

INQUISITION

PURGE THE UNCLEAN

Introduction

Inquisition: Purge the Unclean is a solitaire game, taking place in the Warhammer 40,000 universe. In this game, you'll be taking on the role of an Inquisitor; your mission is to eliminate all threats that occupy an underground base in Hive World Golgotha XVII.

In order to play Inquisition: Purge the Unclean you'll need a few six-sided dice, these rules and some scratch paper to track the Inquisitor's attributes and any other information.

Starting the Game

When setting up for play, you should notice that your character has a one attribute; this attribute is known as Health. If the Inquisitor's Health ever reaches zero, he is killed and the game is lost. Another thing you may notice is the LOC statistic, otherwise known the Location in which your character is in; think of a level in a dungeon crawl, because it's practically the same.

Your character's Health begins at ten and his LOC begins at one; you'll notice the LOC grow in number as you descend deeper and deeper into the underground base.

Descending the Underground Base

At the very start of the game, you enter the main doorway and head into the base; you should note that the LOC statistic starts at one and will increase as you further your path down to the very core of the base, where an unholy evil awaits your arrival.

Every turn, roll a six-sided die and consult the Random Encounter Generator; every four turns, raise your LOC by one as it is assumed that every four turns, you descend a stairway or use

an elevator to drop deeper into the base and come across new foes.

When combating enemies roll a six-sided die and score equal to or greater than their "TH" attribute (to hit) to kill them; if you fail, you take one point of damage and roll again until you kill the enemy. Each failure results in one point of damage. When coming across Health Packs and XP gains, simply add them in the correct location of your character sheet; these scores can grow without end, so get scoring.

Random Encounter Generator	
1	Bloodletter / TH4
2 or 3	Medic Kit / Health +1
4	Chaos Spawn / TH2
5	Daemonette / TH3
6	Chaos Marine / TH5

Completing the Game

The game ends when you reach LOC 20, which is the final level, where a Daemon Prince awaits you; his "TH" attribute is a six and you will also need to score three successful hits against him in order to successfully kill him and win (unlike all normal enemies who only need one hit scored against them to kill them).

This game was created by Neuicon, Sean Daniels and we thank you for playing!