

Inquisitor

Grand Tournament 2009

Warhammer World, Saturday 12 December

Thought for the day: By three signs you shall know the enemy.

Brothers and Sisters,

The time has come once more for you to gather in strength, to pool your resources; to share your wisdom; to test your mettle. Let no man or woman of the Holy Orders hold back from this portentous gathering of our kind, for ours is the purest of wars:

The Battle for the Emperor's Soul.

The 2009 *Inquisitor* Grand Tournament will take place between 1000 and 1800 on Saturday 12 December 2009 at Warhammer World, Willow Road, Lenton, Nottingham, UK.

Participation is on a ticket basis. Tickets are available in advance, for £10. Tickets may be purchased at registration for £12.

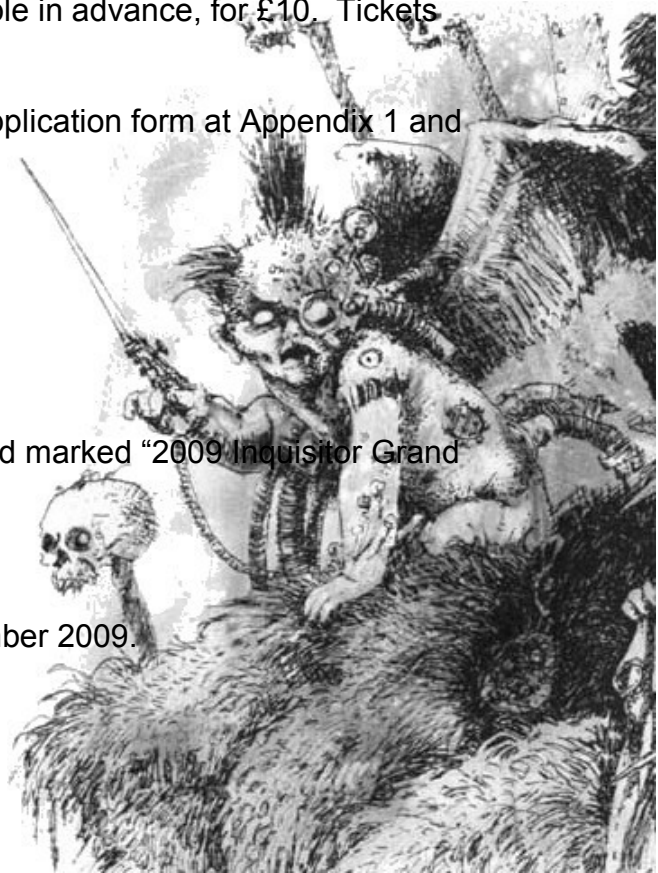
To purchase a ticket in advance, please send the application form at Appendix 1 and a personal cheque or postal order for £10 to:

2009 Inquisitor Grand Tournament,
17 Duncombe Drive,
Strensall,
North Yorkshire,
YO32 5PJ.

Cheques should be made out to "Mr RT Jenkins" and marked "2009 Inquisitor Grand Tournament" on the reverse.

Preparation:

1. Participants must be 15 or over on 12 December 2009.



2. Participants must bring:
 - 2.1 1-3 Player Characters (PC). A PC consists of:
 - 2.1.1 54mm scale model. Models must be made predominantly from parts available from Games Workshop's range of Citadel Miniatures or scratch-built. PC models must abide by the principle of "what you see is what you get" (WYSIWYG). Models must be painted in at least two colours.
 - 2.1.2 Complete, clear Character Sheet. This must include all of the information normally found on the [Character Sheet](#) available from Inquisitor Archivist, Marco Skoll.
 - 2.2 One (1) ten-sided die (D10); one hundred-sided die (D100)¹ and a number of six-sided dice (D6) equal to the Speed of the fastest PC in the player's warrior band.
 - 2.3 Inquisitor [Quick Reference Sheet](#), available from Inquisitor Archivist, Marco Skoll.
 - 2.3 Stationery, including notepaper, pen and pencil.
 - 2.4 Scenario, as described at Appendix 2.
3. Participants are *advised* to bring:
 - 3.1 Living Rulebook.
 - 3.2 Inquisitor Annuals 2002 & 2004.
 - 3.3 [Weapon Quick Reference Sheets](#), available from Inquisitor Archivist, Marco Skoll.

Order of Events

4. The day will be conducted in the following order:
 - 4.1 **1000** – Doors open.
 - 4.2 **1010** – Registration begins & Inquisition Quiz distributed.
 - 4.3 **1030-1145** – Game One.
 - 4.4 **1200-1215** – Game Two.
 - 4.5 **1215-1220** – Models submitted for Painting & Modelling competition.

¹ A D100 typically consists of two D10s. These may either be of different colour, with one nominated as "tens" and one as "units", or of one D10 marked 0-9 and one marked 00-90. Results of 00 on a D100 are always considered to be "high".

4.6 **1220-1400** – Lunch.

4.7 **1400** – Inquisition Quiz collected and models can be collected from the Painting & Modelling competition.

4.8 **1415-1530** – Game Three.

