



Pathfinders

By Andy Hall

Pathfinders are highly sort after by members of the Inquisition. Their ability to track, snipe and scout unnoticed has its obvious advantages for Inquisitors. The majority of pathfinders under the employ of Inquisitors will be sequestered from Imperial Guard regiments famous for their scouts, such as the Catachan Devils or the Headhunters of Mortant. This is not always the case as more tribal stock also has good trackers that are used by the Inquisition such as the Ratskins of Necromunda.



Wherever they originate, pathfinders are specialised warriors that Inquisitors will

always find a use for them whether its tracking heretics or fleeing or hunting aliens.

Pathfinder Characters

Equipment: This can vary depending on the character's background. However most Pathfinders will fight unseen and from a distance, so a long range weapon such as a sniper rifle is not uncommon.

Special Abilities: Detection – Pathfinders have an innate ability to instinctively know where the enemy is, whether this is a latent psychic power or just having the ability to notice broken branches and hidden footprints depends on the Character. In any case detection works exactly as described on page 57 of the Inquisitor rulebook.

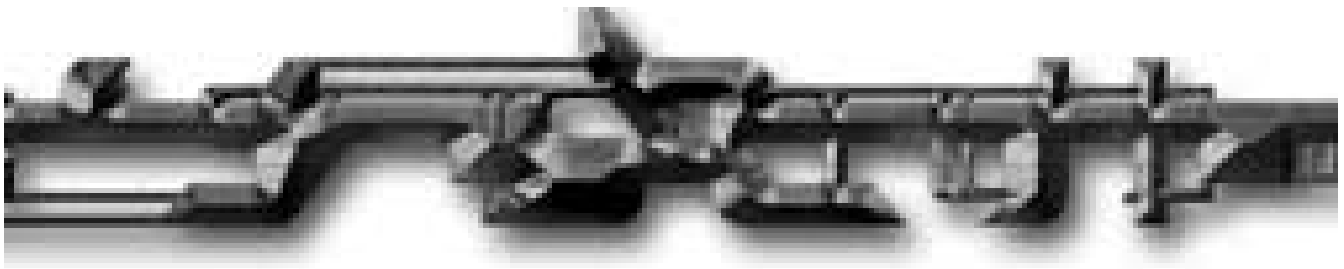
	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Pathfinder	55	85	55	60	70	60	60	70	50
Random	40+2D10	70+2D10	40+3D10	55+2D6	60+2D10	45+3D10	45+3D10	65+2D6	40+3D6

Sergeant 'Toothpick' Murke

'Toothpick' Murke hails from the Deathworld of Catachan. Like many sons of Catachan he was orphaned from an early age and so was recruited into the 24th Catachan Hellbringers of the Imperial Guard. The Hellbringers specialise in guerilla warfare and so are sent to many inhospitable areas many, mirroring that of Catachan, to do battle in the name of the Emperor.

Sergeant Murke gained the name 'Toothpick' soon after joining. While fighting a hoard of feral Orks on the world of Oiho. Even for greenskins they were particularly savage using low tech weapons such as spears bows and clubs made from wood and sharpened bone. Being a Catachan, Murke had their infamous almost fatalist sense of humour and would brag to his companions how

he would never be impaled by the 'Toothpicks' the Orks carried into battle. As if the Emperor also had a sense of humour, even entombed in his Golden Throne, shortly after Murke and his patrol ran into the Orks and he gained a jagged scar just under his left pectoral by the Orks crude prodders. Ever since he has been know as 'Toothpick'.



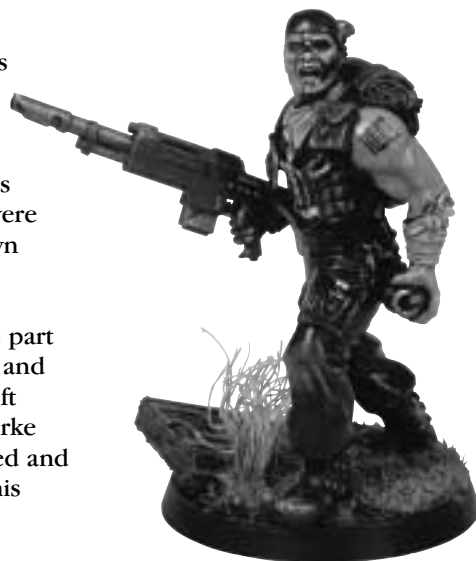
It was on the Jungle world of Darwin, that Sergeant Murke first came to the attention of the Inquisition. Murke's company led by Lieutenant Green was sent to retrieve two dignitaries from the crashed shuttle site near the alien hostiles.

After locating the wrecked shuttle, the company retrieved the remaining survivors and headed into the jungle to the rescue site where another shuttle was on its way. The enemy dogged the company's trek through the jungle terrain at every step. Known as Sirens, they were nightmare creatures who used their psychic powers to control corpses to do their bidding, like the mindless zombies of children's stories.

Only the skill and the experience of the Catachans and more specifically the pathfinding ability of Murke's squad to stay ahead of the tireless enemy saved them. Even then the company took severe casualties.

The rescuing shuttle arrived just in time, 'Toothpick' being one of the last to board. When the shuttle touched down in the relative safety of Darwin's provincial city, a mammoth platform standing on large plinths above the jungle canopy, Inquisitor Taarn of the Ordo Xenos was waiting for them. Taarn had been on Darwin for a few Standard Imperial months investigating the Siren threat. On hearing of this encounter he was there to meet and interrogate the survivors. Taarn was particularly impressed with the softly spoken Sergeant Murke. His pathfinding skills were ideal for Taarn's own excursions into the Darwin jungle. 'Toothpick' became part of Taarn's warband and even when Taarn left Darwin he kept Murke with him as a trusted and useful member of his party.

Although wary of the Inquisitor at first Murke began to like and trust the Inquisitor. On the Deathworld of Villania, Murke lost his arm to Prowler Trap plant. Taarn arranged Murke to have a replacement augmatic arm and hand, which Murke is still getting used to. And even after all this time Sergeant Murke is still known by his nickname 'Toothpick'.



'Toothpick' is Right Handed

Equipment: Lasgun, Sniper Sight (Lasgun may be used at range H or Range C), Devil's Claw (Catachan Knife use as short sword), 5 Grenades. Bionics – Arm: Strength 68 and +1 armour.

Special Abilities: Detection, Booby Traps (see below)

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
'Toothpick' Murke	52	88	58	65	73	63	51	69	48

NEW ABILITY – BOOBY TRAPS

The character can create and set booby traps. It will take three actions to set a booby trap. Once a booby trap is set the character nominates a trip zone which if another character walks in will set a trap this can be up to 2 square yards. If an enemy character walks into this zone then an explosive will go off – treat as if being hit by a grenade. See page 81 of the Inquisitor rulebook for the different effects of grenades. The character is free to think of different booby traps, and effects must be judged by the GM, these will be Risky actions to set.