



The Malvian Intrusion

An Inquisitor Campaign Report

By Stephen Pearson

As last years Wargames representative for the University of Nottingham's Roleplaying Games Society, it got to about May and I decided it was about time I stopped buying wargames and ran a campaign. The swathe of Inquisitor miniatures owned by myself and a couple of other members of the society, and the need to know only two rules made Inquisitor the obvious choice. After having had great fun running the campaign I now sit staring at my PC wondering how best to convey the events that took place.

The campaign itself was a two day affair, one day of gaming at the university sitting round tables drinking beer and eating pizza, the other at Warhammer World with a pause to sample the delights of Bugmans Bar.

Eleven players signed up for the campaign, too many for one GM so I persuaded a couple of the more experienced players to co-GM/play depending on the scenario.

The campaign was set in Nexus Hive, which after two years of writing about and gaming in the setting, had aquired some 200+ pages of background (see <http://www.nexushive.co.uk> for the details). So the players could get a grasp of the setting I put up a selection of information about Nexus along with some in-character newspaper articles (the way I usually write up scenario outcomes in my campaigns).

At the centre of the action was a box, but no ordinary box, for this was of Eldar design and contained a daemon of Slaanesh who had been trapped in the box for 30 000 years. The box belonged to a hapless Rogue Trader, Captain Mikkell Primson who needed to sell it for a handsome profit before the people he owed a small fortune to, took his ship, his trading licence and worst of all his dignity!

The box had caught the eye of more than one party, an Eldar Warlock, the Mutant Alliance and some diplomats from the neighbouring planet, looking for ways to cause trouble. Only the Eldar was aware of the Daemons presence, and the harm that would result from her escape. The Eldar presence had not gone unnoticed and the system government had dispatched a couple of Elite Troopers to find out his intentions before 'removing' him.

Amid all the subplots, shady deals and death threats stood two Inquisitors; Inquisitor Bepin resplendant in his polished golden armour ready to hunt heretics and slay all those who do not fight for the Emperor and Inquisitor Khomm, a once fierce Xanthite who suffered a psychological breakdown and is now, well... mad.



NEXUS HIVE TIMES

EXPLOSION AT SPACEPORT!

An explosion earlier today at the Spaceport seems to be the work of a group of terrorists called the Mutant Alliance. Witnesses to the incident say they saw a mutant leaving the scene shortly after the first explosion and large sums of money were found on the bodies of the security officials. At least 80 people died in the incident and thousands more were left stranded as all traffic through the spaceport was cancelled or redirected during the following 6 hours.

Rumours the explosion was actually caused by a desperate rogue trader who was also seen fleeing the scene have been ruled out as pro-mutant propaganda, and anyone spreading such lies should be reported to the nearest Nexan Arbites Station.



THE TORCH

The feared Inquisitor Bepin has been spotted once more in the tunnels of Rikherd. This reporter believes it to be the start of another crusade through the Old Zone by Bepin, who according to recently obtained papers has killed over 50 000 so called heretics in Nexus in the last cycle. Witnesses claim that along with the help of a couple of Triari he was hunting a hooded figure who came from the desert.

In another blatant abuse of power the Triari took it upon themselves to beat a group of the locals senseless whilst they lay in wait for the hooded figure. One of those who survived the attack had this to say, "We were just standing around chatting close the entrance of the Garfi passage when these two Triari came over to us and started shooting and hitting people. The next thing I knew I was on the floor bleeding".

We asked the Triari to comment on this incident and recieved this statement. "We decline to comment on any particular incident but it is the job of the Triari to maintain the stability and security of this system. Anyone who obstructs them in the course of their duties is clearly a heretic and deserves whatever punishment they recieve."

The hooded figure is reported to have eluded capture as a result of support from parties unknown. This reporter for one believes when the crusade comes it will be even more fearsome as a result of this incident and taken steps to ensure he can be called nothing but a loyal servant of the most holy Him on Terra.

Inside: Survng a crusade: Ten top tips as well as the true story of Filpo Potts who underwent two weeks of relentless tests before being declared a loyal citizen.

THE COLLECTOR TODAY

GOVERNOR'S DAUGHTER IN TUBE TERROR

Only weeks after surviving the attack of of Mari-Jenry Toola-Gust, the governors daughter once more found her life in danger, this time aboard a tube-rail train. It was the result of a grave error on the part of the Triari. Whilst returing from a supervised shopping trip from Hive City, a Triari officer pointed a bolt carbine at Lady Eliza Cornanodo and threatened to kill her if she didn't give herself up.

It appears she had been mistaken for a hooded figure who was evading arrest. Despite a massive security operation the hooded figure escaped as security forces rushed to protect Lady Eliza. The whole thing was witnessed by Davo Klapp, a professional songsmith, who had this to say.

"It was so crazy, man. First this hooded figure ran past me, then some Triari and couple of Inquisitors. I sang a song of encouragement to our fine law-keepers, as I followed them to see what was going on. I saw the Triari threaten Lady Eliza before mumbling an apology and rushing off down the train."

