

# INQUIRY INC.

A Miniatures Board game



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## **Introduction**

Inquiry Inc. is a game developed for the “Ers” Wargaming club; being a self contained adventure game with a mixture of competitive and co-operative play.

In addition to the miniatures listed, you will need to print the rulebook, the Event cards, the Mansion Cards, board sections and several dice.

## **Miniatures**

Several miniatures are used in Inquiry Inc. feel free to use whichever you like, but we used:

Louise, Felicity, Wolsey and Barney from **Hasslefree Miniatures**  
<http://www.hasslefreeminiatures.co.uk/>  
Pictures used without permission.

Buster available from **Beaumont Miniatures** via **Armorcast**  
<http://armorcast.com/>  
Miniature used with permission.

“Ghost of Colonel Marbles” available from **Frothers Unite**  
<http://www.frothersunite.com/>

Build Your Own VW Bus available from **Play**  
[www.play.com](http://www.play.com)

## **Play Tiles:**

While I’ve included tiles to play the game on in [a separate PDF](#), these people do a fine range that can be used

**World Works Games** –Shellendrak Manor  
<http://worldworksgames.com/>

**Stones Edges** – The Dungeon 2  
<http://www.stones-edges.com/>

**Ainsty** via **Old Crow Models**  
<http://www.oldcrowmodels.co.uk/>

**Hirst Arts**  
<http://www.hirstarts.com/>

**Dwarven Forge**  
<http://dwarvenforge.com/>



## **Playing The Game**

Firstly, each player picks a miniature to play. In case of two or more players wishing to control the same figure, each roll D6 and the lowest scorer picks first!

Next, roll on the Monster Chart to see what monster the gang are investigating.

### **Monster Chart:**

#### **1: Foul Beast** (plague Demon, swamp monster, rotting zombies etc)

-Only moves 3 Squares, any players in squares adjacent suffer +1 on their dice rolls from the terrible stench!

CP to capture = 12

#### **2: Loud Beast** (Vampire, werewolf, evil clown)

-Any time an Adventure Card is due to be drawn, roll D6. On a 1 the monster makes its presence known (a swarm of bats, a howl or roar echoes through the room etc) and Players must take a Jinkies! test in addition to the Event.

CP to capture = 10

#### **3: Warrior Beast** (Frankenstein, Black Knight, Yeti etc)

-gains -1 on its tests to capture the Players

CP to capture = 10

#### **4: Ethereal Beast** (Ghost, Phantom etc)

-players suffer +1 to their dice rolls against this monster and must take a Jinkies! test to use items against it.

CP to capture = 13

#### **5: Shambling Beast** (Mummy, animated mannequin, animated objects)

-only moves 3 squares, but gains -1 on its tests to capture the Players

CP to capture = 12

#### **6: Fast moving Beast** (Ghouls, Swarms of things, headless horsemen etc)

-Any time an event is drawn roll D6. On a 6 place the monster in the door furthest from the Players instead of drawing an event card. It cannot be captured, the players must exit the board section or leave its Line of Sight to lose it.

CP to capture = 13



## **The Mansion Deck**

Shuffle the Mansion cards and deal out six face down.

Now take the Objective Card and shuffle it in with the six cards you have just dealt.

Finally, deal a further six Mansion cards on top of the seven you already have.

You should now have thirteen cards, and your objective lies somewhere among the final seven... but who knows where exactly!

The remaining Mansion cards are NOT used, and may be returned to the box.

The thirteen cards, including the objective room, form the Mansion deck for the adventure

Board Sections required:

6x Rooms

1x Corner

8x Passageway

3x T-Junction

1x Objective room

Rooms are 4 squares by 4 squares, corridors 6 x 2; a corner is 3x batches of 4 and objectives 8 x 6.

Each section has 2 Doors. Doorways are two squares adjacent to each other and are always on a board edge!

## **Deployment**

Place a Corridor with a door at one end and a marker at the other. This represents the point the Players enter the game, using their first action to move onto this corridor.



## **Exploring**

If a Player reaches a doorway and have at least 1 more square left on their move, they may turn over the top card of the Mansion Deck and attach it to the doorway how they wish (squares must be lined up however!).

If the card reveals a corridor or Room, they may attach a door to the opposite side of the board section attached to any two adjacent squares they wish.

