

RESOURCES

Resource Types

A resource is either a Contact, Place or an Object.

This designation is important. A contact be represented by a model on the table-top. An object will be carried with the warband or stored at their HQ and is subject to looting and Raids. A Place will remain where it is and the only way to take it from the owning warband is to drive them from it.

All Contacts have Stats, Talents and Equipment.

All Objects have Flavour Text and a Picture.

All Places have a description of the place and anyone in it.

Resource Cards

Each resource will be printed on a card describing its various special abilities. The card format is as below:



Name
(Resource Traits)
Flavour Text and Special rules.

← Picture

Sp	WS	BS	S	T
3	30	30	30	30
I	WP	SG	NV	LD
30	50	90	90	30

← Stats, if any.

TALENTS: If a contact, their talents and equipment are listed here.

EQUIP:

If a card has a special rule that is better than a stated Trait (say a Black Marketeer with a +60% chance to find items instead of the usual +30%), do not combine them, but use the higher value instead.

Resource Traits

While each resource card represents an individual resource, they all have traits that makes them similar in some ways. For instance, while Mad Doc Maximus (pictured above) may be insanly experimental with his patients, both he an Chirurgeon Blanche are Doctors and offer a specific service to the warband who has them as a contact.

Also, unless the card specifically bears the Imperial or Anti-Imperial Traits, it can be utilized by any warband, even if the warband is a Chaos Cult and the contact is an Imperial Governor. There is much corruption in the universe and even the supposedly righteous have been known to fall from grace...

The various traits that the resource card might have are:

1. Anti-Imperial

This resource is useless to Inquisition, Imperial, Kill-Team and Adeptus Mechanicus warbands due to intense anti-imperial hatred on the part of contacts or places, or a lack of access or knowledge in the case of objects.

2. Arbites Official

This is a contact who works high up in the ranks of the Adeptus Arbites. Once per week you may use his influence to hire an Enforcer Recruits and Specialists at half the Prestige cost. Furthermore, you never need to make 'shopping' rolls for Cyber-Mastiffs, Common Weapons and Armour, or Shock weapons.

3. Archive

Whether a library with actual books, a databank, data crystal storage facility or a mixture of storage mediums, the archive is a place of information, the ultimate power. You may send a character to the archive to study for a week, gaining a D10 in Sg. Alternately, the character may do research by spending 2D6 days and rolling a D6:

- 1-4 You find nothing useful, although your Sg goes up by D3 points.
- 5 You find information on a resource. Draw a resource card immediately.
- 6 You find a clue to help you complete your mission. The next Scenario you play is automatically a Campaign Scenario and you are the attacker.

4. Bar

Whether a seedy dive with a host of scum and ne'er-do-wells or an upscale officers club, a bar is a good place to find bounty hunters, information and illegal goods as well as a good lager. You may hire Alien and Desperado Specialists for half the Prestige cost from the bar at any time before or after a scenario. You may also work the bartender and the crowd for information by spending 3 Prestige and rolling on the chart below (D6):

- 1-3 Either there is no information to be had, or no one wants to give it to you.
- 4-5 You find out about a local resource. You may redraw the next resource card you pull.
- 6 You find a clue to help you complete your mission. The next Scenario you play is automatically a Campaign Scenario and you are the attacker.

5. Black Marketeer

Many things are off-limits to the average citizen of the Imperium and, indeed, may get the average citizen killed if he is caught with them. This matters little to those who make a great deal of money by selling these very items to these very people and they can obtain almost anything, for a price. You may visit the Black Marketeer once per week and he will add +30% to any shopping rolls you make through him. Any items acquired in this way, however, will cost 2x as much in Prestige.

Campaign (Special)

This resource will move your warband towards the completion of your mission. Follow the instructions on the card for more specific information.

6. Cardinal

You have earned the favour of a Cardinal in the Ecclesiarchy. He will assist your warband by allowing you to hire Recruits and Specialist from the Ecclesiarchy at half the cost in Prestige. You may also hire an Arco-Flagellant as a Specialist at half the Prestige. Furthermore, if your warband doesn't include any Mutants, Daemonhosts, Psykers, Aliens or any daemonic or alien equipment, then you will receive D3 Faith points per week.

7. Chirurgeon

A resource with this trait can provide your warband with medical assistance, usually it is a Doctor as a Contact, although it may be a hospital or even advanced medical recovery equipment. It will always have a Sg score.

