

# WARBAND CREATION

While the =I= rules, in the spirit of narrative over rules balance, offer few restrictions on character creation, a GM may find that it behooves him to place some restrictions on the creation process. True, he can just veto any bizarre or outrageous combos or characters, but in the long run, he will find that it is much less tiring to set a standard for the players to go by instead of constantly correcting any and everything the players try to get by him.

These rules were designed with that in mind and are based on the Ready Reckoner system already present in the back of the =I= Rulebook. While they aren't meant to restrict character creativity, they are designed to keep everyone on roughly the same page as far as the background of the =I= universe is concerned. So you won't see Psychic Ecchlesiarchy or Mutants carrying Galthite Lacerators and Hrud Fusils with these rules unless the GM is very nice indeed.

That said, it is still up to the GM to curb the excesses of players who seek to create the 'ultimate killing machine' over 'the most characterful character.' Just because an Eldar Prince isn't restricted from the purchase of two Direswords, there is very little narrative reason why he would have two such extra-ordinarily rare items, and any such reason is more likely player justification for the weapons than attempts to make a unique personality. The same goes for Inquisitors dressed head to toe in Power Armour and carrying Conversion fields or any other combo that the GM believes are excessive without good reason. You're the boss. Don't allow it if it unbalances your game.

Although these rules were designed to compliment the Competitive Campaign rules, they are also useful for regular campaigns where the GM wants to save himself the headaches mentioned above, and I'd suggest that novice GM's use these first before trying to wing an =I= campaign with nothing but the rulebook and a prayer...

## 1. Warband Type

Although the circumstances behind the gathering of a warband may be many and varied, for campaign purposes your warband will fall into one of the following general categories listed on the next few pages and you should pick the one that fits best with your warbands background and the models you'd like to use. The choice will determine the various campaign options open to you, such as Faith, Resource Availability, Equipment Availability, etc.

If your GM doesn't use Faith, Prestige, or Resources (shame on him), than just ignore any information pertaining to them when creating your warband and stick to the relevant bits.

NOTE: PC Space Marines are only ever available as leaders of a Xenos or Daemonhunter Killteam.

## Inquisition

As no two Inquisitors are alike, so too are their choices in followers and methods. Only one constant remains: they are all rightly feared and respected for the absolute authority they hold.

This is the most flexible of all the warband types, but the player should make sure that his models and equipment match his Inquisitor's beliefs.

**Character Restrictions:** None, but the warband must be led by an Inquisitor.

**Beginning Faith:** D3

**Equipment:** Any, but mind that you don't have a Monodominant with a Daemon Sword.

**Special Rules:** May use any type of Resource. Imperial resources count as having a +1 enhancement.

## Imperial

All members of this warband are devout followers of the Emperor and the Imperial Creed and will not suffer a mutant, cultist, alien or rogue psyker to live. They also hold a dim view of criminals of the ordinary sort as well and seek to rid humanity of all of these impurities, so that nothing can stand in the way of mankind's survival.

**Character Restrictions:** No Daemonhosts, Mutants, Aliens or Desperados.

**Beginning Faith:** D3+1. If the leader is an Ecclesiarchy character, then it is D6+1.

**Equipment:** May not use Daemonic or Alien equipment.

**Special Rules:** May only have Imperial Contacts which count as having a +1 enhancement. May use (after thorough cleansing) any other Non-heretical resources.

## Kill Team

Led by a Space Marine of the Ordo Xenos or Ordo Malleus, a Kill Team is a violent, unsubtle grouping of Imperial warriors dedicated to the purging of alien and daemonic infestation. They move in, find their target and attack it mercilessly, eliminating all who get in the way of their goal, however peripherally.

Because of this, they have few friends or resources to call on when hunting down their prey and must rely on themselves and whatever assistance they can gain from the local Imperial authorities.

**Character Restrictions:** No Aliens, Daemonhosts or Mutants. Must be led by a Space Marine of the Deathwatch or Grey Knights chapter.

