforge the Imperium and usher Mankind into a new Golden Age. Only a revolutionary zeal will transform and improve those institutions that are inefficient.

Extract from 'Recongregation and the future of the Imperium' by Elmina Nough

Recongregators and Warrior Bands

The fun of playing a Recongregator is down in most part to their dubious morality. The Recongregator believes that he has the best interests of humanity at heart, but realises that this may not be the same as the best interests of the Imperium. This fact alone often brings them into conflict with other members of the Inquisition. In addition, they are often prepared to use means that other Inquisitors would balk at in order to achieve their goals. During their work Recongregators may associate with the types of people that other Inquisitors would purge on sight but, as they see it, the end justifies the means.

There is huge scope in designing a Recongregator character as they are found in every Ordo as well as being outside the Ordos, and their chosen methods vary wildly. Some run political plots from behind the scenes to bring about change, others ferment rebellious cults, while some may take direct action to bring about change by eliminating those they perceive as weak.

Choices about the methods employed by the Inquisitor, as well as about which sections of the Imperium he particularly wants to reform will go a long way towards deciding how he should be equipped and what sort of warband he should have. For example, an Inquisitor who goes in for subtle politicking may well have powerful telepathic abilities which he can use to influence others. He need not be physically strong, but is likely to be protected by bodyguards. This type of Inquisitor may pose as a member of the institution he is attempting to reform. For example, a Recongregator seeking to depose a corrupt cardinal may pose as a priest himself and be accompanied by a warband made up of members of the Ecclesiarchy.

An Inquisitor who fosters anti-Imperial cults and uses them to bring down weak institutions may well be accompanied by members of those cults (or people pretending to be). These types of characters would be more than adequately represented by the Cultist, Desperado and even Mutant archetypes in the Inquisitor rulebook, as well as by the Agitator and Recidivist archetypes detailed below.

Recongregators who prefer to take direct action to bring down those they perceive as weak or standing in the way of progress may well be accompanied by an assassin. Usually these will be members of a Death or Assassination Cult, but Recongregators belonging to the Ordo Sicarius may have access to an Operative of the Ordo, or in extreme cases even a member of one of the Officio Assassinorum Temples.

An obvious weapon in the arsenal of the Recongregator is the infil-traitor. An infil-traitor has been mind-wiped,

programmed to carry out a certain mission and then has had the thoughts and memories of someone else layered over the top. The infil-traitor will believe whole-heartedly that he is the person whose memories he has, but when triggered he will revert to his original programming and attempt to carry out his mission. Infil-traitors are perhaps best used in specially designed scenarios (as described later in this book), however an agent who has been mind-wiped in preparation for use as an infil-traitor could make an interesting member of a Recongregator warband.



Recongregator Campaigns and Scenarios

The activities of Recongregators and their attempts to bring about change in the Imperium are the perfect basis for games of Inquisitor. While the Recongregator works to bring about change, he may be opposed by other Inquisitors more interested in maintaining the status quo.

Campaign Concepts

Planetary Revolution

The Imperial Governor of a hive world is weak and ineffectual, and a Recongregator has decided to manipulate events and replace him with stronger leader. Rather than move in and simply depose the Governor, the Recongregator first wants to ferment revolt in order that his reform of the planetary government will seem justified and not simply unwarranted meddling. His acolytes and agents have spent the last few months infiltrating local cults, recidivist and revolutionary groups. When the time is right, the populace will rise up and overthrow the governor and the Inquisitor can step in.

Unfortunately the rise in cult and criminal activity has caught the attention of a rival Inquisitor who has unwittingly decided to step in and restore order. Rather than risk a confrontation with another member of the Ordos, the Recongregator has decided to accelerate his plans by assassinating a well known public figure and spark a revolution.

Hostage Situation

The ruling council of a strategically vital mining world have been ruthlessly exploiting the miners and siphoning off the wealth to maintain their own lifestyle. Their actions have begun to affect the efficiency of the mine, but he has maintained the tithe through careful manipulation of the authorities in the system. The council has powerful connections, so any attempt to bring them down by force is likely to end in bloodshed. The Recongregator has therefore decided to kidnap and brainwash a member of the council who will then act on the Inquisitor's behalf. Change will be affected from the inside, swiftly and in the most expedient manner possible.

Once the council member has been brainwashed, the resulting infil-traitor must be returned in such a way as to avoid arousing suspicion. To this end the Recongregator has managed to persuade a few militant miners to use the hostage to blackmail the council into instigating reforms. It is a plan that will certainly fail. However, the miners are a useful decoy allowing the security forces to rescue the hostage. To this end the Inquisitor has anonymously informed the security forces of the miners' location. For his plan to succeed he must ensure that the hostage is rescued and ensure that none of the miners survive to reveal his presence.

