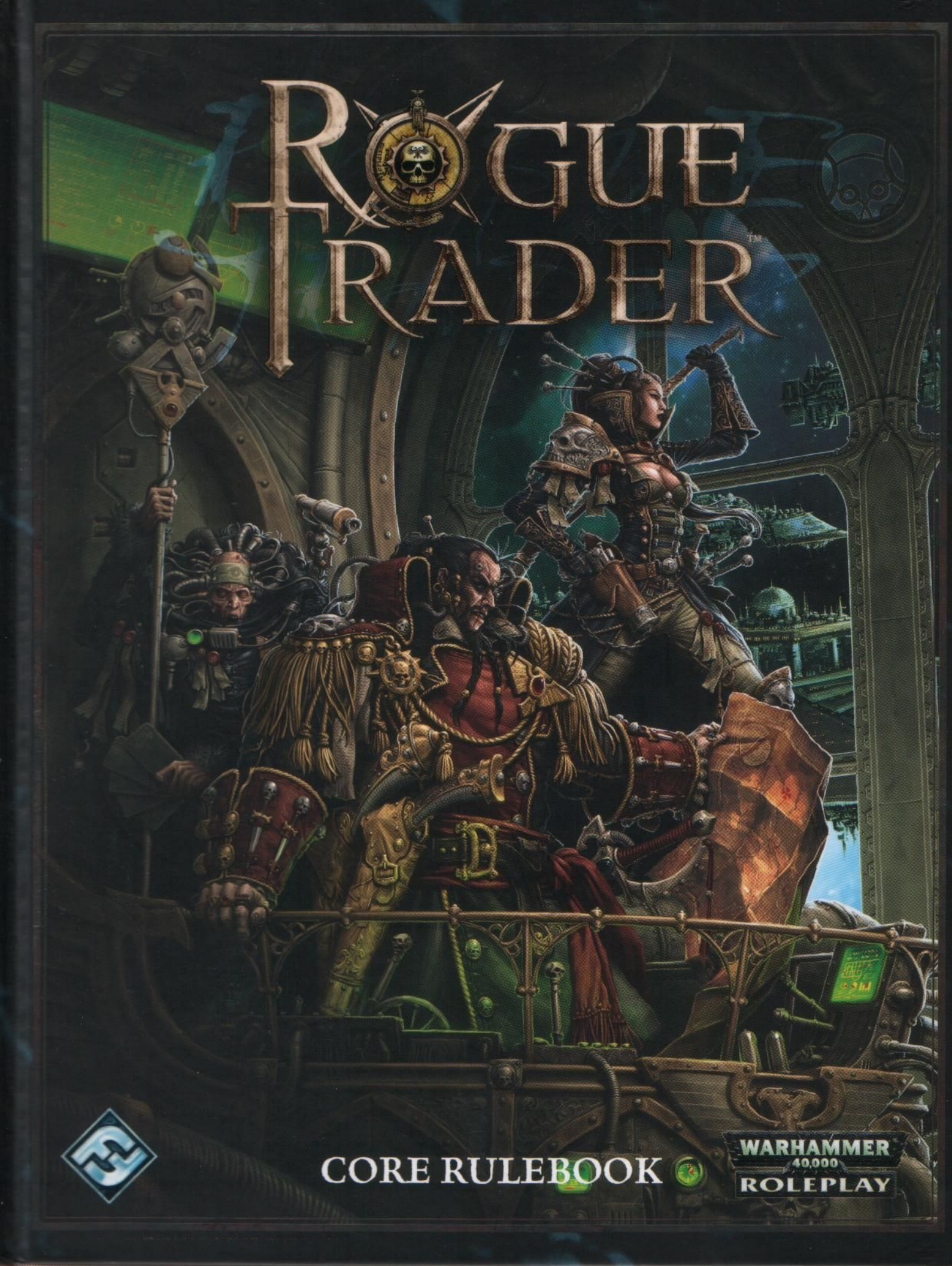
ROGUE TRADER



CORE RULEBOOK

WARHAMMER 40,000 ROLEPLAY

RIFTS OF HECATON
PHAINEAL ECHOES
ACCURSED DEMESNE
UNBEHOLDEN REACHES
ALENIC DEPTHS
Beware the Siren Star
THE KORONUS EXPANSE OF THE HALO STARS

Warp Shoals
Barsuvian
Zayth War
Valcetti's Salvation
Egarian Dominion
Burnscour Death
WINTERSCALE'S REALM
Lucin's Breath Frontier
Bastion
SCREAMING VORTEX
RAGGED WORLDS
The Temple
PORT WANT Orbital
FOOTFALL Orbital
Wittin-Garbed World
The Hermitage
THE KORONUS PASSAGE
THE CAULDRON
Dolorium
Rain
Grace
FOUNDLING WORLDS
GOD-EMPEROR'S SCOURGE
Iniquity
VOID DANCER'S ROIL
Corpse Stars
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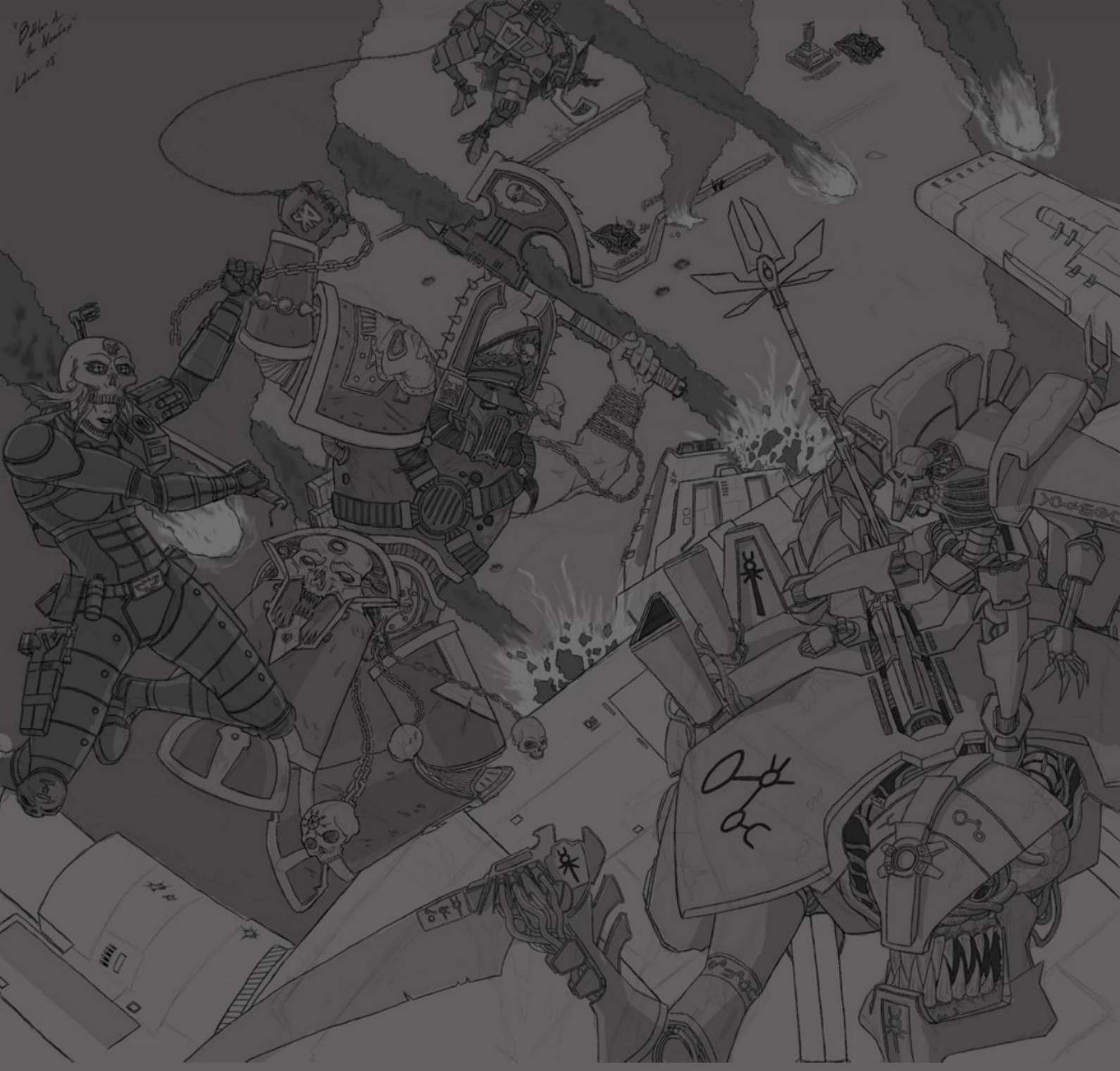
Siderius Plumeran



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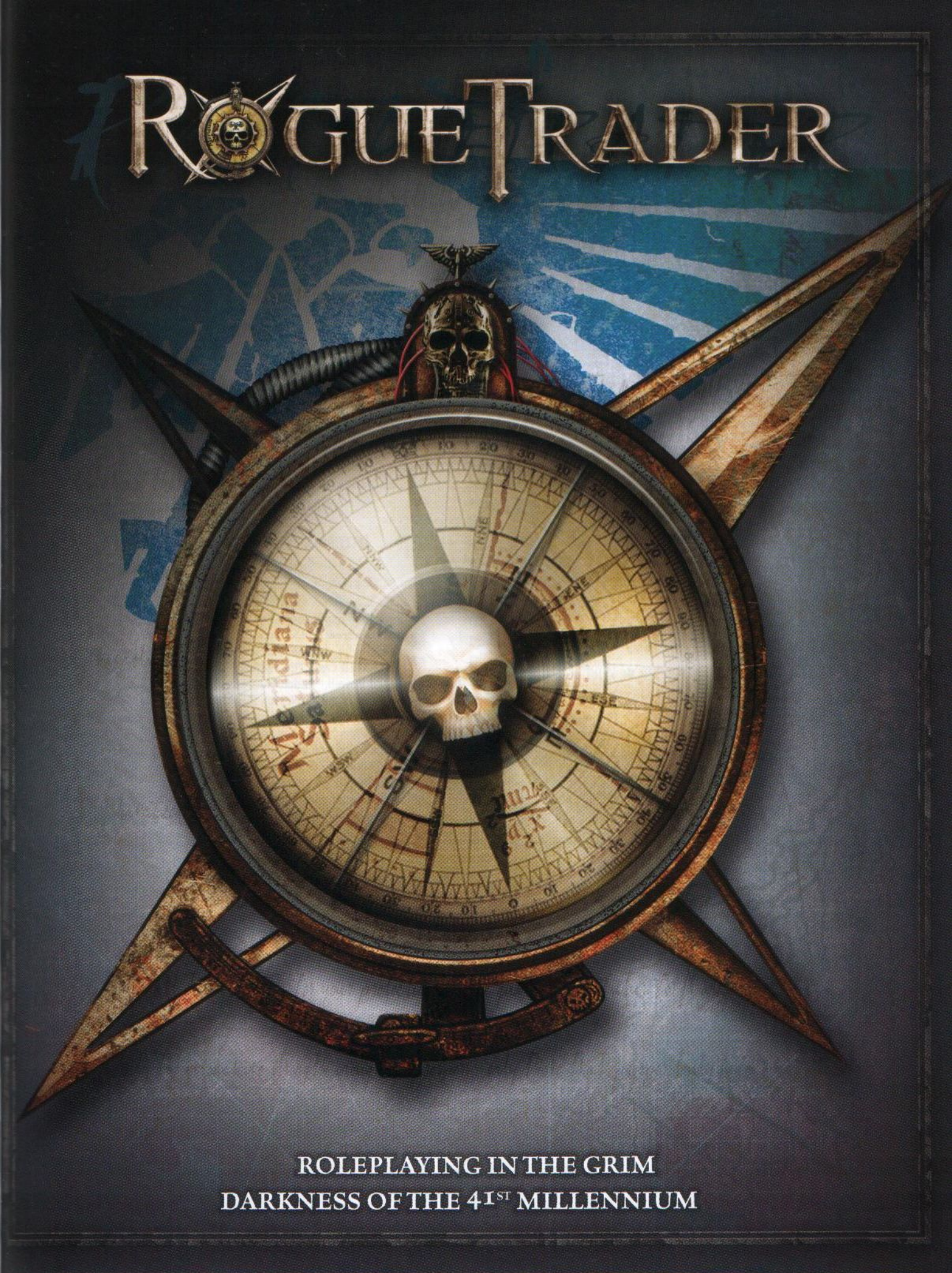
ROGUE TRADER
ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ST MILLENNIUM

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www.FantasyFlightGames.com

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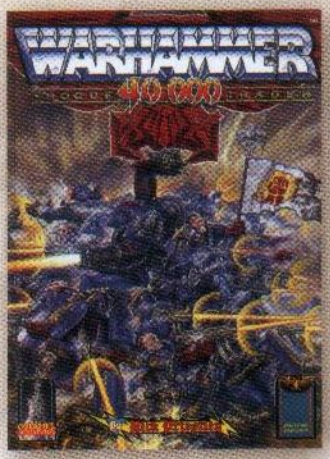
FOREWORD



A little over two decades ago, Games Workshop published a strange and wonderful set of science fiction tabletop miniatures rules with an unwieldy and awkward title. This largely unheralded gaming manual was to launch an amazing dystopian universe; a grim dark future wherein mankind's fate, was under constant threat from an array of warmongering alien races, monsters, mutants, daemons and treachery. The game and the incredible range of associated gaming miniatures published by Games Workshop proved to be incredibly popular, and quickly became the stuff of legends. This was, of course, the release of the 'Warhammer 40,000 Rogue Trader' book—an event that changed the course of modern tabletop wargaming and the destiny of the Games Workshop company forever.

The origins of this game, and its unlikely sobriquet, reach back almost to the very start of Games Workshop and the creation of Citadel Miniatures at the end of the 1970's. Citadel was established to manufacture fantasy miniatures for the burgeoning roleplaying market arising in the wake of the successful Dungeons & Dragons game. However, it was still a young market, so alongside the fantasy orcs, elves, wizards, and warriors that were rapidly becoming Citadel's forte, the company also produced a plethora of models to service a wide range of other subjects and interests. Believing that not all of the fantasy models being sold were being used by roleplayers, in 1983 Citadel launched its own unique take on the fantasy game—a tabletop wargame called 'Warhammer'—so its customers could enjoy a game featuring entire armies of fantasy models in battle.

The resulting success prompted speculative design work on other projects seeking to link Citadel's miniatures to wargame rules. Sadly, most of these efforts proved stillborn, but one idea kept resurfacing. This idea was to create a spaceship combat game; tentative rules were written and playtested, a background universe sketched, and a name chosen. The only drawback was we didn't have a range of spaceship models to sell! Undaunted by this minor detail—and convinced the Games Workshop/Citadel design staff would rise to the challenge—an advert was placed in 'The First Citadel Compendium' (also 1983) for "Citadel's SF Role Play System ROGUE TRADER." Clearly things had taken a new turn! Not content with a game restricted to a handful of spaceship models (that didn't exist), we decided to expand the idea to embrace the sf models starting to appear in Citadel's expansive model ranges. A certain Rick Priestley was set to work on the project, and immediately redirected it back towards being a tabletop miniatures game rather than a roleplaying game.

In 1987—finally—the new book and a relatively modest selection of associated new miniatures were ready for launch. However, science fiction was still considered to be something of a gamble compared to fantasy in the world of hobby games. 'Warhammer' had gone from strength to strength and been joined by the much loved 'Warhammer Fantasy Roleplay' (WFRP for short). After no small amount of debate and discussion, we decided to rename the sf game 'Warhammer 40,000' (a cool reference to the background of the game and a nice big number to boot). This created a clear link to the parent brand and gave the sf game something of a helping hand. Rather than allow the old working title to die, a last minute call added it as a subtitle to the main logo and 'Warhammer 40,000 Rogue Trader' was born.

Over the last twenty of so years the Warhammer 40,000 tabletop miniatures game may have lost its subtitle, but it has grown into an international gaming phenomenon. Each year Games Workshop publishes hundreds of new miniatures, plastic kits, books, and magazines devoted to the game. It has also spawned a wide range of associated products and it is now possible to buy novels, computer games, comic books, card games, roleplaying games and board games taking place within the universe of 'Warhammer 40,000.' This book is the second in what is hoped will become an entire series of roleplaying games set within that universe and is a more than worthy companion to the first such volume, **Dark Heresy**. That this book carries the illustrious title '**Rogue Trader**' ensures that it will receive more than its share of scrutiny and attention from the long term fans of that original game. I don't think they will be disappointed, since this tome shares not only the name but also the spirit of adventure and imagination of its legendary forebear. All credit to the good folks at Fantasy Flight Games for that, and the thanks of all at Games Workshop for treating our old friend with the love and respect that is evident in this work.

May all your endeavours bear profit!

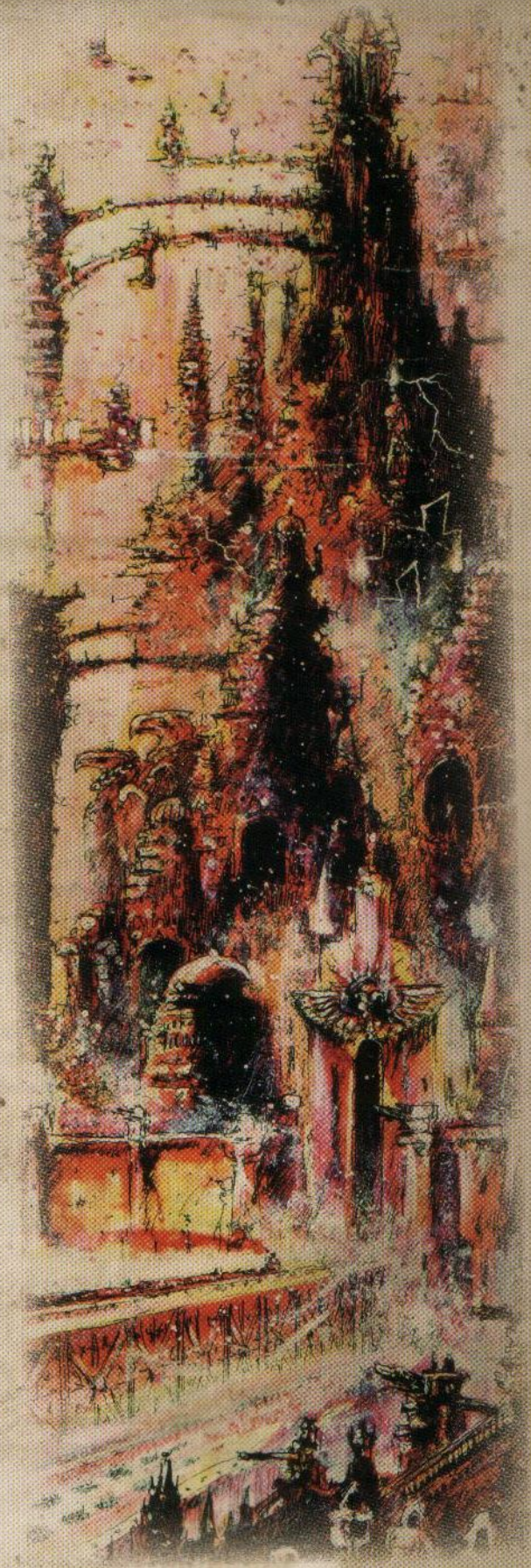
Alan Merrett,
Games Workshop

It is the 41st Millenium...

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the Daemon-infested miasma of the warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: the Imperial Guard and countless planetary defence forces, the ever-vigilant Inquisition and the Tech-Priests of the Adeptus Mechanicus, to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants — and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Yet you are not just any individual — you are an explorer aboard a Rogue Trader ship with authority and freedom far beyond the comprehension of the masses. Empowered by an ancient warrant of trade and a warp-capable ship, you venture into the uncharted voids, discovering new worlds, lost civilisations, and bizarre alien technology. Fortune and glory are yours for the taking. Rogue Traders stand on the threshold of unlimited opportunity and innumerable dangers.



AMBITION KNOWS NO BOUNDS

Welcome to **ROGUE TRADER**, a roleplaying game of exploration, risk, and savage might set in the decaying far future of Warhammer 40,000. In **ROGUE TRADER**, you can explore the universe of Warhammer 40,000 like never before. Vast fortunes await on the edges of the galaxy, if you and your fellow Explorers can muster the courage to find and claim them. Renown and riches reward the bold, but the unwary find only anonymous deaths. A Rogue Trader who can wrest profits from a dangerous universe through luck, cunning, or sheer force of will enjoys something few humans in the 41st Millennium even know—a life of adventure and true freedom.

Such a course, however, is often fraught with peril. Foul aliens, pernicious raiders, and even other Rogue Traders stand in your way on the path to greatness. Your wits, luck, skill, and courage will be tested to their utmost limits. To survive is to face even greater challenges—and to wield even greater power.

WHAT IS A ROLEPLAYING GAME?

In a roleplaying game (RPG) you create an alter ego, a fictional character that is your avatar within the game world. Perhaps you will create a lethal soldier, wise scholar, or inspiring leader of men. Then, you and your friends direct your characters through a series of adventures. Imagine a crime drama, adventure film, or war movie, except that instead of passively watching the story unfold, you control one of the characters, making his decisions, selecting his actions, and even speaking for him. The decisions of you and your fellow players directly affect the events of the story.

How can you affect these events? How do you decide what happens? That is the role of the game. Roleplaying games such as Rogue Trader provide a framework of rules that describe how to design your character and operate him within the game. Rules can cover situations like shoot-outs, chase scenes, or week-long investigations. Often, the rules require you to roll dice when performing an action, with some results indicating success and others indicating failure. While the rules provide structure and guidelines in the game, dice add an element of chance. After all, success would not seem so sweet if there were no chance of failure. Jumping from one rooftop to another becomes much more exciting when the slightest misstep (or bad dice roll) may result in your character falling into the alley below.

At first, RPGs like **ROGUE TRADER** may appear to have a lot of rules. However, you'll soon see that the rules are actually quite simple, easy to remember, and often very intuitive. To adjudicate these rules, each game has a Game Master, or GM. The GM is you, or one of your friends, chosen by the consensus of your group. He does not control a lone character during the game. Instead, the GM runs the game, presenting the story and the myriad situations that come with it. He controls the people your character meets in the game, controls the encounters and strange occurrences that shape your decisions as to your actions, and is basically both the game's referee and narrator.

All of the other players control characters within the world around which the story resolves. These characters are known as the Player Characters (PCs). During the game, the players describe the intentions and actions of their characters to the GM, who then decides, based on the rules, whether those actions succeed or fail and how the characters' words and deeds affect the game's story.

WHAT YOU NEED TO PLAY ROGUE TRADER

When you're ready to start playing **ROGUE TRADER**, you'll need the following items:

- This rulebook
- Three or more people to play the game
- A quiet place to play (around a table is ideal)
- Three or four hours of gaming time
- Some ten-sided dice (two or more per player)
- Paper
- Pencils and an eraser
- Snacks, drinks, etc.

You should be able to find ten-sided dice in the shop where you bought this book, or failing that, there are many internet stores that sell these dice in a variety of different colours and finishes. If you have access to a photocopier you may like to copy the character sheet at the back of this book for each of your group to use, though this isn't essential. (You can also download free printable character sheets from our website at www.FantasyFlightGames.com.)

To help visualise the action, you may wish to use suitable miniatures to represent your characters and enemies during combat. Games Workshop's own Citadel range of Warhammer 40,000 miniatures are ideal for this task. See www.games-workshop.com for more details and nearest stockists.

WHAT'S IN THIS BOOK?

ROGUE TRADER is divided into fifteen chapters. They are:

INTRODUCTION

The section you are reading right now. It provides an overview of ROGUE TRADER and roleplaying in general.

CHAPTER I: CHARACTER CREATION

This chapter takes you step by step through the process of creating your character for the game.

CHAPTER II: CAREER PATHS

Career Paths are the building blocks of your character. They both describe what you did before becoming an Explorer and your position within your Rogue Trader dynasty. This chapter details all the various Career Paths and also explains how you can improve and develop your character through game play.

CHAPTER III: SKILLS

From Inquiry to Tech-Use, every character has a variety of learned skills that they can employ. This chapter describes these skills in detail.

CHAPTER IV: TALENTS

Every character also has certain special abilities that make him unique, such as Bulging Biceps or Unshakeable Faith. This chapter describes all of these talents.

CHAPTER V: ARMOURY

This chapter describes some of the tools, trappings, weapons and armour your Explorer may use or encounter.

CHAPTER VI: PSYCHIC POWERS

From astro-telepathy to the mysteries of the Emperor's Tarot, the unnatural powers of the mind can be both rewarding and dangerous. The powers of an Astropath are slightly different from other psychically-gifted individuals, and this chapter explains what they are, and what happens when they go wrong.

CHAPTER VII: NAVIGATOR POWERS

Navigators are a special kind of mutant that possess a third eye that can see into the immaterial realm of the Warp. This chapter details a Navigator's powers and mutations.

CHAPTER VIII: STARSHIPS

A Rogue Trader does not journey alone through the vastness of space. The power of his dynasty depends upon the might of his starship.

CHAPTER IX: PLAYING THE GAME

In ROGUE TRADER, you will often have to defend yourself against a variety of alien foes, and this chapter tells you how to do it. This chapter also explains how to make Skill Tests, spend Fate Points, and perform other rules-related actions.

Chapter X: The Game Master

The GM has a special role to play in any roleplaying game and this chapter explains how best to fulfill that role. In addition to advice on how to run a **Rogue Trader** game, this chapter also contains rules for corruption and experience.

Chapter XI: The Imperium

This chapter describes the Imperium of Man in the 41st Millennium in all its decaying, war-torn glory.

Chapter XII: Rogue Traders

In Rogue Trader, you take on the role of an Explorer—either a Rogue Trader yourself, or the trusted ally and counsellor who accompanies him on his voyages. This chapter provides key background details about these privateering merchant princes.

Chapter XIII: The Koronus Expanse

The Koronus Expanse is the core setting for **Rogue Trader**. This chapter provides an overview of the expanse and then provides detailed information on certain significant areas, such as Port Wander, the Maw, and Footfall. This chapter should give the GM plenty of material to work with when running a Rogue Trader campaign.

Chapter XIV: Adversaries & Aliens

The galaxy is fraught with all manner of deadly creatures, and this chapter provides background and game stats for various adversaries that can be found in the Koronus Expanse.

Chapter XV: Into the Maw

Into the Maw is an introductory adventure that GMs can use to kick off their **Rogue Trader** campaigns. Be warned, however—this chapter is for GMs only and should not be read by players.

Game Dice

Rogue Trader is a roleplaying game that uses ten-sided polyhedral dice for its core game mechanic. These dice can be purchased from any game store, many bookstores, and are probably available at the same place this book was purchased. Each player and the GM will need access to at least two ten-sided dice, preferably of two different colours.

In the game rules, one ten-sided die is referred to as "1d10" while two ten-sided dice are referred to as "2d10" and so forth. **Rogue Trader** also often requires players to generate a random number from 1–100. This is known as a percentage roll and is often abbreviated as "d%" or "1d100."

To make a percentage roll, use two ten-sided dice and assign one of them to the "tens" digit of the result and the other to the "ones" digit—using differently coloured dice is helpful for distinguishing between these results. See also **Table A–1: Percentage Roll Examples**, below.

It is important to note that when rules say roll 2d10, this is not the same thing as a percentage roll. When rolling 2d10, simply add the results of each die.

Example

Sarvus, a young Rogue Trader, is struck by a frag grenade which inflicts 2d10 explosive Damage. The GM rolls two ten-sided dice and gets a "6" and a "7" for a total of 13 points of Damage.

Sometimes, the rules require a roll of 1d5. To make this kind of dice roll, simply roll a ten-sided die, divide the result by two, and round up.

Example

The exploding frag grenade was powerful enough to deal one point of Critical Damage to Sarvus's body. Consulting the appropriate Critical Damage table, the GM discovers Drake is going to be knocked backward 1d5 metres. He rolls a ten-sided die and gets a "5" which is treated as a result of three (5÷2=2.5 rounded up to 3). Poor Sarvus is knocked backward three metres by the blast.

Table A-1: Percentage Roll Examples

"Tens" Die	"Ones" Die	Result
7	3	73
3	7	37
2	0	20
0	2	2
0	0	100

I

CHARACTER CREATION

CREATING YOUR EXPLORER

•

GENERATE CHARACTERISTICS

•

THE ORIGIN PATH

•

SPEND EXPERIENCE POINTS

•

GIVING CHARACTERS LIFE

•

PROFIT FACTOR AND SHIP POINTS

•

SELECT EQUIPMENT

Chapter I: Character Creation

"The endless dark of the universe is yours, if you but reach out to take it. Yield nothing—the void respects only strength."

–Serren Travius, Rogue Trader

In **Rogue Trader**, you take on the role of a Rogue Trader and his most trusted counsellors—explorers empowered by an ancient Warrant of Trade to seek out profit and plunder unexplored regions of space. Your ship will take you to new worlds and uncharted reaches of the void, where you will encounter deadly rivals, savage pirates, mysterious aliens, and possibly even the nightmarish inhabitants of the warp. You will acquire and spend great wealth, and either fame or infamy will attend your actions. You will discover ancient and forgotten mysteries and search out the unknown, perhaps to find lost human worlds, wield mighty artefacts of lost civilisations, witness never-before-seen celestial phenomena, or disturb ancient terrors long slumbering in the black depths. You must survive the dangers of the voids, for beyond the threat of vacuum and deadly radiation lurk things man was never meant to find. You must battle alien rivals to humanity's dominance of the stars, who would see all human life snuffed out like a guttering candle if they could.

To be part of a Rogue Trader's crew is to stand on the threshold of near-unlimited opportunity. Vast profits wait for you and your fellow explorers to find and claim. Fame and fortune reward the bold, but the unwary will find only death, their deeds soon forgotten.

Why do Rogue Traders brave the terrors of the void and plunge into the unknown? The answer is simple: great risks can bring great rewards. A Rogue Trader and his crew are a lasting symbol of success and wealth in the Imperium—and with good reason. They enjoy a level of personal freedom and lifestyle of adventure that others can only dream of.

Tasting the fruits of success is not without peril, however. Foul aliens, pernicious raiders, and even other Rogue Traders will stand in your way on the path to greatness. Your wits, luck, skill, and courage will be tested to their utmost limits as you attempt to survive and prosper in this life, and to survive is to face even greater challenges—and to wield even greater power in overcoming them.

Creating Your Explorer

"Whether heroes or fools, it takes an entirely different breed of man to travel the frontier."

–Astropath Halvan Riond

To get started on your journeys into the unknown, you need to create your alter ego, known as a Player Character (PC), and also often referred to in this text as your "Explorer" for the sake of convenience. Creating a Player Character for your games is a simple process that many people find fun in itself. As you move through this chapter, you will find the tools to construct an interesting persona with a history, motivations, and clear idea about what the future will hold. Be aware, there may be unfamiliar terms, places, and concepts within this chapter, but have no fear—all will be explained as you explore the rest of this rulebook and tread the path of the Rogue Trader.

Before you get started, you will need to gather some supplies. You will require two ten-sided dice (or 2d10, as they will be referred to throughout the rules), a character sheet, a pencil, and an eraser. It is best to write everything in pencil to start with, as you may end up changing or adding to things as you go along. You might want to have some spare scraps of paper to make notes on as you go along as well. It is also useful to get together with your GM and the group of people you'll be playing with when you make your PC. Not only is it more fun to compare things as you go along, you will also be able to make sure that your characters all complement one another.

There are five steps you should follow whenever you are creating a new Explorer. Each step is relatively simple,

consisting of making a few choices and recording your selections onto your character sheet. Each stage in the character creation process is as follows.

Stage 1: Generate Characteristics

Many of the key aspects of your character are defined in terms of numbers. Some of the most basic of these are called Characteristics. They represent your Explorer's capabilities, ranging from physical Characteristics such as Strength and Toughness to mental ones like Intelligence and Willpower.

Stage 2: The Origin Path

The next step in creating your character is to determine your origin path. The Imperium is a vast civilisation, and by the time your character begins his adventures as an Explorer, he has been influenced by many different factors. **The Origin Path Chart** on page 16 displays the various choices you will make to build your character from the ground up. This stage is also the point where you determine how many Fate Points and Wounds you have.

Stage 3: Spend Experience Points

This step is where you can further customise your Explorer. Each character begins play with an amount of Experience Points (xp) that reflects his life prior to becoming an Explorer. You may spend your starting experience to purchase new Skills and Talents or to improve your Characteristics. See **Chapter II: Career Paths** for details.

Stage 4: Giving Characters Life

Once all the numbers are finished with, it is time to flesh out your Explorer. This stage helps you define your character's appearance, past, temperaments, beliefs, and more. This step is an important one, as it helps you portray the character during game play and makes your Explorer a unique being, helping to set him apart from others who may fill a similar niche.

Stage 5: Profit Factor and Ship Points

Now, there are things that are vital to the entire group of players, namely, your group's starship and starting Profit Factor. This step will help you create your vessel and set up your Rogue Trader dynasty's Warrant of Trade.

Spending Experience Points?

Several of the options in this chapter allow a character to spend an amount of Experience Points, abbreviated as "xp." Starting characters in Rogue Trader begin with 500 xp that they may spend to purchase an available option. See page 30 for more details.

Stage 6: Select Equipment

Explorers may also select some additional weapons, armour, and equipment from **Chapter V: Armoury**. To select equipment, each character may make one acquisition using the group's Profit Factor.

Stage 7: Play Rogue Trader

With all of this complete, you are now ready to play Rogue Trader!

Stage 1: Generate Characteristics

"The measure of a man is how far he is willing to go to satisfy his ambition."

–Rogue Trader Jan van Yastobaal

Characteristics represent your character's raw ability, on a scale of 0 to 100, in a variety of physical and mental areas. Your character's Characteristics are important for a variety of reasons, but principally, they reflect your ability to succeed at certain actions. Since you want to roll under your Characteristic when attempting to accomplish something that has dramatic consequences in the game, the higher your Characteristic is the better off you will be.

Weapon Skill (WS)
Weapon Skill measures your character's competence in hand-to-hand fighting, whether using fists, knives, or chainswords.

Ballistic Skill (BS)
Ballistic Skill reflects your character's accuracy with ranged weapons, such as lasguns, bolters, and plasma pistols.

Strength (S)
Strength describes how physically strong your character is.

Toughness (T)
Toughness defines how easily your character can shrug off injury as well as how easily he can resist toxins, poisonous environments, disease, and other physical ailments.

Agility (Ag)
Agility measures your character's quickness, reflexes, and poise.

Intelligence (Int)
Intelligence is a measurement of your character's acumen, reason, and knowledge.

Perception (Per)
Perception describes how well your character perceives his surroundings. It reflects the acuteness of senses.

Willpower (WP)
Willpower demonstrates your character's ability to withstand the horrors of war, the terrors of space, and the dreadful opponents he is bound to encounter in his missions.

Fellowship (Fel)
Fellowship is your character's ability to interact with other creatures, to deceive, charm, or befriend them.

Characteristic Bonuses

Each Characteristic has a corresponding bonus. A Characteristic Bonus equals the tens digit of the Characteristic score. For example, a character with 41 Strength has a 4 Strength Bonus. Generally, Characteristic Bonuses are used to determine the measure of success or failure in situations or tests that have variable results.

GENERATING CHARACTERISTICS

Characteristics are generated one at a time. For each, roll 2d10, add the resulting numbers together, then add 25. Follow this procedure once for each of your Characteristics until you have results for all nine and then fill them in on your character sheet. When recording each Characteristic on your character sheet, remember to write the first digit of the number in the circle. Writing those digits in the circles allows you to see what your Characteristic Bonuses are at a glance. Note that one or more of your Characteristics might be further modified by choices you make in **Stage Two: Origin Path**.

Since you are playing a character that is expected to be a cut above the rest of humanity, you may re-roll any one result of your choosing. Should you choose to do this, you must keep the new result, even if it is worse than the old one.

Example

*Steve is creating a new **Rogue Trader** character, so he rolls 2d10 for his Weapon Skill Characteristic and gets 11, then he adds 25 for a final Weapons Skill of 36. He repeats this process for the rest of his Characteristics:*

Characteristic	2d10 Roll	Total	Characteristic Bonus
Weapon Skill	11 (+25)	36	3
Ballistic Skill	8 (+25)	33	3
Strength	16 (+25)	41	4
Toughness	10 (+25)	35	3
Agility	9 (+25)	34	3
Intelligence	12 (+25)	37	3
Perception	15 (+25)	40	4
Willpower	14 (+25)	39	3
Fellowship	8 (+25)	33	3

Allocating Points

An alternate method for generating Characteristic scores is to give each player a number of Characteristic points that he may assign as he wishes. In this case, the player begins with a score of 25 in each Characteristic and may allocate a total of 100 additional points to his Characteristics, adding no more than 20 to any one Characteristic. This method will generate characters with slightly higher than average scores.

Stage 2: The Origin Path

"Where you have been, where you are, and where you are going—if you cannot determine the answers as they apply to your own life, you might as well thrust your hand into a chaincutter's maw as expose your mind to the Empyrean."

–High Navigator Teren Wassir, *Maxims Vol. III*

The Origin Path system is based on a chart that generates a character's abilities through a series of choices made by the player. This set of choices is known as the "Origin Path." The chart also helps to weave together the varied backgrounds of different characters in the same playing group, giving them common ground and reasons to stand in defence of one another's interests.

The choices made in the Origin Path chart are structured to flow both from top-to-bottom or from bottom-to-top, whichever is the preference of the player. The choices on the starting row (whether it be the top or bottom) are completely open, but every choice after that one is limited by its placement on the chart. That is, each choice leads to the choice directly below it (or above it, if starting from the bottom), or a choice adjacent to the one directly below. Selections on the very edge of each row are considered the extremes of that row's theme and often have only two selections beneath them.

Example

Andrew has selected Void Born on the first line, Home World. He may then select from Scapegrace (the choice directly below Void Born on the second line, Birthright), Scavenger (adjacent to Scapegrace), or Stubjack (also adjacent). Andrew selects Scavenger. Since Scavenger is on the end of the row, his choices on the third line, Lure of the Void, are limited to Tainted (the choice directly below Scavenger) or Criminal (the only choice adjacent to Tainted).

As each player makes his selections on the chart, he connects the selections with a line. When he is done, the selections and the lines that connect them form the character's Origin Path. Once the player has completed his Origin Path on the chart, he hands the chart to the next player. That player then creates his own Origin Path and hands it to the next player, and so on, until all the players have completed creating Origin Paths for their characters.

It is suggested that players should use different colored markers to help tell each path apart, but simply labeling each path with the player's name, a number, or a letter is also fine.

GM The Origin Path

Instead of passing Origin Paths around the table to the other players, another option is for the players to hand in their Origin Paths to the GM directly. That way, the GM can see where the intersections lie and can discuss those intersections with the players at his discretion. This can be more useful for future plots based on hidden depths, revelations of prior entanglements, or other surprises.

GM Origin Path Options

One of the goals of the Origin Path system is to simplify character creation. This allows new players to start playing faster, and provides shortcuts for players who aren't familiar with the extensive Warhammer 40,000 setting. The Game Master should consider allowing players who are comfortable with the setting and have an excellent character concept to make some non-adjacent selections in the Origin Path chart. Another option for Game Masters who would like a less constrained Origin Path is to designate a single row as a "free choice row" for the entire group, where selections don't have to be adjacent to the prior and following choices.

INTERSECTIONS

The Origin Path system helps to identify areas where characters have things in common. Where two or more Origin Paths meet on a single selection, an Intersection is said to exist. An Intersection presents an excellent opportunity for characters to begin the game with shared experiences or aspirations in their background.

