

# +++ Codex +++

A one day 54mm Inquisitor event at Warhammer World, Nottingham

**24th June 2023**

Campaign Pack v1.0 - Updated 2nd June 2023

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*After long years, the Carthax sector has begun its righteous crusade to retake the fallen Alkyia sector. For decades, traitor forces had poured into Carthax, barely held back by the Imperial bulwark.*

*Yet, in 011.M42, Corporal Aderyn Aeslin manifested the light of the Emperor. Her second martyrdom was seized upon by the newly minted Cardinal of the Cuir Subsector, Tobas Keidrow, who used her declaration as a Saint to stabilise the fractured subsector and cement his own position.*

*Buoyed by such fervour, Carthax would finally fully drive the forces of Chaos back through the Scaro passage in 018.M42.*

*The Inquisition was forced to decide between a sector potentially tearing itself apart in religious frenzy, or to stretch their military resources and direct the righteous fury in a crusade to retake Alkyia.*

*Through politics, guile and manipulation, Inquisitor Lady Saskia DuVarne managed to gather the political following to sway the Carthaxian Conclave, and so it was decided that the Carthax Sector would go to war.*

*Cementing herself in charge of the council, the long process of amassing men and materiel began; hundreds of new regimental foundings were held, manufactorums were pressed to capacity making new munitions, and the Munitorium found itself handling logistics on a sector wide scale.*

*However, DuVarne had no intention of relying on armies alone, and has been seeking powerful weapons and relics to bolster the millions of bodies being poured into Alkyia.*

*In the ancient legends of the Carthax Sector, back when the sector was first brought into the Emperor's Light, there is an artefact known as the Grallus Codex - a Dark Age wonder said to be capable of becalming the warp on the scale of an entire solar system. A device that, surely, would empower the righteous to drive the traitorous powers before them.*

*It has however lain dormant for millennia - it was split into three parts long ago, each piece becoming regarded as a holy relic in its own right.*

*Officially, agents of Inquisitors DuVarne and Goldsmith brought in the parts collectively. However, few within the Conclave believe that version of events. Goldsmith and his agents are said to have raised objections that the Dark Age artefact could house an Abominable Intelligence, and that any understanding of the device had been long since lost.*

*The device was passed to the collective custody of the Carthaxian Conclave, with its use to be determined by its representatives.*

*With the first Imperial vanguard fleets arriving within Alkyia's Gragon system, pressure is growing to decide the fate of the device.*

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## +++Briefing+++

The Carthax Sector's crusade into the fallen Alyka sector has begun. Despite the formation of the largest force the Carthax Sector has seen in centuries, this will be a grand endeavour that will take the lives of millions of Imperial soldiers.

To fortify the might of the Imperium, Lady Inquisitor Saskia DuVarne - chief architect of the crusade - has reacquired the long-separate pieces of the Grallus Codex. An artefact from the Dark Age of Technology, the Codex is said to be capable of controlling the tides of the warp. Such a device could rob sorcerers of their foul magics, silence a world's cries for help, and cut daemons' ties to the Immaterium.

However, others claim that the device was split for a reason; many devices of the Dark Age are tainted by Abominable Intelligence, and that the outcome of its use is entirely unclear, particularly if augmented as DuVarne intends.

In game, Codex is your characters' attempts to uncover the lost secrets of the Grallus Codex, and ultimately be in the position to dictate its use - or, for those of a more malicious bent, manipulate it to their own ends.

Outside the games, our objectives for the day are more mundane - enjoy ourselves and share the hobby!

So, go forth in the name of He-on-Terra and do his work. But remember - everything you have been told is a lie.

## INQUISITOR MARCO SKOLL

### +++ Event Rules +++

- This event is held at Warhammer World. Beyond the event rules, the venue's own rules apply, and any instructions from site staff must be obeyed.
- Participants must be 15 years or over on the day of the event.
- Friendly discussion of Inquisitor gaming, modelling or background is of course encouraged. However, remember that all Inquisitor players have a strong passion for their hobby; please avoid causing offence to others' opinions.

### +++ Making it to the Venue +++

Warhammer World is at Willow Road, Lenton, Nottingham, NG7 2WS

Extensive travel details can be found on the Games Workshop site:

<https://warhammerworld.warhammer-community.com/plan-your-visit/how-to-find-us/>

### +++ Health & Safety +++

We ask that all attendees act with care and consideration for the health of the community.

Inquisitor gaming usually involves standing in close proximity to other players for a prolonged period, so if you are showing symptoms or other signs of a potentially contagious and/or hazardous infection, please act accordingly - either wearing a face mask or remaining at home entirely.

I know how enthusiastic some of you are about Inquisitor, but Covid-19 is still ongoing, and I would hope that none of us want to find out that someone else at the event has died because of a contagious disease they caught from us.

## +++ Schedule +++

Event:	Time:
Set-up	10:00-10:30
Game 1: Investigation	10:30-13:00
Lunch	13:00-14:00
Game 2: Revelation	14:00-15:30
Break	15:30-15:45
Game 3: Climax	15:45-17:30
Denouement	17:30-18:00

**This is a loose schedule, and may have to be adjusted as required.**

As/when spare time is found in the schedule, there may be short updates on the events of the day so far.

