

Pax Calixis

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Introduction:

This adventure was used by my team of acolytes upon completion of the Illumination scenario in the Dark Heresy rule book. It could be used by any GM for that specifically, or with the removal of Part One, could be modified to fit at any time a team needs to travel and gain a Ship Captain confident.

Also please note that I used My 'Mook' house rule for the Ork Boyz. If you play straight up, I would suggest that your party only face 1 'Ard Boy and a number of Boyz equal to the number of acolytes plus one per encounter. You can find the Mook house rule in Appendix B.

Part One: Return to Port Suffering

At the end of Illumination, the party will be need to make a decision on the next course of action. This could be either to return to Port Suffering, stay and help the injured, or contact the locals for assistance. Any combination of these may happen at the same time as the Acolytes may decide to split up. The main party line is to return to Port Suffering.

Stay and help:

The Acolytes can assist the last two remaining clerks with the care of the wounded. They have triage the wounded and categorized them as the group that will die, regardless of assistance, those that will only survive if they get medical treatment within a few days, and those that are shocked/stunned, but otherwise fine.

Further detailed searches of the properties may reveal the following:

- Crying Clota: Detailed survey of Aristarchus' room will find his Rosetta as well as his bank roll of 200 thrones.
- Cathedral's Office of Abbott Skae: Abbott Skae's diary is available and written in High Gothic. If reading the final months the writing will get more and more confused and perverse until the 'miracle' mentioned shows the demonic influence. If reading the last chapters players must take a WP test. Failure gains +2 corruption points.
- Priory: Three lasgun packs from Brother Lamark's quarters as well as a ceremonial clerical robes that have remained unharmed some how.

Ask locals for help:

If the party returns to Raines' abode and asks for help she states that she senses the evil has passed, but that she will not return. Instead she will send Ko'osk and his fellows to help clean up the locals.

Return to Port Suffering:

Returning back to Port Suffering is uneventful. The pilgrim's road back to the community is littered with the dead that have wandered away from Stern Hope. Let the players decide if they will return to Port Suffering with wounded in the truck. Either way the cleric left behind, brother Samuel asks for the players to send assistance for the remaining pilgrims.

Upon returning back to Port Suffering the party may do one or more of the following:

- Take the wounded to The Alms House
- Report to the administrator's office
- Report to the local Arbiters the incident
- Use the Astropaths to communicate back to Inquisitor Vaarak

Alms House

Players will interact with Sister Xanthe. She will be bitter about the arrivals, but will nod understandingly if the situation is explained. She will provide minor healing to any that need it of 1D5 wounds. If coming from Maxium's office, Xanthe will provide two lowly clerics to assist in the recovery effort.

Administrator's Office

Adept Interlocutor Sabetha Kosloff will be very put out about the complications and likely want to blame the acolytes for their failures. If they drop the =][= card on her, she will go silent, but keep an angry eye. She will finally state that if the tithe collection is hampered in anyway, that her seniors will hear of this outcome and that the acolytes are most likely to be blamed. Players may include Kosloff as a future possible enemy. Kosloff will be unwilling to provide support any rescue operation, unless the =][= card is played. In that case she will send Under-consul Kerred Smyk and his 'assistants' as her personnel representative.

Arbiters Office

Regulator Maxium is the local senior arbitrator on the scene and he only has a staff of four troopers. He will hear the story of the players thoughtfully. At the conclusion he will pull maps of the area and ask questions on specific locations. He will then mount a strike team of himself and three other arbitrators to proceed in the community's only chimera to support the evacuation. Maxium will request that the players contact Kosloff and Xanthe for assistance.

Astropath Office

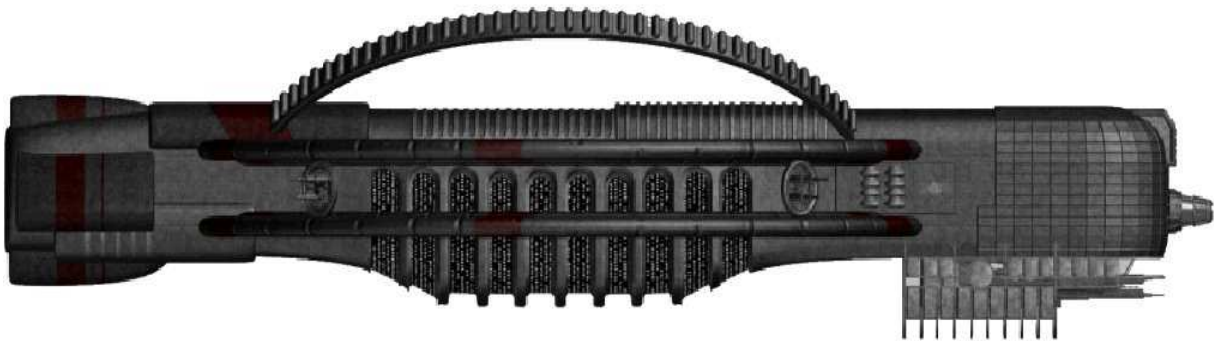
The team will need to prove they are truly acolytes to use the astropath services.