Example

Bob has filled out his Origin Path and happens to have an Intersection with Sam at the shared selection of The Hand of War. Bob and Sam discuss the possibilities of the Intersection and decide that their characters served together on the same Imperial Navy frigate.

Each Intersection provides a bit of shared back-story between characters and provides an opportunity to build the concept of characters standing together as part of a Rogue Trader's crew. Additionally, each Intersection provides both the players and the Game Master with hooks for future story events, adventures, or even shared enemies and allies that may show up along the way!

Skills and Talents: The Sequel

If you receive the same Skill more than once from different sources, you gain Skill Mastery in that Skill (see page 74). If you gain the same Talent more than once from different sources, you may elect to trade in the redundant Talent for the Talented (choose one) Talent.

The Origin Path

Home World	Death World	Void Born	Forge World	Hive World	Imperial World	Noble Born
Birthright	Scavenger	Scapegrace	Stubjack	Child of the Creed	Savant	Vaunted
Lure of the Void	Tainted	Criminal	Renegade	Duty Bound	Zealot	Chosen by Destiny
Trials and Travails	The Hand of War	Press-ganged	Calamity	Ship-lorn	Dark Voyage	High Vendetta
Motivation	Endurance	Fortune	Vengeance	Renown	Pride	Prestige
Career	Astropath Transcendent	Arch-Militant	Void-Master	Explorator	Missionary	Seneschal	Navigator	Rogue Trader

Rogue Trader

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HOME WORLD OPTIONS

"I and my servants have descended to the surfaces of a hundred worlds, but the machine spirits of my data-arrays will forever hold images of the wind-swept, cerasteel spires where I first pledged to the Omnissiah."

–Magos-Explorator Markus Valgar

Your **Rogue Trader** character may now travel amongst distant stars, but that was not always the case. The type of world a character grew up on affects many of his facets, from physical abilities, skills, and temperament to appearance and the Career Paths he may choose. Select a Home World from any of the types described below and listed on the first row of the **Origin Path Chart** on page 16.

When you have chosen your Home World, write down your starting Skills and Traits on your character sheet and move on to the next stage.

Death World

"Death worlds are teeming with threats to survival, meaning that those who thrive on such planets are unlike anyone else. Peril and violence have always been a part of your life, and you are stronger because of it. You are aggressive and inured to hardship, proficient at staying alive where others cannot, and aloof from your fellow man."

Upon death worlds, the plants, beasts, and sometimes even the environment itself takes aggressive and destructive forms inimical to human life. Whilst exceptionally difficult to colonise, many death worlds possess valuable resources that require an outpost or other human presence upon the planet's surface to harvest. Death worlders often band together in tribes, clans, gangs, or other social groups in order to survive. An upbringing in such a harsh environment breeds very hardy and resilient examples of the human race—those tested and found wanting die young.

Life on a Death World

Death worlds, whilst not common within the Imperium, can be found in every segmentum. From the depths of the jungle hell of Catachan to the predator-filled deserts of Luther Mcintyre, death worlds have a well-earned reputation as some of the most dangerous planets in the galaxy. The inhabitants of these worlds are determined, tenacious people, highly valued for their strength and stamina, and are often drawn upon as recruits for both the Imperial Guard and some Space Marine Chapters. For most death worlds, their inhabitants are their only exports.

Death worlds vary widely in appearance and environment; some are rich and verdant, stalked by ambulatory, carnivorous plants, whilst others are empty deserts scoured by ionic storms. Each death world presents a thousand new and different ways to die, such as the scythewinds of Mortressa or the corrosive, alkaline storm-mires of Burnscour.

Those unlucky enough to be raised on a death world are generally pragmatic and fatalistic. Death is a constant companion, and only by accepting that can a death worlder hope to reach maturity with his sanity intact. Usually, the greatest achievement a death worlder can strive for is to achieve some truly impressive feat before his death, so he will be remembered by his descendants. If a death worlder actually makes it off-world, he is likely to view distant worlds with jaded eyes. After all, he has already seen the worst the galaxy has to offer, for surely nothing can exceed the horrors of his birth world.

Death World Characters

Death world characters are those who have travelled off-world and have left behind the danger and ferocity of their home. They are rugged, uncomplicated individuals for the most part, often drawn to the bold lifestyle of the Arch-militant or the Void-master. Unfortunately, death worlders are uncomfortable in the complex social situations common to civilised worlds and rarely find themselves able to relax amongst the decadence and intrigues of noble society. Death worlders are renowned for their resilience and exemplify the concept of survival of the fittest.

Characteristic Modifiers: +5 Strength, +5 Toughness, –5 Willpower, –5 Fellowship

Starting Skills: All death worlders are adept at resisting the dangers of a hostile environment. Death worlders gain the Survival Skill.

Hardened: Death worlders are accustomed to violence. In addition, many death worlds contain many venomous predators. Death worlders may choose to start one of the following talents: Jaded or Resistance (Poisons).

If It Bleeds, I Can Kill It: Most death worlds possess plants and beasts utterly hostile to human life, and inhabitants must find any means necessary to combat them if they are to survive. Death worlders are adept at using weapons commonly found in or fashioned from their environment. Death worlders gain the Melee Weapon Training (Primitive) Talent.

Paranoid: The inherently dangerous conditions of a death world encourage distrust and doubt. Death worlders tend to be slow to put their faith in anyone other than themselves and chafe against the petty strictures of a more complex society. They suffer a –10 penalty to all Interaction Skill Tests made in formal surroundings.

Survivor: Simply reaching adulthood is an achievement for death worlders. Having overcome myriad dangers to achieve this goal means that a hardened death worlder is less likely to succumb in the face of new threats. Death worlders gain a +10 bonus to any test to resist Pinning and Shock.

Starting Wounds: Death world characters double their starting Toughness Bonus and add 1d5+2 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine a death world character's starting Fate Points. On a 1–5, he begins with 2 Fate Points; on a 6–10, he begins with 3 Fate Points.

Void Born

"You were not born on one of the Emperor's worlds, but instead on a vast ship in the depths of space—perhaps even in the warp itself. Why this sets you apart from your fellow man is unknown, but the way you look, act, and think is somehow different. You have been raised in the company of voidfarers and psykers, and what other men fear or loathe is commonplace to you."

Not merely star travellers but the products of many generations passed in the darkness between worlds, the void born are relatively few among the teeming multitudes of humanity, but singular, and form a disparate and odd collection of misfits, strangers, and other ill-omened folk, perhaps birthed in the belly of a vessel that has spent centuries charting its course through the stars or aboard an ancient orbital satellite. The void born are often considered to be somehow touched by the taint of the warp, or at least associated with the many and unfathomable dangers of the outer darkness by the common well of the Imperium. Most consider them bringers of bad fortune and ill-tidings, secretive, and untrustworthy.

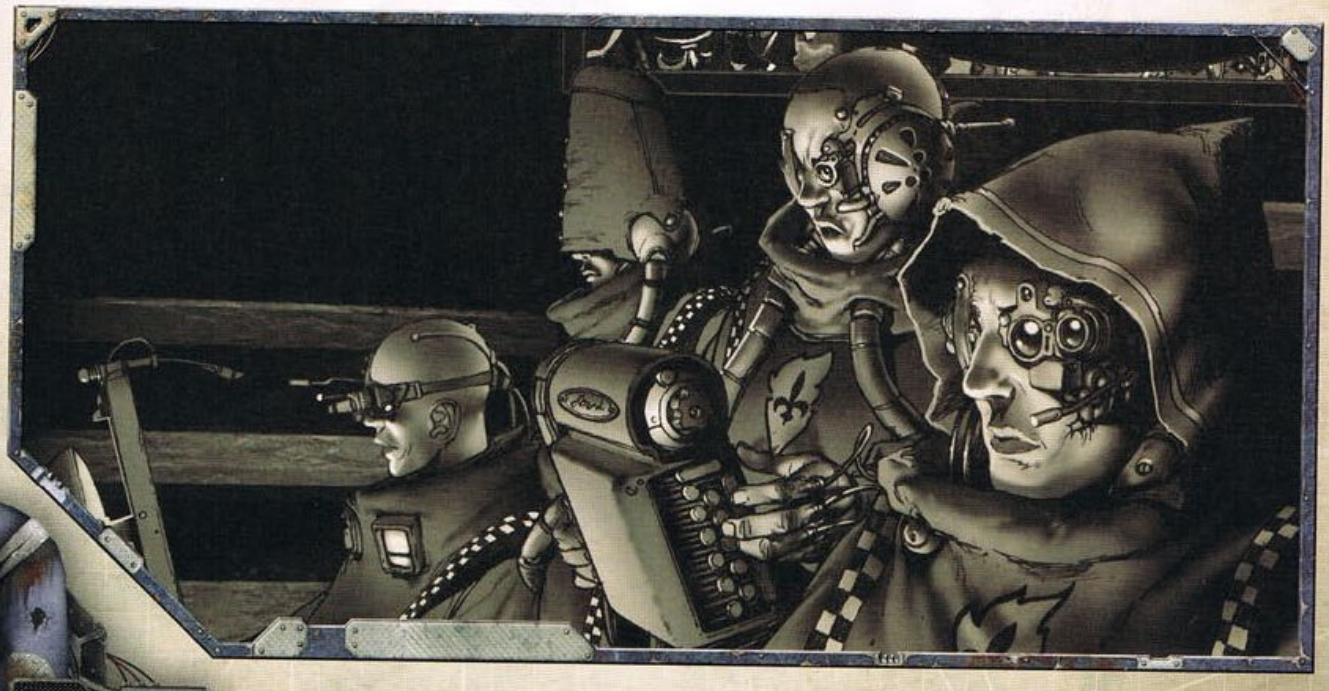
Life as a Void Born

The vast Imperial fleet is a vital factor in the maintenance of the Imperium; without it, human worlds would be isolated from each other and left unprotected. Without it, trade could not exist, weapons could not reach the Emperor's armies, and world after world would fall into the darkness.

Space travel throughout the Imperium is dangerous and arduous. Most interstellar travel is undertaken using powerful, ancient engines that push a vessel into the immaterium, also known as the empyrean or warp. Within the warp, a ship can cover many thousands of light years within a relatively short time, dropping back into the materium far beyond the ship's starting point. Some parts of the warp, however, act as powerful vortices that drag helpless vessels to their doom. There is also a constant danger of turbulence, warp storms, and loops: ships can be thrown thousands of light years off course or trapped in stasis forever. In the warp there is neither time nor distance—only the constantly flowing streams of the immaterium. On board a ship in the warp, a single month of time may pass, yet in the material realm anything from six months to several years may elapse. Fleets responding to distress calls and supply vessels on long voyages have been known to arrive months or even years too late.

Those who live their lives on void-ships become inured to some extent to the reality-altering process of warp travel, and to living in low- or zero-gravity environments and never knowing the feel of solid ground beneath their feet. Some vessels never make berth, their crews instead raising generations of families in the cold depths of space where gravitational variance, radiation exposure, genetic distortion, and warp anomalies slowly take their toll. What true effect these taints have on individual void born humans is both uncertain and varied, but there is quite evidently something strange about most of them. In many cases, their features are drawn and their skin pallid, and they may may have minor deformities, or an oddness of speech, gait, or general appearance that sets them apart from others. Some, although outwardly normal, carry a strange air about them, a perceptible something "not quite right" about them that makes others uneasy.

Some void born are raised on huge space stations—asteroid mining installations, Battlefleet Calixis refit stations, or Machine Cult research platforms—but the majority come from a variety of backgrounds aboard an active star vessel, be they the issue of the crew of merchant vessels or warships, miners, scavengers, prison guards (or prisoners), and even the servants of a Rogue Trader. The largest Imperial void-ships are vast, city-sized craft, many of which are thousands of years old. On such huge star vessels, lobotomised servitors and tech-adepts move about their mysterious business, whilst menial crew, passengers, and merchant guilders coexist in crowded vaults, lonely corridors, and cramped quarters. At the right hand of the ship's Lord-captain sits the Navigator, one of a strange and select breed of psykers who expertly guide vessels through the immaterium



following the psychic beacon of the Astronomican.

Those void born raised in the service of the Imperial Navy or amongst the crew of a Rogue Trader know firsthand the horrors of space and the sheer multitude of the Emperor's enemies. This knowledge often forces voidfarers of the low-decks into insular crew brotherhoods, afraid to look outward from their duties or small societies for fear of what might be lurking in the void beyond the hull.

Void Born Characters

You have called the interior of a huge Imperial vessel or void-station your home all your life, but now you have been thrust into the company of others—people completely unlike your peers amongst the void born—and the culture shock gnaws at you. You feel awkward in the company of those born upon worlds, an outsider, distrusted and strange, in their eyes. You come into your own when your expertise is required, however, and what to others may be stark terrors are old familiar enemies to you. Unlike the world born, you are not blinded by ignorance when confronted by psychic phenomena, warp anomalies, and the strange technology of void-ships, and as such, your kind make the best Void-masters and Astropaths. As long as common dirt-dwellers stand in awe or fear of you, they will cease trying to make you fit into their strange cultures and will leave you to your own ways and your own secrets.

Characteristic Modifiers: –5 Strength, +5 Willpower

Starting Skills: All void born can speak a language unique to their home vessel. Void born gain the Speak Language (Ship Dialect) Skill.

Charmed: The void born are touched by the fickle powers of the warp, making them preternaturally lucky. Whenever a void born character spends a Fate Point (though not if he burns one), roll a 1d10. On the roll of a natural 9, the Fate Point is not lost.

Ill-omened: Whether because of their strange looks, clannish ways, or unwholesome air, the void born are shunned and mistrusted by most. In addition, the void born are most likely to attract any negative attention that the party of Explorers creates—accusations of deceit in trade, disgruntled negotiators, mobs armed with stones, and so on. Because of this, void born characters suffer a –5 penalty on all Fellowship Tests made to interact with non-void born humans.

Shipwise: Birthed in the depths of a voidfaring craft, the void born have a natural affinity for such vehicles. As a result, Navigation (Stellar) (Int) and Pilot (Spacecraft) (Ag) are untrained Basic Skills (instead of Advanced Skills) for void born characters.

Void Accustomed: Due to their strange and unnatural childhood, the void born are used to the vagaries of changing gravity. They are immune to space travel sickness. In addition, zero- or low-gravity environments are not considered Difficult Terrain for void born characters.

Starting Wounds: Void born characters double their starting Toughness Bonus and add 1d5 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine a void born character's starting Fate Points. On a 1–5, he begins with 3 Fate Points; on a 6–10, he begins with 4 Fate Points.

Forge World

"You were born in the shadow of the Omnissiah and all your life you have been surrounded by the great wonders and dire terrors of the Machine God's arts. Ever since you were born, you have been weighed, measured, codified, and tested so that your masters might find your place in the great pattern. This unforgiving process has fitted you well for survival and supremacy."

The domains of the Adeptus Mechanicus are many, from the ceaseless industry of the iron realms of the forge worlds, to labyrinthine orbitals and distant research outposts, to the nomadic and self-contained void caravans of the explorator fleets. They are an empire within an empire, distinct and yet interwoven with the fabric of the Imperium since its founding. Their masters are as ancient, wise, mysterious, and cold as the machineries they tend. Beyond the forge worlds, this Home World option also includes those born and raised on city-sized orbital stations, Mechanicus-administered colonies (often called demesnes), research outposts, and restless explorator fleets, for the rites, rituals, and beliefs of the Omnissiah also govern those places.

Life on a Forge World

Forge worlds, such as the Lathe worlds of the Calixis Sector, are the beating iron heart of the Imperium and sovereign domains of the Priesthood of Mars. They are given over to the demands of vast macro-industries too vital or rare to be entrusted to the petty domains of the Imperial Governors of hive worlds, and are eternally hungry for new resources to consume. A forge world's wheels never cease to turn: the reactors blaze and foundries thunder unendingly for millennia, turning out refined materials and technologies to meet the Imperium's needs. Forge worlds are far more than the sum of their continent-spanning manufactories, however. Each is blessed with a higher level of technological advancement than the wider Imperium as a whole, and many arcane wonders are commonplace in their baroque labyrinths of ferrocrete and steel. Forge worlds also house vast repositories of data and obscure lore, with as much as a third of any given forge world's entire infrastructure consisting of endless scriptoriums, mimetic vaults, info-tombs, and libraria, tended in perpetuity by mindless drones and generations of archive adepts.

A forge world's undisputed masters are the Magi of the Cult Mechanicus, who rule with harsh precision and cold logic. To them, the human menials of their domains are little more than cogs and gears in the great machine, resources to be measured, graded, and used to fit their worth. At their direction, the bulk of a forge world's population is utilised as a skilled and trained labour force, whilst the brightest and best are inducted to the Adeptus Mechanicus itself. The more militant are chosen for the Skitarii Tech-guard. Those deemed unworthy or irredeemable are fated to be "recycled" into servitor components, and indeed, servitors and drones often far outnumber a forge world's free-willed population. Such is the price of failure.

Despite their mechanistic society and ceaseless industry, the life for the average

forge world menial is little harsher than on most hive worlds. Each forge world, regardless of its rigidly enforced order and the cold reason of its masters, is still home to very human ambition and apathy, still home to vice and virtue. The Mechanicus themselves, with their cogitator-enhanced minds and iron logic, are still prone to factionalism and schism, often for reasons quite incomprehensible to outsiders. Rivalries and feuds simmer between sects and individual magos, each with his own plots and desires.

Forge World Characters

Forge worlds are not environments that reward, let alone tolerate, weakness in body or in mind. To have survived and prospered enough to leave a forge world's rigid society, a character must possess drive, ambition, and good fortune, or at the very least be bloody-minded and ruthless enough to have endured. You find yourself in a wider Imperial society that is at once familiar and strangely alien, where fools either fear or profane sacred technology and have no understanding of its spiritual mysteries and purity of essence. Nor do they seem to grasp that men can only prosper by the teachings of the Omnissiah, that survival requires power, and power is knowledge incarnate.

Characteristic Modifiers: –5 Weapon Skill, +5 Intelligence

Starting Skills: Common Lore (Tech) (Int) and Common Lore (Machine Cult) (Int) are untrained Basic Skills for forge world characters.

Credo Omnissiah: Rather than being fully indoctrinated into the Imperial Cult, even the lowliest member of a forge world's society is brought up to properly venerate the spirits of the machine and taught the basic rites of tech-propitiation. All forge world characters begin with the Technical Knock Talent.

Fit For Purpose: A forge world inhabitant is tested, indoctrinated, and trained from birth for his chosen station and role in life. Weakness is not tolerated, and failure brings painful incentives to do better. Even those who follow an errant path must strive to be better than their peers to survive. Because of this, a starting forge world character may increase a Characteristic of his choice by +3.

Stranger to the Cult: Although forge world born citizens know that the Emperor is their god and saviour, they see the Imperial Creed through the lens of Cult Mechanicus doctrine. As a result, they can be surprisingly—and sometimes dangerously—ignorant of the common teachings and practices of the Ecclesiarchy, often failing to offer its clerics the level of deference they expect. Forge world characters suffer a –10 penalty on Tests involving knowledge of the Imperial Creed and a –5 penalty on Fellowship Tests to interact with members of the Ecclesiarchy in formal settings.

Starting Wounds: Forge world characters double their starting Toughness Bonus and add 1d5+1 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine a forge world character's starting Fate Points. On a 1–5, he begins with 2 Fate Points; on a 6–9, he begins with 3 Fate Points; on a 10, he begins with 4 Fate Points.

Hive World

"The great hives are not like the lesser cities of other worlds in the Imperium, and you are not like the common men and women who live there. Technology has surrounded you all your life, and you find its rarity elsewhere bemusing. You are an adventurer, an opportunist—more inquisitive than your fellows and certainly quicker on the draw!"

Hive worlds are home to countless teeming billions. The population is so dense that frequently great swathes of the surface of the world are covered with gargantuan cities stretching from horizon to horizon. Many hivers labour in thankless obscurity, manning huge manufactories that churn out endless streams of weapons, chemicals, or other vital goods. Others run with violent gangs in the dark of the underhives, living by their wits and savagery in an endless struggle for survival.

Life on a Hive World

Hive worlds are vital to the welfare of the Imperium and are the beating heart of its economy and war machine. They are industrial worlds, producing munitions for the Emperor's armies in vast manufactories, mining valuable minerals, and refining fuel for the Imperial fleet. Innumerable regiments of the Imperial Guard are raised from their massive populations, and legions of Planetary Defence Force troops stand in readiness to protect them from the threat of invasion.

Whilst many hive cities are strange and unique, products of the vagaries of history and the nature of the planet they have been founded on, the most common type is the so-called "solar hive," a vast, super-continental sprawls of cityscape and manufactora which grows to dominate its host world. Beyond the hive city, the worlds which host them are usually barren and hostile, much of the surface commonly becoming inhospitable, or sometimes even deadly to human life after centuries of pollution and exploitation. Hive cities themselves are astonishingly large—massive urban conglomerations set with spires of adamantine and rockcrete whose roots sink deep into the earth, and that can grow to cover continents and soar for kilometres into the sky. Each major hive houses billions of Imperial citizens and is a nation in its own right, where noble houses rule small empires, trading and sometimes fighting with the rulers of rival hives.

A shroud of pollution clings to the lower portions of many industrial hive cities, condemning a great many to shortened and slowly poisoned lives as they toil to feed the city's gargantuan manufactories. Only the wealthy can afford to live in the upper sections of such a hive, in gleaming spires that pierce the clouds below. Within these hive spires reside the noble houses or the richest of merchant barons and guild leaders who enjoy lives of luxury and comfort undreamt of by those who maintain the systems on which their wealthy masters and their parasitic courts feed.

Below the vaunted spires, heavy gateways and security patrols regulate passage between the upper levels and the rest of the hive. Below this point lies the vast bulk of the working hive—the hive-city. It is here that the bulk of a hive's population dwells, a concentration of humanity so great as to require constant monitoring and draconian restrictions on its

freedom and movement, or risk the whole system's collapse into catastrophe. Most mid-hivers know only their own hive-city and do not leave it during their lifetime. They never see the sky or set foot on the surface of their own planet.

The further one gets from the heavily regulated industrial and population centres of the hive, the worse conditions become. The very air itself is endlessly recycled and pumped downward, growing ever more bitter and rank the further down it filters. Here the water is distilled from the discharge of the upper hive, and food must be supplemented with factory-produced concentrate or, in rare cases where no other sustenance can be gained, spun from corpse starch. Crush zones, lethal toxic pollution, power failure, and collapsing access tunnels are common occurrences in the lowest parts of the hive-cities. These areas are the very edge of true Imperial control, places of decay, lawlessness, poverty, and superstition, but still better than the nightmare world that lurks beyond their margins, the world of the underhive.

Some underhives are creations or aftermaths of catastrophe—of reactor explosions, structural collapses, burnouts, and great fires. Normal habitation is all but impossible, but the underhive serves as a refuge for the destitute and the outcast, and is home to all manner of scum, outlaws, mutants, the lost, and the mad. Underhives are frontiers in more ways than one, and are often seen as a necessary evil, both a place to be rid of undesirables and a barrier against an often far more dangerous darkness below. They separate the hive-city from the hive bottom—a desolate, polluted waste, long since abandoned, and partially flooded by centuries of effluence and industrial waste. In the hive bottom, the only living things are the most monstrous mutants.

Hive World Characters

Not all hivers are content to serve their world in the traditional fashion, toiling until death. Some dream of better lives, driven by a desire for wealth, freedom, power, or adventure, or just the urge to escape terrible poverty. You are one such hiver—a young adventurer, willing to chance all for a taste of wealth, prestige, and power. Hivers are resourceful and quick-witted, more likely to rely on tech-devices and fast-talking than outright confrontation.

Characteristic Modifiers: –5 Toughness, +5 Fellowship

Starting Skills: All hive worlders can converse in the common cant of their home, each one unique to its hive of origin. Hive worlders gain the Speak Language (Hive Dialect) (Int) as an untrained Basic Skill.

Accustomed to Crowds: Hivers grow up surrounded by crowds. They are used to weaving through even the densest mobs with ease. Crowds do not count as Difficult Terrain for hivers, and when Running or Charging through a dense crowd, hivers take no penalty to the Agility Test to keep their feet.

Caves of Steel: To a hiver, surrounded at all times by metal, machinery, and industry, the lesser arcane mysteries of technology are not so strange. Hivers treat the Tech-Use (Int) Skill as an untrained Basic Skill.

Hivebound: Hivers seldom endure the horrors of the open sky or the indignity of the great outdoors. They suffer a –10 penalty to all Survival (Int) Tests, and whilst out of a "proper hab" (e.g., places without manufactured goods, solid ceilings, and electrical power) the hiver suffers a –5 penalty to all Intelligence Tests.

Wary: Hivers are constantly alert for the first hint of trouble, be it a gang shoot-out, hab riot, or hivequake. All hivers gain a +1 bonus to Initiative rolls.

Starting Wounds: Hive world characters double their starting Toughness Bonus and add 1d5+1 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine a hive world character's starting Fate Points. On a 1–5, he begins with 2 Fate Points; on a 6–8, he begins with 3 Fate Points; on a 9–10, he begins with 4 Fate Points.

Imperial World

"You hail from an Imperial world, one of a million planets united by a belief in the immortal God-Emperor of Mankind. Soldier, fanatic, thief, mercenary, noble: these are some of your many possible backgrounds. Whatever your previous calling, you are now an Explorer of the void, and your adventure has only just begun.

A bewildering variety of worlds are known to the Imperium. Hailing from hyper-technological democratic societies to grimy feudal populations, the inhabitants of countless worlds offer fealty and devotion to the God-Emperor of Mankind and the Imperial Creed taught by His servants.

Life on an Imperial World

The Imperium covers such an utterly vast area of the galaxy that it is impossible to conjure an image of a "typical" Imperial world—no such thing exists. Amongst the uncounted worlds of man, there exists endless variety. Agri-worlds, for instance, are little more than vast farms, producing food for Imperial hives and legions. Mining worlds produce ore and raw minerals for use in the vast factories of the forge worlds. Cardinal worlds are ruled by the Ministorum, given over entirely to the priesthood of the Imperial Creed—the Ecclesiarchy—whilst the worlds of the Schola Progenium are places of stern discipline and instruction where the orphaned millions of the honoured dead are brought up to take their part in the machinery of the Imperium's rule. Stranger still are the garden and pleasure worlds that serve as havens for Imperial nobles who possess wealth beyond measure. Paradise, however, comes at a price, for temptation and heresy are sometimes rife in these places. Some Imperial worlds are utterly remote, having had no contact with the rest of humanity for centuries. A broad diversity of cultures and societies is to be expected from planet to planet, sometimes even within the same solar system.

The closer a world lies to Holy Terra—the home planet of mankind, far from the Calixis Sector—the more important, advanced, and well-governed it is likely to be. Far-flung planets on the fringes, on the other hand, are more likely to be frontier worlds, left to their own devices for much of the time and under the constant threat of physical or spiritual attack. Many worlds have a technological base to match that of Holy Terra, whilst many more have devolved into feudal backwaters with little more than black powder technology. These hardscrabble worlds, as well as those at the periphery of the Imperium, make excellent recruiting grounds for the Imperial Guard, Space Marines, and a Rogue Trader's low-deck crew, as nothing assures obedience quite so well as fear, and life on such places often winnows out the weak early on. Upon such backwater planets, the Imperial Cult casts its influence through superstition and is often seen through a lens of local legend and folklore, demanding fealty to the immortal God-Emperor who, for many citizens of the Imperium, may seem so distant as to be little more than a myth or a vital supernatural guardian holding the terrors of the night at bay.

Most major scientific advances in the Imperium come from the rediscovery of forgotten secrets from the Dark Age of Technology, and innovation is forbidden—the powerful Adeptus Mechanicus of Mars maintain an iron-handed monopoly on all such matters of high techno-arcana. The reliance on ancient template systems, proven patterns, and a tangled web of contracts and dispensations from the Machine Cult to the planet's rulers, not to mention the availability of local materials and imports, often creates a bizarre mishmash of tech-use on many Imperial worlds. The method of government employed by the diverse Imperial worlds are equally varied at the planetary level, with monarchies, republics, and oligarchies all presents in numerous iterations and forms. Ultimately, however, most Imperial worlds are ruled by a planetary governor (sometimes known as an Imperial Commander) who has final authority over the world as the Imperium's chosen representative. Many imperial worlds support a thriving ruling class of some sort, known usually as its nobility (regardless of any peerage involved, or its absence). A world's nobility frequently assume all positions of power and privilege that are not inherently part of a wider Imperial organisation, gathering wealth and authority over the planet's common masses to themselves.

Religion, superstition, and fear dominates much of society within the Imperium, and deviancy from the standards expected from a loyal servant of the God-Emperor is rarely tolerated by the powers-that-be. Common people place great faith in honest hatred to guard them against the manifold horrors of the universe and find genuine spiritual solace in the Imperial Creed of the Ministorum to uplift and protect them.

Whilst each world of the Imperium is charged with enforcing its own local law and maintaining proper control of its people and environs (usually via enforcer cadres or the household forces of its nobility) law and order across the Imperium as a whole is the charge of the Adeptus Arbites. A grim and duty-bound force whose authority, given by the High Lords of Terra themselves, knows no bounds of planet or border, the Arbites are charged to maintain high Imperial law, to hunt fugitives between worlds, to make sure planetary tithes are upheld and no local ruler oversteps his bounds.

Imperial World Characters

To have broken away from the dogmatic constraints of Imperial life, your character must either be of exceptional spirit or have true potential. Perhaps you are an adventurer or soldier, or a true believer beginning a long pilgrimage to prove your faith; maybe you are a mercenary, brought in to defend a planet during wartime. You have undoubtedly seen conflict, madness, or perhaps even heresy, and now, for whatever reason, you are embarking into unknown voids in the God-Emperor's name.

Characteristic Modifiers: +3 Willpower

Blessed Ignorance: Imperial citizens know that the proper ways of living are those tried and tested by the generations that have gone before. Horror, pain, and death are the just rewards of curiosity, for those that look too deeply into the mysteries of the universe are all too likely to find malefic beings looking back at them. Their wise blindness imposes a –5 penalty on Forbidden Lore (Int) Tests.

Hagiography: Widespread scriptures describing the lives—and, more importantly, the deaths—of the Emperor's blessed saints and warmasters, and the sequence of endless

wars, crusades, and terrors that make up history, grant Imperial citizens a comparatively wide knowledge of the Imperium of Man. Imperial worlders gain Common Lore (Imperial Creed) (Int), Common Lore (Imperium) (Int), and Common Lore (War) (Int) as untrained Basic Skills.

Liturgical Familiarity: Surrounded as they are by the zealous and the faithful, Imperial citizens are accustomed to the tutelage of the Ecclesiarchy. Imperial world characters gain Literacy (Int) and Speak Language (High Gothic) (Int) as untrained Basic Skills.

Starting Wounds: Imperial world characters double their starting Toughness Bonus and add 1d5 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine an Imperial world character's starting Fate Points. On a 1–8, he begins with 3 Fate Points; on a 9–10, he begin with 4 Fate Points.

Noble Born

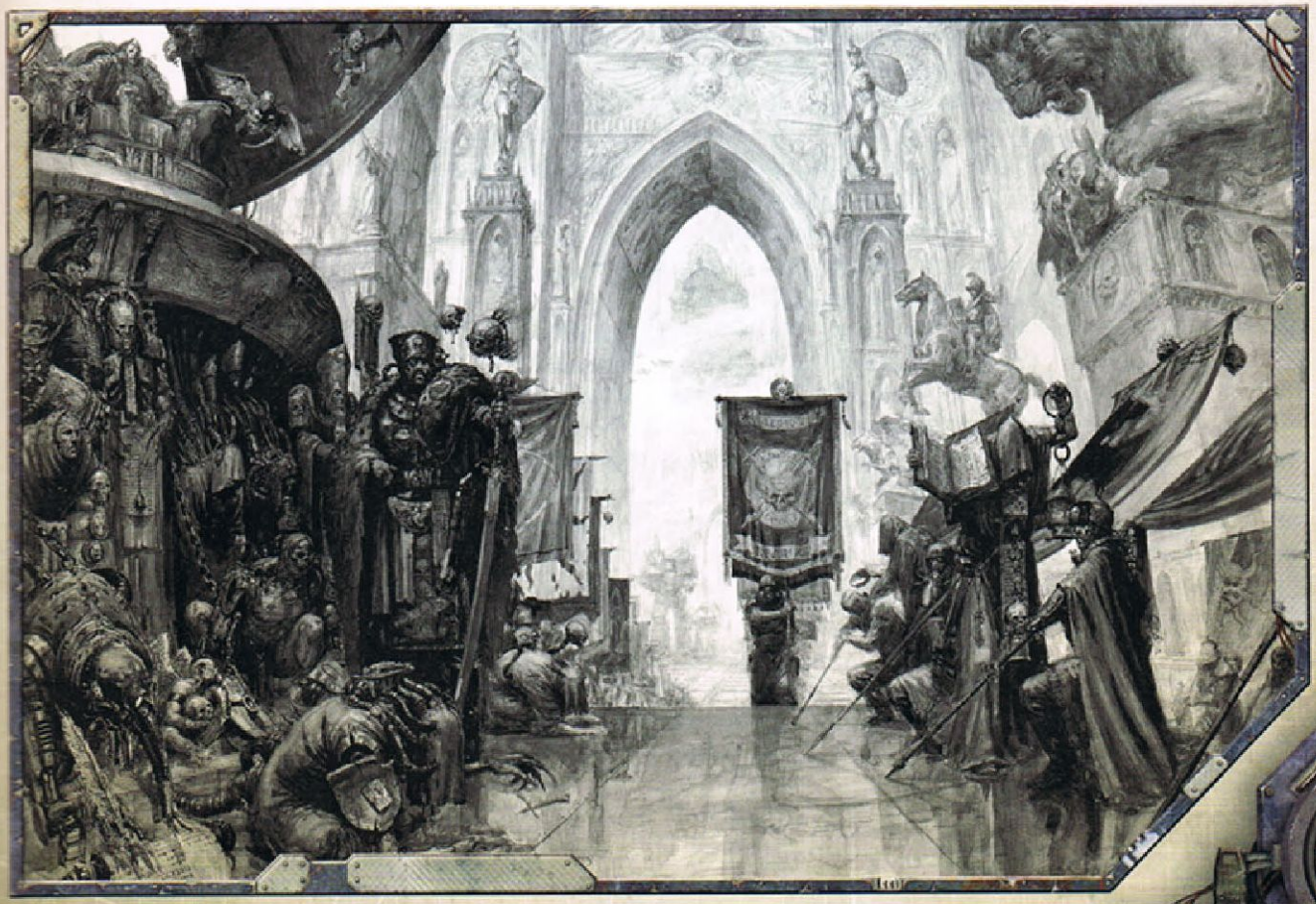
"Some things can be taught, others acquired by force or trade. But they are all inconsequential. The only thing that truly matters is the lineage of your blood, the noble worth that flowed in your veins from the very day you were born."

The high nobility of the Imperium are an enormously wealthy and powerful elite, a breed apart from the common masses they rule. Many noble houses span the stars in an intricate web of kinship, arranged marriages, and political alliances that ensure power and influence will ever continue, even if the fortunes of a single world fail. The products of centuries—or even millennia—of tech-assisted breeding and cultured refinement, these noble lineages hold the history of the Imperium itself in their blood. They are the finest that humanity has to offer—or so they would have you believe, at any rate.

Nobility of birth has never been a guarantee of good character, and for every example of true enlightenment or greatness, there exist dozens of capricious, self-obsessed noble scions who prove, by their base failings, that bloodline is no measure of superiority in the Imperium. Worse still than the dissolute idlers and petty tyrants are those nobles whose dark inclinations spill over into heresy and other forms of true malignancy, often for no better reason than boredom or a sadistic love of power. This last supremely dangerous group are the cause of many Imperial woes.

From almost their first breath, those born to the high nobility are schooled in the role they must play and how they must play it. Their fine tutelage covers not only the details of history, commerce, and power-politics, but an education in the finer points of taste and etiquette. How to wear a mask of one's own choosing, how to give an intended slight, how to curry and mete favour, how to defend one's honour, and how to comport oneself are all lessons deeply ingrained. In some great families, these arts have darker nuances yet—such as the correct use of poison, a well-executed betrayal, and the employment of assassins.

Connected, socially skilled, highly educated, and able to move in the high circles of Imperial society, those of noble blood are frequently as ruthless as they are charming and as dangerous as they are well mannered, making them skilled and subtle members of a Rogue Trader's retinue.



Noble Born Characters

You were born into wealth and privilege, educated by tutors, and tempered by spiteful intrigues. You know how to move in the high circles of Imperial society, you know how to bend others to your will, and you have never been touched by the harsh life endured by common citizens. You may be an honourable and faithful soul, well aware of the duties your station imposes on you, or a dissolute, apostate rakehell who cares naught for the low-born. Either way, the risk and the power of a Rogue Trader's dynasty beckon to you.

Characteristic Modifiers: –5 Willpower, +5 Fellowship

Starting Skills: Noble born characters begin play with Literacy (Int), Speak Language (High Gothic) (Int), and Speak Language (Low Gothic) (Int) as untrained Basic Skills.

Etiquette: Nobles are schooled in how to comport themselves in all manner of formal situations. They gain a +10 bonus on Interaction Skill Tests when dealing with high authority and in formal situations.

Legacy of Wealth: To be born an Imperial noble is to inherit a legacy of staggering wealth. Even a scorned scion enjoys access to resources beyond the wildest dreams of the toiling masses. This adds +1 to the group's starting Profit Factor.

Supremely Connected: Nobles have extensive connections, and they know that dropping the "right" names into a conversation can open more doors than a fistful of Thrones. A starting noble born character begins play with the Peer (Nobility) Talent. Also, to reflect his family's powerbase, he also gains one additional Peer from the following list: Academics, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Government, Mercantile, Military, or Underworld.

Vendetta: Every noble house has its sworn enemies and rivals who would do it and its members harm. Even the protection of a Rogue Trader's mission merely forces those who wish you harm to be a bit more cautious and subtle in exacting their vengeance. As a result, starting noble born characters have powerful enemies, perhaps in the shape of a rival noble house or some other powerful group. The details of these enemies are left to the player and the Game Master to define, working together to create a formidable threat. Whilst they do not dog the character's steps at every turn, these enemies aim to inconvenience, harm, or kill him whenever he crosses their path. The noble character, of course, is free to return the favour when it's expedient to do so.

Starting Wounds: Noble born characters double their starting Toughness Bonus and add 1d5 to the result to determine their starting number of Wounds.

Fate Points: Roll 1d10 to determine a noble born character's starting Fate Points. On a 1–3, he begins with 2 Fate Points; on a 4–9, he begins with 3 Fate Points; on a 10 he begins with 4 Fate Points.

Home Worlds and Careers

In Rogue Trader, there are no special restrictions on characters from a certain Home World gaining any Career (see **Chapter II: Career Paths**) of the player's choice. However, the Game Master has the final word in his own campaign. Below, you will find a list of Home Worlds that are most commonly appropriate for each Career:

Table 1-1: Suggested Home Worlds

Career	Home Worlds
Arch-militant	Death World, Forge World, Hive World, Void Born
Astropath Transcendent	Hive World, Imperial World, Void Born
Explorator	Forge World, Hive World, Imperial World, Void Born
Missionary	Death World, Hive World, Imperial World, Noble Born
Navigator	Hive World, Imperial World, Noble Born, Void Born
Rogue Trader	Hive World, Imperial World, Noble Born, Void Born
Seneschal	Hive World, Imperial World, Noble Born, Void Born
Void-master	Forge World, Hive World, Noble Born, Void Born

BIRTHRIGHT

In the 41st millennium, life in the Imperium often follows a set course. From birth to death, most Imperial citizens follow an immovable path towards their fate. However, some rare few are able to rise beyond their beginnings, however humble.