**Beginning Faith:** D3

**Equipment:** No Daemonic or Alien equipment.

**Special Rules:** May only use Imperial resources. Opponents roll 2d6 for their Encounter Roll and pick the highest (Space Marine Kill Squads are NOT subtle).

## **Rogue trader**

A Rogue Trader will gather any number of bizarre companions and strange equipment on his trips throughout the galaxy, so a Rogue trader warband will be almost as variable as that of an Inquisitor.

**Character Restrictions:** No Daemonhosts. The warband must be led by a Rogue trader.

**Beginning Faith:** D3, -1 if Aliens or Mutants are present in the warband.

**Equipment:** Any.

**Special Rules:** May use any type of Resource. Gains a 30% on 'Shopping' rolls.

## **Xenos**

Xenos warbands are a collection of Aliens banded together for mutual protection from the xenophobic humans of the Imperium as well as all the other untold dangers of the universe. They typically hire out their services as a mercenary group.

**Character Restrictions:** Must be of a standard (Eldar, Kroot) and/or non-standard (such as those rolled randomly) alien race.

**Beginning Faith:** D3-2

**Equipment:** Any.

**Special Rules:** +30% chance of finding appropriate racial equipment (an Eldar Long Rifle for an Eldar, for example) while 'Shopping.'

## **Pirate/Raider**

Scoundrels, ne'er do wells and the scourge of Imperial Commerce, Pirate bands can be found anywhere there is something of value to steal. They care little for racial divisions and will take on anyone who is good in a scrap and motivated by cash.

**Character Restrictions:** No Inquisition, Ecclesiarchy, Enforcer, Imperial Cultists, Officio Assassins or Arco-Flagellants.

**Beginning Faith:** D3-1. D3-2 if led by an Alien.

**Equipment:** Any.

**Special Rules:** May never use Imperial contacts, although they may 'Raid' other Imperial resources. If the Pirate warband gains an Imperial Resource in a battle, they have ransacked it and taken away any useful material. They may use it once and then must roll a D6 after it is used to see what happens to it:

- 1-5 The resource is placed back into the Resource Deck.
- 6 The resource is destroyed in the raid. Discard it.

## **Chaos Cultists**

Whether for wealth, revenge, personal power, madness, whatever the reason, Chaos Cults seek to overthrow the Imperium by rotting it from within. Many cultists have no concept of what they serve and are merely pawns of charismatic leaders, while others are just plain Eevil...

**Character Restrictions:** Corruption can be found throughout the Imperial Government and Chaos Marines can often be found ‘advising’ an underground cult, so any but aliens may be inducted into the cult warband. The warband **MUST**, however, include one Daemonhost (the daemonic ‘connection’ to the cult).

**Beginning Faith:** Khorne – 0 (Khorne rewards deeds, not words)  
Slannesh – D3  
Nurgle – D2  
Tzeentch – 2D3  
Chaos Undivided – D3

**Equipment:** By Character Class

**Special Rules:** Khorne – All Cultists have Frenzy.  
Slannesh – All Cult Members have Nerves of Steel.  
Nurgle – All Cultists carry Nurgles Rot and have +30 Toughness.  
Tzeentch – Cultists may use their Faith for rerolls on a 1:1 basis.  
Chaos Undivided – Leader gains a free Daemon Weapon (beast, with randomly chosen abilities.)

## **Adeptus Mechanicus Knowledge Procurement Unit**

The Adeptus Mechanicus keep a jealous guard over all sources of technical knowledge, which they firmly believe to be the preserve of the Machine God and his Priests.

Wherever a new technology, such as alien machinery, or lost technology, such as STC templates, turns up, you can be sure that there will be a Procurement Team on hand to make sure that it ends up in the hands of the faithful. By whatever means necessary...

**Character Restrictions:** Only Adeptus Mechanicus characters and Arco-Flagellants.

**Beginning Faith:** 0 or 1 (flip a coin)

**Equipment:** No Daemonic equipment.

**Special Rules:** When it comes to Bionics, Auspexes, Cyber-Creatures and other estoric equipment, the Adeptus Mechanicus find themselves well equipped. As a result, the cost and availability for any equipment outside of weapons and armour is treated as though it

were one category less. So an Exotic item would cost only 5 points and you would have a 50% chance of procuring it. Common items remain the same.

