
Warhammer 40,000: Inquisitor - Martyr Key Serial

an inquisitor, regardless of which ordo he or she serves, holds no official rank in the imperial guard or any of the other imperial armed forces. however, upon simple presentation of his inquisitorial rosette, an inquisitor can commandeer any imperial military asset, from a single guardsman to a whole battlegroup. the most sensible inquisitors leave the tactical considerations to the professional soldiers, and often use the masses of the imperial guard as a distraction whilst they proceed to their objective with a small kill-team of specialists drawn from their own acolytes or their ordo's chamber militant, but it is not unheard of for inquisitors to actually assume command of a large imperial guard force, lending their peculiar expertise against a foe to the blunt instrument that is the guard. most officers dread being seconded to an inquisitor, for it is akin to a death sentence: all too often those guardsmen seconded to service with the inquisition are callously sacrificed to hold the line to the last man while the inquisitor purges the heart of corruption with his chosen team of acolytes or specialists, and even if some guardsmen manage to survive the mission, inquisitors never hesitate to execute all those who have come in contact with chaotic or xenos corruption to prevent its spread to other regions of the imperium. few acolytes, if any, are taken to the eye of terror. as the inquisitor purges the emperors' enemies, the acolytes will not be bound by the same moral boundaries and are set upon using any and all means necessary to destroy the enemies of the emperor, whether they be chaos-corrupted acolytes or the heretical forces of chaos that threaten to plunge the entire galaxy into universal chaos. this means that many acolytes become twisted and brutal, and that some fall in line with the heresy and become twisted chaos-tainted servants of chaos itself. at the same time, the inquisitors themselves are often overcome with the same zealotry that led them to join the inquisition in the first place, and as they purge the imperium of heretics and corruption, they become twisted and brutal, prone to killing those who oppose them. this is an aspect of the inquisition that the game really doesn't explore to much, and, for the most part, this is a good thing: inquisition is about the conflict between the inquisitor and the emperor, and seeing both the good and bad sides of the conflict would be too much.

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Depending on how many days have passed since the last mission, your mission targets might be the same or completely new. Some missions (such as the creation of a new religion) have no targets. Once on a target, you're under fire from everything. Armies, vehicles, gunships, fighters, walkers, enemy or friendly forces, the list goes on. Your Inquisitor must be very, very fast to survive. Your Inquisitor will have one, possibly two, advisors that can hit things. Hopefully one of them will be a tech-priest and the other will be an inquisitor. Mission failure will not result in a retry. Mission success will get you a new mission. There's a huge amount of combat you can do at once: the Emperor's Chosen are rather well-equipped to undertake a single, long-term mission as well as set-piece skirmishes. They do better if they have a tech-priest available, a few tanks, a battleship and a squad of troops to hold position for them, and a transport shuttle to extract them afterwards. A few other factors will still come into play - vehicles, nearby buildings, structures, the darkness of the mission, the visibility of your Inquisitor and their target, long-range attacks... but it's mostly about the mass that you put up against the odds. It's possible to lose a mission. The decision is left to the AI, which is good. Missions are known for taking hours to complete, so the AI will often let you die from friendly fire and just not bother with it for now. It's also possible to lose an Inquisitor - when this happens the mission gets a point added to the total for the next mission. If your Inquisitor has an army of Inquisitors, you can lose all of them and still be fine. Your Inquisitor gets incapacitated, they're put down, and you can sit with the leftover body. Depending on how long you've spent down there, you might get a bonus. Once done, you can always leave to visit a higher-ups and explain the new situation to him. It's not up to you. 5ec8ef588b

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