Scavenger

You became an adult amidst the yearning and poverty of the least of the God-Emperor's flock, one soul amongst countless underhivers, renegades, bonepickers, and a thousand other outcast castes that exist on the fringes of the Imperium, scavenging what they can to survive. All that you owned was claimed from the wastes of those far above you in the Imperial hierarchy or gleaned from the wreckage and ashes of past war and catastrophe—at least, everything that wasn't taken from the bodies of your peers and rivals, of course. Yours was a hard life lived upon a knife-edge: the dark abyss of starvation on one side and death or worse on the other. A childhood where each day of survival was a triumph has hardened and honed you, but left its scars on your soul.

Effect: You gain the Unremarkable Talent or the Resistance (Fear) Talent, plus you gain a +3 bonus to your choice of Willpower or Agility. You suffer your choice of 1d5 Corruption Points or 1d5 Insanity Points.

Scapegrace

An orphan of the borderland between light and dark, you spent years living by your wits as a scapegrace amidst entertainers, gangers, reclaimators, and other ne'er-do-wells on the fringes of Imperial society. Your youth was spent in a grey borderland where the near-outcast mingled with shadowed figures risen from the depths and thrill-seekers come down from safer climes. A good scapegrace knows that the law only applies to those caught by the enforcers, that a life is worth only as much as is spent on keeping it. You've carried these hard earned lessons on into later life. Survival is best thought of as a game, with pleasure and ease the rewards along the way. A body must eat, drink, and live well, for death can come calling when it pleases.

Effect: You gain Sleight of Hand as a trained Basic Skill, plus a bonus of +3 to your choice of Intelligence or Perception. You suffer your choice of 1d5 Corruption Points or 1d5 Insanity Points.

Stubjack

You were born to violence. It has surrounded you your whole life, and you've had a weapon in easy reach ever since you were strong enough to grip one. You could have joined the PDF or even become a Guardsman, but what sort of life is that? Joining a regiment means orders here, orders there, and none that make any sense. It was clear to you that fighting for Thrones as a mercenary was the best way for a warrior to become rich in his trade and still escape with his skin. You've seen death, victory, and most of the ugly things that lie in-between, but as long as there is always a fat purse waiting on the far side of the battlefield that's fine with you. As for the dead, the Emperor will know his own.

Effect: You gain the Quick Draw Talent and gain Intimidate as a trained Basic Skill. You gain a bonus of +5 to your choice of Weapon Skill or Ballistic Skill, but you suffer both –5 Fellowship and 1d5 Insanity Points.

Child of the Creed

It was not until comparatively late in your youth that you set foot in a room in which the stern gaze of the God-Emperor was absent, and during your impressionable years, you were shielded by the enfolding arms of the Ministorum from much of the hardship and uncertainty so many must endure. The unyielding visage of His statues was as much a part of your upbringing as the zealous, pure faith of those closest to you. Scripture, ritual, lessons, and priestly exhortations fill your memories, rising unbidden in every quiet moment—as though the aged, white-haired clerics who taught you still remain by your shoulder in spirit, jealously guarding over your soul. All men hear the God-Emperor's holy words if they are born under His rule, but you heard more than most before even reaching adulthood.

Effect: You gain the Unshakeable Faith Talent and a bonus of either +3 Willpower or +3 Fellowship (your choice), but you suffer –3 Weapon Skill.

Savant

To the scholar's ear, there is no worse sound than the tearing of parchment. It always marks a desecration of one sort or another, be it a priceless work lost or a savant destroying his own flawed labours in disgust. You know this because the murmuring of savants, clicking of lexmachinery, and scent of ink and dust have been a part of your life for as long as you can recall. Apprentices are brought young into the Adept's trade, for there is much to learn and the human span holds little time to learn it in. Apprentices sit in attendance at meeting after meeting between elder savants, bathed in the exchange of knowledge until they know how to learn and the correct knowledge has been drilled into them. All the galaxy is packed with knowledge, and even the smallest drop of it would fill the minds of a world of savants to bursting. Yet you derive much comfort from learning—even though you could never personally know more than a miniscule fraction of all there is to know.

Effect: You gain your choice of Logic (Int) as a trained Basic skill or the Peer (Academic) Talent. You also gain your choice of +3 Intelligence or +3 Fellowship, but you suffer –3 Toughness.

Vaunted

You grew to adulthood upon the spire of wealth and privilege that towers, in some cases literally, high above the common Imperial masses. You expected their obedience and lived upon the fruits of their toil, surrendered to your extended family in solemn fealty. It was an upbringing amidst proud scions, wastrel lords, and high-priced retainers of silent, watchful competence. All the distractions available to the wealthy, bored elite were arrayed before you for the taking, day after day—a panoply of decadence to enervate the body and transport the mind. Those were years of fantastical exhibitions, sordid entanglements, strange drugs, conspiracies for the sake of show, mindless rivalries, and carefully hidden violence.

Effect: You gain the Decadence Talent and a bonus of +3 to Agility or Fellowship (your choice). You suffer –3 Perception and 1d5 Corruption Points.

LURE OF THE VOID

Few Imperial citizens ever see beyond the narrow horizons of faith, toil, and the vicissitudes of life upon a single world. Many do not even recognize that anything lies beyond their appointed cycle of birth, service in the God-Emperor's name for as long as they remain capable, and burial in the very place they lived all their life. Such is the price paid to keep at bay the corruptions that inevitably accompany freedom and knowledge.

Yet there are bright sparks amidst the darkness of ignorance. It is a continuing, strange miracle of human nature that from the downtrodden, planet-bound masses arise adventurous, ambitious, and sometimes twisted or rebellious souls who seek more, or have it thrust upon them by uncaring fate. It is these men and women who through endeavour, fortune, or the turning of great events strike off from their home world and set foot on a greater stage.

Tainted

You are vile in the eyes of the holy, declared tainted by your twisted form or marked by your accursed bloodline or your strange demeanour and heretical beliefs. Few look more closely than is needed to condemn you, fearing the contagion of evil and the judgment of the God-Emperor's appointed servants. But despite the excoriation by the witless fools who have turned their hands against you, your soul burns for greatness. You now search relentlessly for the place where you might attain even a small fraction of what would have been your rightful victories were your life not so blighted by fate, and the power to avenge yourself on those who would see you suffer.

Effect: Choose one of the following results and apply it to your character.

- **Mutant:** You must roll once on **Table 14-3: Mutations** (see page 369). If you choose, you may spend 200 xp to select one result from the table (must be a result of lower than 76–00) instead of rolling randomly.
- **Insane:** You suffer your choice of either –3 Fellowship or –1 Fate point. You gain +3 Toughness, the Peer (The Insane) Talent, and suffer 2d10 Insanity Points.
  - **Deviant Philosophy:** You gain +3 Willpower and the Enemy (Ecclesiarchy) Talent.

Criminal

The wheels of Imperial justice turn slowly, but they will surely grind to a pulp any life caught in their path. To make matters worse, there are traps in the criminal underworld that will lead to far worse consequences than years of hard labour in an Imperial penal colony. You are an individual declared guilty by Imperial law or called outcast by the crime baron you once served and have no recourse but to leave the life you once knew. The black paths of smugglers and renegades that winds behind the façade of Imperial society offer a dangerous refuge for those one step ahead of justice, as well as those so damaged by past punishment that they could never rejoin a law-abiding citizenry.

Effect: Choose one of the following results and apply it to your character.

- **Wanted Fugitive:** You gain the Enemy (Adeptus Arbites) and Peer (Underworld) Talents.
- **Hunted by a Crime Baron:** You gain +3 Perception and the Enemy (Underworld) Talent.
- **Judged and Found Wanting:** You suffer –5 Fellowship. You gain one poor-Craftsmanship bionic limb or implant (you may spend 200 xp to upgrade it to common-Craftsmanship or a total of 300 xp to upgrade it to good-Craftsmanship).

Renegade

The Imperium survives and prospers in no small part due to the narrowness of its vision, and by the strictures imposed by high walls, harsh order, and obedient faith on worlds where no man looks beyond the simple rotes taught in childhood. A rebellious mind such as yours could not be so easily constrained, however, but you have had to pay a price for your freedom and have learned those high walls are there for a reason. Perhaps you were a visionary in search of strange knowledge, seeking answers to questions those around you never thought to ask, answers that proved dark indeed. Or perhaps you denied the sanctity of the God-Emperor's church in your heart and fled its shackles of faith, or fought as part of a bloody revolt against the tyranny and injustice of your home world. In any case, you saw your only options to be escape or death. Now, the stars beyond await you with the possibility of freedoms and powers unguessed at and perils unknown.

Effect: Choose one of the following results and apply it to your character.

- **Recidivist:** You gain the Enemy (Adeptus Arbites) and the Resistance (Interrogation) Talents. You also gain Concealment as a trained Basic Skill.
- **Free-thinker:** You gain your choice of +3 Intelligence or +3 Perception. You suffer –3 Willpower and gain the Enemy (Ecclesiarchy) Talent.
- **Dark Visionary:** You suffer your choice of 1d5+1 Corruption Points or 1d5+1 Insanity Points. In return, you gain the Dark Soul Talent and Forbidden Lore (choose one) as a trained Basic Skill.

Duty Bound

Only the ignorant believe that duty is a prison forced on others by those in power. True duty arises spontaneously from the soul, a call to service and struggle that should be neither shirked nor denied. It is your faith and your honour that impels you to places and labours far beyond the imagining of those that grub in the dirt of self-interest. Whether you serve the Aquila, strive to guide and guard the numberless masses of mankind, or serve the honour and calling of your blood, you know well the great trials and far journeys that lie ahead, and intend to see them through to the last.

Effect: Choose one of the following results and apply it to your character.

- **Duty to the Throne:** You gain +3 Willpower and (if you meet the WP 40 prerequisite) the Armour of Contempt Talent. You suffer a –10 penalty to Interaction Skill Tests when dealing with any source outside of the Imperium (e.g., aliens and traitors).
- **Duty to Humanity:** You gain your choice of +3 Perception or +3 Intelligence. You suffer a –1 to your group's beginning Profit Factor.
- **Duty to Your Dynasty:** You gain the Rival (Rogue Trader family) Talent and suffer –3 Toughness. You gain a bonus of +1 to your group's beginning Profit Factor.

Zealot

You possess faith so great that it has carried you far beyond the mundane life that would otherwise have been your lot. Whether it is something that has always been a part of you or was born in you from amidst a battlefield or came to you in a revelation, where others merely believe, you have certainty. It is this faith that has led you on a pilgrim's path to the stars, where you will bring the God-Emperor's will to the unbeliever and the needy, to protect the righteous and punish the enemies of mankind.

Effect: Choose one of the following results and apply it to your character.

- **Blessed Scars:** You gain +10 to Intimidate Tests and –10 to Charm Tests, and one poor-Craftsmanship bionic (you may spend 200 xp to upgrade it to common-Craftsmanship or a total of 300 xp to upgrade it to good-Craftsmanship).
- **Unnerving Clarity:** You gain +5 Willpower. You also suffer your choice of –5 Fellowship or 1d10 Insanity Points.
- **Favoured of the Faithful:** You gain +5 Fellowship and the Peer (Ecclesiarchy) Talent. You suffer –5 Toughness.

Chosen by Destiny

For as long as you can recall, you have been certain that a grand destiny awaits you. The God-Emperor must watch over you, for sometimes events have unfolded in exactly the right manner to carry your plans forward, and at others times, the actions needed to set you upon the way ahead were quickly apparent. Perhaps you quest for forbidden truths that have made you enemies amongst the stolid thinkers of the Imperium, or perhaps you know in your heart that your fate lies upon strange xenos worlds, or perhaps you are sure that you will be the greatest of your bloodline, whose name will echo down through the ages, no matter what the cost.

Effect: Choose one of the following results and apply it to your character.

- **Seeker of Truth:** You gain the Foresight Talent and the Enemy (Academics or Ecclesiarchy) Talent. You suffer –3 Willpower.
- **Xenophile:** You gain a bonus of +10 to Fellowship Tests when dealing with alien races or cultures. You suffer a –5 penalty to Willpower Tests involving alien artefacts and alien psychic powers.
- **Fated for Greatness:** You gain +1 Fate Point, but you also suffer 1d10+1 Insanity Points.

TRIALS AND TRAVAILS

Rogue Trader characters are a cut above the rest of humanity. Whether by dint of sheer talent, raw energy, dark fortune, or plain will to survive, they have prospered where others have fallen and have been raised up to the status they currently hold. Such individuals are not simply the product of their background and training, but also of those experiences they have endured, experiences that have forged them into what they are where others around them were broken and destroyed. The following brief descriptions offer a series of Trials and Travails an Explorer might have endured after launching into his career, and details the effects of those experiences on him for both good and ill.

The precise details, such as places and names, are left deliberately absent for each player to fill in the blanks and create his own unique background and story. The player may either make up his own detailed history alone, or decide in concert with the GM. Intersections on the Trials and Travails line of the Origin Path are an excellent way for disparate Player Characters within the same Rogue Trader crew to have come into contact with each other and become allies in the past.

When making a selection from these Trials and Travails, it is important to note that all the traits below are received.

The Hand of War

The Imperium of Man is wracked by war and violence, whilst beyond its borders the strife and conflict is even worse in many regions. Not all wars, however, are equal, and you were caught up in a bitter and terrifying campaign in which starships were left as burning hulks and cities were blasted to ruin in a vicious series of battles that saw no quarter asked or given. The war and the enemy you fought to the death has had a profound effect on you, and to the present day, the faces of the dead haunt you still when you close your eyes. Now, you count only those you have fought and bled with as true allies, and will never forgive your old foe. You strive hard for what you desire, for you know that death stands never more than a heartbeat away.

The Ashes of War: You gain one Weapon Training Talent of your choice, or the Leap Up Talent, as well as the Hatred Talent against

your foe in the war that defined your past. Choose from among: Orks, Eldar, mutants, Chaos worshipers, the Imperial Guard, the Imperial Navy or void pirates.

The Face of the Enemy: You will never willingly have dealings with your sworn enemy except under the direst circumstances, and if you must do so, you suffer –10 to all Fellowship Tests in those dealings. Also, if given the slightest provocation, you will react violently towards them. (You may take a Willpower Test to avert this, modified by the provocation and the consequences of succumbing to your hatred.)

Press-ganged

Skilled women and men with unique and valuable talents, be they Navigators or Armsmen, are themselves commodities to the unscrupulous and the desperate. There are many voyages undertaken and crewed by those who have little choice in the matter, from ratings that toil under an overseer's lash in the depths of a warship to abducted Astropaths and scions of Rogue Trader blood whose shackles may be made of silken threats and prison cells crafted by insidious blackmail but are no less real for that. Although some may see such experiences as no more than part of the "great game" of things, you take a different view and have sworn never to be a puppet or pawn in someone else's game again. Just who you were forced into serving in the past and how you managed to escape your bondage is a secret you rarely share, but one day your captors will have cause to remember the offence they did you and regret it.

Unwilling Accomplice: Thanks to your shadowed past, you have picked up some knowledge on the way that you would not normally have access to. You gain a single Skill (as long as it has no prerequisites) for your character. You may also either select a single additional Common Lore Skill or improve a Common Lore Skill you already have by one level.

Jealous Freedom: Having endured captivity once, you have no intention of doing so again. You react violently towards the prospect of imprisonment or loss of your freedom. You may take a Willpower Test to avert this, modified by the provocation and the consequences (set by the GM) of succumbing to your dread.

Calamity

When reaching out beyond the relative safety of the Imperium, one of the great, often underestimated, dangers is disaster, whether it affects an isolated colony outpost or affects a star vessel suddenly robbed of its supplies by circumstances or sabotage. Famine, plague, and other unlooked-for disasters kill the weak, can make death a mercy, and often destroy the thin veneer of civilisation worn by many, revealing both the worst and best in humanity. You have seen all this and more, and perhaps were forced into desperate measures in order to survive or remain true to your honour. Regardless, you hold no illusions about what others are capable of in extremis and have learned the hard way that sometimes a bolt shell is worth a Lord Commander's ransom and that a starving man cannot eat gold, no matter how much he has grasped.

Inured to Adversity: You gain the Light Sleeper Talent and your choice of the Hardy Talent or Nerves of Steel Talent.

Echo of Hard Times: Thanks to the adversities of the past and a sense of priority that promotes caution and the needs of the present over acquisition and risk, you reduce your group's starting Profit Factor by –1.

Ship-lorn

For those who ply the void, there are few things that provoke as much fear in them as to be robbed of their starship, to have the very crux of their identity cruelly taken from them by sudden destruction or betrayal. Whether by shipwreck, enemy action, or darker reasons such as mutiny or deliberate abandonment, there are few more terrible fates for an Explorer than to have been a castaway without help, either on a strange world or, worse yet, lost in the icy grip of the cold stars. It takes a remarkable individual to survive such a fate, capable of drawing on reservoirs of resolve and self-reliance few can hope to muster, but such endurance can be a two-edged sword. To others who travel the stars and brave the tides of the empyrean, you are marked out and distrusted for surviving what you should not have endured, and the void born whisper that your ill-luck will follow you wherever you go. You care not, for every day you stride the deck of a ship and see another star dawn is another step taken in scorn of the doom you have escaped.

Against All Odds: You gain the Survival Skill (or increase it by one level if you already possess it) or the Dark Soul Talent. Additionally, whenever you spend a Fate Point to recover Wounds (see page 233), you may re-roll the dice if you wish but must accept the second result even if it is worse.

Ill-starred: Reduce your starting number of Fate Points permanently by –1. Additionally, you suffer –5 on Fellowship Tests when interacting with the void born, Rogue Traders, and other voidfarers who are not personal friends, if they have heard of your background and reputation.

Dark Voyage

Starport taverns and station galleys are filled with travellers, wanderers, and old voidfarers. Sooner or later, when the lumen globes have dimmed, these folk will tell of the many strange legends they have heard. They tell of hell-hulks crewed by the lost and warp storms that howl with mocking voices, of the things that claw and scratch at the hull waiting for the merest flicker of the Geller Field for the warp to pour in and devour all, and of horrifying xenos encounters and voyages of the damned. But you have no taste for such stories, because you know the truth—you have lived them. You have stared into the eyes of the abyss and lived. You have seen the dead walk and the bulkheads bleed. These experiences have marked you, opening your eyes to the darkness that hides beneath the surface of things, and whether you have recoiled in dread or been drawn on in fascination is a truth you keep to yourself.

Things Man Was Not Meant to Know: You may gain a single Forbidden Lore Skill pertaining to your experiences (or may increase a Forbidden Lore Skill you already possesses by one level), or may gain the Resistance (Fear) Talent.

Marked by Darkness: Haunted by your experiences, you gain 1d5 Insanity Points.

High Vendetta

Honour, friendship, and loyalty are not mere empty words or worthy ideals to you, they are tools for survival. Without your ship, your crewmates, and your allies, you are alone in the cold darkness of space and prey to enemies and rivals without number; with them, you are protected, you have a home and backup when others seek your life. This knowledge was brought home to you when you and your allies were caught up in a deadly vendetta with another faction, a murderous feud that consumed your life and sent friends to their graves. Whether your enemies were a rival crew, noble house, cult, cartel, or outlaw gang, blood was spilt and vengeance taken. Regardless of whether your side was victorious, or was left tasting bitter defeat in the end, what matters was that you fought and would to so again.

Blood Will Have Blood: You gain your choice of the Die Hard or Paranoia Talent, and gain the Inquiry Skill (or, if you already possess it, increase it by one level).

Brook No Insult: You will allow no serious offence to your honour and person or those under your protection to pass unchallenged, meeting threat with threat and violence with violence. You may take a Willpower Test to avert this if you wish, modified by the provocation and the consequences (set by the GM) of succumbing to your rage.

MOTIVATION

When a brave soul takes his first step into the void, *what* he hopes to find is less important than the *why*. Whether motivated by burning ambition, greed, or vengeance, there is always a compelling reason that someone leaves his home world behind and ventures forth into the unknown.

Endurance

You seek to endure and, in enduring, grow stronger. You welcome opposition, risk, setbacks, injury, and pain as old friends—for these trials are but a stairway by which you will climb to greater heights. Endure, and you shall be made mighty in the God-Emperor's eyes, and a power of the Imperium.

The virtuous welcome the storm, the Imperial Creed teaches, for its fury guides humanity upon the path to strength in body and soul. Just as a mighty tree sheds its weakest limbs before the tearing winds, and stands the greater for it, so too is humanity made sturdy by struggle and want. Others would put it more simply: the weak die and only the strong remain, and you choose to be the latter.

Effect: +1 Wound.

Fortune

You seek wealth beyond measure, countless Thrones with which to purchase the fulfilment of your every desire. You understand that all things begin with the clink, clink, clink of worn Throne coins dropped upon a finely crafted counter. That is the sound that carries into the hearts of men and compels them to your will. Perhaps your ultimate goals are admirable, perhaps they are despicable—wealth cares not, and wealth causes others to care not. So it is that everything you have ever wanted, everything you could ever need, all comes down to Thrones. You must have them and the great wealth they represent. That is your quest, and you can only hope that you are still the same person at the end of it, having evaded the myriad ways in which single-minded fortune-seeking twists the mind and the soul.

Effect: +1 Fate Point.

Vengeance

Vengeance burns within your heart, flaming afresh in your veins each time you wake from dreams of knives and murder. You seek revenge against those who have wronged you. That desire gnaws at you, haunts your sleep, and shadows your every action. All must toil to live, but with each step you take, you ask yourself: "Is this a step closer to my revenge?" The need rides you, and it will do so until the day you stand above the bloody corpses of the last of your enemies. And what then? It matters not, now, for that day is far yet, and the path long. If retribution consumes you entirely between now and then, making a ghost of the man you once were, then that is a price you are willing to pay.

Effect: You gain the Hatred (choose one) Talent.

Renown

The Imperium is undying and uncaring, and every day countless billions toil and strive and die unknown, nameless, unremarked, and unthanked. But there are a rare few whose names echo through eternity in glory: Macharius, Solon, Haarlock, Land… And it is amongst their company you will one day be counted, or such is your most fervent desire. You have grand visions and the burning desire to make them real. Through your actions and victories, you will ensure that your name will be spoken on the lips of the multitudes yet to be born in the millennia ahead. You will gather the best and brightest to your banner, secure the allegiance of Imperial potentates, and then achieve such great deeds that those who come after you will one day bow down to statues cast in your image.

Effect: You gain your choice of the Air of Authority or the Peer (choose one) Talent.

Pride

Above all else, you want respect—the admiration of allies and the grudging esteem of foes, and will countenance no insult to your honour to go unchallenged. You suffer none to be so ignorant as to deride you as unworthy of your name, unfit for your legacy, or lacking in talent. When you seek to prove yourself, it is for the sake of your own high standards, or perhaps out of frustration that the mighty do not yet recognize your true worth. Regardless, it is for you to lead and demonstrate your worth by your actions and your bearing, and any that doubt or disparage you had best have the steel to back up their words.

Effect: You gain an Heirloom Item (see **Table 1–2: Heriloom Items**) or +3 Toughness (your choice).

Table 1-2: Heirloom Items

1d100	Item
01–20	**Archeotech Laspistol:** A weapon of unknown origin and great antiquity. You gain one best-Craftsmanship archeotech laspistol.
21–40	**Angevin Era Chainsword:** An ancient blade bearing Crusade purity seals and kill-marks, supposedly used against dire xenos in the cleansing of the Drusus Marches. You gain one Best-Craftsmanship chainsword.
41–60	**Ancestral Seal:** A potent and respected mark of power once held, passed down through a family even after their scions have long departed the vaults of Imperial rulership. You gain a +10% bonus to all Interaction Skill Tests when displaying the seal and dealing with Imperial citizens or organisations.
61–80	**Saint-blessed Carapace Armour:** A set of armour that once belonged to a saint's honour-guard. Anointed and inscribed with the saint's teachings, it is a sign to stir the faithful of the Imperial Creed. You gain one best-Craftsmanship set of carapace armour.
81–00	**Reliquary of Saint Drusus:** An inscribed void-steel canister containing a true relic of the saint, attested to in Ecclesiarchy data-vaults. Such an artefact opens many doors in the Ministorum. You gain a +20% bonus to all Interaction Skill Tests when displaying the reliquary and dealing with any member of the Ministorum.

Prestige

The Imperium of Mankind is a grand hierarchy, and that, to your eyes, is a ladder reaching from the least peasant to the blinding heights of the God-Emperor's own Holy Terra. You have dedicated your life to climbing that ladder in search of the highest station you can reach: the greatest power, the most important position of leadership, the utmost influence. Wealth, renown, and relationships with the powerful are only important insofar as they enable you to reach that next step. All too many fools never reach upward, but you bear them no ill-will. The position they might have ascended to will be yours, and they will be your loyal servants in the years ahead.

Effect: You gain your choice of the Talented (choose one) Talent or the Peer (choose one) Talent.

Career

Whilst your Origin Path and Characteristics are important for understanding your character, it is your Career Path that defines your character's function within the game. **Rogue Trader** has eight Career Paths: Arch-militant, Astropath Transcendent, Explorator, Missionary, Navigator, Rogue Trader, Seneschal, and Void-master. As you play the game, your Rank within your Career Path will increase. Each increase in Rank opens doors to a host of new options, giving you the means to customise your Explorer. See **Chapter II: Career Paths** on **page 36**.

Stage 3: Spend Experience Points

"A successful negotiation is as much a matter of military strength looming to one side of the table as it is of cunning and diplomacy at the table."

–Farzin's *Tenets of Trade*

Once you have determined your Origin Path, your next step is to note down your character's Movement. Finally, you spend your starting Experience Points by referencing the appropriate Rank Advances in **Chapter II: Career Paths** before moving onto the next Stage.

Starting Experience

All characters begin play with 4,500 xp. This initial amount of xp is considered to have already been spent in preparing your character's abilities and Skills to the point where they are now. *You do not actually spend these xp; that amount represents your character's pre-existing starting Characteristics, Origin Path, Skills, and other abilities.* This initial xp is primarily of concern when bringing **Dark Heresy** characters into **Rogue Trader.** (A Rank 5 **Dark Heresy** character with 5,000 xp is the equivalent of a Rank 1 **Rogue Trader** character with 5,000 xp. See page 34 for more information.) Beginning characters also have an additional 500 xp that they may spend to increase Characteristics, acquire or improve Skills, acquire new Talents, and so on. **Chapter II: Career Paths** describes the cost of these improvements, referred to as Advances, as well as what Advances are available based on your Career Path. Be sure to note how much xp you spend, as spent xp determines your character's Rank within his Career Path. When you have finished spending your initial 500 xp, your character's total xp spent should equal 5,000.

Stage 4: Giving Characters Life

"Any professional void-farer is far more than the sum of his parts. Underestimate his inventiveness at the risk of your own resources in the future, not mine. Now go from my presence, and let me not have cause to address you again."

–Lord-captain Morthus Winterscale, Rogue Trader

The numbers and words that you have written down so far are the nuts and bolts that define your character's capabilities.

NAME

"A thousandfold names cannot change the nature of a man."

–Asklepyon, *Tales of the Expanse*

Names within the 41st Millennium are as varied as the many thousands of worlds that make up the Imperium. As mankind is an inventive and contrary creature, there are no standard or universal conventions that govern the names people give themselves. In some places, a single simple name might indicate low birth and ignominy, whilst in others it might act as a mark of extreme power, fame and good breeding. When deciding upon a name for your explorer, feel free to mix and match any of the suggestions made by the naming tables. The idea, of course, is to create a name that suits your character, and no one knows more about your character than you do.

Types of Names

There are five types of name presented here:

Primitive names are short and brutal—often like the lives of their owners.

Low Gothic names trace their lineage to a High Gothic past, but have become much debased with centuries of use.

High Gothic names are drawn from the ancient High Gothic tongue. They have an air of authority and seriousness.

Archaic names herald from the distant past. They might be the names of mighty saints or heroes from Ministorum legends. Others are so ancient they have lost all trace of their origins.

Informal names are just that—nicknames, terms and slang names that a person might earn through deeds (or misdeeds).

You may decide that a particular type of name is especially appropriate for your character. If this is the case, you could simply choose it from the appropriate lists below. Otherwise roll randomly.

Table 1-3: Example Male Names

Roll	Primitive	Low	High	Archaic	Informal
01–06	Artho	Aubray	Alessaunder	Aestaban	Alt
07–12	Bron	Cort	Aphesius	Casmirre	Blade
13–18	Carno	Emil	Cornelius	Gillam	Cutter
19–24	Hob	Harmon	Darrius	Haddon	Echo
25–30	Gil	Jace	Fortunus	Jonstonne	Gant
31–36	Jorn	Lucius	Godwinne	Kennoch	Hal
37–42	Kerghan	Malakai	Holt	Mordechai	Jak
43–48	Lok	Nathin	Jarrion	Orthesian	Mord
49–54	Marn	Remi	Macharius	Patronius	Notch
55–60	Pak	Roland	Quinilli	Ramirez	Rook
61–66	Quinn	Solar	Regias	Sebastion	Sawyer
67–72	Stiehr	Theodore	Sarvus	Siegmund	Serge
73–78	Thale	Vorgen	Tristan	Torian	Stubbs
79–84	Vir	Ysarille	Victris	Vendigroth	Torque
85–90	Ziel	Zacharie	Xanatov	Yorke	Veche
91–00	Re-roll on **Table 1–11: Example Female Names**				

Table 1-4: Example Female Names

Roll	Primitive	Low	High	Archaic	Informal
01–06	Attie	Barbaretta	Anarette	Anastasia	Astra
07–12	Besse	Cynthia	Carnelia	Cymbry	Blur
13–18	Flur	Diane	Dominique	Esailla	Ceile
19–24	Halia	Dorath	Faydra	Iioneyse	Crimson
25–30	Jessie	Elisabet	Inessa	Janelle	Flora
31–36	Karina	Faye	Janthine	Lorayne	Guile
37–42	Marra	Genevie	Lucretia	Katyaina	Luna
43–48	Narine	Isabelle	Marcella	Miriam	Mia
49–54	Ovina	Jayne	Jama	Nadeyse	Poise
55–60	Ralle	Josette	Noradine	Petriam	Rosa
61–66	Salia	Noemi	Regina	Serafina	Sola
67–72	Tassa	Odette	Symonne	Tarvanna	Trenne
73–78	Unna	Shandra	Winter	Undynne	Val
79–84	Vyn	Tanda	Yolande	Victrix	Xandra
85–90	Yasha	Zolla	Zamora	Zephyr	Zelle
91–00	Re-roll on **Table 1–10: Example Male Names**				

NATURE

The character creation process provides you with the skeleton of your alter ego; however, these numbers and notes are not the sum total of your character—there is of course a vital fifth element: you! The background details of your character's life are largely up to you as is, of course, their personality.

Some people like to develop their characters during play, and that is a perfectly reasonable approach. When you start to play, it may be enough to know that your character is a death world Arch-militant who has left Port Wander to lead a renowned Rogue Trader's bodyguard company. Many players, however, prefer to work out background and personality before play begins. If you need some help fleshing out your character, try answering these six questions. They should allow you to focus your thoughts on your emerging alter ego.

What is Your Demeanour?

Perhaps the first thing to consider is your personality. What are you like? Fiery and passionate or earthy and practical? Are you a perpetual pessimist, or do you always believe the best will happen? Do you seek out people or are you a misanthrope? What is your instinctive response to threats, surprises, or pressure to perform? Here are some traits that might get you started:

Bilious: Suspicious, bitter, and angry, yet very watchful and aware.

Cardinal: Seeks careful balance in all things, yet often struggles to make a vital choice rapidly.

Choleric: Always active and taking charge, yet easy to provoke to anger.

Fixed: Solid, unyielding, and definitive in all things. Considered and settled of opinion.

Melancholic: Thoughtful, introspective, and prone to fits of gloom.

Mutable: Unpredictable, undisciplined, and rebellious, defined by opposition to ideals.

Phlegmatic: Practical and careful, yet very serious and reserved.

Sanguine: Confident and optimistic, but prone to visions and flights of whimsy.

Supine: Loyal, devout, and easily led.

Why Are You a Leader Aboard a Rogue Trader Vessel?

At some time in your past, your life took a turn unlike almost all others. Now you sit in the Lord-captain's throne aboard a mighty void-ship, or perhaps stand at the Lord-captain's right hand to advise him. Is this mere chance? Did the God-Emperor gaze upon you with favour and move the workings of men and worlds such that an unlikely meeting blossomed into this present reality? Or perhaps you yourself laboured with purpose and for years to engineer your present situation. If so, how is it that you succeeded where countless men fail? Perhaps you were lifted from obscurity by a Rogue Trader's fleeting whim and given the chance to prove yourself. Perhaps you worked your way up from the lowest of crew by toil and violence. Perhaps your talents attracted the attention of your betters during trade negotiations, and your fealty and service were made a part of the final arrangement. It is also plausible that you have a strong interest in the Rogue Trader's mission: maybe there are things in the Halo Stars that you seek out, and the Rogue Trader is your ally in this endeavour. Perhaps your wealth has purchased your present position of influence aboard this vessel. Or maybe you are fleeing a dark fate that lies behind you in the Imperium, and your present position is the greatest to which you can ascend under the circumstances. Whatever the circumstances of your recent past, they will likely colour your opinions and beliefs for some time to come.

Why Does the Koronus Expanse Call to You?

The Koronus Expanse region of the Halo Stars beyond the Calixis Sector is a place of dread rumour, death, and wealth beyond measure awaiting those brave enough to claim it. It is the rock upon which dynasties of Rogue Traders have been dashed to death, and it is the spire that has brought others into the shining light of Imperial glory. The Expanse is a realm of treasure, risk, secrets, and vile xenos, fated to be scourged and claimed in the God-Emperor's name—or so say the Dissident Drusians. Why have you toiled to leave the protections of the Imperium and to venture through the dire storm-voids into the terrible, wondrous realm of the Halo Stars? Is it your lust for treasure and the life that can be bought with artefacts from beyond? Do you see it as your Emperor-given duty to aid the expansion of Imperial frontiers? Are you running from some secret that will not follow you beyond the reach of Imperial powers, or are you pursuing vengeance against one who has already fled to the Halo Stars? Perhaps you chase a dark trail of secrets and forbidden lore that lead you to the dead worlds of the Expanse, or perhaps the expansion of Imperial knowledge itself is your goal.

What Will You Sacrifice?

All too many people shy from their final victories, scared by what it will cost to achieve their dreams. How deep are the wounds you are willing to suffer on the path to wealth, fame, revenge, or forbidden lore? How far will you go and how many of your dearly held beliefs will die along the way? Are you willing to sacrifice health, limbs, or your very sanity if the quest requires it? Will you use your crew, your allies, or even your companions as mere stepping stones, trading their lives for advantage as the game comes to a close and victory beckons? Are you willing to step from the path of the faithful and strike deals with xenos, vile psykers, and darker powers to attain your ends at the cost of your immortal soul? These choices are yours: what are you willing to sacrifice for victory, and how will you live with the consequences?

What Is Your Ambition?

Ambition drives Rogue Traders and their allies: the raw urge for power, for wealth, or to serve the God-Emperor of Mankind in ways that will echo down through the ages. What is your ambition? Perhaps it is to drive your sword into the map of stars and see your name writ there next to worlds claimed in the Emperor's name. Perhaps you desire renown to match the Imperial heroes of legend, or perhaps you wish to reclaim all the lost human souls of the Halo Stars and become a High Ecclesiarch of a new Imperial realm. Maybe your ambitions are less lofty, but no less noble—to be acknowledged a master of war by an Imperial Lord-general, to regain your lost faith in the Imperial Creed through some grand act of penitence, or to discover lost medicae-tech that will erase your mutations. Ambition is as varied as humanity, and you are defined by what drives you to great acts.

What Are Your Hatreds?

The burning flame of hatred is an Imperial virtue: it sustains men against terror, xenos, rivalry, and defeat even when it burns cold and slow. What hatreds sustain you in dark days and drive you to acts of destruction or penitence? Do you loathe the mutant or the pirate who prays to Dark Gods? Do you wish a fiery doom upon decadent nobles, or desire to murder the low-deck scum of your vessel with death-gas? Do you wish to lay low the vile Ork or treacherous Eldar? Have the inhabitants of a specific Imperial world, a renowned Ministorum Cult, or a rival Rogue Trader's crew earned your lasting wrath? Maybe you simply cannot stand to be shown wrong, or to be in the presence of those who speak falsely, or to be seen to fail at certain tasks.

Stage 5: Profit Factor and Ship Points

"The Warrant of Trade and a starship to enforce it—these are the critical tools for a Rogue Trader. Without the former, he is merely a renegade. Without the latter, he is a forsaken drifter doomed to an anonymous death."

–Lord-captain Laomyr of Battlefleet Calixis

The Explorer's begin the game with a starting amount of Profit Factor—representing the relative power of the Rogue Trader dynasty's Warrant of Trade—and a starting amount of ship points, which represent the relative power of the starship owned by the Explorers. These numbers are generated by rolling 1d10 and comparing the result to the chart in **Table 1–5: Starting Profit Factor and Ship Points**.

Table 1–5: Starting Profit Factor and Ship Points

Roll	Profit Factor	Ship Points	Example
1	60	30	Although the dynasty does not command a powerful starship, it possesses great resources.
2–3	50	40	A good ship and a wealthy purse promise great things for this dynasty.
4–7	40	50	The Rogue Trader dynasty is a fresh, new player on the galactic stage, garnering attention both fair and foul.
8–9	30	60	A dynasty whose power is on the wane, but may yet recover.
10	20	70	The Rogue Trader dynasty was once a great and powerful flame, now only a glimmer of its former glory.

The Game Master may generate (or simply choose!) the group's starting Profit Factor and starship himself using Table 1–5 if he chooses, but another option is to have the players nominate one of their own to make the die roll. This method helps the players feel more involved in their group's campaign.

Profit Factor

The prestige and pedigree of a Rogue Trader's Warrant of Trade is measured in terms of raw profit and influence. The Profit Factor acquired from Table 1–5 is a representation of the relative value of the Warrant itself—what opportunities and resources it can call upon. See **Profit Factor** on page 270 for details.

Starting Profit Factor

Most Rogue Trader dynasties control vast amounts of capital, from hard currency like Thrones to large networks of agents, contacts, and investments across a dozen worlds. These resources are all tied to the Rogue Trader's Warrant of Trade, the priceless document that grants him his authority and provides almost endless opportunities for success.

The total starting Profit Factor resulting from Table 1–5 represents the wealth that the Rogue Trader dynasty possesses due to its Warrant of Trade.

However, the Rogue Trader's accomplishments are not made alone. It takes strong allies, trusted friends, and wise counsellors to achieve the dizzying heights that most Rogue Traders aspire to. Certain choices on the Origin Path chart and other character creation options may add directly into the group's starting Profit.

Ship Points

At the heart of every Rogue Trader's operation is his vessel, a mighty starship with which he treads the void. Yet few ships are the same, even when crafted at the same dock or during the same era. Some Rogue Traders travel on patched-together transports, whilst others possess mighty frigates or cruisers bedecked with trophies and giltwork.

The total amount of Ship Points may be spent on either purchasing a customized ship or one of the quick-start vessels (see **Chapter VIII: Starships** for details on how to purchase a beginning ship with Ship Points). Any Ship Points that are not spent are added directly to the group's beginning Profit Factor on a 1:1 basis.