### +++ Set-up +++

During this time, tables will be being arranged and players can get unpacked for the day. Once everything is ready, players will be read a briefing in the organiser's best attempt at a dramatic voice.

### +++ Game 1: Investigation +++

This game round will cover the early stages of the characters' research into the Grallus Codex, and their first interactions for good or ill with the other parties involving themselves in the affair.

### +++ Lunch +++

Aside from this obviously being a time to eat food, explore the venue or peruse the Warhammer World stores and display galleries, this also offers time for players to roleplay their characters' attempts to secure their allies for the day.

### +++ Game 2: Escalation +++

With more information at hand, and their enemies and allies (perhaps) clearer, the characters will now be positioning themselves to control the fate of the Codex.

### +++ Break +++

There will be a short break in play to allow players to confer, scores to be tallied, bathrooms to be used and evidence to be considered.

### +++ Game 3: Climax +++

With the pieces of the Codex brought together for the final judgement, characters must now make their move to use - or destroy - the Grallus Codex.

Depending on the exact outcome of the characters' actions so far, this round will be a number of finale games. The events of this round will be partially linked, with the outcome and events on different tables affecting each other.

### +++ Denouement +++

The course fate has taken will be reflected upon, and the organisers will address the players on how their characters' actions have affected the development of the Crusade (hopefully managing to come up with something that sounds suitably profound and impressive).

## +++ Playing the Campaign +++

### +++ Character Selection +++

Your character selection for any game may be chosen in any combination, provided they haven't been eliminated due to injury or other factors.

Normally a player will be allowed to use up to three characters per game, but this may change at the GM's discretion - such as counting powerful characters like Space Marines as two, or dependent on the numbers of players at the table.

### +++ Recovering Injuries and Restocking Supplies +++

Injuries and supplies can be tended to between games.

It is presumed that characters investigating the Guardian have some form of base of operations. Unless noted otherwise in the description of a scenario, characters can return to base between games to heal and resupply.

#### ***Injury:***

A character who remains at base for a game will always heal all injury (levels, total or any other effect).

If a character joins the next game, their injury total is reduced to a fifth, and injury levels are reduced according to the following chart:

Maximum during last game	Reduced to
Light	Uninjured
Heavy	Light*
Serious	Light
Acute	Heavy
Crippled	Heavy

*\*Unless already fully healed during the previous game, in which case it remains so.*

In-game healing cannot be used to heal injury levels carried over from previous games, but these old wounds can be further healed during the next after-game phase.

#### ***Notes:***

- While "dead" characters are beyond recovery within the course of a normal game, it is presumed that characters have access to advanced medical facilities, the blessings of the Emperor, sheer good luck or favours from dark powers, and can therefore always recover between games.
- Regenerating characters always recover all injury levels between games.

#### ***Equipment:***

The base can automatically restock any consumable supplies (e.g. ammunition, grenades, drugs, medical supplies, etc) of Common, Uncommon or Rare scarcity.

If a player wishes to restock non-consumable items (e.g. lost\*/destroyed weapons, servo skulls, etc.) or Exotic/ Legendary consumables, then characters will need to talk to the head GM - attempting to stretch their supply lines, will convey a penalty, depending on the level of the request.

*\* For the purposes of whether an item counts as lost, GMs/players are expected to use reasonable discretion - if an item could have been easily retrieved after the game, assume it has been.*

It is also allowable for characters to attempt to request new equipment, should the events of the day find characters unprepared.

Again, players will need to speak to the head GM, and will have to pay a penalty as they have to divert resources into amending their lack of foresight.

# +++ Ruleset +++

The ruleset for the day is the V1.1 Inquisitor Living Rule Book, with the following alterations.

Please note that these errata are slightly modified from those used at previous events.

## 1) Lightning Reflexes

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

### 1a) Lightning Reflexes / Rapid Reaction

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.

\* "A roll of 1" is intentional. The goal is not only to prevent auto-passing, but also reduce the chances.

### 1b) 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.

## 2) Psychic Powers

These modifications are intended to slightly rebalance the hazards of psychic powers:

### 2a) Nullification

The official psychic nullification rules are replaced with the following:

An enemy psyker may attempt to nullify the power if he is **directly targeted by that psychic power or within 6 yards of a target of that power**.

This is a free reaction that does not count towards the actions the psyker can or has used that turn.

A nullification attempt must be declared immediately after the psychic test is passed and before any effects are resolved. The nullifying psyker takes a Willpower test, with a penalty equal to the amount the casting psyker passed his Willpower test. If successful, the power is nullified and has no effect. Nullifying a power has the same risk of psychic overload as using a psychic power.

### 2b) Recovery from Willpower Loss:

During the recovery phase, a psyker may take a Willpower test (on their current Wp). If the test is passed, then he may recover D3 willpower, plus his current Wp bonus (+1 for each full 10 points above 50).