Scenario Concepts

Infil-traitor!

As part of his scheme to bring down a rival Inquisitor, the Recongregator has managed to capture a member of his opponent's warband and psycho-condition him to act as an infil-traitor. This scenario is suited to all manner of games, from ones where each side has an objective to achieve, to a stand up fight; however the GM should ensure that the betrayal will be keenly felt. One suggestion is to insert the scenario after a game in which the infil-traitor could conceivably have been captured.

The GM should only tell the Recongregator player about the existence of the infil-traitor, his opponent should be entirely unaware. The infil-traitor should be played as normal until he is triggered at which point he switches to the control of the Recongregator and attempts to carry out his mission. How the infil-traitor is triggered is up to the GM; it might be a trigger word that has to be spoken, or automatically when he gets within a certain proximity to the objective, but GMs should not feel restricted to these options.

Assassination!

The Recongregator has identified a weak link in an Imperial institution, perhaps a corrupt Cardinal or a weak Planetary Governor, and has resolved to eliminate them. Unfortunately one of his rivals has heard of his plans and believes that keeping the dignitary alive is in the best interests of the Imperium. The objective is simple; the Recongregator must assassinate a particular NPC while his opponent must protect them and escort them off the board.

The scenario could be made more difficult for the Recongregator by imposing conditions on how the assassination is carried out. For example, the Recongregator must maintain deniability and must either carry out the assassination unobserved, or eliminate any witnesses. Or perhaps the Recongregator must make the kill using a special toxin that will make the target's death look like an accident.

Demagogue!

Equipment: Agitators and Recidivists are unlikely to carry anything but the most common equipment.

Characteristics:

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Agitator	55	50	50	55	55	65	60	45	55
Random	45+2D10	40+2D10	40+2D10	45+2D10	45+2D10	50+3D10	50+2D10	40+2D6	50+2D6

Special Abilities: All agitators have the Demagogue skill.

The Recongregator is fermenting unrest in the local population in order to further his plans to restructure the local government. He has been grooming a local agitator who is to make a speech to a large gathering. In order to ensure that all goes to plan the Recongregator has secreted members of his team throughout the crowd, while he himself is hidden behind the podium. Unfortunately, another Inquisitor has seen the threat the agitator poses to the status quo and has resolved to eliminate him.

Kidnap!

In order to bring about change, the Recongregator has decided to kidnap a ranking member of the Administratum and deliver them into the hands of local revolutionaries. This will be no easy task, the Recongregator and his team must eliminate the adept's impressive security team and escape with the hostage. There can be no survivors from the security detail, the Recongregator must have total deniability.

Bombing!

Extreme measures are needed, the local government has become too corrupt and the only way forwards is to destroy it and rebuild from the ground up. To this end the Recongregator has decided to demolish the council building during a full meeting of the senate and use the ensuing chaos to push new and stronger leaders into positions of power. Either the Recongregator must eliminate the guards and place the bombs, or perhaps the bombs are already in place and a rival Inquisitor must defuse them while the Recongregator attempts to stop him.



New Archetype – Agitators & Recidivist Cells

Agitators and Recidivist cells exist on almost every world in the Imperium. Often these are just simple people with an axe to grind, people who feel unjustly oppressed by the Imperium or planetary governor. Of course, not all agitators are attempting to cause an uprising against Imperial rule, some may be looking to depose a corrupt cardinal or a particularly harsh judge. However, in some cases these agitators and recidivist cells are being used as pawns by other more sinister agencies. Sometimes they are pawns of Chaos or xenos; but others are used by an Inquisitor with Recongregator leanings. In these cases the agitator is (often unknowingly) used to incite the local people to rise up against some institution that the Inquisitor himself wants to bring down, but without being seen to have a hand in the events. Some Recongregators go so far as to recruit and train their own agitators who they seed on vulnerable worlds with instructions to bring about a popular uprising that the Inquisitor can use as a cover for his own activities.

Amidst the vast crowds, a solitary figure ascended to the podium. The cheering that had begun almost a half hour ago reached its deafening crescendo, and remained there until the tiny shape amidst the human sea raised his hands for silence.

"I know your pains, brothers and sisters, for they are my pains also. I know your sufferings, your aches, your laments. And I know that it was not always so. Only a decade past, we prospered; we flourished, under a wise and benevolent ruler. But when it was needed most his wisdom failed him, and he named his son to be his successor. Now we are crushed beneath the boot heel of this coward, this weakling, this fool – this tyrant!"