Players should be required to provide a short summary of the situation to Vaarak. 12 days will pass before a reply. The response is interpreted as following:

"Collect data/artifacts. Transport via Pax Sector (?). Return to Scintillia. Pay codes authorized. Varrak Sends"

Next 10 days go by relatively event free. Players heal up, may accompany Maxium to conduct the rescue which will be non-event. Let the players conduct shopping, but will find nothing of use here. On a normal day the players will receive word that a new ship has entered the system and will be landing shuttle craft to pick up tithing and Passengers. A void born purser is checking names at the gate and is very relieved to see the players. He informs them that the shuttle taking them to the *Pax Calixis* will be leaving in one hours time.

Part Two: Pax Calixis and Captain Ramirez



Pax Calixis is a Charterst star ship with a void born population rivaling many smaller hive cities. It produces and trades for goods implements of war specializing in the development of mono-weapons, but also trading and manufacture of armor and fire arms. Players will find easy availability to acquire quality mono melee weapons. Additionally, any other goods with scarce or better are at one mod better. Rare and Very Rare are both -30. Read the following as the players approach via shuttle.

As you approach from orbit, the small portholes in the shuttles side give you a look at the dark and sleek lines of Pax Calixis. She runs nearly 6 kilometers in length with a ribbed middle that supports a wide arch across the top. Many lifters and repair craft are flirting around her hull conducting maintenance. Shuttles continue to land and leave from the hanger bays in the front of the craft. Her dark hull is non-decrepit.

The quarters assigned to the party includes three small rooms with a moderate common room. Each small room has two bunks with the common room having kitchen facility. Restroom/bath house are shared in a common block of four such groupings.

Captain Ramirez currently holds the charter for *Pax Calixis*. He has worked closely with

Inquisitor Vaarak many times in the past and knows that he wouldn't waste a resource on just any acolyte, so he will invite them to dinner.

Ramirez can best be described as a large jovial man, not fat, but built like a powerful brick. He has left eye is a bionic replacement, which does not detract from the sense of good will that Ramirez radiates. It would take quite a bit to get on Ramirez's bad side, but general speaking badly of their Inquisitor would be one as would being impolite to about the *Pax Calixis*.

This provides an opportunity to role play an encounter at dinner. Ramirez is an outstanding citizen, but if charmed may note that he does dabble in some minor black market materials. Dinner is high quality with the finest of wines. If enough drinks are consumed, he will tell the tale of meeting Vaarak when he was a lonely Interrogator while he was working for Inquisitor Lord Palanthius. Ramirez's discussion involves the misunderstanding of a young lady's point of view of Vaarak and himself trying to sneak into a window. Ramirez tells the story in a very off color manner.

Part Three: Out of the Warp

A week into travel the ship will suddenly lurch. Make an AG test to stay a foot. Others will take 1 point of falling damage (no armor/toughness). Any void born will immediately realize they have dropped from the immaterial and into real space. Those with Forbidden Lore (Warp) may test easy to find the results as well. *Pax Calixis* begins to howl in activity.

The players are summed to the bridge by Captain Ramirez's executive.

Ramirez looks concerned as the team enters the bridge. "The Geller Field became unstable and we had to drop out of the warp unexpectedly. I'm still plotting to determine our exact location and should have that within the half hour, however, I am being told by my repair teams it will take at least three hours to get the Geller Field operational."

He waves your team over to a large scope devise and points at some iconic lights. "Those are not human ships. They are small and dilapidated. I've seen there type before and I assume that the green skin bastards are still behind there construction. Luckily it only appears to be a few of these assault shuttle types and not a bigger ship, but they will be here in about two hours. This is Colonel Vernria. She is in charge of the security forces for the ship. Colonel..." Ramirez introduces a thin and pale void born. Her skin is made even paler by the almost dusty blue color of her eyes and hair. She is wearing an ancient styled uniform not unlike an old arbiters.

"Thank you Captain." Colonel Vernria begins. "My troopers are motivated and well trained, but they only deal with internal strife issues. The occasional crime spree or cult suppression is the order of the day, but we are not trained for combat operations versus hostile Xenos."

