



# Mother of Mercy



Winter Conclave Inquisitor Open Event 2017

*“Fiddle dee-dum, fiddle dee-dee, Mother One-Eye is after me”*

## Background

Welcome, esteemed colleague. We bring grave news from the Nomad Stars.

For almost eight centuries has Mercy stood as the last bastion of civilisation in the lawless expanse of the Nomad Stars to the galactic south of the Carthax Sector. For almost eight centuries has unimaginable wealth flowed into the sector through an opening in the Great Warp Storms that separated the two regions of space. For almost eight centuries has a mysterious creature known as Old Mother One-Eye been part of the nursery rhymes sung by the children of Mercy, the resident mystic that wise captains would consult before venturing deep into the Nomads, and the monster in the depths that even the wealthiest Rogue Trader or hardened Inquisitor would think twice about awakening.

Until now.

The Great Warp Storms are boiling over. The opening between the Nomad Stars and the Carthax Sector is threatening to collapse. Unnatural forces are at work to seal the only safe passageway.

The pampered elite of Carthax dismiss such claims as idle rumour-mongering, but the Inquisition knows the uncomfortable truth. Millions of industries rely on the raw wealth flowing from that section of space and produced some of the greatest technological discoveries by the Sector's finest Explorators. Worse, should the portal collapse and the warp storms expand, war efforts on the fringes of the sector will become isolated - the Alien and the Heretic will be free to strike at the heart of the Sector while the Navy is stranded. Death, disease and destruction will sweep through Carthax.

There is hope - your investigations and contacts all point to a singular entity: Old Mother One-Eye. Its motives for such wanton destruction after eight centuries of existence are unclear, but the consequences of inaction are apparent.

Old Mother One-Eye must be stopped.



# Briefing

Mother of Mercy is a one-day 54mm Inquisitor Open Event at Warhammer World, Nottingham. Throughout the day you will be gathering evidence and resources to aid you in your ultimate goal - to confront Mother One-Eye in her lair on Mercy and stop it (or help it, if you're heretically inclined...) from carving the Carthax Sector apart.

## Schedule

Arrival and registration	9.30 – 10.00
Game 1	10.30 – 12.00
Lunch	12.00 – 13.00
Game 2	13.00 – 14.30
Finale	15.00 – 18.00

## Resources

To represent your warband's cunning and ingenuity on the edge of civilisation, you will be granted a Resource card at the beginning of the event. This resource card can be played at the beginning of **Game 1** or **Game 2**. This can be anything from setting a cunning ambush, to hiring a mercenary, to dynamic entry onto the game board! It can only be used once and it cannot be used in the finale, so deploy it wisely.

## Objectives

Each Game will have a Primary Objective, laid out by the GM during setup. If you complete the Primary Objective, you will be awarded a Primary Victory Card, worth 2 points.

In addition, you will also be given a secret Secondary Objective by the GM. Complete that, and you will earn a Secondary Victory Card, worth 1 point.

The players with the highest Victory Points at the end of two games will earn a place on the Finale board to have a showdown with Old Mother One-Eye herself.

Those who do not make it to the Finale board will be granted a chance at redemption on one of the Satellite boards, where you will race against time and other warbands to secure a chance to affect the main board! It might be battling over a method of transport to drop a warband member into the middle of the fight, or to fire a giant space laser at a warband who has crossed you throughout the course of the day...

## Ammunition and injuries

Supplies in Mercy are scarce, but your small warband will have enough reserves to see them through the investigation. Ammunition and grenades are replenished between games, but lost or broken wargear is gone forever. You may choose to trade in your Resource card to replace all lost or broken wargear instead of its stated function. Injuries are automatically healed two levels, but characters who go out of action must skip a game before returning.

Emperor protects.