



Carthaxian Conclave

The Eramus Affair

An Inquisitor Gaming Day, September 28th 2013, Warhammer World



The Eramus Affair

+++INCOMING TRANSMISSION+++

Brethren, we have received worrying news from Obcultus V.

The Industrial World, a base of operation for most of the metal re-smelting across the sector has previously been a perfect example; tithes paid in a timely manner, population increased across projected paths, legal crime within acceptable levels and spiritual crime one of the lowest in the sector.

And yet recently violence has increased; riots have broken out across the lower classes and death stalks amongst even the ruling houses.

Rumours has it the Rogue Trader Avar Eramus is the facilitator of this; his dealings in the Cold Trade have increased his personal fortune and given him an inflated self-importance.

Agents from across the sector have gained access to the hive and are investigating for their own reasons...

+++END TRANSMISSION+++

Your characters have arrived or infiltrated their way into Hive Primus on Obcultus V. Some crews will be there to support the riots, either as Istvaanian or to utilise the cults for their own means while some crews may wish to end the illegal trade in weaponry.

Information Points

Detailed in the Scenario Conditions, players will earn (or lose!) **Information Points**. These are a running total of how much influence and how much of the Plot your characters have uncovered. After each game, report your total to the **Head GM** so that your standing in the plot can be calculated.

Plot Cards

At the start of the day at Registration, you will be supplied with 2 **Plot Cards**. Instead of or in addition to performing the Objectives listed in the scenario, a player may chose to play one or more of their **Plot Cards**. Some of these cards maybe taken in addition to the **Scenario Objectives** while some replace these objectives. Some **Plot Cards** should be kept secret until the end of the game, or some would work well with some creative embellishment toward other players...

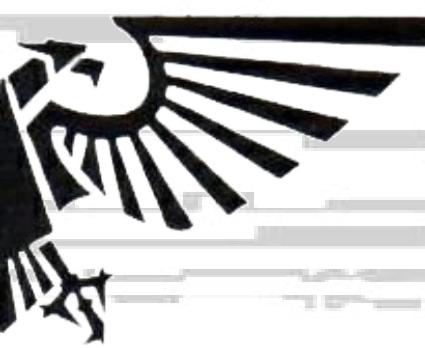
However, in the Finale, each **Plot Card** can instead be used as a re-roll, allowing you to re-roll one or all of the dice involved in that action. For example, you have a *Speed 5* character, but fail all bar one of your *Action Dice*. Sacrificing an unused **Plot Card**, you can re-roll just the 4 dice that failed.

Between Games

Unless specified in the Scenario, you are required to keep your Primary Character between games. All damage / injuries suffered by this character is healed automatically and without penalty.

For each other character, they heal D6 injury levels total; allocate this however you wish before the next game starts. All of the characters' **Injury Total** is cleared between games.

All Characters ammunition and supplies are replenished between games.



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Schedule

Arrival / Registration	10:00 > 10:20
Game 1	10:30 > 12:00
Lunch	12:00 > 13:00
Game 2	13:00 > 14:30
Game 3	14:30 > 16:00
Game 4 (Finale)	16:00 > 17:30
Debrief	17:45

Game 1-3 Scenarios

The scenarios are designed to be run with minimal input from a GM; this will remove the requirement of "sub-GMs" and allow all the players to play. Understandably, not all players are seasoned veterans and it will then fall to the other players to help each other out regarding rules and how best to play. Each table will be assigned a Veteran; usually a seasoned player to hold onto the turn order and keep the games flowing. While this may cause a conflict of interest, if at any time you feel this player is being unfair, call the Head GM to solve the dispute. I would remind all players we are all fans of **Inquisitor** and the point of conclave meet-ups is to have fun and display the spirit of the game.

Game 4 (Finale)

This game will be spread over several tables. The top 5 scoring players on one, determining the outcome of the day, while the other tables will round up several plot arcs.

Characters

There are only two firm requirements on the design of a character:

- That they conform to the WYSIWYG principle.
- That each character has its own painted 54mm model and completed character sheet.

Painting does not need to be immaculate, but should be at least two colours.