A Chirurgeon may roll his Sg and add the result to the patient's T roll when recovering Injury Levels or Injury Total (separate rolls for each). A Chirurgeon may also, once per week per character, make a Sg roll, and if successful, reduce an extra injury level on a single location for every 10% he makes his roll by.

8. Cult Leader

You have come into the favour of a cult leader for either an Imperial, Death or Chaos cult. The results depend on the cult type:

Imperial cults are fanatically devoted to the Emperor of Mankind. The cult leader will allow you to hire Fanatic Recruits or Specialists at half the Prestige and you can always find Flame weapons without making a 'Shopping' roll. The cult will not work with any warband containing Psykers, Mutants, or anything or one that is Daemonic or Alien.

Chaos Cultists worship one or all of the gods of chaos, but will work with anyone, even Imperial warbands, usually to aid them against the cult of a rival god and/or try to subtly corrupt them. Warbands utilizing the resources of the chaos cult will find that they may hire Daemonhosts, Mutants, and Fanatic Recruits and Specialists at half the cost in Prestige. They may also add +3D10% to shopping rolls for Daemon weapons. On the downside, they lose a point of faith for every item or model they gain from the cult.

Death Cults specialize in, well, death. Whatever the reason behind their beliefs, you can find Death Cultist Recruits and Specialists for half the normal Prestige cost and never need make a 'shopping' roll for Toxins. Furthermore, the cult will, for a cost of 2D6 Prestige, go on missions of 'harrasment' against an enemy Contact for you. Roll a D6 for the result:

- 1 The cultist fails and dies on the mission, putting you out of favour with the leader. Place the Cult Leader resource back into the resource deck.
- 2-3 The mission fails.
- 4-5 The Contact is disrupted and may not be used for D6 weeks.
- 6 The Contact is destroyed.

9. Deathwatch Captain

You have made contact with a Space Marine Captain of the Death Watch. If your warband is Imperial, Inquisition or Adeptus Mechanicus and free from Mutants or Alien/Daemonic characters or equipment, the Captain will be on a similar mission as your warband and you may hire him as a Specialist for half price once per week.

If you are a Xenos, Pirate or Chaos Cultist Warband, the Marine Captain will attack you immediately. If it is a raid scenario, he will join the side of any warband that isn't one of the above. If there are no appropriate warbands, he will fight the nearest model.

The Captain ignores any other warbands.

10. Dojo

A place for martial arts training, you may train your WS, S, T, or I here, spending Prestige as per the normal training rules, but you receive 2x the amount rolled on the dice for your stat increase.

You may also purchase any close combat Talents at for 2 points instead of 3.

11. Freedom Fighter

Champions of the downtrodden and enemies of the state, Freedom Fighters will have nothing to do with Imperial warbands and Kill Teams. For the others, however, to have earned the respect (or at least grudging acceptance) of a Freedom Fighter means that you may hire Desperados and the Downtrodden (aka Mutants) as Recruits or Specialists for half price.

For a small fee of 2D6 Prestige, you may also convince the leader to send a band of warriors to raid an enemy held location. Roll a D6 to find the result:

- 1 The Fighters fail and are killed on the mission, putting you out of favour with their leader. Place the Freedom Fighter resource back into the resource deck.
- 2-3 The mission fails.
- 4-5 The Fighters 'liberate' materials from the Location. You gain the use of the Location for one week and then it reverts back to its original owner.
- 6 As 4-5 plus the Location is destroyed.

12. Imperial

The resource is completely loyal to the Imperium and serves it unerringly. It will not work for any warband containing Daemonic or Alien characters or equipment, Mutants or obvious Psykers (i.e. those known to use Psychic abilities) who are not Astropaths, Adeptus Astartes Librarians, Inquisitors or otherwise sanctioned by the Imperial Government.

13. Imperial Governer

You are in with the local Imperial Governor. Having such a high ranking official in your corner gains you incredible influence equal to +D10 Prestige every week.

14. Imperial Gaurd

You have a connection to a highly placed officer in the Imperial Guard. This official can gain you access to Gaurdsmen and Pathfinders for half of the usual Prestige cost. You will also never have to 'shop' for Common and Rare items, as the guard armouries are kept well stocked.

15. Mine

You have procured the deed to some sort of mine. Once per day you may send a any number of characters to work the mine. Roll a D6 for each character working it and collect the total amount in Prestige. If a '1' is rolled on any dice, then the mine is played out and will provide nothing more, although the site may still be fought over by an enemy warband that still thinks it has value (i.e. pulls it during a Raid).