Stage 6: Select Equipment

Once the Explorers have generated their initial Profit Factor and starship, the group is now ready to make use of their resources. Each character may then use the group's starting Profit Factor to make one Acquisition (see page 272) of a single item from **Chapter V: Armoury** with an Acquisition Modifier of +0.

At the Game Master's discretion, he may also allow each character to choose any number of items from **Chapter V: Armoury**, provided those items are of common Availability and common Craftsmanship. However, this second option is not recommended for beginning groups, as it may take up a great deal of time.

Dark Heresy Characters and Rogue Trader

The most important bits of information for a player of **Dark Heresy** to know about **Rogue Trader** is that they both use the same core mechanics and take place in the same universe. There are some theme-related differences in the rules between both games (for instance, **Rogue Trader** features starships!) but **Dark Heresy** players should feel right at home with the way the game itself works.

Characters from **Dark Heresy** can easily join a **Rogue Trader** campaign using the following guidelines. After all, it is only natural for the Inquisition to take an interest in the affairs of a Rogue Trader for many reasons, among which is the fact that he may be the first to encounter an alien, heretic, or daemonic influence outside the Imperium's borders! **Dark Heresy** characters may be assigned to a Rogue Trader ship by their Inquisitor in order to monitor what occurs outside the Imperium's boundaries, or possibly they may be sent to interfere with a particular xenos race or heretical cult that the Rogue Trader is very likely to encounter. Perhaps the Inquisitor himself has ensconced himself in luxurious quarters aboard the Rogue Trader's ship and his Acolytes have been commanded to work alongside the Rogue Trader whilst the Inquisitor attends to his work "off-camera." These are merely some of the many possibilities!

It is important to note that **Rogue Trader** characters begin at a higher power level than starting-out **Dark Heresy** characters. A Rank 1 character in **Rogue Trader** is roughly equivalent to a Dark Heresy character that has spent 5,000 xp on advances. This means, for example, that it would be appropriate for a **Dark Heresy** character who has spent 5,000–5,500 xp to join a beginning group of **Rogue Trader** characters, or for a Rank 2 **Rogue Trader** character to join a group of **Dark Heresy** Acolytes who have spent 6,500-7,000 xp.

A Matter of Profit

These rules assume that **Dark Heresy** characters are joining a Rogue Trader's crew and are gaining the full benefits of Profit Factor. If the **Dark Heresy** characters are not part of the crew (i.e., are travelling as passengers or some other arrangement), the **Dark Heresy** characters continue to accrue their monthly income as normal and may only gain Profit Factor at the GM's discretion.

A typical **Rogue Trader** character who joins a **Dark Heresy** campaign should have an income of at least 1,000 Thrones per month. On the other hand, a **Rogue Trader** character who serves an Inquisitor could be very down on his luck, so the GM may want to adjust the character's income downward to reflect this state.

II

Career Paths

Getting Started

Character Advancements

Rogue Trader

Arch-militant

Astropath Transcendent

Explorator

Missionary

Navigator

Seneschal

Void-master

Chapter II: Career Paths

"Hands off there, scum! Don't you know who I am?"

–Unknown Rogue Trader

To become a Rogue Trader or join one's trusted retinue is to become one of a very select few in the Imperium—those with the power to leave it behind. Rogue Traders have the power to step beyond the oppressive laws and controls of the Imperium of Mankind, to pass beyond its boundaries into the darkness that surrounds the flickering fires of civilisation.

To do this requires a unique breed of self-confidence (some would say arrogance). The countless trillions that live amongst the Imperium's innumerable worlds have traded their freedom for security, an all too precious commodity in a galaxy full of danger and lurking horror. As a Rogue Trader and his trusted companions, however, you have regained your independence—at the cost of safety and security. When you walk amongst the alien and forsaken worlds beyond the Emperor's light, you do so with none to rely on save yourself. The consequences you will endure should you fail are too terrible to consider…but the rewards should you succeed are equally limitless.

Those able to accept the risks and grasp the prize offered in return are a disparate and varied bunch. Arch-militants see the obstacles to their fortunes as something to be overcome with a keen eye and trusty boltgun, while the Seneschals know that knowledge and information are the true routes to prominence. A Navigator charts paths to glory through the treacherous currents of the Immaterium while a Missionary inspires his fellows to ever greater deeds in the God-Emperor's name. They are all united by the iron will of the Rogue Trader, by whose authority their efforts are directed to a greater whole.

Your Career Path represents your character's abilities and potential, your role amongst a Rogue Trader's crew. It will define who you were before you signed on, as well as who you become once you venture beyond the Imperium's boundaries. Your career defines how you are viewed by those you meet, the skills and abilities you can learn, and by what means you will become wealthy, powerful, and revered (or feared) as a legend in the 41st Millennium.

Getting Started

"Was I once like you, scratching a living in the gutter? Certainly. The difference, however, is that now I am not."

–Chartist-trader Elizabeth Orleans.

Your character's Career Path is decided during the character creation process. Beginning with your Home World, you will make selections on the Origin Path that will determine your Career (see page 15).

Each Career Path has its own dedicated section within this chapter. Once you know what path your character is following, take the time to have a good read through the appropriate section. This will tell you all the important things you need to know about playing your character, and how you can expect your character to develop over time.

Career Path Format

Each Career Path uses the following format:

Description

In each Career Path section, you can find a description and illustration to help give you some ideas about what your character might be like. This section tells you a little bit

about the background for the career and how it fits into the Imperium as a whole.

Rank Chart

Each Career Path is divided into a series of Ranks. This chart tells you the progression necessary to reach a certain Rank.

Characteristic Advance Scheme

Each Career Path allows you to improve your character's raw abilities, or Characteristics. Depending on the nature of the Career Path, some Characteristics are more difficult to increase than others. This chart lists the cost of each Characteristic Advance you can take.

Rank Advance Scheme

For each Rank within your Career Path, you will find a table that shows you what new abilities your character can learn, and what you must do in order to learn them.

CHARACTER ADVANCEMENTS

"I want every man-jack of you to learn your mate's duties as well as yer own. Don't assume he'll be breathin' when the fighting starts."

–Boatswain Flint aboard the *Sabre*

As you adventure through the 41st Millennium, your character will have plenty of opportunity to improve. Your Game Master will reward you with Experience Points that you can spend to further develop your character. Each career has plenty of room for you to customise your character and make him unique.

There are three types of improvements you can select for your character:

- Characteristic Advance—Increases your raw abilities
- Rank Increase—Opens new training opportunities
- Skill or Talent Advance—Learn new Skills or Talents

In addition to the Advances listed for the Ranks within your Career Path, sometimes your GM will allow you to purchase an Elite Advance. See page 39 for more on this.

Characteristic Advance

A Characteristic Advance is an increase to your character's raw abilities. When you buy a Characteristic Advance, you add +5 to the Characteristic on your character sheet.

Characteristic Advancements are divided into four progression levels. These are as follows:

- **Simple:** A small fulfillment of your potential.
- **Intermediate:** A significant improvement to your capabilities.
- **Trained:** Active, focused effort upon improving your prowess.
- **Expert:** The limit of your natural capabilities.

As you set about increasing a Characteristic, you must progress through each of the progression levels in turn, starting at Simple and ending with Expert.

The costs for these increases for each Career are listed in the relevant Career section in a table, which looks like this:

Rogue Trader Characteristic Advance Scheme

Characteristic	Simple	Intermediate	Trained	Expert
Willpower	250 xp	500 xp	750 xp	1,000 xp

As you can see, the first +5 increase to a Rogue Trader's Willpower costs 250 xp; the next +5 (the Intermediate progression level) costs 500 xp; a further +5 improvement (the Trained progression level) costs 750 xp; while the final possible improvement (Expert progression level) costs 1,000 xp.

The costs for Characteristic Advances are cumulative. So you couldn't just pay 500 xp for a +10 increase. Instead, you'd pay 250 xp for the Simple Advance, and then pay 500 xp for the Intermediate Advance.

Example

Jonas wants to increase the Willpower of his Rogue Trader character. His starting Willpower is 34, and it will cost Jonas 250 xp to buy the Simple Willpower Advance. He spends 250 xp, increasing his character's Willpower to 39. Jonas wants to raise his character's Willpower even higher, so he spends another 500 xp (the cost of the Intermediate Advance) to increase his Rogue Trader's Willpower by another +5. In the end, Jonas's Rogue Trader has increased his Willpower to 44 (34+5+5=44), and has spent 750 xp to do so (250+500=750).

Table 2-1: Careers

Career	Description	Page
Arch-militant	Warriors without peer, leaders of soldiers	44
Astropath Transcendent	Communicators of the Imperium, soul-bound psykers	48
Explorator	Masters of machinery, seekers of ancient technology	52
Missionary	Emissaries of the Emperor's word, healers and leaders	56
Navigator	Mutants, pilots of the warp	60
Rogue Trader	Masters of starships, leaders, diplomats, and rogues	40
Seneschal	Keepers of secret knowledge, subtle investigators	64
Void-master	Pilots, gunners, and masters of space	68

Ranks

Your Rank is a general measure of your experience and capabilities. It represents the progression of your character's abilities as he grows in wealth, power, and status. Your Rank is determined by the total amount of Experience Points your character has spent. The Advancement Scheme for each Rank has a combination of Skills and Talents, which you may purchase with xp.

You may buy Advances from any Rank Advancement Scheme that you currently hold or have previously held.

As your Rank rises, you have access to more and more Advancement Schemes, and therefore have more options on how to customise your character.

As with Characteristic Advances, it is easy to gain Ranks to start with, but it becomes progressively harder throughout the life of your character.

Each Career Path has unique Ranks. As your character progresses in power, you may sometimes find yourself eligible for two or more Ranks. When this occurs, you must make a choice between the Ranks available to you.

Some of the greater Ranks have prerequisites attached to them. These are things like Skills, Characteristic levels, or previous Ranks that you must possess before you can choose a particular Rank.

Gaining Ranks

Characters automatically gain Ranks by spending xp. Once a character's total spent xp reaches the necessary amount, the character's Rank increases. Note that Rank increases always occur after an Advance has been taken.

All Careers in **Rogue Trader** require the same amount of xp in order to increase in Rank. The xp needed to advance in Rank is listed on the table below.

Table 2-2: Ranks

Rank	XP Level
1	5,000-6,999
2	7,000-9,999
3	10,000–12,999
4	13,000–16,999
5	17,000–20,999
6	21,000–24,999
7	25,000–29,999
8	30,000-34,999

Example

Jonas's Rogue Trader has spent 9,800 xp in total on various Advances. In the course of the game, Jonas earns an additional 250 xp, which he decides to spend on a Characteristic Advance. He receives permission from his GM to take the Advance, then crosses the 250 xp from his unspent xp amount. He notes down the Advance on his character sheet and alters his Characteristic Profile to reflect the Advance he took. Finally he adds the 250 xp to his current xp total. Jonas now has spent 10,050 xp (9,800+250=10,050). When he consults the Rogue Trader Ranks, he sees he has enough xp to earn Rank 3 Rank. He removes his old Rank (2) and notes that his character is Rank 3 on his character sheet.

Skill and Talent Advances

A Skill Advance teaches you a new Skill or improves an existing Skill to make it more effective. A Talent Advance gives you a knack or aptitude for something.

Depending on your Career choice, some Skills and Talents are easier to learn than others. A scholarly Seneschal, for example, would have to spend far fewer Experience Points to learn Logic than an Arch-militant would. The wide range of Skills and Talents allows you to customise your character as you wish.

Prerequisites

If you take a look at the listed Advances for each Rank, you'll notice some require you to have a Talent or a Characteristic at a particular rating. You must meet all the listed prerequisites before purchasing such an Advance. If you are ever in doubt about a prerequisite, ask your GM, who can overrule or change prerequisites as he wishes.

Buying an Advance

Buying an Advance is simple. Once you have had a good look at your Advancement Schemes, and chosen what you want to buy, follow these steps:

- Check with the GM to make sure the Advance you'd like is available (the GM may restrict certain Skills and Talents to meet the needs of the campaign, or he might offer a better option).
- Deduct the Advance's cost from your current pool of Experience Points.
- Write down the name of the Advance in the Advances section of your character sheet.
- Apply any changes to Characteristics, Skills, Talents, or Traits that the Advance brings.
- Finally, add the newly spent xp to your total spent xp.

As you undertake adventures, you will earn more Experience Points as a reward for good roleplaying, completing missions, and for coming up with clever ideas. These rewards allow you to buy further Advances for your character.

Certain Advances have a multiplier listed after their name (x2, x3, etc.) Advances with a multiplier may be purchased multiple times at that Rank, up to a maximum number of times equal to the multiplier.

Deciding How to Advance Your Character

Figuring out which Advances you should take can be a little daunting at first. Whilst Characteristic Advances are expensive, they do have wide-ranging effects on your character's ability. Meanwhile, Skills and Talents are relatively cheap and open a lot of new opportunities. You will need to decide if you want to focus on improving your core abilities, to concentrate on gaining Skills and Talents, or to forge a compromise between the two tactics.

You can expect to gain around 500 xp with each session of play, provided you are reasonably successful and roleplay well. When planning your Advances, you might find it handy to use that amount as a measure of how long it will take you to gain a certain improvement. For example, a Trained +5 Weapon Skill Advancement which costs 750 xp will take roughly two sessions to gain. Meanwhile, a new Talent which costs 100 xp could be gained after only a single session of play. If you get stuck, or simply aren't sure which would be a better Advance for your character, ask your GM to help you out.

Elite Advances

Your character is broadly described by his Career Path; however, the Advancements listed are not the sum total of all that your character could learn. Sometimes your character will be exposed to certain Skills or Talents during play. For example, you might spend an adventure living amongst the heathen nomads of Traxis 7 or learning to mine nephium on Lucien's Breath. If you think that you have a good reason for learning a Skill or Talent not listed on your Advancement Scheme, you can request an Elite Advance from your GM. The base cost for an Elite Advance is 500 xp, which the GM may increase or decrease depending on the situation. To make a request, you will need the following:

- Logical justification for the Elite Advance—e.g., "I've spent three months on Lucien's Breath, so it makes sense I would pick up the Trade (Miner) Skill."
- In-character explanation for how you gained the Advance—e.g., "I joined a small independent mining guild who taught me the trade in exchange for three months hard labour."
- An offer of how many Experience Points you are willing to pay to gain the Advance—e.g., "I'll happily pay 200 xp to learn the Trade (Miner) Skill."

Your GM may decide not to grant you the Elite Advance or may require a higher Experience Point cost than you have suggested. In these cases, gracious acceptance of the GM's decree is the best course. Your GM may also rule that you need to pass a series of tests in order to successfully learn the requested Skill or Talent. This will usually tie into your explanation for how you gained the Advance, e.g., "Make a Barter Test to convince the mining guild it's worth their time to teach you their craft." The quest for an Elite Advance can be an adventure in and of itself.

Sometimes your GM will offer you an opportunity to take an Elite Advance as part of the reward for completing an adventure. For example, you may have encountered a strange xenos race while on your endeavours. Having defeated this race, your GM might offer you the chance to purchase Forbidden Lore (Xenos). Sometimes these Elite Advances will come with additional side effects, such as Corruption or Insanity points. Think carefully before taking up such an offer!

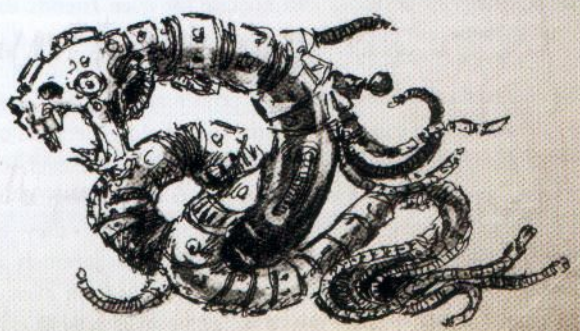
Creating Your Own Career Paths

Whilst the Career Paths detailed here are purposely broad in scope, once you've had some experience adventuring within the 41st Millennium, you might find it fun to develop something a little more specific. Perhaps you feel like making up an alien race, or maybe you've always wanted to be a Grox Herder. If this is the case, work closely with your GM to develop an Advance Scheme that is balanced and sensible. Remember to make sure that your new Career fits in with the other members of your group—after all, if Explorers cannot work smoothly together, malignant forces in the universe will happily exploit their weaknesses.

Completing all the Ranks

Through a combination of skill, audacity, daring, and sheer luck, your character may survive the manifold horrors of the 41st Millennium long enough to progress to the top Rank within his Career. In game terms, the character who has attained the top Rank of his Career is considered to have completed his Career Path. The character has now passed beyond the scope of **Rogue Trader** and has entered into the realms of other Warhammer 40,000 roleplaying games.

At those rarefied heights, little is out of reach for such powerful characters. Some may lead massive crusades to conquer planets or may direct the trade of fleets of starships. Others might become the Lord-governors of entire sub-sectors established in their name. Some might become nothing more than whispered legend and infamy. There are many options, only limited by your imagination.



Rogue Trader

"I claim this world in the name of the Emperor of Man and his Imperium. I bring justice and truth for the loyal, punishment and death for the guilty, and the spoils I take by my own hand."

–Ansellion Aquairre, Lord-captain of the *Caelestis Imperium*

The bearer of a sacred Warrant that empowers him to journey beyond the boundaries of the Imperium to trade, explore, and make war in the God-Emperor's name, a Rogue Trader is a unique figure in the grim darkness of the Imperium. He may be a newly entitled power on the rise or hail from a long lineage of nobles and voidfarers, but all bear their titles with pride, striking out into the unknown in search of fortune and glory. A Rogue Trader is a power unto himself in the dark voids, master of all he surveys at least as far as his force of arms and sharpness of wits can press the claim. A Rogue Trader can be many things but whether standing as diplomat before a planetary ruler, cutting a shadowed deal in a station undercity, bellowing orders amidst an armed host set upon plunder, or striding the bridge of a mighty starship, they remain one thing above all—free.

Often, Rogue Traders come from a dynasty of great leaders and visionary commanders, with a renowned (or darkly infamous) lineage stretching back millennia. Other times, they are from younger, more dynamic families, often coming from the ranks of the Adeptus Terra, the Imperial Navy, or the Imperial Guard. Whatever their origins, all Rogue Traders are first and foremost masters of their own fates, and upon their shoulders can rest the success or failure not only of their endeavours and their bloodlines, but of countless future generations and, often, the fortunes of entire worlds.

Despite the fact that the weight of such responsibility is his to bear alone, a Rogue Trader invariably surrounds himself with a coterie of allies and retainers. No Rogue Trader can undertake his mission alone, for no man or woman can be master of every single aspect of trade, exploration, exploitation, and war. As a result, all of the most successful Rogue Traders have the ingrained ability to recognise the value of others and their motivations and, as a leader, are able to utilise every weapon and ability in their human arsenal to their full potential.

Though he must rely on others for the most specialised of skills (not to mention certain needful resources), it falls to the Rogue Trader to know how and when to exercise his own judgement and how to delegate where needed. He may not steer the helm of his void-cruiser, nor fire and aim every macrocannon in person, but the Rogue Trader selects and commands those who do and it is his orders that are obeyed. Likewise he may know little of the arcane rites of the augury and auspex, but it is ultimately his decision whether or not to trust the word of the Explorator who claims it safe to breathe the air of a newly discovered world.

Rogue Traders must always look to their own abilities and protection, regardless of the power of their allies, for there will always be those envious of their power and station, and countless rivals to their goals. As a result, most have a penchant for the very finest personal weapons and equipment their fortunes can acquire for even friends can soon become enemies when a world's ransom is at stake. Some never leave their bridge without donning an ancient and revered suit of artificer-wrought power armour, while others secrete fiendishly cunning personal force field generators of alien manufacture beneath a gaudy uniform. None are ever unarmed, bearing, even aboard their own vessels, minute digital weapons and other implements of destruction. However they outwardly comport themselves, Rogue Traders must be supremely confident in their own abilities, and able to walk away from even the most desperate situation somehow having profited from their perilous adventure, even if that profit must be counted purely by survival.

Starting Skills, Talents & Gear

Starting Skills: Command (Fel), Commerce (Fel), Charm (Fel), Common Lore (Imperium) (Int), Evaluate (Int), Literacy (Int), Scholastic Lore (Astromancy) (Int), Speak Language (High Gothic, Low Gothic) (Int).
Starting Talents: Air of Authority, Pistol Weapon Training (Universal), Melee Weapon Training (Universal).
Starting Gear: Best-Craftsmanship laspistol or good-Craftsmanship hand cannon or common-Craftsmanship plasma pistol. Best-Craftsmanship mono-sword or common-Craftsmanship power sword. Micro-bead, void suit, set of fine clothing, xeno-pelt cloak, best-Craftsmanship enforcer light carapace or storm trooper carapace.

Rogue Trader Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	250	500	750	1,000
Strength	500	750	1,000	2,500
Toughness	500	750	1,000	2,500
Agility	250	500	750	1,000
Intelligence	100	250	500	750
Perception	250	500	750	1,000
Willpower	250	500	750	1,000
Fellowship	100	250	500	750

Rank 1 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Command	100	Skill	
Commerce	100	Skill	
Charm	100	Skill	
Ciphers (Rogue Trader)	100	Skill	
Common Lore (Imperium)	100	Skill	
Common Lore (Rogue Traders)	100	Skill	
Dodge	100	Skill	
Evaluate	100	Skill	
Literacy	100	Skill	
Pilot (Space Craft)	100	Skill	
Scholastic Lore (Astromancy)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Speak Language (Trader's Cant)	100	Skill	
Air of Authority	100	Talent	Fel 30
Ambidextrous	200	Talent	Ag 30
Melee Weapon Training (Primitive)	200	Talent	
Renowned Warrant	200	Talent	
Pistol Weapon Training (Universal)	500	Talent	
Melee Weapon Training (Universal)	500	Talent	

Rank 2 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Barter	200	Skill	
Blather	200	Skill	
Carouse	200	Skill	
Charm +10	200	Skill	Charm
Command +10	200	Skill	Command
Common Lore (Koronus Expanse)	200	Skill	
Deceive	200	Skill	
Forbidden Lore (Xenos)	200	Skill	
Gamble	200	Skill	
Intimidate	200	Skill	
Performer (Choose One)	200	Skill	
Pilot (Flyers)	200	Skill	
Scholastic Lore (Imperial Warrants)	200	Skill	
Iron Discipline	200	Talent	WP 30, Command
Jaded	200	Talent	WP 30
Leap Up	200	Talent	Ag 30
Quick Draw	200	Talent	
Sound Constitution (x2)	200	Talent	
Two-Weapon Wielder (Melee)	300	Talent	WS 35, Ag 35
Exotic Weapon Training (Choose One)	500	Talent	
Two Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35

Rank 3 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Charm +20	200	Skill	Charm +10
Command +20	200	Skill	Command +10
Common Lore (Imperial Navy)	200	Skill	
Dodge +10	200	Skill	Dodge
Drive (Ground Vehicle)	200	Skill	
Scholastic Lore (Heraldry)	200	Skill	
Scholastic Lore (Legend)	200	Skill	
Scrutiny	200	Skill	
Search	200	Skill	
Secret Tongue (Underdeck)	200	Skill	
Security	200	Skill	
Sleight of Hand	200	Skill	
Dark Soul	200	Talent	
Decadence	200	Talent	T 30
Foresight	200	Talent	Int 30
Resistance (Fear)	200	Talent	
Sound Constitution	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Gunslinger	500	Talent	BS 40, Two Weapon Wielder (Ballistic)

Rank 4 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Climb	200	Skill	
Commerce +10	200	Skill	Commerce
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Common Lore (Rogue Traders) +10	200	Skill	Common Lore (Rogue Traders)
Dodge +20	200	Skill	Dodge+10
Drive (Skimmer/Hover)	200	Skill	
Speak Language (Eldar)	200	Skill	
Tech-Use	200	Skill	
Trade (Voidfarer)	200	Skill	
Catfall	200	Talent	Ag 30
Double Team	200	Talent	
Rapid Reaction	200	Talent	Ag 40
Sound Constitution (x2)	200	Talent	
Basic Weapon Training (Universal)	500	Talent	
Counter Attack	500	Talent	WS 40
Crushing Blow	500	Talent	S 40
Into the Jaws of Hell	500	Talent	Iron Discipline
Sprint	500	Talent	
Swift Attack	500	Talent	WS 35

Rank 5 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Barter +10	200	Skill	Barter
Blather +10	200	Skill	Blather
Carouse +10	200	Skill	Carouse
Ciphers (Underworld)	200	Skill	
Commerce +20	200	Skill	Commerce +10
Common Lore (Imperium) +20	200	Skill	Common Lore (Imperium) +10
Common Lore (Koronus Expanse) +10	200	Skill	Common Lore (Koronus Expanse)
Common Lore (Rogue Traders) +20	200	Skill	Common Lore (Rogue Traders) +10
Deceive +10	200	Skill	Deceive
Evaluate +10	200	Skill	Evaluate
Navigation (Stellar)	200	Skill	
Disarm	200	Talent	Ag 30
Light Sleeper	200	Talent	Per 30
Sound Constitution	200	Talent	
Blademaster	500	Talent	WS 30, Melee Weapon Training (any)
Combat Master	500	Talent	WS 30
Lightning Attack	500	Talent	Swift Attack
Master & Commander	500	Talent	Int 35, Fel 35
Sure Strike	500	Talent	WS 30

Rank 6 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Barter +20	200	Skill	Barter +10
Blather +20	200	Skill	Blather +10
Carouse +20	200	Skill	Carouse +10
Common Lore (Koronus Expanse) +20	200	Skill	Common Lore (Koronus Expanse) +10
Deceive +20	200	Skill	Deceive +10
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Gamble +10	200	Skill	Gamble
Evaluate +20	200	Skill	Evaluate +10
Intimidate +10	200	Skill	Intimidate
Navigation (Stellar) +10	200	Skill	Navigation (Stellar)
Scholastic Lore (Imperial Warrants) +10	200	Skill	Scholastic Lore (Imperial Warrants)
Security +10	200	Skill	Security
Blind Fighting	200	Talent	Per 30
Paranoia	200	Talent	
Sound Constitution (x2)	200	Talent	
Hip Shooting	500	Talent	BS 40, Ag 40
Master Orator	500	Talent	Fel 30
Precise Blow	500	Talent	WS 40, Sure Strike
True Grit	500	Talent	T 40
Wall of Steel	500	Talent	Ag 35

Rank 7 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	200	Skill	Acrobatics
Climb +10	200	Skill	Climb
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Gamble +20	200	Skill	Gamble +10
Scholastic Lore (Imperial Warrants) +20	200	Skill	Scholastic Lore (Imperial Warrants) +10
Scholastic Lore (Legend) +10	200	Skill	Scholastic Lore (Legend)
Scrutiny +10	200	Skill	Scrutiny
Search +10	200	Skill	Search
Security +20	200	Skill	Security +10
Sleight of Hand +10	200	Skill	Sleight of Hand
Swim	200	Skill	
Trade (Voidfarer) +10	200	Skill	Trade (Voidfarer)
Armour of Contempt	200	Talent	WP 40
Sound Constitution (x2)	200	Talent	
Fearless	500	Talent	
Hard Bargain	500	Talent	
Dual Strike	500	Talent	Ag 40, Two-Weapon Wielder (Melee)
Duty Unto Death	500	Talent	WP 45
Flame Weapon Training (Universal)	500	Talent	
Step Aside	500	Talent	Ag 40, Dodge

Rank 8 Rogue Trader Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	Skill	Acrobatics +10
Climb +20	200	Skill	Climb +10
Scholastic Lore (Legend) +20	200	Skill	Scholastic Lore (Legend) +10
Scrutiny +20	200	Skill	Scrutiny +10
Search +20	200	Skill	Search +10
Sleight of Hand +20	200	Skill	Sleight of Hand +10
Swim +10	200	Skill	Swim
Trade (Voidfarer) +20	200	Skill	Trade (Voidfarer) +10
Resistance (Psychic Powers)	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Assassin Strike	500	Talent	Ag 40, Acrobatic
Deadeye Shot	500	Talent	BS 30
Dual Shot	500	Talent	Ag 40, Two-Weapon Wielder (Ballistic)
Exotic Weapon Training (Choose One)	500	Talent	
Independent Targeting	500	Talent	BS 40
Mighty Shot	500	Talent	BS 40
Lightning Reflexes	500	Talent	
Thrown Weapon Training (Universal)	500	Talent	
Void Tactician	500	Talent	Int 35

Arch-militant

"Man is a total weapon. The mind sees the target, the heart hates the foe, the will commands the muscles to aim and fire. Mankind united in war has greater purpose than man united in peace."

–Tannen Mortaber, Bounty Hunter

The 41st Millennium is an age of total war, an age of bloodshed and toil into which every human being, from the lowliest hive-serf to the highest scion of nobility, is born. No life is untouched by the incessant wars that plague the Imperium, and countless lives are shed each year to hold at bay the forces of the traitor, the heretic, and the alien. From amongst the uncounted ranks of warriors step those for whom a life of bloodshed and war is not a death sentence, but rather a calling. Such men and women are sometimes called Arch-militants, for they have faced death over and over and have mastered every terror the savage galaxy has to offer.

Myriad are the roots of the Arch-militant. Many have served amongst the ranks of the Imperial Guard, and somehow survived against all the odds battles and campaigns that have claimed the lives of their entire regiments. Others have risen up from the native stock of hellish death worlds or are the survivors of catastrophes too terrible to contemplate. For every last stand and total defeat, it always appears that one of a handful of warriors will somehow prevail. These are the men and women whose broken but still breathing bodies are recovered from the rubble, who have dug themselves out from beneath a mound of corpses to fight again, those few who the war zone no matter how terrible fails to break but, instead, re-forges into killers without peer. Invariably, they are reassigned to other units, where their invaluable skills, or simply their luck, it is hoped will serve their new compatriots. In time, such individuals may attain the notice of higher commands and become detached "special units" to undertake do or die missions against the deadliest of foes, while others may "go rogue" and disappear. Some even come to serve on the personal staff of such worthies as Lord Militants or Inquisitors, and occasionally, alongside influential Rogue Traders as their own personal agents of destruction.

The Arch-militant is an expert in every form of combat. It is no idle boast that there is no weapon they cannot kill with or strip and reassemble in the field. Each has an unerring ability to master even the most exotic of wargear with little or no practice, and fears death little and pain less. But it is not just expertise at arms that sees the Arch-militant succeed where others fail; they are marked with an the inborn gift to sense danger, to anticipate an enemy's actions, and to overcome any foe they might face as if it was meant to be so. An Arch-militant worth the name can extricate himself and his companions from even the most seemingly hopeless of situations by a combination of cold professionalism, masterful skill at arms, and sheer bloody-mindedness and luck. Out beyond the fringes of Imperial space, men and women gifted with such abilities are priceless, and very few Rogue Traders would set foot upon an alien world without a heavily armed Arch-militant or two by their side if possible.

Starting Skills, Talents & Gear

Starting Skills: Common Lore (War) (Int), Dodge (Ag), Intimidate (S), Scholastic Lore (Tactica Imperialis) (Int), Secret Tongue (Military) (Int), Speak Language (Low Gothic) (Int).

Starting Talents: Basic Weapon Training (Universal), Pistol Weapon Training (Universal), Melee Weapon Training (Universal), Thrown Weapon Training (Universal), Sound Constitution.

Starting Gear: Good-Craftsmanship hellgun or best-Craftsmanship hunting rifle or two bolt pistols, plus one good-Craftsmanship primitive melee weapon of choice with the mono upgrade. Micro-bead, void suit, enforcer light carapace armour, bolt shell keepsake, medikit, manacles. Data-slate full of wanted bounties or arms coffer or 3 doses of stimm.

Arch-militant Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	100	250	500	750
Strength	100	250	500	750
Toughness	250	500	750	1,000
Agility	100	250	500	750
Intelligence	500	750	1,000	2,500
Perception	500	750	1,000	2,500
Willpower	500	750	1,000	2,500
Fellowship	250	500	750	1,000

Rank 1 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Common Lore (Imperial Guard)	100	Skill	
Common Lore (War)	100	Skill	
Dodge	100	Skill	
Intimidate	100	Skill	
Forbidden Lore (Pirates)	100	Skill	
Literacy	100	Skill	
Scholastic Lore (Tactica Imperialis)	100	Skill	
Secret Tongue (Military)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Ambidextrous	200	Talent	Ag 30
Quick Draw	200	Talent	
Medicae	200	Skill	
Melee Weapon Training (Primitive)	200	Talent	
Basic Weapon Training (Universal)	500	Talent	
Bloodtracker	500	Talent	
Guardian	500	Talent	Ag 40
Pistol Weapon Training (Universal)	500	Talent	
Melee Weapon Training (Universal)	500	Talent	
Thrown Weapon Training (Universal)	500	Talent	

Rank 2 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Awareness +10	200	Skill	Awareness
Common Lore (War) +10	200	Skill	Common Lore (War)
Dodge +10	200	Skill	Dodge
Intimidate +10	200	Skill	Intimidate
Scholastic Lore (Tactica Imperialis) +10	200	Skill	Scholastic Lore (Tactica Imperialis)
Tracking	200	Skill	
Basic Weapon Training (Primitive)	100	Talent	
Pistol Weapon Training (Primitive)	100	Talent	
Thrown Weapon Training (Primitive)	100	Talent	
Catfall	200	Talent	Ag 30
Leap Up	200	Talent	Ag 30
Rapid Reload	200	Talent	
Sound Constitution (x3)	200	Talent	
Takedown	200	Talent	
Two-Weapon Wielder (Ballistic)	200	Talent	BS 35, Ag 35
True Grit	200	Talent	T 40
Combat Formation	500	Talent	Int 40
Crushing Blow	500	Talent	S 40
Flame Weapon Training (Universal)	500	Talent	

Rank 3 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	200	Skill	Acrobatics
Awareness +20	200	Skill	Awareness +10
Command	200	Skill	
Common Lore (Imperial Navy)	200	Skill	
Common Lore (War) +20	300	Skill	Common Lore (War) +10
Dodge +20	300	Skill	Dodge +10
Drive (Ground Vehicles)	200	Skill	
Interrogation	200	Skill	
Intimidate +20	200	Skill	Intimidate +10
Scholastic Lore (Tactica Imperialis) +20	300	Skill	Scholastic Lore (Tactica Imperialis) +10
Tracking +10	200	Skill	Tracking
Die Hard	200	Talent	WP 40
Double Team	200	Talent	
Hatred (Pirates)	200	Talent	
Rapid Reaction	200	Talent	Ag 40
Sound Constitution (x3)	200	Talent	
Crack Shot	500	Talent	BS 40
Frenzy	500	Talent	
Furious Assault	500	Talent	WS 35
Sure Strike	500	Talent	WS 30

Rank 4 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	Skill	Acrobatics +10
Carouse	200	Skill	
Ciphers (Mercenary Cant)	200	Skill	
Command +10	200	Skill	Command
Common Lore (Imperial Guard) +10	200	Skill	Common Lore (Imperial Guard)
Concealment	200	Skill	
Demolition	200	Skill	
Drive (Ground Vehicles) +10	300	Skill	Drive (Ground Vehicles)
Interrogation +10	200	Skill	Intrerrogation
Security	200	Skill	
Blind Fighting	200	Talent	Per 30
Deadeye Shot	200	Talent	BS 30
Exotic Weapon Training (Choose One)	200	Talent	
Heavy Weapon Training (Choose One) (x2)	200	Talent	
Hip Shooting	200	Talent	BS 40, Ag 40
Light Sleeper	200	Talent	Per 30
Sound Constitution (x2)	200	Talent	
Battle Rage	500	Talent	Frenzy
Bulging Biceps	500	Talent	S 45
Dual Shot	500	Talent	Ag 40, Two-Weapon Wielder (Ballistic)

Rank 5 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Carouse +10	200	Skill	Carouse
Climb	200	Skill	
Command +20	200	Skill	Command +10
Concealment +10	200	Skill	Concealment
Demolition +10	200	Skill	Demolition
Drive (Ground Vehicles) +20	200	Skill	Drive (Ground Vehicles) +10
Interrogation +20	200	Skill	Interrogation +10
Shadowing	200	Skill	
Nerves of Steel	200	Talent	
Paranoia	200	Talent	
Resistance (Fear)	200	Talent	
Berserk Charge	500	Talent	
Combat Master	500	Talent	WS 30
Gunslinger	500	Talent	BS 40, Two-Weapon Wielder (Ballistic)
Hardy	200	Talent	T 40
Independent Targeting	500	Talent	BS 40
Jaded	500	Talent	WP 30
Marksman	500	Talent	BS 35
Mighty Shot	500	Talent	BS 40
Unarmed Warrior	500	Talent	WS 35, Ag 35

Rank 6 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Concealment +20	200	Skill	Concealment +10
Contortionist	200	Skill	
Climb +10	200	Skill	Climb
Demolition +20	200	Skill	Demolition +10
Forbidden Lore (Pirates) +10	200	Skill	Forbidden Lore (Pirates)
Search	200	Skill	
Shadowing +10	200	Skill	Shadowing
Silent Move	200	Skill	
Survival	200	Skill	
Wrangling	200	Skill	
Air of Authority	200	Talent	Fel 30
Concealed Cavity	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Cleanse and Purify	500	Talent	Flame Weapons Training (Universal)
Duty Unto Death	500	Talent	WP 45
Heightened Senses (Sight)	500	Talent	
Iron Jaw	500	Talent	T 40
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Sprint	500	Talent	

Rank 7 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Contortionist +10	200	Skill	Contortionist
Forbidden Lore (Pirates) +20	200	Skill	Forbidden Lore (Pirates) +10
Search +10	200	Skill	Search
Shadowing +20	200	Skill	Shadowing +10
Silent Move +10	200	Skill	Silent Move
Survival +10	200	Skill	Survival
Tech-Use	200	Skill	
Trade (Armourer)	200	Skill	
Armour of Contempt	200	Talent	WP 40
Hard Target	200	Talent	Ag 40
Peer (Imperial Guard)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	
Assassin Strike	500	Talent	Ag 40, Acrobatic
Combat Sense	500	Talent	Per 40
Last Man Standing	500	Talent	Nerves of Steel
Iron Discipline	500	Talent	WP 30, Command
Lightning Reflexes	500	Talent	
Logis Implant	500	Talent	
Precise Blow	500	Talent	WS 40, Sure Strike
Step Aside	500	Talent	Ag 40, Dodge

Rank 8 Arch-militant Advances

Advance	Cost	Type	Prerequisites
Contortionist +20	200	Skill	Contortionist +10
Search +20	200	Skill	Search +10
Silent Move +20	200	Skill	Silent Move +10
Survival +20	200	Skill	Survival +10
Wrangling +10	200	Skill	Wrangling
Crippling Strike	200	Talent	WS 50
Exotic Weapon Training (Choose One)	200	Talent	
Orthoproxy	200	Talent	
Sound Constitution (x2)	200	Talent	
Blademaster	500	Talent	WS 30, Melee Weapon Training (any)
Counter Attack	500	Talent	WS 40
Dark Soul	500	Talent	
Dual Strike	500	Talent	Ag 40, Two-Weapon Wielder (Melee)
Fearless	500	Talent	
Good Reputation (Imperial Guard)	500	Talent	Fel 50, Peer (Imperial Guard)
Into the Jaws of Hell	500	Talent	Iron Discipline
Swift Attack	500	Talent	WS 35
Unarmed Master	500	Talent	WS 45, Ag 40, Unarmed Warrior
Void Tactician	500	Talent	Int 35
Wall of Steel	500	Talent	Ag 35

Astropath Transcendent

"I am soul-bound to the Emperor, and through His grace, I speak across the voids."