Vernria touches the display and a schematic of the ship appears. "We need to hold the damage inflicted by these small incoming boarding teams to a minimum until we can make the transition back on our route. The most susceptible location of the ship includes the engine room, the bridge, and the Geller Field generator. If we loose any of these locations we loose our ability to exit this location. The easiest breaching points are the docking stations, but if I am to believe the Captain, these Orks are likely to have hull cutters and entry could happen at any multiple locations. I'll have my teams concentrated in these three locations for defense and small 'fly away teams' to attempt to counter any hull breaches. I would like to use your groups experience to supplement as an extra team."

If the players ask about offensive weaponry on board *Pax Calixis*, Ramirez will state that the *Pax Calixis* carries none that are operational due to a costing decision made 200 years ago by the last holder of the charter. Venria states they have 90 minutes to get prepared and that she expects them to be in the security command center at that time. Some equipment can be made available for their needs to include a case of 12 frag grenades, and full flack armor as used by the *Pax Calixis*' security forces.

Allow the players the freedom to ask questions and/or conduct business until they are required.

Part Four: Here Be Orks!



Colonel Venria greets the team at her command center and points out the current course heading of the four inbound assault boats. Two are headed towards the forward bays while the other two are headed towards the rear towards the engine room. She will ask the team to take the forward bays as her teams will concentrate on the rear teams on the engine. She introduces Sgt. Sawney who will be providing coverage with his assault team. Sawney is decked out in black flack armor and carries a hellgun. His five man team will be working the front section of the ship in support.

After getting to their assigned duty station it doesn't take long to hear the 'THUD' of an assault boat landing on the outer haul. Take an easy (+30) Awareness Test to locate the location with void born getting an additional +10. The party will arrive just as the first orks begin to drop to the hallway.

Each boat has twenty Orks. 18 are Boyz' with 2 'Ard Boy'. Stats for the Orks can be found in Appendix A. Orks will be able to drop two orks per turn down the hole created in the hull. When the party encounters the Orks they have four Boyz deployed. The first 'Ard Boy will appear as ork #10 and the last 'Ard Boy as ork # 16. Orks are bad shots, but do love combat. Unfortunately for them they are really slow. Tactically, the

Orks will advance, shunning cover and fire their weapons. When they get into charge range they will switch to Choppas and charge. All Orks have the WAAGGH! special trait.

Orc Special Trait:
WAAGGH! orks gain +10 WS bonus when more then one ork is engaged with the same enemy. This is in addition to the outnumber rules in the DH rule book.

The players may be forced to play a 'running gun battle' in order to keep the Orks occupied. As the battle is engaged, the team will get a transmission from Security Headquarters that more Ork craft have been spotted to include a cruiser size vessel.

When the Orks are down to 2 left, the ship transitions back into the warp, trapping the remaining Orks on board unless they can get to one of the three critical sections and disable them. Security will inform the team that Sgt. Sawney's team is down and it appears that the Orks are headed towards the bridge. The players must rush to ensure the bridges safety, getting to the command deck at nearly the same time as the remaining Orks. The Orks have 7 Boyz and a 10 wound 'Ard Boy in their strike team. The door is 15 meters wide. One of the 'Ard Boy is attempting to get the door open. He can make an Intel test to find the right spot to hammer the door open. If he makes the test, he gains a +5 to the next roll and the door takes 5 points. If he fails a test the door gains 1 point. If the door reaches 15 points, then it will open the way to the bridge.

If the players can not take the Orks out before they enter the bridge, then it can become a very bloody mess as all the rounds fired are likely to hit something important.

The bridge will have 4 *Pax Calixis* Troopers for protection and Captain Ramirez will also join the fight.

For every shot fired roll a D100. A roll of over 95 indicates that something 'critical' has been hit and the ship will re-exit the warp into parts unknown. For every shot that misses it target add one to the D100. So the fifth shot fired the ship will de-warp on a 90+.

The night will end with the party killing the remaining Orks.

Part Five: Parting is such sweet sorrow

No other significant event happens on the return to Scintillia. If the team has been on good terms with Captain Ramirez read or summarize the below box. If they have not been cordial, Colonel Venria will be on the deck with her arm in a sling due to injuries. She will state that Ramirez has asked her to send the team off with all due honors. She states that if she can help them in the future to let her know and she will do her best

Ramirez enters the shuttle bay and approaches the team as they start to embark. He is carrying a small set of packages which he distributes to the acolytes. Each contains a small data slate with an encrypted data stream and 200 thrones.

