

## FAITH & PRESTIGE

There are many ways to power in the =I= universe. Cash, position, fear and good old fashion devotion to your god. While there are innumerable differences between the methods one might use to get what one needs or wants in the universe, they can all be summed up into two general aspects: Faith and Prestige. One gains you spiritual power and the other gains you earthly power.

### Faith

All warband leaders are assumed to believe in something, even if it is only their own inner strength, therefore, every warband has Faith Points. Faith Points represent the universal forces favour upon your warband leader's exploits.

A hero is never simply cut down by the first stray bullet that wizzes through them, fate has bigger plans for the hero/villain and with enough Faith, they may even survive apparently fatal wounds, only to come back for more. As such, whenever a model is taken out of action by a fatal blow, the player may use a Faith Point to cancel out the death and bring him just the other side of the injury that took him out.

Furthermore, fate conspires to keep his enemies from noticing him and delivering a final blow. Maybe he rolls into a crevice or falls into some underbrush. Maybe the foe is distracted by something out of the corner of his eye that makes him forget about the fallen character in favour of this new distraction. Whatever the reason, remove the fallen model from the table. He is assumed to crawl off or be found by some kind stranger or ally after the battle to heal and plot their revenge...

*Ex. An Inquisitor takes a crippling head wound. The player spends a Faith Point and, though the Inquisitor is taken out of action for the rest of the scenario, he is actually only suffering an Acute injury and his foes lose track of him, leaving him for dead on the battlefield.*

*Ex2. An Eldar Pirate Prince takes an incredible amount of damage, his injury level exceeding his Toughness. He is taken out of action and calls on his inner strength to stay alive. His Injury Total is brought down to 1 under his maximum and falls into a bush, later to be found by a young boy who's family nurses the alien back to health.*

### Prestige

A combination of money, power and influence, your warband's Prestige is spent when you requisition an Enforcer Adeptus Arbites to help you on a mission, buy new weapons from a Black Marketeer, or convince the Imperial Governor of a planet to lighten security on the starport so that you can lure the the pirate crew into a trap.

Prestige is earned by defeating your enemies, completing missions and having contacts in high places. It can be 'spent' on any of the items below...

### Recruit

PV/10

Add a new member to your warband of up to 150 PV. You may purchase them with equipment or equip them out of your own armoury.

**Specialist****PV/20**

You find a mercenary or specialist to help you deal with a particular mission. Hire a character of up to 150 PV for one scenario. They will only use their own equipment and may not be armed from your armoury.

**Resource Enhancement****12**

You work to improve the advantages gained by one of your resources. This may be by doing favours for the local magistrate, spending money to improve your vehicle facility or simply building up a better relationship with a contact. Increase the value of a single resource you own by 1 step. You may only do this once per week per character .

**Training****Variable**

One or more of your warband members may choose to spend time improving characteristics, learning new skills or enhancing their Psychic abilities. This requires their full concentration, so they will be unavailable for a certain amount of time whilst doing so. The costs and time associated with each type of training are as follows:

<u>Type</u>	<u>Time</u>	<u>Prestige</u>
Raise Stat (up to 50) by D10	1 week	1
Raise Stat (51-75) by D6	1 week	2
Raise Stat (75+) by D3	D3 weeks	3
Learn New Talent	D3 weeks	3
Psychic Power (in known discipline)	D6 weeks	5
Learn New Psychic Discipline (includes one power in that discipline)	2D6 weeks	10

**Acquire Equipment****Variable**

When your warband needs new equipment or ammunition, it may send one or more characters out to find it. The cost and chances of finding it are based upon the availability of said equipment. Each character sent out may make a 'shopping' roll for each item on their list and if they succeed, they may acquire it if they have enough Prestige to do so.

The cost and availability are below:

<u>Availability</u>	<u>Shopping Roll</u>	<u>Cost</u>
Common	80%	3
Rare	50%	5
Exotic	15%	9
Legendary	GM Discretion	15+

**Build Up Faith****3/ Faith Roll**

When courage isn't enough, you can call on Faith to see you through, but even Faith has its price. If the leader of the warband abstains from battle for a week and devotes their time fully to contemplating their Emperor, Chaos Power, inner strength or whatever powers his Faith, he may roll a D3 and recover that many Faith points at the end of the week. For Ecchlesiarchy Leaders, this roll is 2D3. For Cult Leaders of Khorne, this gains nothing but the scorn of the Blood God.