If you find a T-junction place the board section on your playing surface as normal. Now, before you do anything else, you must divide the Mansion deck! The Gang know their objective lays one way or the other, but they don't know which! Dealing from the bottom of the Mansion deck, deal out one card at a time to the left and to the right until you have two separate decks.

Place one deck at each of the two new exits of the junction. As the Players explore, use the left Mansion deck for the left hand branch of the mansion, and the deck on the right for the right hand branch.

Each Player can choose which direction to head in, unless Fred uses his Ability, which will take precedence.

## **Events**

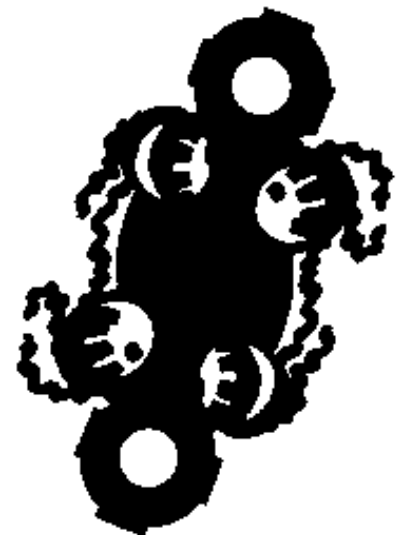
The first time each room is entered or if a Player successfully searches a room (see later), the player takes a card from the Adventure deck.

If the Adventure card is a special event (it has an 'E' in the top corners) resolve it immediately, as described on the card.

Once resolved, place the card aside in a collection known as a Discard pile. This pile is shuffled back into the Adventure Deck at the end of each game turn.

If the Adventure Card is an Item (marked with an I) the player may chose to keep or discard it as detailed in the Items section.

If the Adventure card is a Monster Card (the card has an 'M' in the top corners) place the monster in the opposite doorway and each player takes a Jinkies! test.



### **Jinkies!**

Players affected roll a D6:

1: Voice Of Reason: The Player keeps their cool as Calm and negates one Panic result

2-5: Calm: Unnerved, the player suffers no effects.

6: Panic! the character panics and moves D3 squares in a random direction

### **Line Of Sight.**

Any squares in the model's front up to 180 degrees.

To determine whether a model can see a target or not, draw an imaginary line from the centre of the model's square to the centre of the intended target's square. If this line passes through a wall or terrain piece, the 'line of sight' is blocked.

If this line passes through another figure's square, it hits them on a 6 as it is assumed they are moving around!

Captured players do not count as blocking LoS

### **Scatter**

Several game effects can cause the players or the monster to scatter. This is done by rolling D8

1	2	3
4		5
6	7	8

The number of squares moved will be indicated. If not, roll D3, stopping upon contact with another object (player, monster, terrain feature, wall). Scatter will not cause a miniature to leave the current section.



### **Players Turn:**

Players each roll D6 and the lowest goes first, play then moving to the players left. Reroll draws.

Players can make 2 actions per turn:

**move** (up to 4 squares) note: players cannot move through other miniatures.

**use an item** (follow the item's card) Either an item they are carrying or an adjacent terrain object (see later)

### **Search Current Room**

Roll D6. on a 1-3 roll on the following table:

1 Draw 2 events and pick which is applied, returning the other to the Discard pile

2-3 Draw 1 event

4-5 No effect

6 Monster! Place the monster as close to the centre of the room as possible. It cannot be captured, the players must all exit the board section or all must leave its Line of Sight to lose it (remove it from play)

Each player can successfully search each room only once!

### **Items:**

Players can carry up to 2 Items.

If they are carrying 2 and encounter a third, they can choose which two to carry.

The third is placed in the Discard Pile.

All items are 1 use only and are placed in the Discard Pile once used.



### **Abilities:**

Each character has an ability which they can use once per game.

Barney: “Lets split up”: When encountering a junction can decide how to split the party; either all go one way or a group of two and a group of three. The Player can choose who is in each group and the direction they go in.

Louise: “According to the map”: Can place a door in this room then split the mansion deck as per a Junction.

Felicity: “Buster Snack”: Counters 2 failed Panic rolls

Wolsey: “They'll never find us in here!” Wolsey and 1 adjacent mini cannot be spotted by a monster this turn.