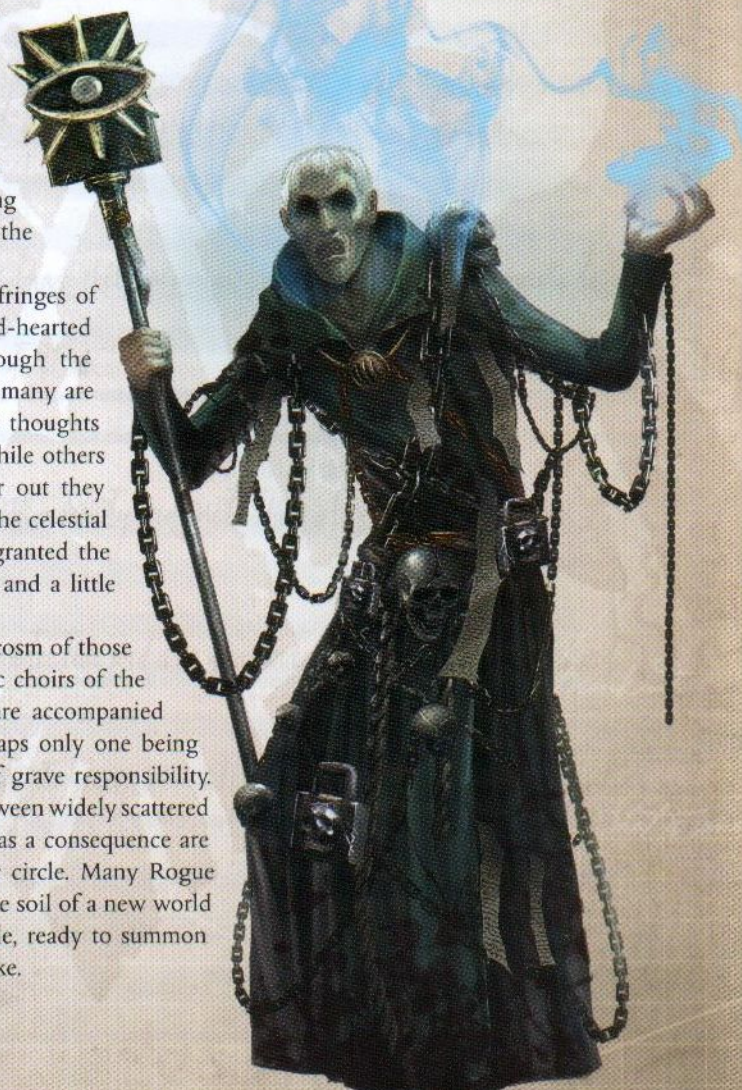
–Arradin Vykis, Astropath

The Astropath Transcendent is a rare individual, indeed. He is a psyker whose powers and very essence has been touched by the light of the God-Emperor himself and who is able to form a lifeline of communication across the limitless gulfs of space, his soul armoured against the gnawing taint of the warp beyond. Each year, uncounted millions of psykers are born across the vast breadth of the Imperium. Most are detected and interred until collected by one of the fearsome Black Ships of the Adeptus Astra Telepathica. These vessels travel the galaxy in great circuits, their stygian holds inexorably filling with nascent psykers with each stop they make. The fate of the vast majority of the psykers is to fuel the insatiable fires of the Astronomican so that the Imperium might be held together for another day. Of those allowed to live, a tiny fraction are judged strong enough to undergo tutorage and go on to serve the Imperium in a staggering array of capacities, from Inquisitor to Battle Psyker.

Those chosen to become Astropaths undergo the ritual of Soul Binding, in which the body and soul are scoured clean of the taint of the warp by the searing purity of the Emperor's beneficence. After months of fasting, prayer, and ritual preparation, the psykers are brought into the very depths of the Emperor's Palace in processions of a hundred at a time, there to undergo a ritual that will kill them, drive them insane, or bind them for all eternity to the Emperor. So intense is the ritual that the supplicants' sensory organs are almost totally overloaded—leaving them blinded by the experience—with many suffering further nerve damage, incurring loss of smell, touch, or hearing.

Relying as heavily as the Imperium does on the warp for galactic communication, it has a great demand for Astropaths, and each newly created Astropath who survives the Soul Binding is inducted into the ranks of the Adeptus Astra Telepathica. There he learns to send his thoughts singing across the galaxy via the medium of the warp, adding his psychic voice to entire choirs of his fellows, and communicating with others of his kind on planets light years distant.

It is a rare Astropath indeed who rises beyond his given duties and responsibilities in the ranks of the psychic choirs. Of those few who do so, most are placed in charge of Astropathic facilities and relay stations dotted across Imperial space. Those with the sharpest wits become itinerant emissaries or officials of the Adeptus Astra Telepathica itself or serve on the staff of Inquisitors or Lord Militants. Some of the most self-aware and strong-willed of their kind serve their vigils alongside Rogue Traders, casting their thoughts out far beyond the realms of Man into the great voids beyond the Emperor's Domains.



It takes a special type of Astropath to serve on the fringes of what is known, and such Astropaths must be both hard-hearted and savvy individualists if they are to persevere. Though the experiences vary wildly from one Astropath to the next, many are driven slowly mad by what they describe as cold, alien thoughts echoing in the black gulfs at the edges of the galaxy, while others find themselves growing increasingly alone the further out they travel, as the psychic voices of their fellows recede into the celestial distance. Those few that can endure these rigours are granted the title of Astropath Transcendent, and are both respected and a little feared by their contemporaries

The duties of the Astropath Transcendent are a microcosm of those performed by the more established and ordinary psychic choirs of the Adeptus Astra Telepathica. Most Rogue Trader fleets are accompanied by little more than a handful of Astropaths, with perhaps only one being stationed on each vessel, and so their position is one of grave responsibility. They provide the only means of viable communication between widely scattered vessels, not to mention across interstellar distances, and as a consequence are highly valued members of the Rogue Trader's inner circle. Many Rogue Traders would not even consider setting foot on the soil of a new world without an Astropath Transcendent at their side, ready to summon aid at a moment's notice should disaster strike.

Starting Skills, Talents & Gear

Starting Skills: Awareness (Per), Common Lore (Adeptus Astra Telepathica) (Int), Forbidden Lore (Psykers) (Int), Invocation (WP), Psyniscience (Per), Scholastic Lore (Cryptology) (Int), Speak Language (High Gothic, Low Gothic) (Int).
Starting Talents: Pistol Weapon Training (Universal), Heightened Senses (Sound), Psy Rating 2.
Starting Gear: Best-Craftsmanship laspistol or best-Craftsmanship stub automatic. Best-Craftsmanship mono-sword or common-Craftsmanship shock staff. Guard flak armour. Charm, void suit, micro-bead, psy-focus.

Astropath Transcendent Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	500	750	1,000	2,500
Ballistic Skill	500	750	1,000	2,500
Strength	250	500	750	1,000
Toughness	250	500	750	1,000
Agility	250	500	750	1,000
Intelligence	100	250	500	750
Perception	250	500	750	1,000
Willpower	100	250	500	750
Fellowship	500	750	1,000	2,500

Rank 1 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Ciphers (Astropath Sign)	100	Skill	
Common Lore (Administratum)	100	Skill	
Common Lore (Adeptus Astra Telepathica)	100	Skill	
Forbidden Lore (Psykers)	100	Skill	
Forbidden Lore (Warp)	100	Skill	
Invocation	100	Skill	
Literacy	100	Skill	
Psyniscience	100	Skill	
Scholastic Lore (Cryptology)	100	Skill	
Scholastic Lore (Occult)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Psychic Technique (x2)	100	Talent	
Dodge	200	Skill	
Heightened Senses (Sound)	200	Talent	
Psy Rating 2	200	Talent	
Melee Weapon Training (Primitive)	200	Talent	
Pistol Weapon Training (Universal)	500	Talent	
Rite of Sanctioning	500	Talent	Psy Rating, Special
Warp Affinity	500	Talent	Psy Rating, Special

Rank 2 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Ciphers (Astropath Sign) +10	200	Skill	Ciphers (Astropath Sign)
Common Lore (Administratum) +10	200	Skill	Common Lore (Administratum)
Common Lore (Adeptus Astra Telepathica) +10	200	Skill	Common Lore (Adeptus Astra Telepathica)
Forbidden Lore (Psykers) +10	200	Skill	Forbidden Lore (Psykers)
Invocation +10	200	Skill	Invocation
Psyniscience +10	200	Skill	Psyniscience
Scholastic Lore (Cryptology) +10	200	Skill	Scholastic Lore (Cryptology)
Scholastic Lore (Occult) +10	200	Skill	Scholastic Lore (Occult)
Scrutiny	200	Skill	
Blind Fighting	200	Talent	Per 30
Combat Sense	200	Talent	Per 40
Psychic Technique (x2)	200	Talent	
Dark Soul	200	Talent	
Foresight	200	Talent	Int 30
Melee Weapon Training (Primitive)	200	Talent	
Sound Constitution (x2)	200	Talent	
Totall Recall	200	Talent	
Psy Rating 3	300	Talent	Psy Rating 2
Resistance (Psychic Powers)	300	Talent	

Rank 3 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Ciphers (Astropath Sign) +10	200	Skill	Ciphers (Astropath Sign)
Common Lore (Administratum) +20	200	Skill	Common Lore (Administratum) +10
Common Lore (Adeptus Astra Telepathica) +20	200	Skill	Common Lore (Adeptus Astra Telepathica) +10
Common Lore (Imperial Guard)	200	Skill	
Common Lore (Imperial Navy)	200	Skill	
Deceive	200	Skill	
Forbidden Lore (Psykers) +20	200	Skill	Forbidden Lore (Psykers) +10
Forbidden Lore (Warp) +10	200	Skill	Forbidden Lore (Warp)
Invocation +20	200	Skill	Invocation +10
Psyniscience +20	200	Skill	Psyniscience +10
Scholastic Lore (Cryptology) +20	200	Skill	Scholastic Lore (Cryptology) +10
Scholastic Lore (Occult) +20	200	Skill	Scholastic Lore (Occult) +10
Scrutiny +10	200	Skill	Scrutiny
Chem Geld	200	Talent	
Peer (Astropaths)	200	Talent	Fel 30
Psy Rating 4	200	Talent	Psy Rating 3
Psychic Technique (x2)	200	Talent	
Melee Weapon Training (Universal)	500	Talent	
Psychic Discipline	500	Talent	

Rank 4 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Blather	200	Skill	
Ciphers (Astropath Sign) +20	200	Skill	Ciphers (Astropath Sign) +10
Common Lore (Imperial Guard) +10	200	Skill	Common Lore (Imperial Guard)
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Common Lore (Imperium)	200	Skill	
Deceive +10	200	Skill	Deceive
Scholastic Lore (Heraldry)	200	Skill	
Scrutiny +20	200	Skill	Scrutiny +10
Secret Tongue (Administratum)	200	Skill	
Armour of Contempt	200	Talent	WP 40
Orthoproxy	200	Talent	
Paranoia	200	Talent	
Hatred (Daemons)	200	Talent	
Heightened Senses (Touch)	200	Talent	
Light Sleeper	200	Talent	Per 30
Meditation	200	Talent	
Psy Rating 5	200	Talent	Psy Rating 4
Psychic Technique (x2)	200	Talent	
Sound Constitution (x2)	200	Talent	
Strong Minded	500	Talent	WP 30, Resistance (Psychic Techniques)

Rank 5 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Charm	200	Skill	
Common Lore (Imperial Guard) +20	200	Skill	Common Lore (Imperial Guard) +10
Common Lore (Imperial Navy) +20	200	Skill	Common Lore (Imperial Navy) +10
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Deceive +20	200	Skill	Deceive +10
Forbidden Lore (Warp) +20	200	Skill	Forbidden Lore (Warp) +10
Logic	200	Skill	
Scholastic Lore (Heraldry) +10	200	Skill	Scholastic Lore (Heraldry)
Good Reputation (Astropaths)	200	Talent	Fel 50, Peer (Astropaths)
Heightened Senses (Taste)	200	Talent	
Peer (Imperial Guard)	200	Talent	Fel 30
Psy Rating 6	200	Talent	Psy Rating 5
Rapid Reload	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Unshakeable Faith	200	Talent	
Psychic Technique (x2)	300	Talent	
Infused Knowledge	500	Talent	Int 40
Warp Sense	500	Talent	Navigator or Psy Rating, Psyniscience Skill, Per 30
Favoured by the Warp	500	Talent	WP 35

Rank 6 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Charm +10	200	Skill	Charm
Command	200	Skill	
Common Lore (Imperium) +20	200	Skill	Common Lore (Imperium) +10
Evaluate	200	Skill	
Intimidate	200	Skill	
Logic +10	200	Skill	Logic
Scholastic Lore (Heraldry) +20	200	Skill	Scholastic Lore (Heraldry) +10
Ambidextrous	200	Talent	Ag 30
Heightened Senses (Smell)	200	Talent	
Jaded	200	Talent	WP 30
Peer (Imperial Navy)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	
Sure Strike	200	Talent	WS 30
Psychic Technique (x2)	300	Talent	
Basic Weapon Training (Universal)	500	Talent	
Bastion of Iron Will	500	Talent	Psy Rating, Strong Minded, WP 40
Exotic Weapon Training (Choose One)	500	Talent	
Improved Warp Sense	500	Talent	Warp Sense
Psychic Discipline	500	Talent	
Thrown Weapon Training (Universal)	500	Talent	

Rank 7 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Blather +10	200	Skill	Blather
Charm +20	200	Skill	Charm +10
Chem-Use	200	Skill	
Command +10	200	Skill	Command
Evaluate +10	200	Skill	Evaluate
Intimidate +10	200	Skill	Intimidate
Logic +20	200	Skill	Logic +10
Scholastic Lore (Legend)	200	Skill	
Air of Authority	200	Talent	Fel 30
Quick Draw	200	Talent	
Rapid Reaction	200	Talent	Ag 40
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Psychic Technique (x2)	500	Talent	
Infused Knowledge	500	Talent	Int 40
Mighty Shot	500	Talent	BS 40
Polyglot	500	Talent	Int 30, Fel 30
Psy Rating 7	500	Talent	Psy Rating 6
Deadeye Shot	500	Talent	BS 30
Warp Conduit	500	Talent	Psy Rating, Strong Minded, WP 50

Rank 8 Astropath Transcendent Advances

Advance	Cost	Type	Prerequisites
Blather +20	200	Skill	Blather +10
Chem-Use +10	200	Skill	Chem-Use
Command +20	200	Skill	Command +10
Intimidate +20	200	Skill	Intimidate +10
Scholastic Lore (Legend) +10	200	Skill	Scholastic Lore (Legend)
Good Reputation (Imperial Guard)	200	Talent	Fel 50, Peer (Imperial Guard)
Good Reputation (Imperial Navy)	200	Talent	Fel 50, Peer (Imperial Navy)
Crack Shot	500	Talent	BS 40
Duty Unto Death	500	Talent	WP 45
Fearless	500	Talent	
Hard Target	500	Talent	Ag 40
Iron Discipline	500	Talent	WP 30, Command
Lightning Reflexes	500	Talent	
Litany of Hate	500	Talent	Hatred
Precise Blow	500	Talent	WS 40, Sure Strike
Psy Rating 8	500	Talent	Psy Rating 7
Psychic Technique (x2)	500	Talent	
Sprint	500	Talent	
Swift Attack	500	Talent	WS 35
Two-Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35

Explorator

"The Quest for Knowledge drives the Mechanicus to the stars; forgotten Archeotech and un-catalogued celestial phenomena await, the voice of the Omnissiah awaiting to be witnessed."

–Explorator Enginseer Acula

Part adventurer, part warrior, part emissary of the Machine Cult of Mars, Explorators are Tech-priests, bionically augmented adepts of the Adeptus Mechanicus. Their function is to travel into the depths of the unknown and unearth the ashes of the past in order to acquire knowledge and secrets for the glory of the Omnissiah. Something of a breed apart in the Cult Mechanicus, they are seen as a necessary evil by some of their fellows and vital agents of the Machine God by others. Explorators undertake their Quest for Knowledge across the stars, seeking out undiscovered data and unrecorded phenomena, forgotten archeotech hoards, and unknown life forms. All Mechanicus research stations, exploration ships, and outposts any distance from a Forge World are likely to be manned by Explorators. It is also the sacred function of these intrepid (or foolhardy) individuals to delve in the unexplored reaches of the galaxy, either as part of great Mechanicus-backed fleets or by attaching themselves to the Rogue Trader houses to carry them into the beyond in search of both the future and, most importantly, the past.

The lost achievements of Mankind's Dark Age of Technology soared far beyond anything that can be made today. Only by re-learning ancient lore found scattered across the stars and painstakingly piecing it together can Man ever achieve such dizzying heights again. Attempts at improvisation or adaptation are viewed by most followers of the Omnissiah as the height of hubris. Imagining that one can set oneself above the knowledge of the Ancients without risking their deadly sins and the dark fate that led to the horrors of the Age of Strife is pure folly.

Explorators themselves tend towards a greater independence of mind and inquisitive thought than adherents of the Machine Cult in more sheltered roles, and they often have their own secret agendas and arts far beyond those of their more pedestrian peers. Many tech-adepts, particularly of the more junior and provincial variety, regard the Explorators as dubious outsiders, prone to stray beyond the bounds of the arcane dogma and rigidly adhered-to precepts laid down by the inviolable teachings of the Machine Cult. Whether or not this is true, it is undoubtedly the case that amongst the adherents of the Cult Mechanicus it is they who are the most likely to be exposed to the proscribed technologies of the alien and the sins of the dark past. In truth, Explorators are on the frontline of perils few can understand. There more than a few Explorators who, in their desire to uncover the secrets of the universe, have fallen prey to some xenos dogma and turned from the rigid doctrine of the eight Universal Laws, have become corrupted by warp-twisted engramatic code and lost their souls to the abyss of Chaos, or have simply been driven mad from knowing too much.

Yet, the risks are worth the rewards, and Explorators have found many of the greatest prizes in the Quest for Knowledge, and their role in many other affairs has been key to their success and the Imperium's survival. However, countless Explorators have met with grisly deaths in the hostile galaxy they explore, and on mercifully rare occasions, their ill-conceived prying has unleashed cataclysmic horrors on Mankind.

When an Explorator accompanies a Rogue Trader, the arrangement may have come about by some ancient debt the Rogue Trader's line owed the Cult Mechanicus, hard bargaining, or even pure chance. Whatever the case, the Explorator will be a valued member of the Rogue Trader's party, bringing with him a wealth of esoteric knowledge and arcane technical know-how quite beyond any other member of the crew, and often, not a little firepower of his own.

Starting Skills, Talents & Gear

Starting Skills: Common Lore (Machine Cult, Tech) (Int), Forbidden Lore (Archeotech, Adeptus Mechanicus) (Int), Literacy (Int), Logic (Int), Speak Language (Explorator Binary, Low Gothic, Techna-lingua) (Int), Tech-Use (Int), Trade (Technomat) (Int).
Starting Trait: Mechanicus Implants (see page 366).
Starting Talents: Basic Weapon Training (Universal), Melee Weapon Training (Universal), Logis Implant.
Starting Gear: Boltgun or best-Craftsmanship lasgun or good-Craftsmanship hellgun, best-Craftsmanship shock staff or good-Craftsmanship power axe, Enforcer light carapace, multikey, void suit, injector, sacred unguents, micro-bead, combi-tool, dataslate. The Explorator also begins play owning and controlling one servo-skull familiar (see page 375).

Explorator Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	250	500	750	1,000
Strength	100	250	500	750
Toughness	100	250	500	750
Agility	500	750	1,000	2,500
Intelligence	100	250	500	750
Perception	500	750	1,000	2,500
Willpower	250	500	750	1,000
Fellowship	500	750	1,000	2,500

Rank 1 Explorator Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Common Lore (Machine Cult)	100	Skill	
Common Lore (Tech)	100	Skill	
Drive (Ground Vehicle)	100	Skill	
Forbidden Lore (Archeotech)	100	Skill	
Forbidden Lore (Adeptus Mechanicus)	100	Skill	
Literacy	100	Skill	
Logic	100	Skill	
Scholastic Lore (Astromancy)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Secret Tongue (Tech)	100	Skill	
Tech-Use	100	Skill	
Trade (Armourer)	100	Skill	
Trade (Technomat)	100	Skill	
Autosanguine	200	Talent	
Logis Implant	200	Talent	
Sound Constitution (x2)	200	Talent	
Mechadendrite Use (Utility)	500	Talent	Mechanicus Implants
Basic Weapon Training (Universal)	500	Talent	
Melee Weapon Training (Universal)	500	Talent	

Rank 2 Explorator Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Common Lore (Machine Cult) +10	200	Skill	Common Lore (Machine Cult)
Common Lore (Tech) +10	200	Skill	Common Lore (Tech)
Forbidden Lore (Archeotech) +10	200	Skill	Forbidden Lore (Archeotech)
Forbidden Lore (Adeptus Mechanicus) +10	200	Skill	Forbidden Lore (Adeptus Mechanicus)
Dodge	200	Skill	
Logic +10	200	Skill	Logic
Medicae	200	Skill	
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Tech-Use +10	200	Skill	Tech-Use
Binary Chatter	200	Talent	
Electro Graft Use	200	Talent	
Ferric Lure	200	Talent	Mechanicus Implants
Luminen Charge	200	Talent	Mechanicus Implants
Prosanguine	200	Talent	
Sound Constitution (x2)	200	Talent	
Technical Knock	200	Talent	Int 30
Total Recall	200	Talent	Int 30
Maglev Grace	500	Talent	Mechanicus Implants
Pistol Weapon Training (Universal)	500	Talent	

Rank 3 Explorator Advances

Advance	Cost	Type	Prerequisites
Chem-Use	200	Skill	
Common Lore (Koronus Expanse)	200	Skill	
Common Lore (Machine Cult) +20	200	Skill	Common Lore (Machine Cult) +10
Common Lore (Tech) +20	200	Skill	Common Lore (Tech) +10
Common Lore (War)	200	Skill	
Dodge +10	200	Skill	Dodge
Forbidden Lore (Adeptus Mechanicus) +20	200	Skill	Forbidden Lore (Adeptus Mechancicus) +10
Forbidden Lore (Archeotech) +20	200	Skill	Forbidden Lore (Archeotech) +10
Medicae +10	200	Skill	Medicae
Navigation (Surface)	200	Skill	
Tech-Use +20	200	Skill	Tech-Use +10
Trade (Explorator)	200	Skill	
Feedback Screech	200	Talent	Mechanicus Implants
Luminen Shock	200	Talent	Mechanicus Implants
Nerves of Steel	200	Talent	
Peer (Adeptus Mechanicus)	200	Talent	Fel 30
Sound Constitution	200	Talent	
Gun Blessing	500	Talent	Mechanicus Implants
The Flesh is Weak 1	500	Talent	Mechanicus Implants
Maglev Transcendence	500	Talent	Maglev Grace, Mechanicus Implants

Rank 4 Explorator Advances

Advance	Cost	Type	Prerequisites
Chem-Use +10	200	Skill	Chem-Use
Common Lore (Imperial Guard)	200	Skill	
Common Lore (Koronus Expanse) +10	200	Skill	Common Lore (Koronus Expanse)
Common Lore (War) +10	200	Skill	Common Lore (War)
Drive (Ground Vehicle) +10	200	Skill	Drive (Ground Vehicle)
Drive (Skimmer/Hover)	200	Skill	
Medicae +20	200	Skill	Medicae +10
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Scholastic Lore (Chymistry)	200	Skill	
Trade (Voidfarer)	200	Skill	
Concealed Cavity	200	Talent	
Luminen Blast	200	Talent	Mechanicus Implants
Sound Constitution (x2)	200	Talent	
Talented (Tech-Use)	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Ferric Summons	500	Talent	Mechanicus Implants, Ferric Lure
The Flesh is Weak 2	500	Talent	The Flesh is Weak 1
Machinator Array	500	Talent	Mechanicus Implants
Mechadendrite Use (Weapon)	500	Talent	Mechanicus Implants
Rite of Awe	500	Talent	Mechanicus Implants

Rank 5 Explorator Advances

Advance	Cost	Type	Prerequisites
Chem-Use +20	200	Skill	Chem-Use +10
Common Lore (Imperial Guard) +10	200	Skill	Common Lore (Imperial Guard)
Common Lore (Imperial Navy)	200	Skill	
Navigation (Surface) +10	200	Skill	Navigation (Surface)
Pilot (Flyers)	200	Skill	
Scholastic Lore (Astromancy) +20	200	Skill	Scholastic Lore (Astromancy) +10
Scholastic Lore (Chymistry) +10	200	Skill	Scholastic Lore (Chymistry)
Scholastic Lore (Tactica Imperialis)	200	Skill	
Trade (Archaeologist)	200	Skill	
Trade (Explorator) +10	200	Skill	Trade (Explorator)
Trade (Voidfarer) +10	200	Skill	Trade (Voidfarer)
Electrical Succour	200	Talent	Mechanicus Implants
Rapid Reload	200	Talent	
Sound Constitution (x2)	200	Talent	
The Flesh is Weak 3	500	Talent	The Flesh is Weak 2
Heavy Weapon Training (Choose One)	500	Talent	
Infused Knowledge	500	Talent	Int 40
Master Enginseer	500	Talent	Tech-Use +10, Mechanicus Implants
Mimic	500	Talent	
Rite of Fear	500	Talent	Mechanicus Implants

Rank 6 Explorator Advances

Advance	Cost	Type	Prerequisites
Common Lore (Imperial Guard) +20	200	Skill	Common Lore (Imperial Guard) +10
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Navigation (Surface) +20	200	Skill	Navigation (Surface) +10
Pilot (Flyers) +10	200	Skill	Pilot (Flyers)
Pilot (Space Craft)	200	Skill	
Scholastic Lore (Chymistry) +20	200	Skill	Scholastic Lore (Chymistry) +10
Scholastic Lore (Tactica Imperialis) +10	200	Skill	Scholastic Lore (Tactica Imperialis)
Trade (Archaeologist) +10	200	Skill	Trade (Archaeologist)
Trade (Explorator) +20	200	Skill	Trade (Explorator) +10
Trade (Shipwright)	200	Skill	
Trade (Voidfarer) +20	200	Skill	Trade (Voidfarer) +10
Counter Attack	200	Talent	WS 40
Iron Jaw	200	Talent	T 40
Sound Constitution	200	Talent	
Blademaster	500	Talent	WS 30, Melee Weapon Training (any)
Deadeye Shot	500	Talent	BS 30
Energy Cache	500	Talent	Mechanicus Implants
Furious Assault	500	Talent	WS 35
The Flesh is Weak 4	500	Talent	The Flesh is Weak 3
Rite of Pure Thought	500	Talent	Mechanicus Implants

Rank 7 Explorator Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Command	200	Skill	
Common Lore (Rogue Traders)	200	Skill	
Dodge +20	200	Skill	Dodge +10
Drive (Walker)	200	Skill	
Evaluate	200	Skill	
Intimidate	200	Skill	
Navigation (Stellar)	200	Skill	
Scholastic Lore (Numerology)	200	Skill	
Ambidextrous	200	Talent	Ag 30
Crushing Blow	200	Talent	S 40
Good Reputation (Adeptus Mechanicus)	200	Talent	Fel 50, Peer (Adeptus Mechanicus)
Heightened Senses (Choose One)	200	Talent	
Sound Constitution (x2)	200	Talent	
Flame Weapon Training (Universal)	500	Talent	
Heavy Weapon Training (Choose One)	500	Talent	
Master Chirurgeon	500	Talent	Medicae +10
Mighty Shot	500	Talent	BS 40
Swift Attack	500	Talent	WS 35
Wall of Steel	500	Talent	Ag 35

Rank 8 Explorator Advances

Advance	Cost	Type	Prerequisites
Command +10	200	Skill	Command
Common Lore (Rogue Traders) +10	200	Skill	Common Lore (Rogue Traders)
Drive (Walker) +10	200	Skill	Drive (Walker)
Evaluate +10	200	Skill	Evaluate
Intimidate +10	200	Skill	Intimidate
Navigation (Stellar) +10	200	Skill	Navigation (Stellar)
Scholastic Lore (Numerology) +10	200	Skill	Scholastic Lore (Numerology)
Heightened Senses (Choose One)	200	Skill	
Iron Discipline	200	Talent	WP 30, Command
Sound Constitution (x2)	200	Talent	
Enhanced Bionic Frame	500	Talent	Machinator Array
Exotic Weapon Training (Choose One)	500	Talent	
Hip Shooting	500	Talent	BS 40, Ag 40
Independent Targeting	500	Talent	BS 40
Lightning Attack	500	Talent	Swift Attack
Marksman	500	Talent	BS 35
Step Aside	500	Talent	Ag 40, Dodge
Thrown Weapon Training (Universal)	500	Talent	
Two-Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Void Tactician	500	Talent	Int 35

Missionary

"To bring the Emperor's Light into the darkness; to bring the unknown to a greater understanding of Him on Earth; this is my calling and in my wake both seeds and ashes are sown."

–Luminorem Majoris Skent Taltos

Regardless of local idiosyncrasies of doctrine and the many and varied forms of worship, the worlds of the Imperium are united in adoration of the God-Emperor of Mankind. The adepts of the Ecclesiarchy foster, maintain, and impose faith across the million and more worlds of the Imperium, but it is the division known as the Missionarus Galaxia that takes the word of the Imperial Truth to those benighted by ignorance of the one, true faith of Mankind.

The Missionary is a singular manifestation of the Ecclesiarchy, a walking temple clothed in the trappings of his calling, part holy warrior, part politician, and when needs be, judge, jury, and executioner. His mission: to spread the teachings of the Ecclesiarchy far beyond the Imperium's borders, to convert, whether using words, bullets, or subterfuge, those lost Human worlds he encounters out amongst the distant stars.

Missionaries are commonly dispatched to serve alongside Rogue Traders, for travel so far beyond Imperial space presents uncounted opportunities to contact, and convert, lost Human civilisations and bring back those who stray from the flock. However, only a rare few of the Ecclesiarchy's officers are intellectually or doctrinally capable of undertaking this type of mission.

Missionaries must be prepared to witness forms of worship that would drive a Cardinal to declare heresy and damn entire planets to excommunication and when needed to stand silent. It is their task to examine the outlandish faiths practised by the ignorant souls they encounter and formulate a scheme to convert them to the Imperial Creed, mark a world as a target for further attention by their peers, or at worse, with a quill stroke damn them to destruction. A common method for conversion is to seek out parallels between the various deities worshipped and Imperial Saints, while at the same time probing for the subtle taint of the Ruinous Powers, be it open or cloaked in lies. Using their prodigious skills of oratory and persuasion, Missionaries might then preach perhaps that the angry moon a lost group colonists worship is actually the Emperor and that they are emissaries come to guide them to their just reward, or that the slavering beast-god to which they offer their firstborn will be slain by the Emperor's holy foot soldiers when they cease worshipping it and embrace the truth.

The true skill of Missionaries is to recognise when their arts and methods are likely to prove fruitless and when something far more sinister lies at the heart of the locals' faith. Through years of experience and natural talent, they can almost smell the taint of Chaos or the subtle hand (or pseudopod) of the alien at work. In such cases, they will not hesitate to counsel a Rogue Trader that these lost brethren must be exterminated, blasted from orbit for the good of all Mankind. It is a foolish Rogue Trader who ignores such learned counsel, for Missionaries are still agents of the Ministorum, a vast and powerful organisation that only a fool would willingly cross.

In addition to their task of converting the lost, Missionaries often find themselves acting as spiritual figureheads in the fleet they accompany, a task most relish for the spiritual fulfilment and influence it affords them. Some act as confessors to the Rogue Traders they attend and become their most trusted counsellors, while others steel the souls of their comrades in the face of the hideous things they encounter beyond the Emperor's light when mere reason or firepower fails.

Starting Skills, Talents & Gear

Starting Skills: Common Lore (Imperial Creed, Imperium) (Int), Forbidden Lore (Heresy) (Int), Medicae (Int), Scholastic Lore (Imperial Creed) (Int), Speak Language (High Gothic, Low Gothic) (Int).
Starting Talents: Basic Weapon Training (Universal), Melee Weapon Training (Universal), Pure Faith, Unshakeable Faith.
Starting Gear: Good-Craftsmanship chainsword or best-Craftsmanship staff, good-Craftsmanship flamer or best-Craftsmanship lasgun, best-Craftsmanship guard flak armour, Ecclesiarchal robes, aquila pendant, sepulchre, censer and incense, micro-bead.

Missionary Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	500	750	1,000	2,500
Strength	250	500	750	1,000
Toughness	250	500	750	1,000
Agility	250	500	750	1,000
Intelligence	500	750	1,000	2,500
Perception	250	500	750	1,000
Willpower	100	250	500	750
Fellowship	100	250	500	750

Rank 1 Missionary Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Charm	100	Skill	
Common Lore (Ecclesiarchy)	100	Skill	
Common Lore (Imperial Creed)	100	Skill	
Common Lore (Imperium)	100	Skill	
Dodge	100	Skill	
Forbidden Lore (Heresy)	100	Skill	
Literacy	100	Skill	
Medicae	100	Skill	
Performer (Choose One)	100	Skill	
Scholastic Lore (Imperial Creed)	100	Skill	
Secret Tongue (Ecclesiarchy)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Melee Weapon Training (Primitive)	100	Talent	
Sound Constitution	200	Talent	
Unshakeable Faith	200	Talent	
Basic Weapon Training (Universal)	500	Talent	
Flame Weapon Training (Universal)	500	Talent	
Melee Weapon Training (Universal)	500	Talent	
Pure Faith	500	Talent	

Rank 2 Missionary Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Blather	200	Skill	
Charm +10	200	Skill	Charm
Common Lore (Imperial Creed) +10	200	Skill	Common Lore (Imperial Creed)
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Deceive	200	Skill	
Dodge +10	200	Skill	Dodge
Forbidden Lore (Heresy) +10	200	Skill	Forbidden Lore (Heresy)
Medicae +10	200	Skill	Medicae
Scholastic Lore (Imperial Creed) +10	200	Skill	Scholastic Lore (Imperial Creed)
Armour of Contempt	200	Talent	WP 40
Frenzy	200	Talent	
Hatred (Pirates)	200	Talent	
Orthoproxy	200	Talent	
Resistance (Psychic Techniques)	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Cleanse and Purify	500	Talent	Flame Weapons Training (Universal)
Crushing Blow	500	Talent	S 40
Divine Ministration	500	Talent	Pure Faith

Rank 3 Missionary Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Blather +10	200	Skill	Blather
Charm +20	200	Skill	Charm +10
Climb	200	Skill	
Common Lore (Imperial Creed) +20	200	Skill	Common Lore (Imperial Creed) +10
Common Lore (Imperium) +20	200	Skill	Common Lore (Imperium) +10
Deceive +10	200	Skill	Deceive
Forbidden Lore (The Inquisition)	200	Skill	
Forbidden Lore (Heresy) +20	200	Skill	Forbidden Lore (Heresy) +10
Intimidate	200	Skill	
Medicae +20	200	Skill	Medicae +10
Battle Rage	200	Talent	Frenzy
Hatred (Xenos Race—Choose One)	200	Talent	
Inspire Wrath	200	Talent	Fel 30
Peer (Workers)	200	Talent	Fel 30
Resistance (Fear)	200	Talent	
Sound Constitution (x2)	200	Talent	
Unarmed Warrior	200	Talent	WS 35, Ag 35
Pistol Weapon Training (Universal)	500	Talent	
Purge the Unclean	500	Talent	Pure Faith

Rank 4 Missionary Advances

Advance	Cost	Type	Prerequisites
Blather +20	200	Skill	Blather +10
Climb +10	200	Skill	Climb
Contortionist	200	Skill	
Deceive +20	200	Skill	Deceive +10
Dodge +20	200	Skill	Dodge +10
Forbidden Lore (The Inquisition) +10	200	Skill	Forbidden Lore (The Inquisition)
Forbidden Lore (Mutants)	200	Skill	
Inquiry	200	Skill	
Intimidate +10	200	Skill	Intimidate
Scholastic Lore (Imperial Creed) +20	200	Skill	Scholastic Lore (Imperial Creed) +10
Furious Assault	200	Talent	WS 35
Hatred (Psykers)	200	Talent	
Leap Up	200	Talent	Ag 30
Litany of Hate	200	Talent	Hatred
Sound Constitution	200	Talent	
Takedown	200	Talent	
Talented (Choose One)	200	Talent	
True Grit	200	Talent	T 40
The Emperor Protects	500	Talent	Pure Faith
Thrown Weapon Training (Universal)	500	Talent	

Rank 5 Missionary Advances

Advance	Cost	Type	Prerequisites
Chem-Use	200	Skill	
Climb +20	200	Skill	Climb +10
Common Lore (Eccelsiarchy) +10	200	Skill	Common Lore (Ecclesiarchy)
Contortionist +10	200	Skill	Contortionist
Forbidden Lore (Daemonology)	200	Skill	
Forbidden Lore (The Inquisition) +20	200	Skill	Forbidden Lore (The Inquisition) +10
Forbidden Lore (Mutants) +10	200	Skill	Forbidden Lore (Mutants)
Inquiry +10	200	Skill	Inquiry
Intimidate +20	200	Skill	Intimidate +10
Secret Tongue (Underdecks)	200	Skill	
Scholastic Lore (Philosophy)	200	Skill	
Scrutiny	200	Skill	
Die Hard	200	Talent	WP 40
Hardy	200	Talent	T 40
Hatred (Mutants)	200	Talent	
Blademaster	500	Talent	WS 30, Melee Weapon Training (any)
Strong Minded	500	Talent	WP 30, Resistance (Psychic Techniques)
Last Man Standing	500	Talent	Nerves of Steel
Master Orator	500	Talent	Fel 30
Wrath of the Righteous	500	Talent	Pure Faith

Rank 6 Missionary Advances

Advance	Cost	Type	Prerequisites
Chem-Use +10	200	Skill	Chem-Use
Common Lore (Ecclesiarchy) +20	200	Skill	Common Lore (Ecclesiarchy) +10
Command	200	Skill	
Forbidden Lore (Mutants) +20	200	Skill	Forbidden Lore (Mutants) +10
Scholastic Lore (Philosophy) +10	200	Skill	Scholastic Lore (Philosophy)
Scrutiny +10	200	Skill	Scrutiny
Search	200	Skill	
Swim	200	Skill	
Berserk Charge	200	Talent	
Counter Attack	200	Talent	WS 40
Double Team	200	Talent	
Quick Draw	200	Talent	
Hatred (Criminals)	200	Talent	
Peer (Ecclesiarchy)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	
Blessed Radiance	500	Talent	Pure Faith, Divine Ministration, The Emperor Protects, or Wrath of the Righteous
Fearless	500	Talent	
Master Chirurgeon	500	Talent	Medicae +10

Rank 7 Missionary Advances

Advance	Cost	Type	Prerequisites
Chem-Use +20	200	Skill	Chem-Use +10
Command +10	200	Skill	Command
Contortionist +20	200	Skill	Contortionist +10
Drive (Ground Vehicle)	200	Skill	
Inquiry +20	200	Skill	Inquiry +10
Pilot (Flyers)	200	Skill	
Scholastic Lore (Philosophy) +20	200	Skill	Scholastic Lore (Philosophy) +10
Scrutiny +20	200	Skill	Scrutiny +10
Search +10	200	Skill	Search
Swim +10	200	Skill	Swim
Wrangling	200	Skill	
Air of Authority	200	Talent	Fel 30
Ambidextrous	200	Talent	Ag 30
Bulging Biceps	200	Talent	S 45
Good Repuatation (Ecclesiarchy)	200	Talent	
Iron Discipline	200	Talent	WP 30, Command
Sound Constitution (x2)	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Iron Jaw	500	Talent	T 40

Rank 8 Missionary Advances

Advance	Cost	Type	Prerequisites
Command +20	200	Skill	Command +10
Drive (Ground Vehicle) +10	200	Skill	Drive (Ground Vehicle)
Pilot (Flyers) +10	200	Skill	Pilot (Flyers)
Search +20	200	Skill	Search +10
Swim +20	200	Skill	Swim +10
Wrangling +10	200	Skill	Wrangling
Good Reputation (Workers)	200	Talent	Fel 50, Peer (Workers)
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Combat Master	500	Talent	WS 30
Crippling Strike	500	Talent	WS 50
Heavy Weapon Training (Choose One)	500	Talent	
Into the Jaws of Hell	500	Talent	Iron Discipline
Lightning Attack	500	Talent	Swift Attack
Precise Blow	500	Talent	WS 40, Sure Strike
Sprint	500	Talent	
Step Aside	500	Talent	Ag 40, Dodge
Sure Strike	500	Talent	WS 30
Two-Weapon Wielder (Melee)	500	Talent	WS 35, Ag 35
Unarmed Master	500	Talent	WS 45, Ag 40 Unarmed Warrior

Navigator

"To gaze into the warp is to look into the abyss. To understand insanity itself is to become insane. Worst of all is the knowledge that while you are gazing upon it, the warp is looking back at you and laughing."