## 2. Character Creation

You have 600 points to spend on the creation of characters in your warband. You may spend up to 300 points on the Leader of the warband, and up to 150 points on each Henchman.

Leaders and Henchmen are created using the following method:

1. Pick a character class from the list on the next page using the character summaries. Each summary has a similar format:

**Name (Points Cost for rank1/ Points cost for rank 2/ etc.)**

**Talents:** Base Talents or Exotic Abilities included in the Points Cost.

**Equipment:** Equipment permitted for character purchase and use.

**Abilities:** Any restrictions on selections of Talents, Exotic or Psychic Abilities

**Special:** Any special rules the class utilizes.

*Ex. The Character Summary for an Inquisitor is as follows:*

***Inquisitor (80/94/112)*** [This class has three available ranks: Acolyte/ Inquisitor/ Inquisitor Lord ]

***Talents:***        ***Leader***

***Equipment:***   ***Any***

***Abilities:***     ***May not take any Exotic Abilities except Word of the Emperor.***

2. For the points cost listed, you will gain the average stat line for that character class and any of the abilities, bonuses and restrictions from that class.

*Ex. If you choose an Inquisitor, you spend 94 points and gain the following stats and abilities:*

**WS: 85, BS: 75, S: 65, T: 65, I: 80, Wp: 85, Sg: 85, Nv: 85, Ld: 85**

***Talent: Leader***

***Equipment: Any***

***Abilities: May not take any Exotic Abilities except Word of the Emperor.***

3. You may increase/decrease your stats at the following cost:

Every 10% up to 50    1 point

Every 5% above 50    1 point

Stats may only be increased or decreased within the range allowed for a character class based upon the Random Profiles listed under the average stat line.

***Ex. The Inquisitor mentioned before has a Toughness of 65. The Random Profile in the Rulebook is listed as 50+3d10 for a range of 53 – 80. We could raise his current score to a maximum of 80, spending 3 points to do so, or lower it all the way down to the minimum of 53, gaining 3 points to spend elsewhere.***

4. Talents and Exotic abilities cost 5 points each. Daemonic Abilities cost 10.
5. Psychic abilities cost 5 points each if the character has a Wp of 75 or less, 10 points apiece if the character has a Wp over 75. Wyrd Powers cost 15 points each (5 points for the Wyrd ability + 10 for the default Wp of 100 for Wyrd Powers), but are limited to characters who can take Exotic abilities.

Psykers must pick a Primary Discipline to choose their powers from, such as Biomancy, Telepathy, etc. and all powers from that and the General Discipline cost the normal amount.

Psykers may learn powers from other Disciplines, but the first power taken from a new Discipline cost 5 extra points to learn.

***Ex. An Astropath with a WP of 90 takes the Discipline of Telepathy as their Primary Discipline. Any powers taken from that or the General Powers list cost 10 points each.***

***The Astropath also decides to take Hammerhand from the Biomancy Discipline. This will cost him 10 points +5 for a new discipline for 15 total. After this initial power purchase, he may learn any other Biomancy powers at the normal cost of 10 points per power.***

6. Equipment may be purchased at the following availability and cost:

Common Items	3 pts each
Rare	5 pts each
Exotic	9 pts each
Legendary	15 pts each

You may only purchase items available to your character class based on the Character Class Summaries and the Equipment Availability Chart found on page 182 in the Inquisitor rulebook.

***Ex. The Mutant class is restricted to equipment from the Common section on page 182, and each item will cost 3 points to purchase.***

### 3. Create a Backstory

Finally, after all of your characters in your warband have been filled out, describe why your Warband is together, their goals and personalities. Your GM will use this information to create plot hooks to work your group into the current story and, later, might design special scenarios around them.

For example, perhaps the campaign is centred around a corrupt Planetary Governor who is, unbeknownst to him, being manipulated by a chaos coven. Based upon your background as an Inquisitor from a noble family that spans a millenium in Imperial Service, the GM decides that this Governor is your brother. How do you deal with the situation? Do you try to save your brother from himself and other rival warbands or do you condemn him to the flames after you find out the truth? In game turns you automatically get the Planetay Governer as a Resource, but you also gain quite a few headaches to go along with it.