The cheering rose anew, loud enough this time to shake the buildings surrounding the square and crack the glass of their windows. Again, the figure signalled for quiet.

"Our feet are blistered, while he wears soft slippers. Our fingers are worked raw, while he is daily pampered by manicurists. Our bellies are empty, while he grows fat off the sweat of our brow!"

He paused before the ovation had even had the chance to start again. He could see suppression tanks and armoured riot soldiers closing in on the far side of the throng, and they could see it too. Some amongst those nearest the interlopers began to flee, but the majority stood their ground and began to arm themselves with anything and everything that was at hand.

"The cruelty stops NOW! The injustice stops NOW! The tyranny stops NOW! Now we fight! Now we earn our freedom, and prove to Him-on-Terra that we truly are worthy of His love! Now we cast down the unrighteous despot who commits vilest heresy in His holy name! FOR THE EMPEROR!"

New Psychic Abilities

Mass Suggestion (Difficulty: 5 per Target; Telepathy)

The psyker plays on the emotions of those around him, implanting powerful subconscious impulses and ideas in the minds of the masses. This is a ranged power; the psyker chooses the range, which this is the radius affected; any characters within it that are not specifically excluded are considered targets. A one-word suggestion is hammered into the minds of all targets ("fight", "stop", "jump", etc.); they must each pass a Willpower test or do as commanded (to follow the examples above, they might attack the nearest character, break their aim, stand up from behind cover and hop, etc).

Mind Trick (Difficulty: 1/5 Target's Willpower; Telepathy)

The psyker coats his words with an impression of candour and helpfulness, leading the target to accept as fact whatever half-truths and bald-faced lies he is told. This power is always used as a combined action with speaking, though no additional penalty is inflicted for this. As long as the target can hear the psyker speaking, they must pass a Sagacity test with a negative modifier equal to the amount that the psychic test was passed by. Failure results in the target implicitly believing any reasonable lie he is presented with (GM's discretion as to what constitutes "reasonable"). Failure by more than 50% means that the target will believe absolutely anything - the possibilities from the Hallucinations table make for a good starting point.

Soul Veil (Difficulty 0; Miscellaneous)

The psyker has the ability to mask the light of their soul in the warp, hiding it from daemons and other warp entities. This is a persistent ability and once cast the psyker counts as possessing the Blunt trait (see the article The Negotiator – Water Caste Envoys).

New Special Abilities

Demagogue

The character is a master when it comes to making rousing, incendiary speeches that stir the listener into (violent) action by playing on their wants, fears and prejudices. Any friendly or non-aligned character hearing the demagogue's speech must make a Willpower test. If they fail they will become subject to Frenzy for the duration of the speech and move to attack the nearest character (or object) against which the demagogue is speaking.

Sicarius

Some Inquisitors of the Ordo Sicarius have hunted agents of the Officio Assassinorum many times in their past. These are intimately familiar with how the assassins are trained and know their every weakness, and although they still see the assassins as deadly foes, they have long since lost their fear of them.

A character with the Sicarius trait is immune to the effects of Fearsome and Terrifying when facing Assassin characters and automatically passes any such tests required.

Weapon Master

The character is an expert with a singular class of weapon, having trained and fought with the weapon for many, many years. In combat, they manipulate the weapon with great speed and skill; twisting, arching and turning the weapon faster than another user would be able to.

A character may be a Weapon Master for a single class of weapon, which must be recorded on the character sheet (e.g. Weapon Master – Chainsword). When using this weapon, the character counts the weapon as having one extra point of reach than it usually has, up to a maximum of 4. GMs should feel free to confer additional bonuses if they so wish.



New Wargear

Atronenn Collapsible Needle Weapon (Exotic)

Lucius Atronenn was a famed weapon-smith employed by the Ordo Sicarius, and his needle weapons are much sought after by operatives and Inquisitors of the Ordo. The Atronenn Collapsible Needle Weapon is a modified needle pistol incorporating a laser-scope and shot selector with two toxin chambers (which can be reloaded individually). The weapon also features a detachable stock and barrel to convert it into a rifle for silent kills at a distance.

The stock incorporates gyro-stabilizers which improve the accuracy of the weapon, giving it a +5 Acc. modifier and increases the weight of the weapon by 10. The elongated barrel makes the weapon more accurate at long range, changing the Range band to I and increasing the weight by 5. Attaching the barrel or stock takes one action and requires both hands to be free. Therefore it usually takes four actions to convert the pistol to a rifle or vice-versa; one for the operator to get the stock from his belt (and put away anything else he might have been holding) and another to clip the stock in place, one to get the barrel ready and another to attach it. The weapon can be fired with just the barrel or stock attached, attaching either converts it from a pistol into a basic weapon.