In the next carriage a gun fight broke out between Imperial agents and group of thugs resulting in the death of two of the thugs and two civilians. Questions are being asked about how so many firearms could be smuggled aboard the train, especially one carrying the governors daughter. In a strange coincidence the deaths on this train ride brought the precinct total to 14 which was the final number Baron Blue need to win the Body lotto!

Inside: Win a signed copy of Davo Klapp's song about the incident 'The Day the Daughter Cried'. The self styled Baron Blue reveals all after winning the body lotto for a third consecutive cycle.



+++ REQUESTING AUTHORISATION CODES...

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+++ RECEIVED +++

+++ WELCOME INQUISITOR +++

+++ SUBJECT - DEATH OF INQUISITOR

BESPIN +++

It is with great regret I must inform you of the death of Inquisitor Bepin. The mutant rebellion on Revential had gained a unfortunate amount of momentum and resulted in ships being shot down as they attempted to arrive at Nexus. One of the victims of such an attack was Inquisitor Braxintel whose ship was brought down whilst on route with a valuable artifact. Bepin led one of a couple of groups who set out to give assistance to Braxintel.

At the crash site Bepin was ambushed by members of the mutant rebellion. Swirling dust devils made conditions unpredictable, it seems Bepin was busy slaying heretics when he was hit in the head by Imperial fire. Bepin was crushed to death before his allies could come to his rescue when the water silo around which the fighting was taking place collapsed in the dust storm.

The official report into the incident concluded that Bepins death was an unfortunate accident, the bullet was confirmed to have come from Triari Agent Agries gun and the silo is seems had already been declared unsafe and was liable to collapse at any time during the fight. The presence of an Eldar Warlock and a couple of rogue psykers at this event has led to the obvious conclusion that they had a hand in Bepins death.

Inquisitor Khomm who was also coming to the aid of Braxintel has also filed a report into the incident in which he states "The Eldar was merely observing the situation to ensure that the artifact remained in Imperial posession, which it did". I am sure you are aware of Khomms mental condition and Xanthite tendancies which leads me to doubt his conclusion.

The Emperor Protects

Inquisitor Aduro Cor Cordis

+++ MESSAGE ENDS +++

The campaign went well overall, having three GM's was certainly a blessing at times, allowing the different parties to fight simultaneously, keeping the game flowing. It was a shame the daemon was killed in one shot, but I decided against a GM intervention as it was so funny watching the parties fracture and beat seven bells out of each other once their common enemy had been dealt with.

I would like to thank Adam Curson, Matthew Spencer, Dawn Hazel, Jim Clarky, Neil Scunthorpe, Ilya Frantsuzov, Andrew Brown, John Steele and Tom Strasz for making the campaign so enjoyable to run. Even though Inquisitor is about the story, no wargames event is complete without prizes. The runners up got painted miniatures from the 40K Inquisitor range whilst the overall prize of the three signed Inquisitor Conspiracies books went to Ilya for sucessfully completing the most objectives, playing in character and being a good sport.

ABOUT THE AUTHOR

Stephen Pearson is a prominent Inquisitor player who runs the fantastic Nexus Hive website (nexushive.co.uk). He is also a member of the Inquisitor Rules commitee.



POPE, COATES AND PORTLAND LOSS ADJUSTMENT AGENCY

Internal Report: CONFIDENTIAL

Subject: Costs related to "The Box"

"The Box" was secured on behalf of Lord Inquisitor Malvian under the rouse it was to pay for damages related to the platinum medical care of one Granthan Ambassadorial Assistant Mordecai after a trade negotiation incident left him with severe internal bleeding of the head and chest.

It appears this box was more valuable than we had been led to believe. A raid on our storage facility where the box was being held has proved to be very costly. The initial infiltration through our tunnels system saw the loss of two archoflagellants on loan from Cardinal Simmy, the death of two security guards and two filing clerks on their way home.

Fortunately for us our top three loss adjusters were able to get to the vault in time to fight the intruders with assistance from members of the Mutant Alliance. Malvian had tricked us, and opened the box containing some kind of horrific monster that if it had escaped would surely have bankrupted us! One of the intruders happened to be a member of the Triari and felled the ?beast? with a single round to the head. As a result we have deemed it prudent to write off the costs incurred by his intrusion into our facility (namely one of Cardinal Simmy's archoflagellents) as they are outweighed by his swift intervention.

When the beast fell, Malvian and his associates left and the intruders either fell back or turned on each other. One of the intruders, a silent hooded figure picked up the box and vanished before he could be stopped. The loss of the box is of no consequence as we captured Captain Mikkell Primson, responsible for the explosion at the spaceport, the injuries to Mordecai, the loss of the other archeoflagellant and the death of the filing clerks.

He is of wealthy family and we believe it possible to reclaim the sixty million Imperial credits these incidents have cost us.