As you can see, a well thought out background can lead to an increased role for your warband in the campaign, making the story more involving and interesting. The GM shouldn't have to do all the work on his own, after all. Remeber that you're workign together to make the most memorable story that you can...

## CHARACTER CLASS SUMMARIES

### Inquisitor (80/94/112)

Talents: Leader  
Equipment: Any  
Abilities: May not take any Exotic Abilities *EXCEPT* Word of the Emperor.

### Space Marine (299)

Talents: Ambidextrous, Nerves of Steel, Spit Acid  
Equipment: Any  
Abilities: May not take any Exotic Abilities *EXCEPT* Word of the Emperor.  
Special: Comes with Space Marine Power Armour (See rulebook pg.103)

### Adeptus Mechanicus (67/86)

Equipment: TechPriest – Common and Rare  
Magos - Any  
Abilities: May not take Psychic or Exotic Abilities *EXCEPT* Machine Empathy  
Special: +20% to SG rolls for using or disabling machinery, locks, etc.

### Rogue Trader (73)

Equipment: Any  
Abilities: May not take any Exotic Abilities.

### Cultists (53/65)

Equipment: Fanatic – Common  
Demagogue – Common and up to (1) Rare  
Abilities: Imperial -May not take any Exotic Abilities except Word of the Emperor  
Chaos – Any non-Daemonic Exotic Ability except Word of the Emperor

### Imperial Guard Veteran (67)

Equipment: Common and Rare  
Abilities: Any Non-Exotic, non-Psychic Ability. May take Word of the Emperor

### Desperado (64)

Equipment: Common. May also have Rare Ammo and Explosives.  
Abilities: Any Non-Exotic, non-Psychic Abilities.

### Enforcer (75)

Equipment: Common and Rare  
Abilities: Any Non-Exotic, non-Psychic Abilities. May take Word of the Emperor.

### Mutant (49)

Equipment: Common  
Abilities: Any Non-Daemonic abilities except Word of the Emperor.



### Ecclesiarchy (49/59/66)

Equipment: Preacher - Common  
Abbot – Common and up to (1) Rare  
Cardinal – Common and up to (1) Rare OR (1) Legendary  
Abilities: Any Non-Exotic, Non-Psychic. May take Word of the Emperor.  
Special: May never have Psychic Abilities, no matter how they are gained.

### Arco-Flagellant (100)

Talents: Ambidextrous, Furious Assault, Fearsome, Force of Will  
Equipment: Common, Rare, and up to (1) Exotic  
Abilities: Any Non-Exotic, non-Psychic Abilities.  
Special: All equipment must be bought as Implants. Must have a Trigger Word.

### Assassin (76/108)

Equipment: Death Cultist -Common and Rare  
Officio Assassinorum - Any  
Abilities: Any Non-Exotic.  
Special: There is a –20% chance to detect assassins.

### Daemonhost (81)

Talents: Daemonic, Fearsome, Possession  
Equipment: (1) Force or Daemon Weapon  
Abilities: Any

### Pathfinders (77)

Equipment: Common and Rare  
Abilities: Any Non-Exotic, Non-Psychic  
Special: Detection (as pg 57)

### Eldar Ranger (116/138)

Talents: Catfall, Lightning Reflexes, Nightvision, camouflage  
Equipment: Any  
Abilities: Any Non-Exotic  
Special: Cannot be detected by hearing when sneaking or crawling.

### Eldar Pirate (117/148)

Talents: Catfall, Lightning Reflexes, Nightvision, Leader  
Equipment: Any  
Abilities: Any Non-Exotic

### Kroot Mercenary (85)

Talents: Acrobatic, First strike, Furious Assault, Stealth, Cannibal Hunger  
Equipment: Common, Rare and up to (1) Exotic OR (1)Legendary. No Drugs.  
Abilities: Any Non-Daemonic.