4.9 **1545-1700** – Game Four.

4.10 **1700-1745** – Free Play as the results are calculated.

4.11 **1745** – Results and Awards.

4.12 **1800** – Doors close.

5. Latecomers will be able to register up to 1400, but will receive no marks for missed games. An opportunity to GM cannot be guaranteed for latecomers. Naturally, this means that their chances of winning may be reduced.

Scoring

6. Scoring will be in four categories, each worth points as indicated:

6.1 Game Mastering – 40 points.

6.2 Playing – 40 points.

6.3 Painting & Modelling – 10 points.

6.4 Inquisition – 10 points.

7. *Game Mastering* (GMing) will be scored by the players using the form below:

Player's Scorecard											
GM's Name:	10	9	8	7	6	5	4	3	2	1	0
Scenario	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Player's Initials:											
Fold this scorecard in half and hand it to your Game Master at the end of the game.											

8. Participants will be given three Player's Scorecards at registration. Players should complete the GM's name before beginning each game. At the conclusion of each game, a tick should be placed in the box indicating the GM's score in each of the four categories. If the score is not clear then the GM will receive a default mark of 3. If more than one tick is given against one category, the GM will receive a mark equal to whichever tick is the lowest.
9. A full guide to marking the Player's Scorecard is given at Appendix 3.
10. *Playing* will be scored by the GM, using the form below:

GM's Scorecard											
Player's Name:											
	10	9	8	7	6	5	4	3	2	1	0
Objectives	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Characters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cooperation						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Coolness						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Timeliness						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GM's Initials:											
Fold this scorecard in half and hand it in to the Registration Desk along with the Player Scorecards											

10. Participants will be given three GM's Scorecards at registration. GMs should complete one GM Scorecard for each player before beginning each game. At the conclusion of each game, a tick should be placed in the box indicating the Player's score in each of the categories. If the score is not clear then the Player will receive a default mark of 3. If more than one tick is given against one category, the Player will receive a mark equal to whichever tick is the lowest.
11. A full guide to marking the GM's Scorecard is given at Appendix 2.
12. *Painting & Modelling* will be scored by two members of the Warhammer World Store staff (or other suitable members of the Games Workshop staff) and by the event organizer. Each GW staff member will be able to allocate up to 5 points to each participant.
12. Each participant may enter one (1) model to the competition. The model must be one of those used in the event and must, therefore, conform to the same restrictions described at paragraph 2.1.1. In addition, by entering the model, participants confirm that models are entirely their own work, including conversion work and scratch-building.

14. *Inquisition* is a puzzle based, in whole or in part, on the background of the Warhammer 40,000 universe. *Inquisition* will be marked by the event organizer and his decision on the correct answer for any given question is final. It is an open-book quiz and players are encouraged to use any resources at their disposal to achieve their objectives.

15. [DELETED].

Character Design

16. There are NO restrictions on the design of characters. GMs are entitled to exercise their discretion should they wish to reduce characteristics, disable special rules or remove weapons, ammunition or equipment before or during any game. However, a GM may not, by exercising this discretion, stop a character from being WYSIWYG. E.g. a GM may decide that a character's lasgun is changed to being Necromunda pattern from being Triplex Phall pattern, but may not remove the lasgun altogether if the model is clearly shown to be equipped with one. This is the only restriction on the powers of the GM.

Rules

17. The rules in the current Living Rule Book are considered to be the fundamental basis for the conduct of games. However, as always, these are at the discretion of the GM. There is no right of appeal against a GM's decision. However, the organizers wish to include two essential changes to the contents of the Living Rule Book for the purposes of this event. These changes are to the Special Abilities section of the Living Rule Book and replace the entry for "Lightning Reflexes" with two new Abilities as follows:

17.1 *Lightning Reflexes*. The character has astoundingly quick reflexes and can react to circumstances with blinding speed.

The character may, once per round and at any point during the round, react to an event or Action to attempt an extra Action. This must be a 'reflex' action, reacting to something another character has done or to an event that has occurred – it may not simply be to run an extra 6 yards, make another attack in combat, or fire an extra shot.

Examples might include jumping aside as you see a gunman rear up from behind some crates, lunging instinctively with your sword as the enemy charges in at you, or diving to catch a valuable object that has just been dropped. As ever, the GM is the final arbitrator over what can and cannot be done.

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

17.2 *Lightning Wits*. The character thinks on his feet with outstanding speed, able to assess a combat situation and come up with the best course of action in moments. If a character with Lightning Wits needs to Change his Actions as described on page 26 of the Rulebook, then he does not have to make an Initiative test to re-declare his actions. He does this automatically because he is such a quick thinker! Furthermore, he is not required to spend one of his remaining actions pausing for breath, he receives a free pause for breath action, once again because he is so quickly able to process what is going on around him and react accordingly.

Alternatively, if the character is in close combat and the close combat ends while he still has actions left, he does not need to spend one of his remaining actions to pause for breath. He receives this pause for breath action free due to Lightning Wits.

Note that a character can never receive more than one free pause for breath action per turn from Lightning Wits.