Telescopic Sight (Common)

A telescopic sight, is a simple optical sight used to give additional accuracy by magnifying the target and overlaying it with a targeting reticule. When aiming the user gains an additional +5% bonus to their To Hit roll; this is not cumulative.

Oculus Solidus (Legendary)

The Oculus Solidus is an ancient artifact, believed to have been designed as a medical instrument. The Oculus is worn over the eye and allows the wearer to check the physical condition of whoever he is looking at, displaying details of such things as internal bleeding, fractures and old battle wounds. This knowledge can be used to help treat injury or, in the hands of an assassin, to strike an enemy where it will do most damage.

A character equipped with the Oculus Solidus gains a 10% bonus to tests to recover injury (both to themselves and others). When the wearer scores a Placed Shot or Critical hit on an enemy, the enemy counts his Toughness as 10% lower when rolling for damage.

Psi-Shielding (Exotic)

Psi-shielding is designed to protect the bearer against telepathic intrusion and attack. It is often used by members of the Ordo Sicarius to prevent their secrecy being compromised by telepathic means.

A psyker attempting to use powers from the Telepathy discipline against a character who is psi-shielded halves his Willpower for his Psychic test.

Dust-scarf (Rare)

Dust-scarves are an affectation common to both the smog-filled hives of St. Easton's Reach and the dusty, cold and wind-swept plains of Falistgrad. They can effectively filter air while in place (though they tend to become somewhat stifling), providing a +10% Gas Resistance bonus. They are also heavy enough to provide some measure of protection, and so give a +2 Armour bonus to the head when properly secured, and to the chest when not.

Paryletum (Exotic)

This toxin paralyzes the victim's musculature and disrupts their nervous system. The victim's reactions are slowed and a large dose can render them unconscious. If the target fails his Resistance Test he suffers -1 Speed for the remainder of the game or until Detox (or similar) is administered. A character unlucky enough to be affected by several doses will suffer -1 Speed for every failed Resistance Test; a character whose Speed is reduced to zero falls unconscious.

Haemojack (Exotic)

Haemojack increases the victim's blood pressure while simultaneously suppressing the ability of the blood to coagulate, as a result even the slightest cut will start to bleed profusely and the victim is in very real danger of bleeding to death. If the target fails his Resistance Test then any wounded locations count as bleeding (adding D3 to his Injury Total at the end of every turn). Injuries that are already bleeding will add D6 to his Injury Total each turn rather than D3.

Veritas (Exotic)

Veritas is a truth drug often used by members of the Inquisition and Arbiters during interrogations. A victim who fails their Resistance Test must truthfully answer any question they are asked for the next D6 turns. Veritas is rarely used in a Needle Pistol or Rifle, instead it is usually administered by injection. Against an unresisting character this is a simple action. In close-combat it can be administered by scoring a hit against any location with less than 3 points of armour, the needle itself does no damage.

Etum Omega (Legendary)

One of the deadliest toxins in the Imperium, Etum Omega causes the red blood cells to lose their ability to carry oxygen, resulting in asphyxiation even while the victim's lungs are functioning perfectly. A character exposed to Etum Omega must pass a Resistance Test. If this is failed they must test for System Shock at the beginning of every subsequent turn. Treating the character with Detox or the chemicals in a standard medi-pak will halt the effects of the poison in the short term – the character does not need to make a System Shock test in the turn after being treated, but will need to be injected every turn to remain conscious. Once the character has gone into System Shock he will need immediate medical attention within a dedicated and well-stocked facility or will die.

+++ Transmission Ends +++

THE RECONGREGATOR

+++ SOURCEBOOK +++



This sourcebook is a not-for-profit fan-made endeavour, designed to provide additional material for the Inquisitor game system. It is completely unofficial and in no way endorsed by Games Workshop Limited.



40k, Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Cityfight, City of the Damned, Codex, Daemonhunters, Dark Angels, Darkblade, Dark Eldar, Dark Future, Dawn of War, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, the Fire Warrior logo, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, GW, GWI, the GWI logo, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khemri, Khorne, the Khorne logo, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, the Nurgle logo, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, the Slaanesh logo, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyranid, Tyrannid, Tzeentch, the Tzeentch logo, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2007, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.



Dark Magenta is a not-for-profit, web-based fan magazine providing additional information for the Inquisitor game, and is in no way endorsed by Games Workshop Limited. For more information, see www.darkmagenta.co.uk.