Additionally, a psyker may spend actions during his turn to attempt this "psychic recovery", handled in exactly the same manner.

Under no circumstances can psychic recovery boost a psyker beyond his starting willpower.

## 3) Threats and persuasion

Some of the scenarios may be won by means other than violence, and so attendees are advised to familiarise themselves with the following rules for persuading and threatening other characters.

### 3a) Conversation

A character can declare a Conversation as an action, declares the target of his Conversation (who must be engaged in non-hostile actions, and within hearing distance). Any further actions need not be declared (similar to melee combat).

For each Action, the active character may make a statement, and the target may (but is not obliged to) make a response. The active character can end the conversation at any point, but must spend a Pause for Breath to reallocate actions mid-turn.

### 3b) 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 degree of success on the persuading character's Ld test. Note that the target must be able to hear or otherwise understand the meaning of the persuading character.

A persuaded character may spend **one** action per turn 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.

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.

### 3c)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.

### Addendum to Persuasion/Threats:

GMs should use modifiers to reward intelligent use of persuasion/threats, but penalise un inventive or poorly reasoned arguments/threats.

For example, attempting to convince an Ordos Xenos Inquisitor that an Ork is not an Ork wouldn't be very believable. Similarly, "Step aside, or I'll shoot you" isn't exactly likely to discourage a heavily armoured character who was expecting violence anyway.

## 4) Space Marines

As elaborated on in the Character design rules, the use of the Space Marine rules in the Rulebook is disallowed, and should instead be replaced by the Space Marine rules from Dark Magenta.

## 5) GM's prerogative

The GM may alter, add or ignore parts of the rule-set as they wish, and their decision is always final. They may also adjust, remove or otherwise alter characteristics, special rules, weapons or equipment of any character in the game before and/or during play at their discretion.

(Although such things are specified in the original rules, these events merit a reminder, as there are game balance challenges to bringing together a wide variety of players who may not all have identical interpretations of "fair" characters).

## +++ Character Guidelines +++

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

- ❖ A completed character sheet, suitable for use during play.
  - A simple printout of the character's stats and equipment will not suffice; the sheet should have space to mark injuries, expended ammo and other such details of game-play on it.
- ❖ A WYSIWYG 54mm scale miniature.
  - It doesn't need every last grenade, reload or hidden knife visible on the model, but other players should not doubt that the model reasonably represents the character in question.
- ❖ Space Marines may not use the official GW rules.
  - As the original statlines can cause some particularly weird interactions with the rules, any Space Marines must instead use the rules from [Dark Magenta Issue 2](#)

However, the following guidelines should also be taken into consideration:

- ❖ Characters should fit the aesthetic of the Warhammer 40,000 universe.
- ❖ Characters may have more than one equipment load-out and swap between them between games.
  - These alternate load-outs should be represented by their own WYSIWYG model.
- ❖ Character sheets should show moderation and willingness to fit the spirit of the game.
  - For balance and gameplay reasons, it is preferred that characters use somewhat lower statlines than those presented by the rulebook's random generators. We recommend using the guidelines of the [Conclave Standard](#) to help you set appropriate statlines for your characters.
- ❖ Although Space Marines are permitted at the event, you should bear in mind that they are not going to be appropriate for all scenarios (their lack of subtlety may be a severe disadvantage at times), so your overall character selection should bear this in mind.
- ❖ Players may write and use custom rules/skills/equipment for their characters.

For the sake of other players' enjoyment, the organisers may bar or edit characters deemed to be inappropriate to the scenario or game.

If you feel you need help with your characters, feel free to ask!

## +++ What you need +++

Players will need to bring:

- ❖ At least one player character, complete as per the above guidelines.
- ❖ An appropriate set of dice.
  - At a minimum, two D10 dice (one distinctly identifiable by either colour or markings as a "tens" die) and a number of D6 equal to the fastest Speed in the player's warband. A scatter die is also highly recommended.
- ❖ A tape measure
- ❖ The Inquisitor Quick Reference Sheet (available here in [original](#) and [revised](#) forms).
- ❖ Stationery (e.g. notepaper, eraser and pencil)

Players are *advised* to bring:

- ❖ The Living Rulebook (available [here](#)), or the print rulebook, plus the latest errata.
- ❖ Inquisitor Annuals 2002 & 2004.
- ❖ Weapon Quick Reference Sheets (available [here](#))
- ❖ A print out of this event pack.

## +++Contacting the Inquisition +++

MarcoSkoll can be contacted via The Conclave or Twitter (the username is *MarcoSkoll* on either), or via email at [MarcoRobertSkoll@hotmail.co.uk](mailto:MarcoRobertSkoll@hotmail.co.uk)

On Facebook, drop a comment on the official event page, comment on one of David Fincher's posts or contact us via PM.

If you would prefer to hold a longer conversation on any matter, I can arrange Skype or Discord. Please contact me via one of the above methods for a username - I get enough junk contact requests as it is.

**In any case, please be patient, I may not be able to get back to you immediately.**