–Kartr Hollis, Nobilite Emmissary

Without the Navigator gene and those who bear it, there simply would not be an Imperium of Man. At best, Humanity's control of the stars would be limited to those planets that could entirely support themselves and a few scattered petty empires. Contact with other worlds would be scant to non-existent, for travel between all but the very closest of star systems would be too ponderous, and too dangerous, to be practicable. Without a Navigator, a vessel is limited to warp jumps of only a few light years at a time, and exact calibration must be undertaken by massive banks of cogitators as even the smallest of errors will have fatal consequences for the vessel and every soul aboard. Without a Navigator, to cross even the smallest of interstellar gulfs without the most detailed and ancient charts is considered a desperate or foolhardy act by most void-farers and suicidal by those who truly understand what horrors lurk beyond the material universe.

The Navigator is the scion of one of the great Navigator clans. These bloodlines are said by some to be older than the Imperium itself and by others to be a direct creation of the God-Emperor when he walked in mortal form. Over the millennia, they have garnered great power and influence thanks to the Imperium's reliance on them, but at the same time are caged by convention and tradition. A Navigator wants for nothing, yet in reality is often a slave of his station. Thanks to his Warp Eye, he is able to pierce the veil between the Materium and the Immaterium, between reality and the nightmarish realms beyond. Able to perceive the warp's shifting contours and impossible currents, he can guide a vessel by dint of his skill and the immeasurable aid of the light of the Astronomican, the Emperor-forged and soul-burning beacon that shines across the galaxy from ancient Terra. The life of a Navigator is one of duty and service to his clan, yet many would have it no other way, for they are never truly more alive than when ensconced in their navigation sanctum, gazing into the insane, swirling depths of the Immaterium, pitting their will and their wits against the ravening storm of energy and thought that lurks behind all things others call real.

Each Navigator perceives the warp in an entirely subjective manner as a reflection of his own unique nature, for even such as they may not stare into the abyss and face its true form without suffering the utter destruction of mind and soul. Some perceive the dimension in terms of a journey through a storm-wracked forest, knowing that to stray from the path is to surrender to the horrors that lurk within. For others, the warp appears as a raging sea, or a desert engulfed in a sandstorm, or a shifting city of night, or a million other potential forms. As Navigators gain in experience and power, the abstraction fades, and they are capable of observing the true warp through a polarised state—their third eye filtering the horror.

But even for those so designed on a genetic level to endure the warp's horrors, there is still a price to pay. Navigators who have served the longest may become wracked with bodily failure, incipient madness, and possible mutation, and ultimately they become virtual prisoners reliant on the life-sustaining machinery of their sanctums. Conversely, those newly come into their calling often revel in their rank and wealth, affecting rakish mannerisms and caring little for the petty concerns or trivial realities of life in the Imperium, each knowing that such a life is for them a thing that must one day pass. Those that embrace this wild, almost nihilistic attitude are often attracted to service aboard a Rogue Trader vessel, striking out into the darkness almost as if fleeing the inevitable fate they must one day face. Others owe their dangerous service thanks to some hidden crime or misdemeanour among their own kind or through connection to an infamous and some might say tainted bloodline.

Regardless of whatever idiosyncrasies a Navigator might bear, he is essential to the operation of a Rogue Trader vessel and given great leeway by his Rogue Trader, for should a vessel lose its Navigator beyond the fringes, any such vessel, and all who serve aboard her, is surely lost.

Starting Skills, Talents & Gear

Starting Skills: Common Lore (Navis Nobilite) (Int), Forbidden Lore (Navigators, Warp) (Int), Literacy (Int), Navigation (Stellar, Warp) (Int), Psyniscience (Per), Scholastic Lore (Astromancy) (Int), Speak Language (High Gothic, Low Gothic) (Int).
Starting Talents: Navigator, Pistol Weapon Training (Universal).
Starting Gear: Best-Craftsmanship hellpistol or good-Craftsmanship hand cannon, best-Craftsmanship metal staff, best-Craftsmanship xeno-mesh armour, Emperor's tarot deck, silk headscarf, Nobilite robes, charm, micro-bead.

Navigator Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	500	750	1,000	2,500
Ballistic Skill	250	500	750	1,000
Strength	250	500	750	1,000
Toughness	250	500	750	1,000
Agility	500	750	1,000	2,500
Intelligence	100	250	500	750
Perception	100	250	500	750
Willpower	100	250	500	750
Fellowship	500	750	1,000	2,500

Rank 1 Navigator Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Ciphers (Nobilite Family)	100	Skill	
Common Lore (Navis Nobilite)	100	Skill	
Common Lore (Imperial Navy)	100	Skill	
Forbidden Lore (Navigators)	100	Skill	
Forbidden Lore (Warp)	100	Skill	
Intimidate	100	Skill	
Literacy	100	Skill	
Navigation (Stellar)	100	Skill	
Navigation (Warp)	100	Skill	
Psyniscience	100	Skill	
Scholastic Lore (Astromancy)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Secret Tongue (Navigator)	100	Skill	Fel 30
Trade (Astrographer)	100	Skill	
Melee Weapon Training (Primitive)	100	Talent	
Resistance (Fear)	200	Talent	
Sound Constitution	200	Talent	
Navigator	500	Talent	
Pistol Weapon Training (Universal)	500	Talent	

Rank 2 Navigator Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Common Lore (Navis Nobilite) +10	200	Skill	Common Lore (Navis Nobilite)
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Contortionist	200	Skill	
Deceive	200	Skill	
Dodge	200	Skill	
Forbidden Lore (Navigators) +10	200	Skill	Forbidden Lore (Navigators)
Forbidden Lore (Warp) +10	200	Skill	Forbidden Lore (Warp)
Intimidate +10	200	Skill	Intimidate
Navigation (Stellar) +10	200	Skill	Navigation (Stellar)
Navigation (Warp) +10	200	Skill	Navigation (Warp)
Psyniscience +10	200	Skill	Psyniscience
Trade (Scrimshawer)	200	Skill	
Disturbing Voice	200	Talent	
Jaded	200	Talent	WP 30
Meditation	200	Talent	
Navigator Power	200	Talent	
Resistance (Psychic Techniques)	200	Talent	
Sound Constitution (x2)	200	Talent	
Warp Sense	500	Talent	Navigator or Psy Rating, Psyniscience Skill, Per 30

Rank 3 Navigator Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Common Lore (Navis Nobilite) +20	200	Skill	Common Lore (Navis Nobilite) +10
Common Lore (Imperial Navy) +20	200	Skill	Common Lore (Imperial Navy) +10
Forbidden Lore (Mutants)	200	Skill	
Forbidden Lore (Navigators) +20	200	Skill	Forbidden Lore (Navigators) +10
Forbidden Lore (Warp) +20	200	Skill	Forbidden Lore (Warp) +10
Intimidate +20	200	Skill	Intimidate +10
Psyniscience +20	200	Skill	Psyniscience +10
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Secret Tongue (Underdeck)	200	Skill	
Trade (Astrographer) +10	200	Skill	Trade (Astrographer)
Dark Soul	200	Talent	
Decadence	200	Talent	T 30
Foresight	200	Talent	Int 30
Hardy	200	Talent	T 40
Hatred (Daemons)	200	Talent	
Navigator Power	200	Talent	
Paranoia	200	Talent	
Sound Constitution (x2)	200	Talent	
Melee Weapon Training (Universal)	500	Talent	

Rank 4 Navigator Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Contortionist +10	200	Skill	Contortionist
Deceive +10	200	Skill	Deceive
Dodge +10	200	Skill	Dodge
Evaluate	200	Skill	
Forbidden Lore (Mutants) +10	200	Skill	Forbidden Lore (Mutants)
Forbidden Lore (Pirates)	200	Skill	
Interrogation	200	Skill	
Navigation (Surface)	200	Skill	
Scholastic Lore (Astromancy) +20	200	Skill	Scholastic Lore (Astromancy) +10
Trade (Astrographer) +20	200	Skill	Trade (Astrographer) +10
Trade (Scrimshawer)	200	Skill	
Light Sleeper	200	Talent	Per 30
Navigator Power	200	Talent	
Peer (Nobility)	200	Talent	Fel 30
Resistance (Cold)	200	Talent	
Sound Constitution	200	Talent	
Talented (Psyniscience)	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Improved Warp Sense	500	Talent	Warp Sense

Rank 5 Navigator Advances

Advance	Cost	Type	Prerequisites
Command +10	200	Skill	Command
Common Lore (Koronus Expanse)	200	Skill	
Common Lore (Rogue Traders)	200	Skill	
Contortionist +20	200	Skill	Contortionist +10
Deceive +20	200	Skill	Deceive +10
Dodge +20	200	Skill	Dodge +10
Evaluate +10	200	Skill	Evaluate
Forbidden Lore (Mutants) +20	200	Skill	Forbidden Lore (Mutants) +10
Forbidden Lore (Pirates) +10	200	Skill	Forbidden Lore (Pirates)
Forbidden Lore (Xenos)	200	Skill	
Interrogation +10	200	Skill	Interrogation
Scholastic Lore (Legend)	200	Skill	
Air of Authority	200	Talent	Fel 30
Armour of Contempt	200	Talent	WP 40
Navigator Power	200	Talent	
Resistance (Heat)	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Navigation (Warp))	200	Talent	
Basic Weapon Training (Universal)	500	Talent	
Strong Minded	500	Talent	WP 30, Resistance (Psychic Techniques)

Rank 6 Navigator Advances

Advance	Cost	Type	Prerequisites
Command +20	200	Skill	Command +10
Common Lore (Imperium)	200	Skill	
Common Lore (Koronus Expanse) +10	200	Skill	Common Lore (Koronus Expanse)
Common Lore (Rogue Traders) +10	200	Skill	Common Lore (Rogue Traders)
Evaluate +20	200	Skill	Evaluate +10
Forbidden Lore (Pirates) +20	200	Skill	Forbidden Lore (Pirates) +10
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Interrogation +20	200	Skill	Interrogation +10
Pilot (Space Craft)	200	Skill	
Scholastic Lore (Legend) +10	200	Skill	Scholastic Lore (Legend)
Scholastic Lore (Occult)	200	Skill	
Scrutiny	200	Skill	
Sleight of Hand	200	Skill	
Swim	200	Skill	
Die Hard	200	Talent	WP 40
Navigator Power	200	Talent	
Nerves of Steel	200	Talent	
Peer (Imperial Navy)	200	Talent	Fel 30
Talented (Intimidate)	200	Talent	
Combat Sense	500	Talent	Per 40

Rank 7 Navigator Advances

Advance	Cost	Type	Prerequisites
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Common Lore (Koronus Expanse) +20	200	Skill	Common Lore (Koronus Expanse) +10
Common Lore (Rogue Traders) +20	200	Skill	Common Lore (Rogue Traders) +10
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Pilot (Space Craft) +10	200	Skill	Pilot (Space Craft)
Scholastic Lore (Legend) +20	200	Skill	Scholastic Lore (Legend) +10
Scholastic Lore (Occult) +10	200	Skill	Scholastic Lore (Occult)
Scrutiny +10	200	Skill	Scrutiny
Sleight of Hand +10	200	Skill	Sleight of Hand
Survival	200	Skill	
Swim +10	200	Skill	Swim
Blind Fighting	200	Talent	Per 30
Double Team	200	Talent	
Iron Discipline	200	Talent	WP 30, Command
Navigator Power	200	Talent	
Resistance (Poisons)	200	Talent	
Sound Constitution (x2)	200	Talent	
Crushing Blow	500	Talent	S 40
Fearless	500	Talent	
Iron Jaw	500	Talent	T 40

Rank 8 Navigator Advances

Advance	Cost	Type	Prerequisites
Common Lore (Imperium) +20	200	Skill	Common Lore (Imperium) +10
Pilot (Space Craft) +20	200	Skill	Pilot (Space Craft) +10
Scholastic Lore (Occult) +20	200	Skill	Scholastic Lore (Occult) +10
Scrutiny +20	200	Skill	Scrutiny +10
Sleight of Hand +20	200	Skill	Sleight of Hand +10
Survival +10	200	Skill	Survival
Swim +20	200	Skill	Swim +10
Navigator Power	200	Talent	
Heightened Senses (Sight)	200	Talent	
Marksman	200	Talent	BS 35
Sound Constitution (x2)	200	Talent	
Blademaster	500	Talent	WS 30, Melee Weapon Training (any)
Crack Shot	500	Talent	BS 40
Deadeye Shot	500	Talent	BS 30
Good Reputation (Nobility)	500	Talent	Fel 50, Peer (Nobility)
Hip Shooting	500	Talent	BS 40, Ag 40
Into the Jaws of Hell	500	Talent	Iron Discipline
Polyglot	500	Talent	Int 30, Fel 30
Swift Attack	500	Talent	WS 35
Thrown Weapon Training (Universal)	500	Talent	

Seneschal

"Ah, he loaded fifty tons of Neusalis wheat, you say? Very interesting. That is curious—for it is rumoured the Neusalis trade route is interdicted by Ork Freebooters, and yet they say Lord-captain Halak is an honest man, don't they…?"

–Silas Quinyt, Factotum for the Armsmaiden

Master of ceremonies, master of coin and commerce, master of logistics, master of emissaries, master of whispers and spies: the Seneschal is the quietly spoken of individual in every Trader House who is looked upon with trepidation by those who fear they have earned his suspicion. The mechanisms of trade and House affairs do not run themselves, and it is the Seneschal whose hands are upon the gears—ever adjusting, ever careful, and ever vigilant.

Very few Rogue Traders are as competent as the Seneschal when it comes to the minutia of commerce, for most are too concerned with the overall fate of their endeavours. Most leave the details of such matters to their Seneschal's control, trusting that as the Arch-militant is ever watchful in battle, so the Seneschal is attentive to every risk implicit in the equally hazardous conflict of trade. The best Seneschal knows every detail of trade that transpires within his area of responsibility, often better than the scribes and factors employed to process the astronomical sums involved in the running of a Rogue Trader House, and those that do not, rarely survive long in the post. Most exude a palpable aura of menacing competency, such that few underlings would dare cross them, and those they deal with—be they harbour master or tyrant—show them due respect. Their most valuable gift, however, is the unerring ability to gauge the subtlest degree of risk in any proposed mercantile venture, which they can then take steps to nullify appropriately.

Many Seneschals maintain a tightly controlled network of contacts and spies where possible, so that within hours of arriving in a familiar port they have full knowledge of local trading conditions and can advise their Rogue Trader accordingly. Every detail that might affect business is of interest to a Seneschal, from the amount of dowry offered in a noble marriage to the going rate for a kilo of narco-blitz or to the rumoured deaths and wars far removed from their current sphere.

Furthermore, most Seneschals favour a "hands on" approach to their work, never fully trusting knowledge they cannot confirm themselves. As a result, many are masters of disguise and duplicity, able to blend into the background in almost any situation. Donning the guise of the "grey man," the Seneschal lurks in the periphery as the great and the good conduct their affairs, observing all that transpires whilst remaining unnoticed. With a cold-blooded sureness, he seeks to discern the truth behind rousing speeches and courteous manners, and lies cloaked in both piety and vice. Sage counsellor, profit-monger, and spy, the Seneschal is all these things and more.

Starting Skills, Talents & Gear

Starting Skills: Barter (Fel), Commerce (Fel), Common Lore (Underworld) (Int), Deceive (Fel), Evaluate (Int), Forbidden Lore (Archeotech) (Int), Inquiry (Fel), Literacy (Int), Speak Language (Low Gothic, Trader's Cant) (Int).
Starting Talents: Basic Weapon Training (Universal), Pistol Weapon Training (Universal).
Starting Gear: Best-Craftsmanship hellpistol or common-Craftsmanship inferno pistol. Best-Craftsmanship hellgun or common-Craftsmanship boltgun. Xeno-mesh armour. Autoquill, dataslate, micro-bead, multikey, two sets of robes, synskin, chrono, cameleoline cloak.

Seneschal Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	250	500	750	1,000
Strength	500	750	1,000	2,500
Toughness	250	500	750	1,000
Agility	250	500	750	1,000
Intelligence	100	250	500	750
Perception	100	250	500	750
Willpower	500	750	1,000	2,500
Fellowship	100	250	500	750

Rank 1 Seneschal Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Barter	100	Skill	
Commerce	100	Skill	
Common Lore (Underworld)	100	Skill	
Charm	100	Skill	
Deceive	100	Skill	
Disguise	100	Skill	
Dodge	100	Skill	
Evaluate	100	Skill	
Forbidden Lore (Archeotech)	100	Skill	
Inquiry	100	Skill	
Literacy	100	Skill	
Performer (Choose One)	100	Skill	
Secret Tongue (Rogue Traders)	100	Skill	
Security	100	Skill	
Silent Move	100	Skill	
Sound Constitution (x2)	200	Talent	
Unremarkable	200	Talent	
Basic Weapon Training (Universal)	500	Talent	
Pistol Weapon Training (Universal)	500	Talent	

Rank 2 Seneschal Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Barter +10	200	Skill	Barter
Climb	100	Skill	
Commerce +10	200	Skill	Commerce
Common Lore (Administratum)	200	Skill	
Common Lore (Koronus Expanse)	200	Skill	
Concealment	200	Skill	
Forbidden Lore (Xenos)	200	Skill	
Gamble	200	Skill	
Scholastic Lore (Archaic)	200	Skill	
Scholastic Lore (Bureaucracy)	200	Skill	
Scholastic Lore (Legend)	200	Skill	
Scrutiny	200	Skill	
Secret Tongue (Administratum)	200	Skill	
Shadowing	200	Skill	
Sleight of Hand	200	Skill	
Speak Language (High Gothic)	200	Skill	
Tech-Use	200	Skill	
Trade (Archaeologist)	200	Skill	
Melee Weapon Training (Primitive)	100	Talent	

Rank 3 Seneschal Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Barter +20	200	Skill	Barter +10
Blather	200	Skill	
Carouse	200	Skill	
Commerce +20	200	Skill	Commerce +10
Common Lore (Adeptus Mechanicus)	200	Skill	
Common Lore (Imperium)	200	Skill	
Contortionist	200	Skill	
Forbidden Lore (Pirates)	200	Skill	
Interrogation	200	Skill	
Scholastic Lore (Astromancy)	200	Skill	
Scholastic Lore (Heraldry)	200	Skill	
Search	200	Skill	
Secret Tongue (Underdeck)	200	Skill	
Speak Language (Eldar)	200	Skill	
Tracking	200	Skill	
Trade (Astrographer)	200	Skill	
Quick Draw	200	Talent	
Sound Constitution (x2)	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	

Rank 4 Seneschal Advances

Advance	Cost	Type	Prerequisites
Charm +10	200	Skill	Charm
Chem-Use	200	Skill	
Ciphers (Rogue Trader)	200	Skill	
Ciphers (Underworld)	200	Skill	
Common Lore (Underworld) +10	200	Skill	Common Lore (Underworld)
Common Lore (War)	200	Skill	
Deceive +10	200	Skill	Deceive
Disguise +10	200	Skill	Disguise
Dodge +10	200	Skill	Dodge
Forbidden Lore (Heresy)	200	Skill	
Drive (Ground Vehicles)	200	Skill	
Logic	200	Skill	
Scholastic Lore (Chymistry)	200	Skill	
Trade (Linguist)	200	Skill	
Decadence	200	Talent	T 30
Talented (Commerce)	200	Talent	
Marksman	200	Talent	BS 35
Takedown	200	Talent	
Infused Knowledge	500	Talent	Int 40
Melee Weapon Training (Universal)	500	Talent	

Rank 5 Seneschal Advances

Advance	Cost	Type	Prerequisites
Ciphers (Mercenary Cant)	200	Skill	
Common Lore (Administratum)	200	Skill	
Command	200	Skill	
Concealment +10	200	Skill	Concealment
Drive (Skimmer/Hover)	200	Skill	
Evaluate +10	200	Skill	Evaluate
Forbidden Lore (The Inquisition)	200	Skill	
Scholastic Lore (Beasts)	200	Skill	
Scholastic Lore (Occult)	200	Skill	
Secret Tongue (Military)	200	Skill	
Security +10	200	Skill	Security
Silent Move +10	200	Skill	Silent Move
Trade (Rememberancer)	200	Skill	
Rapid Reaction	200	Talent	Ag 40
Rapid Reload	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Barter)	200	Talent	
Total Recall	200	Talent	Int 30
Deadeye Shot	500	Talent	BS 30
Hard Bargain	500	Talent	

Rank 6 Seneschal Advances

Advance	Cost	Type	Prerequisites
Common Lore (Adeptus Arbites)	200	Skill	
Concealment +20	200	Skill	Concealment +10
Deceive +20	200	Skill	Deceive +10
Demolition	200	Skill	
Forbidden Lore (Daemonology)	200	Skill	
Pilot (Flyers)	200	Skill	
Scholastic Lore (Judgement)	200	Skill	
Security +20	200	Skill	Security +10
Leap Up	200	Talent	Ag 30
Light Sleeper	200	Talent	Per 30
Jaded	200	Talent	WP 30
Mimic	200	Talent	
Ambidextrous	200	Talent	Ag 30
Assassin Strike	200	Talent	Ag 40, Acrobatic
Nerves of Steel	200	Talent	
Talented (Choose One)	200	Talent	
Logis Implant	500	Talent	
Polyglot	500	Talent	Int 30, Fel 30
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Step Aside	500	Talent	Ag 40, Dodge

Rank 7 Seneschal Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	200	Skill	Acrobatics
Blather +10	200	Skill	Blather
Common Lore (Koronus Expanse) +10	200	Skill	Common Lore (Koronus Expanse)
Forbidden Lore (Archeotech) +10	200	Skill	Forbidden Lore (Archeotech)
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Inquiry +10	200	Skill	Inquiry
Logic +10	200	Skill	Logic
Scrutiny +10	200	Skill	Scrutiny
Search +10	200	Skill	Search
Shadowing +10	200	Skill	Shadowing
Silent Move +20	200	Skill	Silent Move +10
Sleight of Hand +10	200	Skill	Sleight of Hand
Wrangling	200	Skill	
Double Team	200	Talent	
Sound Constitution (x2)	200	Talent	
Peer (Choose One)	200	Talent	Fel 30
Talented (Choose One)	200	Talent	
Mighty Shot	500	Talent	BS 40
Two-Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Whispers	500	Talent	Int 40, Fel 30

Rank 8 Seneschal Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	Skill	Acrobatics +10
Awareness +20	200	Skill	Awareness +10
Blather +20	200	Skill	Blather +10
Common Lore (Koronus Expanse) +20	200	Skill	Common Lore (Koronus Expanse) +10
Disguise +20	200	Skill	Disguise +10
Evaluate +20	200	Skill	Evaluate +10
Forbidden Lore (Archeotech) +20	200	Skill	Forbidden Lore (Archeotech) +10
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Inquiry +20	200	Skill	Inquiry +10
Logic +20	200	Skill	Logic +10
Scholastic Lore (Legend) +10	200	Skill	Scholastic Lore (Legend)
Scrutiny +20	200	Skill	Scrutiny +10
Search +20	200	Skill	Search +10
Shadowing +20	200	Skill	Shadowing +10
Talented (Choose One)	200	Talent	
Dual Shot	500	Talent	Ag 40, Two-Weapon Wielder (Ballistic)
Flame Weapon Training (Universal)	500	Talent	
Gunslinger	500	Talent	BS 40, Two-Weapon Wielder (Ballistic)
Hip Shooting	500	Talent	BS 40, Ag 40
Hotshot Pilot	500	Talent	Pilot Skill, Ag 40

Void-master

"Why would I want to stay on the ground? Makes me restless. I'm at home on the deck of a ship, facing the starry black. Throne, everything else makes me feel like a sitting target!"

–Corman Gerrus, Master of Ordnance on board the *Triumph of St. Drusus*

Void-master (or mistress) is a term used to describe one who has risen to master one or more of the mysterious arts of the running of a space-going vessel. They have generally served in a myriad of stations, and have been exceptionally fortunate in that their skills have been recognised and they have been allowed to progress through the ranks to the very top. A Void-master knows every inch of his vessel, and even the cold touch of the airless void presents little fear, for he has faced the terrors of space countless times and has lived to tell the tale. In character and attitude, they are as varied as the ships on which they have served. Some are dour and proper officers—the products of the finest naval bloodlines, while others are born traders and rakish rogues out of the Chartist ships. Others, still, are by inclination smugglers, scavengers, and even pirates. No matter their origins, however, one thing unites them all—the consummate skill in doing what they do best, and the high price and respect their services can earn them.

The Imperium of Mankind is an interstellar empire spanning much of the galaxy—its worlds, systems, and sectors linked by countless warp routes and divided by unutterable gulfs and savage storms of unreality beyond. Vast fleets of military, mercantile, and exploratory spacecraft knit this great realm together, and some of these ships are as large and densely packed with human life as many terrestrial cities, but even among those who spend their lives protected by steel-skinned ships out in the cold darkness, Void-masters are a rare breed. To become a Void-master, an individual must have risen above those around him and have distinguished himself by particular talent and ability. Regardless of background, whether his origins be bilge-scum or scion of a lauded hero, a Void-master must earn his title, for it marks a man or woman who can be trusted to hold the lives of many in his hands.

The Void-master might be a helmsman, master gunner, or the warden of the ship's sensors, but whichever position he holds, he controls the vessel's systems as if they were an extension of his own body and, in a crisis, the ship's survival depends on his skills. While the average subject of the Imperium might be blissfully ignorant of or rampantly superstitious about space travel and the people to undertake it, those such as the Void-master quite often are equally puzzled by those who confine themselves to the worlds below them. Why, they ask, would any human being surrender himself to the servility and imprisonment of a planet-bound life, when the dark majesty of space awaits those with the courage to voyage upon its endless tides?

Starting Skills, Talents & Gear

Starting Skills: Common Lore (Imperial Navy, War) (Int), Forbidden Lore (Xenos) (Int), Navigation (Stellar) (Int), Pilot (Space Craft, Flyers) (Ag), Scholastic Lore (Astromancy) (Int), Speak Language (Low Gothic) (Int).
Starting Talents: Pistol Weapon Training (Universal), Melee Weapon Training (Universal), Nerves of Steel.
Starting Gear: Best-Craftsmanship mono-sword or common-Craftsmanship power sword. Best-Craftsmanship hand cannon or common-Craftsmanship bolt pistol. Guard flak armour. Micro-bead, void suit, blessed ship token, re-breather, Imperial Navy uniform or beggar's cloak, 2 bottles of amasec, pict-recorder, vox-caster.

Void-master Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	100	250	500	750
Strength	250	500	750	1,000
Toughness	250	500	750	1,000
Agility	100	250	500	750
Intelligence	500	750	1,000	2,500
Perception	250	500	750	1,000
Willpower	100	250	500	750
Fellowship	500	750	1,000	2,500

Rank 1 Void-master Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Common Lore (Imperial Navy)	100	Skill	
Common Lore (War)	100	Skill	
Dodge	100	Skill	
Drive (Ground Vehicle)	100	Skill	
Forbidden Lore (Xenos)	100	Skill	
Gamble	100	Skill	
Literacy	100	Skill	
Navigation (Stellar)	100	Skill	
Pilot (Flyers)	100	Skill	
Pilot (Space Craft)	100	Skill	
Scholastic Lore (Astromancy)	100	Skill	
Scrutiny	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Trade (Voidfarer)	100	Skill	
Melee Weapon Training (Primitive)	100	Talent	
Nerves of Steel	100	Talent	
Sound Constitution (x2)	200	Talent	
Pistol Weapon Training (Universal)	500	Talent	
Melee Weapon Training (Universal)	500	Talent	

Rank 2 Void-master Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Common Lore (Koronus Expanse)	200	Skill	
Common Lore (Tech)	200	Skill	
Dodge +10	200	Skill	Dodge
Drive (Skimmer/Hover)	100	Skill	
Forbidden Lore (Pirates)	200	Skill	
Intimidate	100	Skill	
Pilot (Flyers) +10	200	Skill	Pilot (Flyers)
Pilot (Space Craft) +10	200	Skill	Pilot (Space Craft)
Scrutiny +10	200	Skill	Scrutiny
Secret Tongue (Military)	200	Skill	
Secret Tongue (Underdeck)	200	Skill	
Tech-Use	200	Skill	
Die Hard	200	Talent	WP 40
Hatred (Pirates)	200	Talent	
Paranoia	200	Talent	
Quick Draw	200	Talent	
Sound Constitution	200	Talent	
Takedown	200	Talent	
True Grit	200	Talent	T 40

Rank 3 Void-master Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Charm	200	Skill	
Ciphers (Mercenary Cant)	200	Skill	
Command +10	200	Skill	Command
Common Lore (Adeptus Arbites)	200	Skill	
Common Lore (Imperial Guard)	200	Skill	
Decieve	200	Skill	
Navigation (Stellar) +10	200	Skill	Navigation (Stellar)
Pilot (Flyers) +20	200	Skill	Pilot (Flyers) +10
Pilot (Personal)	200	Skill	
Pilot (Space Craft) +20	200	Skill	Pilot (Space Craft) +10
Speak Language (High Gothic)	200	Skill	
Survival	200	Skill	
Air of Authority	200	Talent	Fel 30
Bulging Biceps	200	Talent	S 45
Double Team	200	Talent	
Hardy	200	Talent	T 40
Rapid Reload	200	Talent	
Sound Constitution (x2)	200	Talent	
Basic Weapon Training (Universal)	500	Talent	

Rank 4 Void-master Advances

Advance	Cost	Type	Prerequisites
Climb	200	Skill	
Command +20	200	Skill	Command +10
Common Lore (Imperium)	200	Skill	
Dodge +20	200	Skill	Dodge +10
Pilot (Personal) +10	200	Skill	Pilot (Personal)
Scholastic Lore (Judgement)	200	Skill	
Trade (Armourer)	200	Skill	
Trade (Shipwright)	200	Skill	
Iron Discipline	200	Talent	WP 30, Command
Jaded	200	Talent	WP 30
Peer (Imperial Navy)	200	Talent	Fel 30
Resistance (Fear)	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Unarmed Warrior	200	Talent	WS 35, Ag 35
Hotshot Pilot	500	Talent	Pilot Skill, Ag 40
Heavy Weapon Training (Choose One)	500	Talent	
Hip Shooting	500	Talent	BS 40, Ag 40
Iron Jaw	500	Talent	T 40
Thrown Weapon Training (Universal)	500	Talent	

Rank 5 Void-master Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Common Lore (War) +10	200	Skill	Common Lore (War)
Demolition	200	Skill	
Drive (Ground Vehicle) +10	200	Skill	Drive (Ground Vehicle)
Drive (Skimmer/Hover) +10	200	Skill	Drive (Skimmer/Hover)
Gamble +10	200	Skill	Gamble
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Scholastic Lore (Tactica Imperialis)	200	Skill	
Security	200	Skill	
Blind Fighting	200	Talent	Per 30
Heightened Senses (Smell)	200	Talent	
Marksman	200	Talent	BS 35
Orthoproxy	200	Talent	
Sound Constitution (x2)	200	Talent	
True Grit	200	Talent	T 40
Combat Master	500	Talent	WS 30
Crushing Blow	500	Talent	S 40
Exotic Weapon Training (Choose One)	500	Talent	
Furious Assault	500	Talent	WS 35

Rank 6 Void-master Advances

Advance	Cost	Type	Prerequisites
Common Lore (Imperial Navy) +20	200	Skill	Common Lore (Imperial Navy) +10
Common Lore (Koronus Expanse) +10	200	Skill	Common Lore (Koronus Expanse)
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Drive (Ground Vehicle) +20	200	Skill	Drive (Ground Vehicle) +10
Drive (Skimmer/Hover) +20	200	Skill	Drive (Skimmer/Hover) +10
Forbidden Lore (Pirates) +10	200	Skill	Forbidden Lore (Pirates)
Gamble +20	200	Skill	Gamble +10
Intimidate +10	200	Skill	Intimidate
Scrutiny +20	200	Skill	Scrutiny +10
Speak Language (Eldar)	200	Skill	
Trade (Voidfarer) +10	200	Skill	Trade (Voidfarer)
Wrangling	200	Skill	
Paranoia	200	Talent	
Sound Constitution (x2)	200	Talent	
Counter Attack	500	Talent	WS 40
Crack Shot	500	Talent	BS 40
Good Reputation (Imperial Navy)	500	Talent	Fel 50, Peer (Imperial Navy)
Into the Jaws of Hell	500	Talent	Iron Discipline
Flame Weapon Training (Universal)	500	Talent	
Void Tactician	500	Talent	Int 35

Rank 7 Void-master Advances

Advance	Cost	Type	Prerequisites
Charm +10	200	Skill	Charm
Common Lore (Adeptus Arbites) +10	200	Skill	Common Lore (Adeptus Arbites)
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Common Lore (Imperial Guard) +10	200	Skill	Common Lore (Imperial Guard)
Decieve +10	200	Skill	Decieve
Forbidden Lore (Pirates) +20	200	Skill	Forbidden Lore (Pirates) +10
Intimidate +20	200	Skill	Intimidate +10
Navigation (Stellar) +20	200	Skill	Navigation (Stellar) +10
Navigation (Surface)	200	Skill	
Pilot (Personal) +20	200	Skill	Pilot (Personal) +10
Scholastic Lore (Astromancy) +20	200	Skill	Scholastic Lore (Astromancy) +10
Scholastic Lore (Tactica Imperialis) +10	200	Skill	Scholastic Lore (Tactica Imperialis)
Trade (Shipwright) +10	200	Skill	Trade (Shipwright)
Trade (Voidfarer) +20	200	Skill	Trade (Voidfarer) +10
Sound Constitution (x2)	200	Talent	
Berserk Charge	500	Talent	
Fearless	500	Talent	
Frenzy	500	Talent	
Last Man Standing	500	Talent	Nerves of Steel
Swift Attack	500	Talent	WS 35

Rank 8 Void-master Advances

Advance	Cost	Type	Prerequisites
Charm +20	200	Skill	Charm +10
Common Lore (Adeptus Arbites) +20	200	Skill	Common Lore (Adeptus Arbites) +10
Common Lore (Imperium) +20	200	Skill	Common Lore (Imperium) +10
Common Lore (Imperial Guard) +20	200	Skill	Common Lore (Imperial Guard) +10
Common Lore (Tech) +10	200	Skill	Common Lore (Tech)
Decieve +20	200	Skill	Decieve +10
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Scholastic Lore (Judgement) +10	200	Skill	Scholastic Lore (Judgement)
Scholastic Lore (Tactica Imperialis) +20	200	Skill	Scholastic Lore (Tactica Imperialis) +10
Survival +10	200	Skill	Survival
Tech-Use +10	200	Skill	Tech-Use
Trade (Shipwright) +20	200	Skill	Trade (Shipwright) +10
Wrangling +10	200	Skill	Wrangling
Sound Constitution	200	Talent	
Battle Rage	500	Talent	Frenzy
Blademaster	500	Talent	WS 30, Melee Weapon Training (any)
Independent Targeting	500	Talent	BS 40
Lightning Attack	500	Talent	Swift Attack
Mighty Shot	500	Talent	BS 40
Unarmed Master	500	Talent	WS 45, Ag 40 Unarmed Warrior

SPECIAL ABILITIES

All of the Careers in Rogue Trader also possess unique special abilities that help set them apart.

Rogue Trader Special Ability

Exceptional Leader: As a free action once per round, the Rogue Trader may grant an ally that he can see and who can hear him +10% to any one test.

Arch-Militant Special Ability

Weapon Master: Choose one (and only one!) class of weapon. The Arch-militant gains a +10% bonus to hit, +2 to damage, and +2 initiative when using a weapon of his chosen class in Combat.

Astropath Transcendent Special Abilities

Soul-Bound to the Emperor: An Astropath Transcendent is soul-bound to the Emperor during a complex ritual on Terra. An Astropath Transcendent gains +20 to his Willpower when resisting Possession, in any opposed Willpower Test against a daemon, or whenever making a Willpower Test to resist any Talent, Psychic Power, special ability, or other effect originating from a daemon. An Astropath Transcendent rolls an additional d10 when rolling on the Perils of the Warp table and may discard any one d10 for a more favourable result.

Psychic Powers: An Astropath Transcendent begins play with access to techniques from the Telepathic Discipline. Astropath Transcendent characters also begin play with the technique Astral Telepathy (see page 162) and may select two additional techniques from the Telepathic Discipline. Astropaths Transcendent begin with a Psy Rating of 2.

See Without Eyes: An Astropath Transcendent is blind yet at the same time has a strange ability to perceive without using his physical senses. An Astropath Transcendent is functionally treated as if he can see normally (including seeing colours and being limited by walls, etc.). However, Astropaths Transcendent are not affected by effects that target their vision, such as blind grenades and cameleoline. They are, however, completely incapable of seeing Untouchables (see page 156).

Explorator Special Ability

Explorator Implants: The Explorator begins play with the Mechanicus Implants Trait (see page 366) and may select up to two additional common-Craftsmanship bionic implants (see page 147). He may spend 200 xp to increase the Craftsmanship of one of his bionic implants by one level (i.e., increasing from common to good costs 200 xp). The Explorator may increase the Craftsmanship up to twice (i.e, taking a common-Craftsmanship to good, then good to best) in this manner, and may only do so at character creation.

Missionary Special Ability

Pure Faith: The Missionary begins play with the Pure Faith Talent. See page 104 for more details.

Navigator Special Abilities

Warp Eye: All Navigators begin with the Lidless Stare Navigator power as detailed in **Chapter VII: Navigator Powers** and may either select one additional power or improve an existing power. As the Navigator develops, he may select more powers or improve existing powers by selecting the Navigator Power Advance.

The Boons of Lineage: A Navigator hails from a lineage of a particular type that grants him a number of advantages and quirks. The Lineages which a Navigator may hail from are Nomadic Houses, Magisterial Houses, Shrouded Houses, or Renegade Houses. The details and effects of each of these lineages may be found on pages 176 to 178 in **Chapter VII: Navigator Powers**.

Navigator Mutations: The Navigator begins play with a number of Navigator Mutations determined by the nature of his Lineage.

Seneschal Special Ability

Seeker of Lore: The Seneschal may spend a Fate Point to automatically succeed at any Ciphers, Lore, or Logic Test. Doing so means that the Test is resolved in the minimum time required. In addition, the Seneschal adds one bonus Degree of Success to any successful Commerce, Inquiry, or Evaluate Test.