"I own you more than those thrones by the Emperor. Use the card if the need is present. It is my personnel challenge code for the astropath on the Pax Calixis. Its' not to be used lightly, but if the need is urgent, I will come to your aid." He smiles and shakes your hands and turns to go. As Ramirez exits the bay he turns and yells out, "Be sure to tell that old bastard Globus to lay off the deserts! If he gets any bigger he will bust that damn body glove!" Ramirez smiles, waves, and departs the hanger bay.

Experience

As this adventure was planned as a single nights worth of play, I had intended to present players each with 300 XP + bonuses for role play with Captain Ramirez and Col Vernria. No fate points were to be rewarded unless a truly heroic act was performed.

After Thoughts

The idea is to play this entire adventure as an interlude between pieces. It may very well be completed in one evening. With that said, a creative GM may wish to expand the concept. What caused the Geller Field to fail? Is a 'cult' of some sort present on such a large ship?

Appendix A

Persona Dramatica

Captain Ramirez

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	42	28	38	45	41	38	39	50

Wounds: 14

Movement: 4/8/12/16

Talents: Melee Weapon Training (Power), Pistol Training (SP)

Traits: Lucky, Charter Holder

Armour: Heavy Flak Coat (Body, Arms, Legs) AP: 4

Weapons: Power Sword, Hand Cannon

Colonel Venria

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	39	25	31	45	38	42	29	39

Wounds: 13

Movement: 4/8/12/16

Talents: Melee Weapon Training (Primitive), Basic Weapon Training (Las), Pistol Training (Las)

Armour: Guard Flak Armor (All) AP: 4

Weapons: Baton, Las Pistol, Helgun

Pax Calixis Trooper (Mook)

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	25	30	40	30	35	30	30

Wounds: Mook (2)

Movement: 4/8/12/16

Talents: Melee Weapon Training (Primitive), Basic Weapon Training (Las), Pistol Training (Las) Traits: Armour: Guard Flak Armor (All) AP: 4

Weapons: Baton, Las Pistol, Helgun

Boyz (Mooks)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	20	35	45	25	22	30	25	20

Wounds: Mook (2)

Movement: 2/4/6/12

Talents: Brutal Charge, Frenzy, Size Hulking, Melee Weapon Training (Primitive), Basic Weapon Training (SP), Pistol Weapon Training (SP)

Traits: Dark Sight, Unruly

Armour: Heavy Leathers (Body, Arms, Legs) AP 2

Weapons: Choppa, Shoota, Slugga

'Ard Boyz

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	25	45	50	25	28	30	32	20

Wounds: 14

Movement: 2/4/6/12

Talents: Brutal Charge, Bulging Biceps, Berserk Charge, Frenzy, Size Hulking, Melee Weapon Training (Primitive), Basic Weapon Training (SP), Pistol Weapon Training (SP)

Traits: Dark Sight, Unruly

Armour: Metal Plates (Body, Arms, Legs) AP 5

Weapons: Choppa, Big Shoota, Slugga

Ork Weapons

Name	Range	RoF	Dam	Pen	Clip	Rld	Special
Shoota	70m	-/3/10	1D10+4 I	0	30	Full	--
Slugga	25M	S/-/-	2D5+1 I	1	8	2Full	Pistol
Big Shoota	100m	-/-/10	2D5+4 I	0	200	2Full	Heavy

Name	Range	Dam	Pen	Special
Choppa	--	1D10+4 R	1	Unwieldy

Appendix B

Mook House Rule

The mook house rule was created to help with two items found in the standard Dark Heresy rule set. The first was to create a more cinematic feel to the game, allowing the players to battle swarms of enemy vice just a small handful. Second, it was to help elevate book keeping with respect to wounds, fatigue, and other effects on enemy models.

Mooks are the lower level hench men associated with a leader in an encounter. You can expect to have at least one 'boss' or 'lieutenant' in an encounter with multiple lower level 'mooks'. The bosses are played standard and can be slightly 'beefed up' since they will need the staying power. The mooks will have a standard stat line, but wounds are more abstract. Mooks can sustain a number of damaging hits equal to their mook rating. Ork Boyz are Mook (2) and would take critical damage on the second damaging hit.

Killing a mook. When a mook takes damage (an attack goes past the armor and toughness bonus) and the wounds do not exceed 10, then the Mook is considered 'bloodied'. If you using tabletop miniatures for game pieces, it has been helpful to mark the miniature with a D6 and a '1' showing up. If the wounds do exceed 10, then calculate the critical as normal and replace the die with a '2'

When the die equals the mook rating, then any damage inflicted past armor and TB is translated to the critical tables. If the mook does not perish, then move the mook die to the next higher level. If a mook takes damage again that exceeds the armor and TB, then when determining the critical, add five to the damage inflicted to show sustained damage.

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