16. Slave Farm

You have acquired a Slave Farm which is worked by Mutants and criminals (Desperados). Once a week you may send characters to manage the farm (gain D6 Prestige per character).

You may also search the slaves for a worthy addition to your warband. If you decide to search roll a D100. The result is the point value of the best slave you can find, be he Mutant or Desperado. You may have him for free, but he must be equipped out of your armoury.

Each week, roll a D6 to see if your former slave runs away from the warband:

- 1-2 The slave sees his chance and runs for the hills.
- 3-5 The slave either cannot find the opportunity or has no desire to run.
- 6 The slave realizes how good he has it and becomes a loyal warband member. You never need roll for him again.

17. STC Ruins

You have located an old colonial ruin from before the Dark Age of Technology, which was built by and contains artefacts built from a Standard Construction Template, or STC, the holy grail of technology. Once per week you may send characters to plumb the ruins for STC technology. For each character doing so, roll a D6:

- 1 The ruins are played out and will provide nothing more, although the site may still be fought over by an enemy warband that still thinks it has value (i.e. pulls it during a Raid).
- 2-4 You find many historical artefacts that you can trade. Gain D6 Prestige.
- 5 You find a random Exotic Item.
- 6 You find a random Legendary item.

18. Starport

You have a connection in a major starport or perhaps you even own a minor one of your own. Either way, you are kept abreast of the flow of interstellar society and the starport officials cut you leeway on Imperial Taxes when importing and exporting items.

You may hire Rogue Traders and Aliens as Specialists for half price. You never make shopping rolls and also gain a 10% discount on any items or group of items brought in through the spaceport. Such items will take a number of days to arrive equal to their cost +D6.

19. Tech-Priest

You know a member of the Adeptus Mechanicus who will aid you in your mission. You will find Adeptus Mechanicus Recruits and Specialists are half the cost in Prestige as are Bionics, Servo Skulls, Implants and Robots, which are available without 'shopping' rolls.

Furthermore, you may ask the Tech-Priest to repair damaged equipment (non-daemonic) and or robots at the following cost and repair times:

<u>Item</u>	<u>Time</u>	<u>Cost</u>
Common	D3 days	1
Rare	D6 days	2
Exotic	2D6 days	4
Legendary	D6 weeks	7
Robots	1 day/ Inj. lvl.	PV/2

20. Vehicle Bay

You have the services of a vehicle bay and its mechanics. You may repair vehicles in D3 days per location repaired at a cost equal to the Vehicles PV/2.

Resource Enhancements

By careful cultivation of relationships or materials using Prestige, a warband can increase the value of a resource by purchasing enhancements from the list below. The only restriction is that no enhancement may be taken more than once for each resource.

Time Reduction

You know all the ways around getting what you need from a resource without having to deal with middlemen, petty bureaucratic officials or perhaps even some physical impediment to progress. All times are reduced by half when using this resource. Furthermore, you may use the resource twice as often as you are normally allowed to.

Cost Reduction

The prices for any item purchased with or through the resource are now 30% cheaper.

Familiarity

You know the resource extremely well and may reroll any dice result used for the resource once. You must keep the second result.

Added Ability

The resource gains a new Resource trait. Randomly determine the new Trait immediately (D20, ignoring the Campaign Trait). **This enhancement costs +6 Prestige on top of the normal enhancement cost.**

Confidant

A contact resource becomes your close friend (or at least believe that they have) and so endeavors twice as hard on your behalf. Any Faith or Prestige gains are doubled.

Also, if the contact can aid you in some non-rule related way, say an Imperial official arranging to allow you to access sensitive areas or documents, or having your Planetary governor contact round up all known psykers for immediate interrogation, the GM may well determine that this enhancement is what it takes to get them to do so.

Loyal / Inexhaustable

If the resource is a Contact, they will work for no one else but you and your warband and will never leave, whatever the cause. They are immune to capture in Raids and may only be killed.

If an Object and you lose it, you have made copies or know exactly where to get another one exactly like it. You immediately acquire a new one the following week.

If the the resource is a Place such as a mine, it will never run out no matter how many times you exploit it, and it is so well hidden, that it will not be subject to Raids unless it is your only resource.

This enhancement costs twice the normal Prestige.