Buster: “He's got the scent” When an Adventure Card is drawn, can choose to take 2 cards and pick which one is activated. The other is shuffled back into the deck

### **Monsters:**

Monsters will move 4 squares toward the closest player.

If they end up in contact the monster and player both roll D6. if monster rolls lower, the player is captured and rendered immobile. If the player rolls lower, they move one square away.

Captured Players cannot use their abilities, but can either use 1 item or attempt to break free.

Roll D6 and minus the number of Players in contact. An end result of 3 or less will free a player.





### **Ending the Game:**

Once the players encounter the Objective Room, place a Large Floor Tile attached to the current board section.

The player places D6 pieces of Interactive Terrain (roll D10 on the chart).

Terrain pieces marked with a \* require placing in a square, yet maybe used by adjacent players as per an Item.

To place them, place as close to the centre of the board as possible, and then scatter each D6 squares, rerolling if they end up on top of another piece.

The players will need to use their items and any Interactive Terrain on the board section to beat the required amount of Capture Points (CP) in a **single turn** to render it unable to escape and they can remove it's mask!

If any piece of Objective Room Interactive Terrain is used, the party gains +D6 CP to their combined Items / Terrain score.

If this does not exceed the score in a single turn, the items are used up and the creature loses its activation this turn. However, it acts as normal in its next activation and is bound to want retribution!

The players are free to leave the room and search for more items or to try with what is in the room. The monster will not leave this objective room under any game effect while one or more players are on the section.

If all the players leave the Objective Room and the board section next to it, remove the monster and any unused Terrain items.

When the players return to the objective room, roll again on the interactive terrain table.

If the combined score \*beats\* the monster's CP value the team successfully captures the monster and can remove its mask! The players have finished the game successfully!



## **Objective Room Interactive Terrain**

### **1) Hose\*: 4CP**

Pushes the Monster D6 squares directly away. If impacts with any other object, double the CP

Players collided into are knocked over and if they have not activated, may not do anything this turn.

(maybe moved with a player who picks it up)

### **2) Fireworks\* (flashbang) 4CP**

Target loses 1 action.

(maybe moved with a player who picks it up)

### **3) Big Net: 5CP**

Player must be next to a randomly selected wall. Pick 4 squares adjacent to each other in a square. Any model on these squares is caught and rendered immobile on a D6 roll of 1-2. Any rolls against Immobile figures gain -1 to their dice roll.

### **4) Conveyor Belt: 3CP**

Player must be next to a wall. Target moves toward the nearest wall during its next activation

### **5) Springboard / Trampoline\*: 3CP**

Target moves D6 squares in a random direction. Double the CP if target collides with another object.

Players collided into are knocked over and if they have not activated, may not do anything this turn.

### **6) Trapdoor: 5CP**

Player must be next to any Terrain piece or wall. Target is rendered immobile and must spend its next 2 actions climbing out of the pit.

**7) Turn out the lights: 3CP**

Player must be next to a wall. Monster may not make any actions this turn; however any rolls against it suffer +1 to the dice roll

**8) Tripwire\*: 3CP**

Pick any 4 squares in a line, so long as at least one is adjacent to the Player. If the monster moves onto one of these squares, it will stop moving and lose one action next turn.

**9) Pile of Tyres\*: 3CP**

On a roll of 1-3 target is immobile for its next activation

**10) Tied to the Wall: 3CP**

Player must be next to a wall. On a 1-3 the Monster cannot move further way from the square this item was used in

**Capturing the Monster**

If the players beat the monster's required CP in a single turn they have captured it! The player to use the item that beats the CP value rolls 2D6 four times (a blank is ignored!) on the following table and can announce the result to the group!

2		Hank	Wickles	The Great
3	Captain	Buck	Bluestone	The Stuntman
4		Stuart	Cutler	The Actor
5	Dr.	Carl	Masters	
6	Mr	Harry	Jenkins	The Attorney
7		Bob	Pietro	The Sheep Rustler
8		Zeb	Oakley	The Owner
9	Professor	Magnus	Najib	The Farmer
10		Henry	Perkins	The Janitor
11		Alfonse	Bascombe	
12	Uncle	Penrod	Greenway	The Hypnotist

Eg 10, 10, 4 and 7 gives us "Henry Cutler, The Sheep Rustler!"