However, it is preferred that characters conform to the following guidelines:

- Characters should fit within the Warhammer 40,000 universe. While 40k has had it's fair share of retcons and obscure references, the slaan-designed bionic-squig crew will hardly be appropriate for The Battle For The Emperors Soul
- Players should show moderation in the design of their characters, refraining from creating superhuman monsters. Remember, the aim of the day is to tell the story and show what balanced fun Inquisitor is.
- Inquisitor is about the story and the characters; feel free to design and create your own rules, do not feel limited to official (and unofficial) publications; the rulebook is a guideline!

The Head-GMs can adjust, remove or otherwise alter characteristics, special rules or weapons, ammunition or equipment before and/or during any game at his discretion and will listen to Veterans / other players complaints if characters do not fit or unbalance a game.



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Inquisitor's Rules

The ruleset for the day is the current V1.1 Living Rule Book with the following alteration:

The Living Rule Book entry for the "Lightning Reflexes" Special Ability is considered invalid, and is to be replaced with the following two entries:

1) Lightning Reflexes

The character has astoundingly quick reflexes and can react to circumstances with blinding speed.

The character may, at any point once per round, attempt to take a "Reaction". This is always a single action which must be a 'reflex', reacting to the actions of another character or to an event. As ever, the GM is the final arbitrator.

The player declares their reaction 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 was interrupted may continue his turn.

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 automatically passes the Initiative test to re-declare his actions.

Additionally, he may ignore his first compulsory Pause for Breath action per turn. (For example, when re-declaring his actions, or if he is in a close combat that ends while he still has actions left.) This does not apply to non-compulsory Pause for Breath actions declared by the player.

In any case, the players may alter, add or ignore parts of the ruleset as they wish, and their decision is always final.

Conversation

Inquisitor has always been light on interactions that do not involve weapons and violence.

Reproduced here are my rules for **Conversations**. Players may use these or ignore them or come up with their own methods of interactions.

A character can declare a **Conversation** as an action. Any further actions need not be declared (as with in Combat)

If the **Conversation Action** is reached, the character declares the target of his **Conversation**. The target must be engaged in non-hostile actions and within 10"

For each Action, the character may make a statement and the target may (but is not obliged to) make a response.

At any point the active character may stop the conversation with either a Pause For Breath or take an Initiative test to re-declare any remaining actions.

Some of the scenarios in the campaign may be won by means other than violence, and so players and GMs are advised to familiarise themselves with the following rules for persuading and threatening your opponents characters (shamelessly borrowed from PrecinctOmega's draft Inquisitor 2.0 ruleset).



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Persuasion

Often there will be occasions when one character wishes to talk another character into doing what he wishes. Persuasion is an opposed test with the persuading character making a Leadership test using half-Leadership. If he is successful, the target must make a Willpower test on half-Willpower, modified by -10% for every full 10% that the persuading character passed his Leadership test by.

Note that the target must be able to hear or otherwise understand the meaning of the persuading character.

Players should use common sense when determining whether a character can be persuaded to do something and the GM should arbitrate any disagreements; however, a persuaded character will not shoot at or attack the persuading character.

A persuaded character may spend Actions considering the persuading character's offer by making a Sagacity test. If this is passed then the character is no longer persuaded. Note that a player may choose for a character to be persuaded without testing.

Threaten

When persuasion fails – or a character isn't a persuasive type – then threatening might work. Threatening works in exactly the same way as persuasion, but the target tests against half-Nerve.

The following skills relate to persuasion and threaten tests:

Brutal – The character may choose to make threaten tests using his Strength instead of his Leadership.

Intimidating – The character may make threaten tests using his full Leadership.

Persuasive – A Persuasive character may make persuade tests using his full Leadership.

Contacting The Head GM

So, you've read through this pack and have a question*? There's a few methods of getting a hold of him;

[The Conclave](#) – Inquisitors home on the internet; look for greenstuff_gav that login name works for warseer as well.

Otherwise you've got khornes_rage@hotmail.com as an email address and a Skype contact.

Warhammer World has their own information page [At Games-Workshop](#) but their postcode is NG7 2WS