Void-master Special Ability

Select one of the following:

Mastery of Space: The Void-master can re-roll all failed Tests with Manoeuvre Actions (see page 212) aboard a space ship.

Mastery of Gunnery: The Void-master can re-roll all failed Tests with Shooting Actions (see page 215) aboard a starship.

Mastery of Augurs: The Void-master can re-roll all failed Tests involving Detection aboard a starship.

Mastery of Small Craft: The Void-master can re-roll all failed Pilot Tests with small craft (shuttles, heavy lifters, guncutters, starfighters, bombers, and so forth).

III

Skills

Gaining Skills

•

Basic and Advanced Skills

•

Skill Descriptions

Chapter III: Skills

"Few things are impossible with the proper application of diligence and skill. Expect great works of ability and perseverance."

–Schola Progenium Master Karna Arista

Skills in **Rogue Trader** are an important representation of an Explorer's knowledge and training. Part of the fun of playing an Explorer is choosing which skills to train and master over time, then deciding how to apply those skills in various game situations. This chapter contains detailed explanations of every skill. To determine whether or not an Explorer can acquire a skill, consult **Chapter II: Career Paths**. For information on how to use skills by making Skill Tests, see **Chapter IX: Playing the Game**.

Gaining Skills

"No mass of learning can cure the fossilisation of the closed mind—one need only look to the Adeptus to prove my point."

–Rogue Trader Krein Vizincy

All newly created Explorers begin with a set of starting skills based on their Home World and chosen Career Path. These skills represent what the Explorers knew before starting their current exploits. Over time, Explorers earn Experience Points that can be spent to acquire new skills, or improve existing skills. Exactly which skills can be acquired at a particular time during an Explorer's career is determined by his Career Path.

TRAINING AND SKILL MASTERY

The first time an Explorer acquires a skill, he is said to have that skill trained. Sometimes an Explorer will have the opportunity to acquire the same skill more than once. When an Explorer gains a trained skill for a second time, he gains Skill Mastery in that skill, which grants a +10 bonus to all Skill Tests made with that skill. If the Explorer later acquires that same skill a third time, his Skill Mastery bonus increases to +20. An Explorer cannot acquire the same skill more than three times.

Basic and Advanced Skills

"Advanced methods are simply the basic ones with more power, influence, and lance batteries behind them."

–Lieutenant Primus Cináed Keyes

Skills are divided into two categories: Basic and Advanced. Anyone can attempt to use Basic Skills, even if he doesn't have them trained (though training certainly increases his chances for success). Only characters with specific training may use Advanced Skills. For more information on making Skill Tests, see **Chapter IX: Playing the Game**.

BASIC SKILLS

Basic Skills are those common to all people throughout the galaxy. Basic Skills are so rudimentary that a character can attempt to use one even if he doesn't have the skill trained. When a character makes a Skill Test with an untrained Basic Skill, he uses half the value of the skill's governing Characteristic (round down). Conversely, if a character has a Basic Skill trained, he uses the full value of the skill's governing Characteristic.

ADVANCED SKILLS

Advanced Skills require very specific training or education, and relatively few individuals in the galaxy even have them. Unlike Basic Skills, Advanced Skills cannot be used untrained. Regardless of the Explorer's intrinsic abilities and Characteristics, for example, he would never be able to understand the Eldar language without the benefit of formal instruction.

TREATING ADVANCED SKILLS AS BASIC SKILLS

Sometimes an Explorer has the opportunity to treat an Advanced Skill as a Basic Skill—usually because of a trait acquired on the character's Origin Path. This simply means that the Explorer can make Skill Tests with that skill, even if he doesn't have the skill trained. Such Skill Tests are made at half of the skill's governing Characteristic (round down), just as if it were a Basic Skill. Note there is a difference between treating an Advanced Skill as a Basic Skill and acquiring training in an Advanced Skill.

Table 3-1: Skills

Skill Name	Type	Characteristic	Descriptor
Acrobatics	Advanced	Agility	Movement
Awareness	Basic	Perception	Exploration
Barter	Basic	Fellowship	Interaction
Blather	Advanced	Fellowship	Interaction
Carouse	Basic	Toughness	—
Charm	Basic	Fellowship	Interaction
Chem-Use	Advanced	Intelligence	Crafting, Investigation
Ciphers†	Advanced	Intelligence	—
Climb	Basic	Strength	Movement
Commerce	Advanced	Fellowship	—
Command	Basic	Fellowship	Interaction
Common Lore†	Advanced	Intelligence	Investigation
Concealment	Basic	Agility	—
Contortionist	Basic	Agility	Movement
Deceive	Basic	Fellowship	Interaction
Demolition	Advanced	Intelligence	Crafting
Disguise	Basic	Fellowship	—
Dodge	Basic	Agility	—
Drive†	Advanced	Agility	Operator
Evaluate	Basic	Intelligence	Investigation
Forbidden Lore†	Advanced	Intelligence	Investigation
Gamble	Basic	Intelligence	—
Inquiry	Basic	Fellowship	Investigation
Interrogation	Advanced	Willpower	Investigation
Intimidate	Basic	Strength	Interaction
Invocation	Advanced	Willpower	—
Literacy	Advanced	Intelligence	—
Logic	Basic	Intelligence	Investigation
Medicae	Advanced	Intelligence	—
Navigation†	Advanced	Intelligence	Exploration
Performer†	Advanced	Fellowship	—
Pilot†	Advanced	Agility	Operator
Psyniscience	Advanced	Perception	—
Scholastic Lore†	Advanced	Intelligence	Investigation
Scrutiny	Basic	Perception	—
Search	Basic	Perception	Exploration
Secret Tongue†	Advanced	Intelligence	—
Security	Advanced	Agility	Exploration
Shadowing	Advanced	Agility	—
Silent Move	Basic	Agility	Movement
Sleight of Hand	Advanced	Agility	—
Speak Language†	Advanced	Intelligence	—
Survival	Advanced	Intelligence	Exploration
Swim	Basic	Strength	Movement
Tech-Use†	Advanced	Intelligence	Exploration
Tracking	Advanced	Intelligence	Exploration
Trade†	Advanced	Intelligence	Crafting, Exploration
Wrangling	Advanced	Intelligence	—

† Denotes a skill group.

SKILL DESCRIPTORS

Some skills fall into broad categories that use common rules. These descriptors allow both players and GMs to identify the appropriate rules section from **Chapter IX: Playing the Game** for the resolution of the skills' use. These categories include: Crafting, Exploration, Interaction, Investigation, Movement, and Operator.

Crafting Skills

Skills with the Crafting descriptor allow the character to create things from parts or raw materials. To create an item, a character must have the necessary materials, tools, workspace, time, and skill—as determined by the GM. The character then makes the appropriate Skill Test as an Extended Action. On a success, the item is generated. The quality/finish/usefulness of the item improves with each degree of success. Failing by three degrees indicates some of the materials have been ruined in the process. Failing by five degrees or more indicates all the materials have been ruined.

Exploration Skills

Skills with the Exploration descriptor can be used together in Exploration Challenges. These tasks are often lengthy and difficult and thus work best as group efforts with several Explorers each contributing one or more areas of speciality. See page 263 for more information on Exploration Challenges.

Interaction Skills

All skills with the Interaction descriptor involve interplay with others. As a result, Interaction Skills usually involve Opposed Tests (see page 293). The difficulty of these Skill Tests depends on the individual's disposition towards the Explorer, as defined by the GM in accordance with the circumstances of the encounter. See **Chapter X: The Game Master** for more information on NPC disposition.

Investigation Skills

Most of the skills with the Investigation descriptor allow the Explorer to collect information from various sources, and also require Extended Tests as the Explorer hunts for clues in the ship's archives or in a rival's cogitator. The GM will set up the proper time period for the Tests using the material on page 264 as a guide, as it takes far longer to piece together the writings of a xeno philosopher than it does to interrogate the lackey of a local crime lord.

Movement Skills

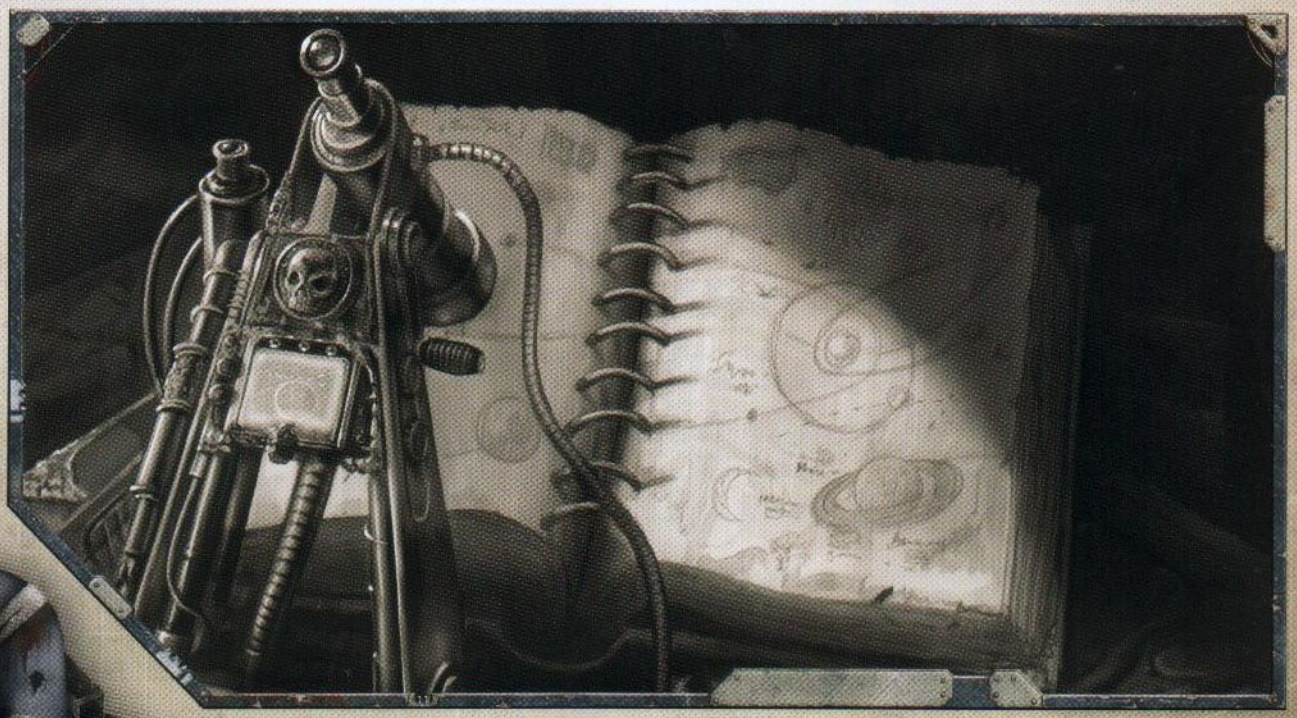
Skills with the Movement descriptor all relate to the Explorer's mobility, anything from daring leaps across chasms to climbing out of the same if he doesn't quite make it across. They involve the ability to move across, through, over, or between the Explorer's environment.

Operator Skills

If a skill involves transportation, be it a humble ground vehicle or a mighty starship, it receives the Operator descriptor. These skills allow the Explorer to drive or pilot a variety of vehicles.

SKILL GROUPS

Some skills encompass groups of related skills. For brevity's sake, these skill groups are listed under the same entry, but each must be acquired and used separately. For example, Pilot (Flyer) and Pilot (Space Craft) are two different skills, and having training in one does not grant training in the other.



Skill Descriptions

"Threading the cyclone of a warp storm simply serves to sharpen one's skills. Oh, the empyrean provides us such delicious sport."

–Navigator Shamira Vishun

The following are the description for all Skills, both Basic and Advanced, in one section.

Acrobatics (Advanced, Movement)
Agility

Acrobatics training supplements the Explorer's natural agility to perform feats the less athletic would not even consider. Leaping between catwalks in the enginarium and flipping over the heads of shorter foes is possible with this skill. The difficulty of the Test depends on the difficulty of the feat involved: dodging around the legs of an enraged xeno and leaping from stone to stone in a swirling magma flow would both present significant challenges. The more Degrees of Success obtained, the more stylish or dramatic the end result.

Skill Use: Full Action unless otherwise noted.

Special Use: Disengage

When taking the Disengage Action in combat, the Explorer may make an Acrobatics Test to reduce it to a Half Action.

Special Use: Jump & Leap

An Acrobatics Test may substitute for an Agility Test when jumping or a Strength Test when leaping, according to the appropriate rules on page 266.

Awareness (Basic, Exploration)
Perception

Awareness encompasses the Explorer's subconscious ability to react to things his conscious mind may not perceive. He can use this Skill to notice threats—such as ambushes, traps, or cleverly hidden objects—or slight changes in the environment—such as a faint vibration in the deck plating or the smell of the air recyclers.

When using Awareness against an opponent, the test is always Opposed. This use includes noticing ambushes, spotting traps, and other things involving another's actions. However, noticing environmental factors is a Standard Test. This use includes perceiving trace scents, motion, or similar things.

Skill Use: Free Action made in reaction to something.

Barter (Basic, Interaction)
Fellowship

The Barter skill allows the Explorer to negotiate better prices or exchange for goods and services. This can modify the Acquisition Modifier for items where the price is not set, but rather the result of negotiation. Thus, the Explorer could not use it to change the cost for promethium at an Imperial Guard depot, but he could definitely use it to haggle with the representatives of House Dimico over the cost of equipping his personal guard with handcrafted bolters. All Barter Tests are Opposed, as they involve interaction by their very nature.

Barter may sometimes be used to assist with Acquisition Tests (see page 271).

Skill Use: A typical Barter Test takes about five minutes, but delicate dealings and intricate negotiations may involve Extended Tests.

Blather (Advanced, Interaction)
Fellowship

Blather allows the Explorer to stall for time with a confusing or distracting stream of conversation. Blather Tests are always Opposed by the target's Willpower, or Scrutiny if the target actively suspects the tactic. Winning the Opposed Test results in the opponent's bemused inaction for his entire round. For every degree of success, the Explorer has dumbfounded the target for an additional round. Loosing the Opposed Test means that everyone involved may act normally.

Some Talents allow the Explorer to use Blather against many opponents. However, even without these Talents, he can affect a number of targets equal to his Fellowship Bonus if he is able to win the Opposed Test. If the group shares similar Characteristics, the GM may roll a single Willpower Test for the group to save time.

While the Explorer's opponents may be confused by his banter, they will not remain inactive in the face of obvious danger or preparations to harm them. The character and his target must share a common language or the Test fails automatically.

Skill Use: Full Action.

Carouse (Basic)
Toughness

The Carouse Skill is used to resist the effects of alcohol and narcotics. Frequent imbibers can build up quite a tolerance to inebriants, remaining clear-headed and lucid while those across the table find their judgement or capabilities diminished. The Explorer makes a Skill Test whenever he suffers the effects of alcohol or similar intoxicants.

Each time he would otherwise suffer from the effects of an intoxicant, make a Carouse Test. Failure indicates he has gained a level of Fatigue or suffers the side effects of the substance. Should he lose conscious, the Explorer will remain passed out for a number of hours equal to 1d10 minus his Toughness Bonus (minimum 1 hour).

Skill Use: Free Action taken whenever the Explorer imbibes.

Charm (Basic, Interaction)
Fellowship

The Explorer can use the Charm Skill to improve the disposition of others towards him, making a Charm Test whenever he wishes to change the minds of an individual or small group. He need not make a Charm Test each time he speaks with others in a pleasant manner, but only when he wishes to change their opinion, disposition, or convince them to do something.

All Charm Tests are Opposed by Willpower and can affect a number of targets equal to the Explorer's Fellowship Bonus. His targets must be able to see and hear clearly, and share a common language.

Skill Use: 1 minute.

Special Use: Inspire

Those in a position of authority can use the Charm skill to inspire a group-related test, either with positive or negative reinforcement. Success provides a +10 bonus to the next Skill Test of the motivated group. Thus, the ship's priest might inspire the gunnery crews to greater effort, or the Explorator might speed the efforts of the Tech-adepts under his command by putting the fear of the Omnissiah into them! When used on board a starship during combat, this is known as the Put Your Backs Into It! Action (see page 218).

Characters can also use this skill as an Extended Test for purposes on improving morale on board their vessel. (See page 226).

Chem-Use (Advanced, Investigation)
Intelligence

The Chem-Use skill allows the Explorer to safely identify, handle and prepare a variety of chemicals, toxins, poisons, and drugs. While Chem-Use covers the use and basic combination of these substances, the Trade (Chymist) skill deals with their manufacture from base components.

Success in a Chem-Use Test, modified by the appropriate difficulty for the chemical or drug in question, indicates it has been applied correctly for the desired results. Failure indicates the dose was wasted without effect. See **Chapter V: Armoury** for more information on drugs, chemicals, and their effects.

When using a medicae injector or narthecium, the Skill Test to administer a drug or antidote is reduced to a Half Action.

Employing Chem-Use to apply particularly complex combinations of substances or toxins uses an Extended Test of duration and difficulty set by the GM for the treatment in question.

Skill Use: Full Action.

Ciphers (Advanced)
Intelligence

Skill Groups: Rogue Trader, Mercenary Cant, Nobilite Family, Astropath Sign, and Underworld

Many groups and organizations employ ciphers as a secret, shorthand code to communicate basic ideas, warnings, or information rapidly. The Explorer can use and understand the hand signals, physical markings, or other subtle signs employed to express these concepts. Skill Tests are not required to either leave or read basic messages but are necessary to communicate or decipher complicated meanings or signs obscured by the passage of time.

Rogue Trader: Each trader, vessel, or fleet develops its own code to help coordinate negotiations and keep secrets from other merchants or the authorities.

Mercenary Cant: Many mercenary companies operate in the Expanse, and each has an abbreviated, clipped battle language for orders and commands. Though there are some commonalities, each is essentially unique.

Nobilite Encoding: The secretive families of the Navigators have histories stretching back for millennia, and many use languages or dialects long-dead to modern ears. Each family uses a specific one tied to their history.

Astropath: Owing to the sensory changes involved in soul binding, this special language has components on many levels, including whispers of the mind.

Underworld: Crime lords have used ciphers since time immemorial, and their sophistication has only increased over this period. Each organisation uses its own to deter competition.

Skill Use: Full Action.

Climb (Basic, Movement)
Strength

With the Climb skill the Explorer can ascend or descend ropes, pipes, and both natural and man-made walls. This skill is not used for ladders or other easily ascended ways, but for climbs without ready handholds or other poor climbing conditions. The condition of the surface or item and the environmental conditions can impose additional bonuses or penalties. It's far more difficult to ascend an icy rock face in a blizzard than a ship's bulkhead crisscrossed with pipes and conduits. A successful Test allows the character to ascend or descend at one-half his half move rate. See Climbing in **Chapter IX: Playing the Game** for more details.

Skill Use: Half Action.

Command (Basic)
Fellowship

The Explorer utilizes the Command skill to both direct those under his authority and establish actions for groups to execute on command, such as bringing a ship to battle stations. This skill is only effective upon those under the Explorer's authority. A successful Command Test indicates that those whom he directs follow his instructions in a timely manner. Failure on the Skill Test when used on an individual simply means that he does not

follow the Explorer's directions, though additional Degrees of Failure can indicate that the individual accepts the task with no intention of actually doing it, or could even misinterpret the command or take contradictory actions. For directing groups, Degrees of Success or Failure will increase or decrease the time necessary to execute the orders, with three or more Degrees of Failure subjecting them to confused inaction.

A Command Test can affect a number of targets equal to the Explorer's Fellowship Bonus. They must be able to see and hear him, though this could be done remotely through a vox- or pict-caster, and use speak a common language.

Skill Use: Half Action for simple commands, Full Action for more involved direction.

Commerce (Advanced)
Fellowship

The Explorer use the Commerce skill to build business ventures, negotiate contracts, and form trade networks. Commerce can be an Opposed Test, pitting the character's Commerce Skill against one of several possibilities, depending on the situation at hand. For negotiations, the character Tests against his opponent's Commerce Skill. If attempting to bilk an easy mark, it would be against the target's Scrutiny Skill. It can also be a standard Skill Test, representing the knowledge involved in managing a commercial venture—in the absence of others acting specifically against the Explorer. Commerce is the main skill for utilising the Explorers' Profit Factor to make Acquisitions (see page 271).

The time necessary for a Commerce Skill Test varies from instant, such as recalling details about a recent venture, to the months necessary to build complex financial networks.

Skill Use: Variable (see Acquisitions on page 271).

Common Lore (Advanced, Investigation)
Intelligence

Skill Group: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Mechanicus, Administratum, Ecclesiarchy, Imperial Creed, Imperial Guard, Imperial Navy, Imperium, Koronous Expanse, Navis Nobilite, Rogue Traders, Tech, War

The Common Lore Skill allows the Explorer to recall general information, procedures, divisions, traditions, famed individuals, and superstitions of a particular world, group, organisation, or race. This Skill differs from Scholastic Lore, which represents scholarly learning, and Forbidden Lore, which involves hidden or proscribed knowledge, in that it deals with basic information learned from prolonged exposure to a culture or area.

The GM will determine what extra information to provide for additional Degrees of Success.

Adeptus Arbites: Knowledge of the various arms and sub-sects of the Arbites, including details of rank structure, common procedures, and the basic tenants of Imperial Justice.

Adeptus Astra Telepathica: Knowledge of how psykers are recruited and trained for the Adeptus Terra, including how Astropaths are used throughout the Imperium, and the basics of sending and receiving astro-telepathic messages.

Adeptus Mechanicus: A general understanding of the symbols and practices of the Adeptus Mechanicus, as well as its hierarchy, identifiable ranks, and the existence of the Sixteen Universal laws.

Administratum: Broad knowledge of the labyrinthine workings, rules, traditions, and dictates of the Adeptus Administratum.

Ecclesiarchy: Understanding of the structure of the Adeptus Ministorum and its role in the worship of the Emperor.

Imperial Creed: Knowledge of the rites, practices, and personages of the Imperial Cult, the most common observances, festivals, and holidays in honour of the Emperor.

Imperial Guard: Basic information about the ranking system, logistics, structure, and basic tactical and strategic practices of the Imperial Guard, as well as particularly famed regiments.

Imperial Navy: Basic information about the ranks, customs, uniforms, and particular traditions of the Imperial Navy, as well as famous admirals and ships.

Imperium: Knowledge of the segmenta, sectors, and most well known worlds of the Imperium.

Koronous Expanse: Information concerning the general astrography of the Expanse, including known warp passages, regions, and legends of what may be found there.

Navis Nobilite: Information about the size, customs, dress, and predominant characters of the Navigator families.

Rogue Traders: Understanding of the most famed Warrants of Trade, their bearers, and the vessels carrying them throughout the Imperium.

Tech: An understanding of simple litanies

and rituals to sooth and appease machine spirits.
War: Knowledge of great battles, notable commanders, heroes, and famous stratagems employed by the Imperium in its many campaigns.
Skill Use: Free Action.

Concealment (Basic)
Agility

The Concealment Skill is used to hide things, from small objects to vehicles to starships, or objects on the character's person. Use of the Skill requires an appropriate environment to mask the item in question: buildings and trees for a small shuttle or an asteroid field and space anomaly for a starship. Concealment is always an Opposed Test, pitting the Explorer's Concealment against his opponent's Awareness or Scrutiny. Conceal represents active efforts to foil another character's search attempts.

If the character or the object being hidden remains perfectly still, he gains a +10 bonus to the Skill Test.
Skill Use: Half Action.

Contortionist (Basic, Combat)
Agility

Explorers with the Contortionist Skill can make use of their innate flexibility to allow them to escape bonds, squeeze through opening normally too small for passage, or fit into an area normally too small for their body. It also provides an alternative to brute strength in grappling.
Skill Use: Full Action unless otherwise noted below.

Special Use: Escape Bonds

The Explorer can make a Contortionist Test to slip free of bonds. This is an Opposed Test, using the character's Contortionist Skill against his opponent's Characteristic Test using Intelligence. The quality of the bonds and the time used to employ them will affect the difficulty of the Test. It may be impossible to escape adamantine manacles properly employed by a bounty hunter, but it is far easier to slip out of the crude ropes hastily applied by a feral tribesman—especially after applying grox fat to one's wrists.

Escaping bonds requires one minute, with each Degree of Success reducing this time by 10 seconds.

Special Use: Escape Grapple

After an opponent has grappled the Explorer in combat, he may escape using the Contortionist Skill. Make an Opposed Test with the Contortionist Skill against by the grappler's Strength Characteristic Test. Success indicates the Explorer has freed himself. Failure means he remains grappled.

Special Use: Squeeze Through

The Explorer can make a Contortionist Test to squeeze through a tight space, such as through a maintenance conduit aboard a ship or a gap in blast doors warped open by damage. He can also use this aspect of the skill to cram himself into a space normally too small to fit a human body. The GM sets the difficulty of the Test according to the size of the passage or opening, and is well within his rights to rule that some spaces are simply too small to allow use of this Skill. A successful Skill Test indicates that the character has managed to squirm through the gap or into the crate. Failure means that he cannot pass the area or will not fit into the space. Four or more Degrees of Failure mean he has become stuck until he can succeed in another Contortionist Test or someone else pulls him free. Squeeze Through takes 1 minute, with each Degree of Success reducing this time by 10 seconds.

Deceive (Basic, Interaction)
Fellowship

The Deceive skill enables the Explorer to mislead others as to his true intent. Any time he tells a lie, reveal only part of the truth or spin information to his advantage with the intent to mislead someone, the character must make a Deceive Test. He need not make a Deceive Test for every lie, but only when that deception would change someone's mind, opinion, or actions. Deceive is always an Opposed Test, using your Deceive Skill against the opponent's Scrutiny.

A Deceive Test affects a number of targets equal to the Explorer's Fellowship Bonus. The targets must be able to see and hear him clearly, either in person or via vox- or pict-caster. They must also speak a common language.
Skill Use: 1 minute, or more for complex deceptions.

Special Use: Con

The ship's master or officers can use deception to temporarily increase the crew's morale during combat by plying them with exaggerated battle reports or idle suppositions concerning what Ork Freebooters do to prisoners.

Outside of combat, the Explorer can use this skill to reduce the effect of long warp passages on the crew's morale. Each failure imposes a cumulative –10 penalty upon subsequent attempts, as character's audience becomes wise to the deceptions (See page 293).

Demolition (Advanced, Crafting)
Intelligence

The Explorer can use the Demolition Skill to employ explosives in the proper quantity to achieve a desired effect, from cutting through the hatch of a Land Raider to destroying a plasma conduit without significantly damaging the reactor behind it. It can also be used to diffuse the explosive left by others or to manufacture demolition materials, from slow fuses to blasting caps to the explosives themselves. This Skill pertains to set charges rather than grenades and other devices intended for use against the enemy in combat.
Skill Use: Full Action unless otherwise noted.

Special Use: Manufacture Explosives

Much like the Trade Skills, the Demolition Skill allows the Explorer to make explosive materials from basic components. This use of the Demolition Skill is an Extended Test, and the GM will assign a difficulty and duration in accordance with the complexity of the compound and the materials at hand. Constructing breaching charges in a well-stocked Munitorum warehouse is far easier than making a fuse from dried vines and animal droppings.

Skill Use: Full Action unless otherwise noted.

Special Use: Place Explosives

The effectiveness of explosive devices is greatly dependent upon the skill with which they are placed. Success on a Demolitions Test indicates the Explorer has successfully planted the explosive charge, set with his trigger of choice. Possible triggers are only limited by one's imagination, and can include trip wires, timers, proximity sensors, or remote activators. Failure indicates that the explosives will fail to go off when triggered, though the character will not know this till the time of activation. Four or more Degrees of Failure indicates the Explorer has detonated the device on himself!

Some tasks, such as rigging a building for demolition or setting a series of charges to scuttle a cargo bay, require an Extended Test. The GM will set difficulty and duration depending on the extent of the undertaking.

When placing explosives, make sure to note the total Degrees of Success Test result, as it may be used in an Opposed Test if someone attempts to defuse the explosive.

Special Use: Defuse Explosives

Defusing charges also falls under the Demolition Skill. Make an Opposed Test against the Demolition Skill Test of the individual who set the explosives. Winning the Test indicates that the bomb has been defused. Simple failure means that while the charge has not been disarmed, neither has it gone off. Four or more Degrees of Failure indicates the Explorer has set off the device, suffering the consequences of the explosion.

Defusing multiple charges or complex trigger mechanisms may require an Extended Test as determined by the GM.

Disguise (Basic)

Fellowship

The Disguise skill allows the Explorer to mask his features and even assume another's appearance. The difficulty of the test depends upon the materials available, the differences between the character and the desired appearance, and any other elements that would affect the deception. Disguise is an Opposed Skill Test against a foe's Scrutiny.

The application of the most elementary of disguises takes one minute. The more elaborate the deception, the more time required, up to weeks or months in the case of impersonations involving prosthetics, surgery, or xeno mannerisms. The GM will assign an appropriate difficulty and set the time required for the desired effect.

Skill Use: 1 minute or more.

Dodge (Basic, Combat)

Agility

Use the Dodge skill as a Reaction to nullify a successful hand-to-hand or ranged attack. Success on the Skill Test means the attack has been avoided and deals no damage. See **Chapter IX: Playing the Game** for more information on Dodge.

Skill Use: Reaction.

Drive (Advanced, Operator)

Agility

Skill Groups: Ground Vehicle, Skimmer/Hover, Walker

The Drive allows the Explorer to control land-based, hover-, or skimmer-type vehicles. Vehicles include Cargo-8s, Rhinos, Land Speeders, Sentinels, and other ground-based transports. Normal driving does not require a Skill Test, but one is required for hazardous conditions, excessive speed, or dangerous manoeuvres.

Skill Use: Half Action.

Evaluate (Basic, Investigation)

Intelligence

The Explorer can use Evaluate to determine the approximate value of an object or group of items. Thus, the Skill can be used on a single power sword or a cargo hold full of lasrifles. Success on the Evaluate Test reveals the item's Availability Modifier (see page 272). Additional Degrees of Success will give additional information about the objects. A failure results in the miscalculation of an item's true value, with the degree of error increasing with each Degree of Failure. The GM should roll Evaluate Tests and only reveal what the Explorer believes to be true.

The difficulty of the Test should be adjusted for the Explorer's access to the item and the time allowed by the seller. Using Evaluate on large cargoes requires an Extended Test, though the Explorer can appraise single items in about a minute. Additionally, Evaluate can be used at the GM's discretion to assist with determining the requirements for Endeavours (see page 277).

Skill Use: 1 minute or more.

Forbidden Lore (Advanced, Investigation)

Intelligence

Skill Groups: Adeptus Mechanicus, Archeotech, Daemonology, Heresy, the Inquisition, Mutants, Navigators, Pirates, Psykers, the Warp, and Xenos

Forbidden Lore skills represent knowledge usually hidden, veiled, or proscribed by an organisation or society. Mere possession of this knowledge may cause difficulties for those not associated with the group in question. Excessive knowledge of the hidden truths of powerful Navigator houses can be decidedly bad for one's health for those outside the Navis Nobilite.

A successful Forbidden Lore Test indicates the Explorer can

recall basic information about the subject. The GM will reveal additional information as appropriate to the Degree of Success on the roll.

Adeptus Mechanicus: An in-depth understanding of followers of the Machine God, including such things as their rituals, observances, common beliefs, core philosophies, and specific knowledge of the Universal Laws.

Archeotech: Knowledge of the great, lost tech devices of past times and clues to their mysterious functions and purposes.

Daemonology: Lore about some of the most infamous warp entities and their twisted physical manifestations.

Heresy: Wisdom concerning acts and practices deemed heretical by the Imperium, the most contemptible heretics of history, and their acts.

The Inquisition: Understanding the secretive organisation of the Imperium, its common tenets and famous Inquisitors.

Mutants: The study of stable and unstable mutations within humanity, their cancerous influence and mutagenic development over time, and some of the studies and books on the topic.

Navigators: Secret knowledge about the Navis Nobilite families, their breeding programs, common mutations, and prominent patriarchs.

Pirates: Knowledge of the scourge of the warp lanes, their tactics, infamous vessels, and inhuman captains.

Psykers: Skill in identifying psykers, the physical effects of their powers, the danger they cause, and the general extent of their capabilities.

The Warp: An understanding of the energy of the warp, its interaction and interrelation with realspace and how its tides and eddies affect travel between the stars.

Xenos: Knowledge of the minor and major alien species known to the Imperium, the threat they pose, and their general appearance.

Skill Use: Free Action...although the consequences of knowing such things can last a lifetime.

Gamble (Basic)
Intelligence

The Explorer uses Gamble when participating in games of chance popular amongst both officers and crew of trader fleets. Each participant wagers an amount, though these are typically the same, and makes an Opposed Test with the Gamble Skill. The player with the most Degrees of Success or fewest Degrees of Failure wins the pot. The Explorer may choose to lose against any player with a worse result as part of a Deceive attempt.

Those with both Skills may use Sleight of Hand instead of Gamble to hide cards or alter dice rolls. Success gives the character a +20 bonus to his tests, but four or more Degrees of Failure indicates he has been caught in the act.

Skill Use: Full Action for an entire day of gaming.

Inquiry (Basic, Investigation)
Fellowship

The Explorer can use Inquiry to gain information by asking questions, through conversation or simple eavesdropping. Inquiry allows him to pick up general information about an area: its news, recent events, and more. Additional Degrees of Success reveal more detailed or more secretive tidings.

Inquiry can also be used as an Investigation Skill, allowing the Explorer to hunt after a particular item of information from either individuals or resources, such as the ship's librarium. This use is virtually always an Extended Test, with Difficulty and Duration set by the GM. Additional information on Investigation can be found on page 264 of **Chapter IX: Playing the Game**.

Skill Use: 1 hour or more.

Special Use: Hunt for Sedition

A character may use his skills of inquiry among members of the crew to plumb for malcontents, malingerers and mutineers. Successful use of Inquiry improves Morale by 1d5 by removing of negative influences from the rest of the crew, but for every point the ship's Morale improves, the Population is reduced by 1 in turn as the seditious elements are purged.

Interrogation (Advanced)
Willpower

Interrogation allows the Explorer to extract information from an unwilling subject. The application differs from torture, where a subject will frequently say anything to stop the ordeal. Rather, it represents skilled application of psychology, various devices, serums, and other techniques. The GM may modify the Difficulty of the Test according to the availability of tools, facilities, and other conditions.

Interrogation is always an Opposed Test, pitting the Explorer's Interrogation Skill against an opponent's Willpower. If he wins the Opposed Test, the Explorer gets one answer, plus one answer for each Degree of Success. If the opponent wins the Opposed Test, the Explorer gets nothing of worth. Two or more Degrees of Failure inflict 1d10 plus the character's Willpower Bonus in Damage, and prevents any further interrogation for 1d5 days. If the Explorer suffers four or more Degrees of Failure, he deals the same Damage and his subject gains a +30 bonus to Willpower Tests made to resist Interrogation at the hands of the Explorer or his allies. Each Interrogation Test inflicts one level of Fatigue on the target.

Skill Use: 1d5 hours.

Intimidate (Basic, Interaction)
Strength

The Explorer uses Intimidate to pressure an individual to give in to his demands. The character does not make an Intimidate Test every time he makes a threat, but only when it involves coercion. Though Intimidate lists Strength as its associated characteristic, the Explorer may substitute either Intelligence or Fellowship if the threat involves more subtle methods than brute force, such as blackmail or humiliation.

An Intimidate Test affects a number of targets equal to the Explorer's Strength, Intelligence, or Fellowship Bonus, depending on the characteristic used for the test. His targets must be able to see and hear him clearly, either in person or via pict- or vox-caster, and speak a common language.
Skill Use: Full Action.

Invocation (Advanced)
Willpower

An Invocation test is a Full Action. For the duration of the round, the Explorer clears his mind of external influence and focuses his will more intently. This may be through recitation of mantras, use of psychic foci, or meditation. A successful test indicates that his mind is ready to channel the warp more intensely than usual while still limiting his exposure. On the next round, the Explorer adds +1 to the final Psy Rating of any Fettered Power Test.

Failure on the Invocation Test indicates that the Explorer's attempts to focus have backfired, and he suffers a –1 penalty to the final Psy Rating of a Fettered Power Test. If this reduces the Psy Rating to zero, the power fails to activate.
Skill Use: Full Action.

Literacy (Advanced)
Intelligence

Literacy allows the Explorer to read and write any language he speaks. Everyday activities do not require Literacy Tests, but situations involving regional variations, damaged manuscripts, archaic usage, or colloquial phrases necessitate a Test.
Skill Use: 1 minute for 1 page of text, roughly 750 words.

Logic (Basic)
Intelligence

The Explorer uses Logic to solve problems, decipher puzzles, and deal with other situations involving demonstration and inference. A Logic Test might infer the missing symbol in a series or to solve a particularly troublesome mathematical equation. He can also use the Skill to prepare a reasoned argument for debate or philosophical exchange.

The preparations of complex reasoning or complicated problems are Extended Tests.
Skill Use: 1 minute, or longer for particularly complex problems.

Medicae (Advanced)
Intelligence

The Medicae Skill helps diagnose and treat injuries by suturing wounds, applying counterseptic, and use of medical devices such as the Narthecium. On individual patients Medicae provides First Aid and Extended Care for short- and long-term treatment.

On larger groups of wounded, Medicae can help save the lives of those that can be saved and apply the Emperor's grace to those who cannot, resulting in fewer overall deaths. It can also help diagnose widespread medical problems and apply the ounce of prevention before the pound of cure becomes necessary.

Special Use: First Aid

The Medicae Skill performs first aid for the injured, removing a small amount of damage by suturing lacerations, bandaging abrasions, and plugging punctures. A successful Medicae Test removes Damage equal to the Explorer's Intelligence Bonus on lightly damaged characters or 1 damage point from heavily or critically damaged characters.
Skill Use: Full Action.

Special Use: Extended Care

Using the Medicae Skill for extended care speeds the healing process. The Explorer can properly treat a number of patients equal to his Intelligence Bonus. Each additional patient imposes a cumulative –10 penalty to the Medicae Tests to provide extended care. For lightly damaged patients, make one Test at the end of each day. For heavily or critically damaged patients, Test once at the end of each week. Success allows the patient to remove twice the normal Damage—removing Critical Damage first—plus 1 point for each Degree of Success. Failure does not adversely affect the patients, who heal at the normal rate. Two or three Degrees of Failure indicate that all lightly and heavily damaged patients take 1 Damage each, using Sudden Death to resolve any Critical Damage (see page 250). Four or more Degrees of Failure indicate all patients take 1d10 Damage, using Sudden Death to resolve Critical Damage.

For additional information on Healing, see **Chapter IX: Playing the Game**.

Special Use: Diagnose

Medicae can also be used to diagnose disease and other ailments, both on one's fellow Explorers and also on the crew at large. On individuals, a successful Skill Test yields the name of the ailment and basic treatments. When used on groups, a successful Skill Test prevents casualties to the Crew Population due to disease or malnutrition due to extended voyages.

Navigation (Advanced, Exploration)
Intelligence

Skill Group: Surface, Stellar, Warp
The Explorer uses the Navigation Skill to plot a course between two points. The course might be across a continent or through the tides of the empyrean. A successful Navigation Test also provides an estimated travel time based on geography, cosmography, prevailing conditions, weather, warp tides and the like.

Surface Navigation is used to navigate across a planet's surface, using logi-compasses, map readouts, and geographical knowledge.

Stellar Navigation is used to navigate in space between planets, using star-charts,

and carto-mantic rituals.