Spectators

18. Spectators are welcome and there is no charge. However, spectators are requested to follow the instructions of the table GM and not to interfere with or speak to the players or GM while the game is in progress.



Appendix 1 TOURNAMENT APPLICATION FORM



One application form must be completed per participant.

Dear Organizer,

Please send me a ticket for the 2009 Inquisitor Grand Tournament. I enclose payment in the form of personal cheque(s)/postal order(s) for a value of £10.00.

Sections marked with a * must be completed.

*Name

*Address

Email

Tel No

This information is to send you your ticket(s) and to keep you updated with any changes or amendments to the event. This information will be treated in the strictest of confidence, in accordance with the Data Protection Act 1998 and will not be shared with any third party.

Cheques are to be made out to "Mr RT Jenkins". Payment and application form is to be sent to "2009 Inquisitor Grand Tournament, 17 Duncombe Drive, Strensall, North Yorkshire, YO32 5PJ". Payment is not refundable. Your statutory rights are unaffected. Games Workshop Group PLC takes no responsibility for the management and organization of this event. The event organizers are not responsible for applications lost in transit or for the management or facilities at Warhammer World. For the purposes of event judging, the event organizer's decision is final.

Appendix 2: Scenario Design

The organizers won't be asking you to hand in your scenarios, so participants are free to present them in whatever form they desire. You could just have an idea in your head and explain it your players when your moment comes. But as your scenario effectively represents 10% of your total score for the whole day, we expect that you will want to put some thought into things.

With that in mind, and aware that some participants may never have designed a scenario before, we thought a few tips and reminders would be in order:

1. **Ask not for whom the bell tolls...** Each game has only 75 minutes allocated to it. This includes the time you have to get to know and brief your players and there's no guarantee that they'll all be rushing to the table. Assume that you will have around 60 minute of actual play and then the game will cease. Players will probably prefer a game that has a satisfying resolution to one which just halts in the middle of a turn.
2. **The power of a god.** As the GM, the parameters of the game and the players are entirely in your hands. If you want to reduce the number of characters players are allowed, or even bar specific characters from taking part, then you can. Environmental conditions are at your beck and call, as well as every other aspect of the game. This applies to the scenario design as much as it does to the course of the game.
3. **With great power comes great responsibility.** As the GM and scenario designer, it is your job to ensure that the game is fun, engaging and entertaining. Try not to get carried away with a radical vision and forget that the GM is there to serve the players, not the other way around.
4. **Bells and whistles.** "Blood" stained briefing packs², manila folders stamped with the thrice-barred "I", providing players with hooded robes... There's no promising that these things will win you extra points but there's no harm in trying, eh?
5. **Details, details...** Read the details of the event carefully before designing your scenario. For example, the arrangement of the event means that there will usually be three players to each GM, and sometimes only two. If your scenario relies upon there being three and you get only two, you need a back-up plan. If your scenario needs four players then you might need to re-think.

² Do not use real blood.

Appendix 3: Player Scorecards

Scenario (See Appendix 2 for design parameters)

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

Control

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

Knowledge

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

Fun

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

Appendix 4: GM Scorecards

Objectives

- 0 The player failed to even attempt to fulfil his objectives.
- 2 The player made a desultory attempt to fulfil his objectives.
- 4 The player tried hard to achieve his objectives but failed to achieve any of them.
- 6 The player achieved only some of his objectives.
- 8 The player achieved most of his objectives.
- 10 The player achieved all of his objectives.

Characters

- 0 The player's characters were totally inappropriate to the spirit of the game.
- 2 The nature of the player's characters made it difficult to have a good game.
- 4 The characters were dull and unoriginal.
- 6 The characters showed some originality and were played appropriately.
- 8 The characters were interesting and original and the player used them well.
- 10 The characters were seriously cool and the player was totally committed to being in-character.

Cooperation

- 0 The player was actively obstructive, argumentative and deliberately difficult.
- 1 The player made little attempt to cooperate with the spirit of the game.
- 2 The player was occasionally selfish in a way that was not appropriate to the characters or the scenario.
- 3 The player competitive in his interactions with the other players without being selfish.
- 4 The player noticeably put the needs of the game before his own success.
- 5 The player engaged with all the other players to craft a story that was much more than a game.

Coolness

- 0 The player is to coolness what a Culexus is to psychic powers.
- 1 The player's characters never did anything interesting.
- 2 The player's characters only performed normal *risky* Actions.
- 3 The player's characters performed one or more interesting *risky* Actions.
- 4 The player's characters did something very cool (*risky* or not) in the game.
- 5 The player was consistently imaginative, thinking outside the box and really driving up the scenario's excitement value.

Intelligence

- 0 The player's characters spent the whole game doing stupid and uncharacterful things.
- 1 The player does not appear to understand the spirit of the game or the *Warhammer 40,000* universe.
- 2 The player occasionally lapsed into childishness.
- 3 The player used his head and played intelligently.
- 4 The player used a clever and imaginative strategy to achieve his objectives.
- 5 The player totally outwitted everyone else on the table, including the GM!

Timeliness

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