

Inquisitor Dark Angel Rules

Dark Angels Interrogator Chaplain: Interrogator Chaplains may have all the same abilities that a regular Space Marine would have although their stats are likely to be a little higher than a normal Marine because they are a leader among the Marines. An Interrogator Chaplain should have a higher SG score and a higher than normal leadership. Besides the normal Space Marine Abilities, all Interrogator Chaplains have the skills Leader, Force of Will and Subdue

Rosarius: The Rosarius is a badge of faith given to a Chaplain at the beginning of their training. It is not actually activated until the Chaplain completes his training. It is worn around the neck and is essentially a conversion field with all the properties of a conversion field.

Crozius Arcanum: The Crozius Arcanum is the badge of office for a Space Marine Chaplain. It is crafted by hand and given to the Chaplain as a sign of the completion of his training. It has a reach of 2, causes 2D10+4 Damage, and has a Parry penalty of -20%

Blades of Reason: The Blades of Reason are an ancient and horrific device that look like a knife with many sharply honed and polished blades. Etched into the blades are numerous extremely fine neural-wires which inflict agonizing pain on any nerve fibres they cut through. To a Dark Angels Interrogator Chaplain the Blades of Reason are the means to confession and thus redemption of their fallen brethren. In their skilled hands the Blades of Reason can be used to inflict terrible pain without causing a substantial amount of damage. They are able to torture their victim for extended periods of time until they are able to gain a confession. Blades of Reason are usually only used on the Fallen however it would not be beyond a Dark Angels Chaplain to use the blades to illicit information in order to find the Fallen.

The Blades of Reason can be used in combat like a normal weapon and have the same characteristics as a Power Knife however they are very delicate and thus it is a risky action to use them so recklessly. If you fail the risky action the Blades have been destroyed. Character wise however they would rarely be used in this manner unless the Interrogator Chaplain is in the most dire of circumstances. If the Chaplain is able to subdue a character (See the Subdue skill in the Inquisitor Annual) he can use the Blades of Reason to Interrogate him, this would be the same as attacking a character that is out of action and is not considered a risky action. However in order to use the Blades of Reason properly, the Interrogator Chaplain must make an Sg check to see if he has used them properly. If he succeeds, he causes only damage to the part of the body he has declared he is using the blades on. If he fails, it is considered a critical hit and causes the appropriate damage that a Power Knife would cause. If the Chaplain succeeds the Sg test the character being interrogated must then make a Wp test to see if he can withstand the pain and not answer the Chaplains questions. If he fails he must answer one question truthfully and his WP is reduced by 1D10.

A character that is being interrogated can always answer any question posed to him by an Interrogator Chaplain at any time in order to try and get out of being tortured. These answers can be truthful or untruthful however it is up to the Interrogator Chaplain to decide to believe the answers or continue with the torture. Your only hope is to find a way to escape or that someone else will save you. Of course if your one of the Fallen your only hope is to confess!!

To represent how incredibly rare it is for one of the Fallen to repent during interrogation these rules could be used in a Campaign: Anytime one of the Fallen is successfully interrogated by an Interrogator Chaplain (Success should be determined by the GM), the Chaplain rolls a D100, on the roll of a natural 100, the Fallen has repented and died. The Chaplain may add one black pearl to his Rosarius and may add 2D10 to his Sg to represent the skill he has gained from the successful interrogation. The bonus Sg is only used when interrogating. Anything other than a Natural 100 the Fallen has died without repenting. This rule only applies to the Fallen.

Book of the Fallen: Sometimes an Interrogator Chaplains will have in his possession a book. Within it are listed the names and information gathered on all known Fallen. The Inner Circle member may consult the book for information concerning a particular fallen (If he knows his name) but must make an Sg test to see if he is able to decipher the sometimes cryptic information. This is any ancient and revered item that must never be shown to or fall into the hands of anyone else. An Inner Circle member will do everything possible to keep it safe.

Watcher in the Dark: The Watcher in the Dark is much like a Familiar however there is no psychic link that allows sharing of senses. It will attach itself to a member of the Dark Angels Inner Circle and will bear equipment that the Dark Angel is not currently using (i.e. a weapon, helmet, reloads) The Watcher in the Dark will always stay within 2 yards of the Marine it is following, unless the Marine engages in close combat and then the Watcher can move up to 10 yards to stay out of danger. The Watcher will immediately move back to within 2 inches of the marine if beckoned (1 action) or once the combat is over. The Watcher can never attack. The Watcher has a unique and Powerful Psychic talent that protects it when it is attacked. Watchers are considered small targets (-20% to hit). They have an armour value of 10 but if they are attacked and receive any damage, they are not destroyed but will disappear for D6+2 turns, after which it will return still carrying the equipment. The Dark Angel cannot use the equipment being carried by the Watcher until it returns and it costs 1 action to take or give 1 item to a Watcher to carry. The Watcher may only carry 4 items at once and the items can be only one large item such as a helmet or bolter and 3 smaller items such as bolter reloads. Items carried by a Watcher cannot be damaged while they are in the Watchers care.

Dark Angels Inner Circle Robes:

Armour Value: 1

The robes given to initiates of the Dark Angels Inner Circle are actually a type of very thin armour. The robe itself is made from an unusually designed material with many interwoven elements that provide additional protection to the Dark Angels power armour in combat and also against natural and artificial elements. The armour is similar to mesh armour in that the impact of a shot or blow is spread over a wider area to absorb and dissipate damage however it is thinner and thus has a lower armour value. It adds 1 points of additional protection to Chest, Abdomen, Groin, Right Leg and Left Leg.