Warp Navigation reflects the Navigator's ability to steer a starship through the tides of the empyrean, using the beacon of the Astronomicon as a reference. It determines how quickly a ship reaches its destination. When conditions are particularly challenging, the Skill also determines if the ship reaches its destination at all. For further information, see Warp Travel on page 183.

A Navigation Test represents several hours of charting courses, consulting maps, and making necessary trajectory corrections. However, one minute is adequate for the purpose of finding one's current location so long as the ship is not in the warp.

Skill Use: 1 minute for simple location; 1d5 hours for plotting courses or routes.

Performer (Advanced)
Fellowship

Skill Groups: Dancer, Musician, Singer, Storyteller

The Explorer uses the Performer Skill to entertain and enthrall groups of spectators. Performer Tests take an amount of time dependent on the art form involved.

Skill Use: Variable.

Special Use: Charming Performance

The Explorer may make a **Difficult (–10) Performer (Storyteller) or Performer (Singer) Test** instead of Charm, to win round the audience, causing their disposition to improve by one level, or to temporarily improve the Morale of the crew. When used to improve Morale, a successful Test adds +5 to the ship's Morale, with an additional +10 for every two Degrees of Success, for the duration of the combat.

Special Use: Enthralling Performance

The Explorer may make a **Difficult (–10) Performer (Musician) or Performer (Singer) Test** instead of a Blather Test, utterly enthralling and distracting the audience for a moment. When used in place of Blather, it is subject to the same rules and conditions.

Pilot (Advanced, Operator)
Agility

Skill Groups: Personal, Flyers, Space Craft

Explorers use the Pilot Skill to fly anything from personal jump packs to small atmospheric craft—such as landers or gun-cutters—to void-faring fighters, bombers, and capital vessels. Under normal conditions, piloting does not require a Test, but unusual or difficult conditions such as storms, obstacles, or dangerous manoeuvres do require a Skill Test.

When chasing another vehicle or ship or contesting for position, the Explorer make an Opposed Pilot Test against his opponent.

Complete rules for starships can be found in **Chapter VIII: Starships**.

Skill Use: Half Action.

Psyniscience (Advanced)
Perception

Those with the Psyniscience Skill sense the currents and eddies of the warp. The Explorer can use the Skill to detect the presence or absence of daemons and the use of psychic powers. The Skill also allows detection of psychic phenomena, disturbances, voids, or other areas where the flow of the immaterium has been unsettled or disrupted. The general results of Psyniscience tests are summarised below:

Degrees of Success	Result
Standard Success	Awareness of immaterium disruption or number of entities present
One	Approximate direction of the phenomena or creatures
Two	Rough location of the warp creatures or beings affecting the immaterium.
Three +	Exact position of the creatures or psykers present

Skill Use: Full Action.

Special Use: Astropathic Interference

Astropaths can also use the Psyniscience skill to block the communications of other Astropaths. Used in this way, this is an Opposed Test, with the interfering Astropath suffering a –10 penalty for each Void Unit between himself and the target. If successful, the blocking Astropath stops the blocked Astropath's ship from sending or receiving Astropathic transmissions.

Scholastic Lore (Advanced, Investigation)
Intelligence

Skill Groups: Archaic, Astromancy, Beasts, Bureaucracy, Chymistry, Cryptology, Heraldry, Imperial Warrants, Imperial Creed, Judgement, Legend, Navis Nobilite, Numerology, Occult, Philosophy, Tactica Imperialis

Scholastic Lore grants the Explorer knowledge of a particularly complex or esoteric subject. A successful Skill Test allows him to recall necessary information or research a particular subject should appropriate reference material be readily available. Scholastic Lore grants a depth of knowledge far beyond that of Common Lore, requiring both experience and study to obtain.

Scholastic Lore Tests can identify things that fall within the Explorer's area of expertise—a person, book, starship or machine spirit. A successful Skill Test within the realm of the character's specialty reveals basic information about the object in question in accordance with the following table:

Degrees of Success	Result
Standard success	Reveals basic information known to scholars on the topic.
One	Reveals uncommon information, known to few dedicated academics.
Two	Reveals obscure information, known to only serious scholars.
Three +	Reveals extremely rare information, known only to true experts in the field.

Scholastic Lore overlaps with Common Lore and Forbidden Lore in some areas, but it represents more in-depth, academic information. An Explorer with Common Lore (Navis Nobilite) might know conventional information about the Navigator families and their ability to direct the starships of the Imperium, but one with Scholastic Lore (Navis Nobilite) would be able to trace lineage and historic agreements of a family over the millenia.

Scholastic Lore Tests require no time, as the Explorer either knows the fact or not. Researching, however, requires an Extended Test of a Duration and Difficulty appropriate to the task at hand. See page 231 of **Chapter IX: Playing the Game** for details.

Archaic: An understanding of the Imperium's dark past, its proscribed eras and how the long millennia have changed the face of mankind.

Astromancy: A knowledge of stars, singularities, and the worlds around them, as well as theoretical understanding of how to use telescopes, astrolithic charts, and the like.

Beasts: An understanding of the genus and families of animals and familiarity with the characteristics and appearance of many semi-sentient creatures.

Bureaucracy: A familiarity with the rules and regulations involved with governments, particularly the Adeptus Administratum, and their many and varied departments, bureaus, and policies.

Chymistry: A knowledge of chemicals, their alchemical applications in a number of uses, and their prevalence or scarcity throughout the Imperium.

Cryptology: An understanding of codes, ciphers, cryptographs, secret languages, and numerical keys. This may be used to either create or decipher encryptions.

Heraldry: A grasp of the principles and devices of Heraldry, as well as a knowledge of the most common seals and heraldic devices used by the Imperium's most noble houses and families.

Imperial Warrants: Information concerning the establishment, legal scope, and use of the warrants used to by Rogue Traders, as well as the most well known and dynastic warrants of the Imperium.

Imperial Creed: An understanding of the specific rituals and practices of the Ecclesiarchy, from the traditional construction of their temples to specific points from its texts. This information may be used to conduct the rituals for others.

Judgement: Knowledge of the proper punishments for the myriad of crimes and heresies punishable by Imperial law.

Legend: Going beyond archaic knowledge, this encompasses most secretive portions of Imperial history, such as the Dark Age of Technology, the Age of Strife, the Great Crusade, and the Horus Heresy.

Navis Nobilite: Lore concerning the family trees, contracts, and histories of the great houses of the Navigators.

Numerology: An understanding of the mysterious link between numbers and the physical universe, from Catastrophe theory to the Sadleirian litany.

Occult: An understanding of occult rituals, theories, and superstitions, as well as the better-known mystical uses of occult items.

Philosophy: Knowledge concerning the theories of thought, belief, existence, and other intangibles. As it also includes logic and debate, it may be used for argument or creating philosophical works.

Tactica Imperialis: The theories of the Tactica Imperialis, as well as other systems of troop deployment and battle techniques used by the Imperium. This knowledge may be used to devise a battle plan or deduce the likely flow of war fought by Imperial forces.

Skill Use: Free Action.

Scrutiny (Basic)
Perception

The Scrutiny Skill helps assess the people or objects the Explorer encounters. The character uses it to determine an individual's truthfulness, his motives and generally appraise his personality and temperament. It can also be used to examine an object in detail, noticing small details and characteristics that might pass unseen in a casual inspection. For starship auspex returns, it allows determination of a vessel's mass, velocity, and more.

Scrutiny is an Opposed Test against the target's Deceive Skill when trying to perceive falsehoods or deceptions. However, Scrutiny does not reveal hidden secrets or a target's carefully concealed intent, and should never replace good roleplaying in an interactive situation. This Skill counters the Opposed Tests of many manipulative Interaction skills, such as Charm, Deceive, and Intimidate.

Aboard starships, this skill operates and interprets the ship's sensors, which require special skills for interpretation of the raw data involved. (See **Chapter VIII: Starships** for details)
Skill Use: Full Action, though special uses may require more time.

Search (Basic, Exploration)
Perception

The Explorer uses the Search Skill to discover things that are physically hidden, from a secreted holdout pistol to a shuttle code. Search involves active investigation, whereas Awareness deals with passive or subconscious detection. Each Search Test covers a small room or area. When an object or individual has been deliberately hidden, the Search Test is an Opposed Test against the target's Concealment.
Skill Use: 1 minute.

Special Use: Inspection

The Search skill can also be used to find hidden stores, contraband, stowaways, and even evidence of sabotage on vehicles and starships. Depending on the size of the vehicle, the GM may designate this as an Extended Test with an appropriate Duration.

Secret Tongue (Advanced)
Intelligence

Skill Groups: Administratum, Ecclesiarchy, Military, Navigator, Rogue Trader, Tech, Underdeck

Secret Tongue represents comprehension of a particularly obscure and arcane language known to only those of a specific class or organisation. Some resemble codes or ciphers more than an actual language, and some even use a common tongue in unusual ways. Code words, ciphers, sub-sonics, visual cues, and countless other techniques allow secret communication while maintaining normal appearances. Skill Tests are unnecessary so long as all speakers know the secret language. Situations involving adverse conditions, such as speaking over a poor vox link or communicating complex concepts, require a Skill Test of appropriate Difficulty. Groups of Explorers may even develop their own secret tongue, which would become available as an Elite Advance.

Administratum: A collection of acronyms, jargon, and procedural litanies used by the Adeptus Administratum. It should be noted that this language can be exceedingly longwinded.

Ecclesiarchy: An allegorical language of devotion and politics, it makes use of religious metaphors and passages of holy texts in archaic High Gothic.

Military: A selection of coded phrases, jargon, hand gestures, references to ancient battles, and a surprising number of terms for death.

Navigator: A number of archaic, dead tongues or dialects, now only know to the ancient Nobilite families that keep the old languages alive.

Rogue Trader: A prearranged series of code phrases and inflections intelligible only to those in the same vessel or fleet. Each trader eventually develops his own system of clandestine communication.

Tech: This coded binary cant includes high and low frequency sound waves and occasionally optical pulses.

Underdecks: A crude version of Low Gothic originating in the underhives, but migrated to the bilges and lower decks of most vessels; it incorporates a mishmash of colourful slang terms.

Skill Use: Free Action.

Security (Advanced, Exploration)
Agility

Security is used to bypass mechanical locks and other physical security systems. This differs from many systems that employ codes or cogitators that are more suited to the Tech-Use Skill. The GM sets the Difficulty of the Test according to the complexity of the mechanism. In most cases one Test is sufficient, but large, intricate systems may require Extended Tests. See the Tech-Use Skill for systems that combine both mechanical and technical challenges. Using this Skill without proper tools or equipment is extremely challenging, and any attempt to bypass a lock or other security system without using a multikey or other set of appropriate tools suffers from a –20 penalty.

Skill Use: 1 minute, reduced by 10 seconds for each Degree of Success.

Shadowing (Advanced)
Agility

Shadowing allows the Explorer to follow others on foot or using vehicles and starships. It contrasts with Concealment because it involves movement and blending into one's surroundings. On foot, it might involve using physical cover or the press of bodies in a crowd; in a vehicle, techniques might include false turns or using a cargo hauler as cover; aboard ships it can entail the use of asteroids or other stellar objects or busy space lanes around major systems. Shadowing Tests are always Opposed Tests against the opponent's Awareness or Scrutiny Skill.

A single Shadowing Test is sufficient to follow an opponent unseen for one minute.

Skill Use: 1 minute.

Silent Move (Basic, Movement)
Agility

Use the Silent Move Skill anytime silence and secrecy is essential in the Explorer's activities. The GM sets the Difficulty of the Test depending on the environment, where the echoing steel halls of a cargo bay yields a greater Difficulty than the wood-panelled, carpeted environs of the officers' quarters. Silent Move Tests are always Opposed Tests against the opponent's Awareness or Scrutiny Skill.
Skill Use: Free Action as part of Movement.

Sleight of Hand (Advanced)
Agility

Explorers use Sleight of Hand for any task requiring a combination of deception and dexterity. Examples include palming small objects, picking pockets, or performing tricks. The GM sets the Difficulty for the Test according to the size of the object and the intensity of observation. Sleight of Hand is always an Opposed Test against the opponent's Awareness or Scrutiny.

The Explorer can use Sleight of Hand instead of Gamble to employ deception and alter the odds in games of chance. See the Gamble skill for more information.

Though Sleight of Hand usually requires a Half Action, the Explorer may make a Test as a Free Action with a –10 penalty.
Skill Use: Half Action.

Speak Language (Advanced)
Intelligence

Skill Groups: Eldar, Explorator Binary, High Gothic, Low Gothic, Ork, Techna-Lingua, Trader's Cant

Speak Language is used to communicate with others using the same language. The Imperium has nearly as many languages as it has star systems, but for all this variety, most people can speak or understand a variation of Low Gothic. In most situations, Skill Tests are unnecessary so long as those involved all speak a common tongue. However, communication with those using obscure dialects or cryptic, complex concepts will require a Test at an appropriate Difficulty.

Eldar: Though no human can hope to capture the subtle nuances and sub-tones of this extremely complex and ancient language, it is enough to make one's meaning clear.

Explorator Binary: Very similar to Techna-Lingua, the binary language of the Explorator fleets has diverged from its parent tongue; the Mechanicus permits its use, but frowns on it for official discourse. Questors and other field operatives use it to keep conversations private from their planet-bound brethren.

High Gothic: The official language of the Imperium, used by Imperial officials, nobility, members of the Ecclesiarchy, and those involved in high-level negotiations.

Low Gothic: The common tongue of the Imperium, used by the countless billions of ordinary citizens.

Techna-Lingua: The official language of the Adeptus Mechanicus, this binary language has been optimized for rapid communication of technical data and servitor commands.

Trader's Cant: Many Rogue Traders employ this language when dealing with their fellow traders, which allows for rapid-fire negotiations and interchange.
Skill Use: Free Action.

Survival (Advanced, Exploration)
Intelligence

Survival allows the Explorer to endure for prolonged periods in unusual or alien environments. A skilled outdoorsman, the character can find edible plants, hunt for game, and determine if food is safe for consumption. He can also construct viable shelters from native materials or improvised substances and ensure they're located away from flood-chutes or the territory of predators. The Difficulty of these Tests depends on the location—barren deserts provide much greater challenge than verdant tropical forests.

This Skill can also apply to man-made environments, such as artificial worlds, the depths of the Underhive, or the belly of massive starships. In this case, it can provide safe resting areas away from plasma vents and knowledge about which sacred unguents also provide minimal nutrition.
Skill Use: Full Action.

Swim (Basic, Movement)
Strength

Swim allows the Explorer to swim through various liquid mediums. Under normal conditions swimming does not require a Test. More difficult waters, unusual circumstances, or long distances call for a Skill Test. For more information on Swim, see the Swimming section on page 267 of **Chapter IX: Playing the Game**.
Skill Use: Full Action.

Tech-Use (Advanced, Exploration)
Intelligence

Tech-Use allows the Explorer to use or repair complex mechanical items or fathom the workings of unknown technical artefacts. Using a basic piece of equipment under typical circumstances requires no Test, such as using a vox-caster or opening a shuttle hatch. Tech-Use Tests are necessary for unusual or unfamiliar gear, malfunctioning or broken items, and any situation where conditions are less than ideal, such as attempting to use the same vox-caster near a plasma core or coaxing the machine spirit of a strange vessel's warp drive to reignite its fires.

The Explorer can also use Tech-Use to repair damaged or defective items, using an Extended Test of Duration and Difficulty set by the GM depending on the item's complexity and the extent of the damage. Tech-Use does not include building an item from scratch, which requires the relevant Trade Skill.

A Tech-Use Test to determine the function of a complex system takes one minute, but the GM may adjust this depending on the complexity. Tests made to repair items are Extended Tests, the Duration of which will depend upon

the size and complexity. Tech-Use can be used to direct the actions of Servitors; when used this way, Tech-Use functions identically to Command.

Skill Use: 1 minute, or more for more complex systems.

Special Use: Security Systems

Security covers mechanical security systems, but many systems may have both physical and electronic components, and certain examples may be entirely controlled by cogitators and machine spirits. The GM will determine the necessary Skill Tests required for a particular system, which may include a combination of both Skills, or may involve a single roll with an appropriate modifier for possessing, or lacking, either Skill.

Tracking (Advanced, Exploration)
Intelligence

With the Tracking Skill the Explorer can follow the signs left by his quarry. Following obvious tracks does not require a Skill Test and is considered part of an Explorer's movement. In instances where the time or elements have eroded the signs or where the very environment makes seeing them difficult, such as darkness or fog, Tracking Tests are required. The Difficulty depends on the condition of the traces and the tracker's surroundings. When following any tracks where the Difficulty of the Test is more than Challenging (+0), the tracker's Movement rate drops to half.

Cunning or devious quarry may attempt to conceal or erase their tracks. In any case where an opponent has attempted to do this, make an Opposed Test made against the prey's Concealment.

The Explorer can use this Skill with the Investigation and Exploration rules on page 263 to determine information about the quarry, including time since they passed, numbers and their race.

Skill Use: Free Action made as part of Movement.

Trade (Advanced, Crafting, Exploration)
Various

Skill Groups: Archaeologist (Int), Armourer (Ag), Astrographer (Ag), Chymist (Int), Cryptographer (Int), Explorator (Int), Linguist (Int), Remembrancer (Ag or Int), Shipwright (Int), Soothsayer (Fel), Technomat (Int), Trader (Fel), and Voidfarer (Ag).

Trade Skills allow the Explorer to create things, from contracts to starships. At the GM's discretion, Explorers with this Skill can earn additional Profit Factor plying a trade. They can identify the work of particularly famous or infamous craftsmen, or recall information concerning items of their trade.

Trade Tests can represent the work of hours, weeks, or months depending on the complexity of the task at hand. However, Tests that involve the examination of an item to recall information require a Full Action.

Archaeologist: Used to locate, examine, and analyze ancient ruins and artefacts.

Armourer: Used to design, upgrade, and forge weaponry, from personal arms to starship batteries.

Astrographer: Used to create two- and three-dimensional representations of stellar locations and warp routes.

Chymist: Used to create poisons, drugs, and a wide variety of other compounds.

Cryptographer: Used to create or decode ciphers, codes and other puzzles.

Explorator: Used in the exploration of unknown stellar regions.

Linguist: Used to learn or decipher new languages, both spoken and written.

Remembrancer: Used to recount events in a variety of art forms, from sculpture to poetry.

Scrimshawer: Used to inscribe patterns, text, and art onto materials.

Shipwright: Used to design, upgrade, and create void-capable vessels.

Soothsayer: Used to "foretell" the future by a number of interpretative arts, though its effectiveness is suspect.

Technomat: Used to maintain and repair technological devices, but through rote memorisation rather than true understanding.

Voidfarer: Used in the day-to-day operation, logistics, and defence of starships.

Skill Use: Variable depending on task and complexity.

Wrangling (Advanced)
Intelligence

The Explorer can tame, train, and potentially ride animals encountered in his travels, from spine-hounds to the noble warhorse breeds. Both taming and training beasts are Extended Tests, the Duration of which is determined by the nature and temper of the creature involved.

Once an animal has been broken to its master's will—or at least formed a partnership for particularly strong-willed beasts—directing it or issuing commands is a Half Action.

Wild animals, or those trained for hostility and aggression, can have their Disposition changed by one level for every two Degrees of Success, up to a maximum of three levels by a Full Action use of this Skill. GMs may impose penalties for animals that have been particularly well trained or those with uncommon Willpower and Intelligence.

Wrangling is of no use against cyber-animals, psy-bonded animals, or against any creature with true sentience.

Skill Use: Variable depending on task and complexity.

IV

Talents

Gaining Talents

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Talent Groups

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Talent Listing

CHAPTER IV: TALENTS

"It took me half a century to discover I had no talent for trade, but by that time I discovered that I'd been a privateer for far too long to give up my talent for gaining wealth by force of arms."

–Lord-Captain Ghilym Garrett

Whereas Skills represent abilities gained by learning or training, Talents are proficiencies gained through intrinsic characteristics and experience over time. An Explorator might gain additional graces from the Machine God, a Navigator might further hone his genetic abilities , and an Arch-militant would become more adept with his blades after surviving many combats. From the exploration of uncharted planets to wiping the xenos creatures from their surface to negotiating trade agreements with the survivors, Explorers will need every ounce of their abilities to emerge victorious and do honour to the family name.

Talents differ from Skills in that a player need not use an Action or Test to use the ability. They are always in effect, and many Talents give bonuses to tests or allow Actions not available to the common man.

Planning out effective and flavourful combinations of Talents and Skills that match the character's background can be an enjoyable process for the entire game group, and can provide interesting ideas for the GM or other players to further cement their relationships and adversaries.

GAINING TALENTS

"Mediocrity nests among the countless masses, but true talent rests in the genius of the select few."

–Administratum Magister Ylva Geraint

Players receive or choose between a number of Talents during the creation of their characters in **Chapter I: Character Creation**, but will gain many more by spending Experience Points as they advance through their Career Path, as outlined in **Chapter II: Career Paths**. To add fun and challenge to the process, the acquisition of Talents both during creation and over time can match the player's character concept and his in-game experience throughout the campaign in addition to simply following his Career Path.

TALENT GROUPS

Several Talents represent a general ability that can be applied to a specific category within that group. As some of these groups have many sub-categories, they have been collected into related groups. When selecting one of these Talents, the player chooses one of the entries from the group. Thus, when selecting the Peer Talent, the Explorer would also choose a specific group or organisation from the Talent group, such as Peer (Astropaths). Each time the Explorer gains the Talent, he may choose a different specialisation, so the next time he selects it, he might opt for Peer (Adeptus Mechanicus). In many cases group listings are representative as opposed to all-inclusive. Consequently, even though "Yeshar Clan" isn't specifically listed in the Peer Talent group, it can still be chosen with GM approval.

Some Weapon Training Talents possess a group called "Universal." Universal groups apply to several different types of weapons, allowing a character with this Talent to use many varieties of weaponry without penalty. The Universal group represents the far-reaching and unusual backgrounds of most individuals that make up a Rogue Trader's dynasty—those who travel the stars have many more opportunities to use a broad assortment of gear!

TALENT PREREQUISITES

Several Talents require the Explorer to possess a prerequisite before their selection. This represents a certain innate ability level required to employ specific Talents, or a Skill or other Talent necessary to access more advanced capabilities. These prerequisites may take the form of Characteristic scores, Skills, Talents, or even special abilities.

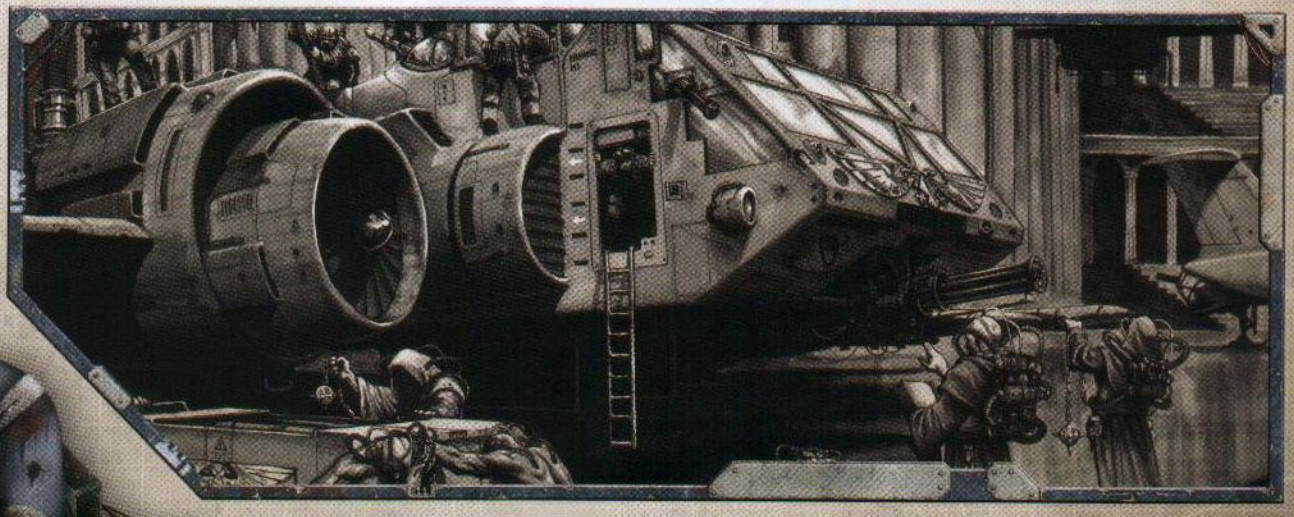


Table 4-1: Talents

Talent Name	Prerequisite	Benefit
Air of Authority	Fel 30	Affect more targets with Test.
Ambidextrous	Ag 30	Use either hand equally well.
Armour of Contempt	WP 40	The Explorer is resistant to corruption.
Assassin Strike	Ag 40, Acrobatic	On a successful Acrobatics Test after making a melee attack, the Explorer may move as a Free Action.
Autosanguine	—	Heal 2 damage/day, always Lightly Wounded.
Basic Weapon Training†	—	Use weapon group without penalty.
Bastion of Iron Will	Psy Rating, Strong Minded, WP 40	Double Defensive Psy Rating for Opposed Tests.
Battle Rage	Frenzy	Parry while Frenzied.
Berserk Charge	—	Gain +20 bonus when charging.
Binary Chatter	—	+10 bonus to control servitors.
Blademaster	WS 30, Melee Weapon Training (any)	Re-roll missed attack, once per Round.
Blessed Radiance	Pure Faith, Divine Ministration, The Emperor Protects, or Wrath of the Righteous	Extends Faith Powers to allies.
Blind Fighting	Per 30	Suffer half the usual penalties when vision is obscured.
Bloodtracker	—	Receive benefits for capturing bounties.
Bulging Biceps	S 45	Remove bracing requirement for certain weapons.
Catfall	Ag 30	Reduce falling Damage.
Chem Geld	—	Immune to seduction, resistant to charm.
Cleanse and Purify	Flame Weapons Training (Universal)	Penalty to avoid being hit by the Explorer's flamer attacks.
Combat Formation	Int 40	Use Intelligence Bonus for initiative.
Combat Master	WS 30	Opponents get no bonus for outnumbering the Explorer.
Combat Sense	Per 40	Use Per Bonus instead of Ag Bonus for initiative.
Concealed Cavity	—	The Explorer has a secret compartment on his person.
Counter Attack	WS 40	Gain free attack with successful Parry.
Crack Shot	BS 40	Deal +2 Critical Damage with ranged weapon.
Crippling Strike	WS 50	Deal +4 Critical Damage with melee weapon.
Crushing Blow	S 40	Deal +2 Damage with melee weapons.
Dark Soul	—	Take half the penalty on Malignancy Tests.
Deadeye Shot	BS 30	Called shots are at –10 penalty.
Decadence	T 30	Gain uncanny resistance to drugs and alcohol.
Die Hard	WP 40	Re-roll death chance incurred by blood loss.
Disarm	Ag 30	Force opponent to drop weapon.
Disturbing Voice	—	+10 bonus to Intimidate and Interrogation, –10 penalty to Fel.
Divine Ministration	Pure Faith	Spend a Fate Point to remove Fatigue or heal.
Double Team	—	Gain additional +10 bonus for ganging up.
Dual Shot	Ag 40, Two-Weapon Wielder	One Ballistic Skill Test hits target twice.
Dual Strike	Ag 40, Two-Weapon Wielder	One Weapon Skill Test hits target twice.
Duty Unto Death	WP 45	Temporarily ignore injuries.
Electrical Succour	Mechanicus Implants	+10 bonus to T Tests to remove Fatigue.
Electro Graft Use	—	+10 bonus to Inquiry, Tech-Use, Common Knowledge.
Enemy†	—	An organisation or group particularly despises the Explorer.
Energy Cache	Mechanicus Implants	Luminen Blast, Charge, and Shock Fatigue-free.
Enhanced Bionic Frame	Machinator Array	The Explorer gains the Auto-stabilised Trait.
Exotic Weapon Training†	—	Gain proficiency with an exotic weapon type.
Favoured by the Warp	WP 35	Roll twice for Psychic Phenomena (see page 160) and take better result.
Fearless	—	Immune to fear and pinning.
Feedback Screech	Mechanicus Implants	30m radius, test WP or lose Half Action.
Ferric Lure	Mechanicus Implants	WP Test to call 1kg/WP Bonus of metal objects.
Ferric Summons	Mechanicus Implants, Ferric Lure	WP Test to call 2kg/WP Bonus of metal objects.
Flame Weapon Training†	—	Gain proficiency with a group of flame weapons.

† *Denotes Talent group*

Talent Name	Prerequisite	Benefit
Foresight	Int 30	Contemplate to gain +10 bonus on next Test.
Frenzy	—	Enter psychotic rage to gain combat bonuses.
Furious Assault	WS 35	On a successful WS Test, gain a free second attack.
Good Reputation†	Fel 50, Peer	The Explorer has a good reputation amongst a certain group.
Guardian	Agility 40	Switch location with an ally.
Gun Blessing	Mechanicus Implants	Un-jam Int Bonus guns in 10m radius.
Gunslinger	BS 40, Two-Weapon Wielder	Fighting with two pistols incurs only –10 penalty.
Hard Bargain	—	Gain +1 to Profit Factor.
Hard Target	Ag 40	Opponents take –20 to BS Tests when the Explorer charges or runs.
Hardy	T 40	The Explorer always heals as if Lightly Wounded.
Hatred†	—	Gain +10 bonus to attack hated creatures.
Heavy Weapon Training†	—	Gain proficiency with a heavy weapon group.
Heightened Senses†	—	Gain +10 bonus to particular sense.
Hip Shooting	BS 40, Ag 40	Gain a free attack when the Explorer moves.
Hotshot Pilot	Pilot Skill, Ag 40	All Pilot Skills are Basic Skills.
Improved Warp Sense	Warp Sense	Allows Psyniscience Test as Free Action.
Independent Targeting	BS 40	Fire at two or more targets further than 10m apart.
Infused Knowledge	Int 40	Treat Common and Scholastic Lore as Basic Skills.
Inspire Wrath	Fel 30	Inspires crowds to anger.
Into the Jaws of Hell	Iron Discipline	Minions gain immunity to pinning and fear whilst in the Explorer's presence.
Iron Discipline	WP 30, Command	Minions can re-roll fear and pinning Tests.
Iron Jaw	T 40	Test Toughness to overcome stunning.
Jaded	WP 30	Never gain IP from ordinary horrors.
Last Man Standing	Nerves of Steel	Immune to Pinning by Pistols and Basic Weapons. Improves Cover.
Leap Up	Ag 30	Stand up as a Free Action.
Light Sleeper	Per 30	Counts as awake, even when asleep.
Lightning Attack	Swift Attack	Attack three times with a Full Action.
Lightning Reflexes	—	Add twice AB to Initiative rolls.
Litany of Hate	Hatred	Extend benefits of Hatred to allies.
Logis Implant	—	+10 bonus on WS and BS on successful Tech-Use Test.
Luminen Blast	Mechanicus Implants	1d10+WP Bonus Energy Damage Bolt. Causes Fatigue.
Luminen Charge	Mechanicus Implants	T Test to power/charge tech. Causes Fatigue.
Luminen Shock	Mechanicus Implants	1d10+3 Energy Damage Shock. Causes Fatigue.
Machinator Array	Mechanicus Implants	The Explorer has advanced Mechanicus augmetics.
Maglev Grace	Mechanicus Implants	Hover 1d10+TB minutes once per day.
Maglev Transcendence	Mechanicus Implants, Maglev Grace	Hover 2d10+TB minutes twice per day.
Marksman	BS 35	No penalties for firing at long or extreme range.
Master & Commander	Int 35, Fel 35	The Explorer's commands coordinate others in combat.
Master Chirurgeon	Medicae +10	Perform advanced medical procedures.
Master Enginseer	Tech-Use +10, Mechanicus Implants	Use a Fate Point for automatic success.
Master Orator	Fel 30	Affect 10 times the normal numbers with a Fellowship Test.
Mechadendrite Use†	Mechanicus Implants	The Explorer can use a type of Mechadendrite.
Meditation	—	The Explorer may enter a trance to remove Fatigue.
Melee Weapon Training†	—	Gain proficiency with a group of melee weapons.
Mighty Shot	BS 40	Deal +2 damage with ranged attacks.
Mimic	—	The Explorer can copy voices.
Navigator	—	The Explorer possesses the Navigator gene.
Navigator Power	Navigator	Gain the ability to use a power within one of the Explorer's groups.
Nerves of Steel	—	Re-roll failed tests to avoid pinning.
Orthoproxy	—	+20 bonus to resist mind control or interrogation.
Paranoia	—	The Explorer is alert for danger.

† *Denotes Talent group.*

Talent Name	Prerequisite	Benefit
Peer†	Fel 30	Gain +10 bonus on Fel Tests to interact with organisation.
Pistol Weapon Training†	—	Gain proficiency with a group of pistol weapons.
Polyglot	Int 30, Fel 30	The Explorer has an innate ability with languages.
Precise Blow	WS 40, Sure Strike	No penalty for attacks against specific locations.
Prosanguine	—	Heal 1d5 Damage once per day.
Psy Rating	—	Become a more powerful Psyker, rated 1–10.
Psychic Discipline		Gain access to an additional Psychic Discipline.
Psychic Technique†	—	Gain an extra Psychic Technique.
Pure Faith	—	The Explorer is immune to Daemonic Presence.
Purge the Unclean	Pure Faith	Spend a Fate Point to repel daemons.
Quick Draw	—	Ready as a Free Action.
Rapid Reaction	Ag 40	Test Ag to negate surprise.
Rapid Reload	—	Reduce reload time.
Renowned Warrant	—	Provides bonus to Interaction Tests.
Resistance†	—	Gain +10 bonus to Resistance Tests.
Rite of Awe	Mechanicus Implants	50m radius, –10 to all Tests due to fear.
Rite of Fear	Mechanicus Implants	Fear rating 1 for two minutes in a 50m radius.
Rite of Pure Thought	Mechanicus Implants	The Explorer is immune to emotion.
Rite of Sanctioning	Psy Rating, Special	Reduces Psychic Phenomenon.
Rival†	—	A group or organisation bears the Explorer animosity.
Sharpshooter	BS 40, Deadeye Shot	No penalties for called shots.
Sound Constitution	—	Gain an additional Wound.
Sprint	—	Move more quickly in combat.
Step Aside	Ag 40, Dodge	Gain an extra Dodge each Round.
Strong Minded	WP 30, Resistance (Psychic Techniques)	Re-roll failed WP Tests made to resist Psychic Techniques.
Sure Strike	WS 30	Choose location on a successful attack.
Swift Attack	WS 35	Attack twice with a Full Action.
Takedown	—	Make a special attack to stun the Explorer's opponent.
Talented†	—	Gain +10 bonus to corresponding Skill Test.
Technical Knock	Int 30	Un-jam a gun as Half Action.
The Emperor Protects	Pure Faith	Spend a Fate Point to inspire fearlessness and heroism.
The Flesh is Weak	Mechanicus Implants	The Explorer gains the Machine Trait.
Thrown Weapon Training†	—	Gain proficiency with a group of thrown weapons.
Total Recall	Int 30	The Explorer can remember trivial facts and minor details.
True Grit	T 40	Reduce Critical Damage the Explorer takes.
Two-Weapon Wielder†	WS 35 or BS35, Ag 35	Attack twice when wielding two weapons.
Unarmed Master	WS 45, Ag 40, Unarmed Warrior	Attacks do 1d10+SB damage and lack the Primitive trait.
Unarmed Warrior	WS 35, Ag 35	Deal 1d10-3+SB with unarmed attacks.
Unremarkable	—	The Explorer is easily forgettable.
Unshakeable Faith	—	The Explorer may re-roll failed Fear Tests.
Void Tactician	Int 35	Grants a bonus to starship combat.
Wall of Steel	Ag 35	Gain extra Parry each round.
Warp Affinity	Psy Rating, Special	Re-roll Psychic Phenomena.
Warp Conduit	Psy Rating, Strong Minded, WP 50	+1 to Psy Rating when pushing.
Warp Sense	Navigator or Psy Rating, Psyniscience Skill, Per 30+	Allows Psyniscience Test as Half Action.
Whispers	Int 40, Fel 30	Provides bonuses to Investigations.
Wrath of the Righteous	Pure Faith	Spend a Fate Point to deal extra Damage.

†*Denotes Talent group.*

Talent Descriptions

"One is always more anxious about the one talent they do not possess instead of the countless others they do."

–Schola Progenium Drill Abbot Marek Tenzin

The Explorer can find a complete listing of the Talents available in Rogue Trader in Table 4–1: Talents, and the full explanations of each Talent below.

Air of Authority

Prerequisites: Fellowship 30
The Explorer was born to command, either motivating or terrifying those under his charge. On a successful Command Test, the Explorer may affect a number of targets equal to 1d10 plus his Fellowship Bonus. This talent has no effect on hostile targets, and only affects NPCs.

Ambidextrous

Prerequisites: Agility 30
This Talent does not represent true ambidexterity so much as sufficient training with both hands to make the distinction moot. The Explorer can use either hand equally well for any task, and does not suffer the –20 penalty for actions using his off hand.
Special: When combined with a Two-Weapon Wielder Talent, the penalty for making attacks with both weapons in the same Turn drops to –10.

Armour of Contempt

Prerequisites: Willpower 40
The Explorer's hatred of all the impure armours his soul against malign influence. Whenever the Explorer gains Corruption Points, reduce the total by 1, to a minimum of 0. With a successful Willpower Test, taken as a Free Action, he may ignore the effects of accumulated Corruption Points for 1 Round.

Assassin Strike

Prerequisites: Agility 40, Acrobatics
The Explorer's natural agility and graceful martial forms turn him into a dervish of death on the battlefield. After making a melee attack, a successful Acrobatics Test allows him to move at half rate as a Free Action. The Explorer's opponent does not receive a free attack resulting from this move. He may only take this additional move once per Round.

Autosanguine

The ancient and blessed technology of the Mechanicus or some corrupt xeno tech flows through the Explorer's blood. These miniscule machines repair minor injuries and speed healing. When applying healing, he is always considered Lightly Wounded, and heals at an increased rate, removing 2 points of Damage per day.

Basic Weapon Training

Talent Groups: Bolt, Las, Launcher, Primitive, SP, Universal
The Explorer has received Basic Weapon Training in a group of weapons, and can use them without penalty. The Universal group includes the Bolt, Las, Launcher, Melta, Plasma, and SP groups. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

Bastion of Iron Will

Prerequisites: Psy Rating, Strong Minded, Will Power 40
The Explorer's sheer willpower and psychic focus have become one and the same over years of practice and training, such that their combined use is second nature. He doubles his defensive Psy Rating on any Opposed Test involving the Psyniscience Skill or Psychic Techniques.

Battle Rage

Prerequisites: Frenzy Talent
Long experience and indomitable will have allowed the Explorer to master the beast within, directing its rage while keeping a level head. He can Parry while Frenzied.

Berserk Charge

The Explorer has learned to put the whole force of his momentum behind his weapon blows. When he charges into combat, few can stand before him. If he uses the Charge Action, he gains a +20 bonus to Weapon Skill instead of +10.

Binary Chatter

The Explorer has optimised his use of Techna-Lingua for controlling servitors. He receives a +10 bonus to any attempt to communicate with servitors, and any vessel upon which he serves receives a +1 bonus to Crew Morale due to increased servitor efficiency.

Blademaster

Prerequisites: Weapon Skill 30, Melee Weapon Training
The Explorer's mastery of bladed weapons and their martial disciplines has no peer. When attacking with any bladed weapon, including chain weapons, power axes, and power swords, he may re-roll one missed attack per Round.

Blessed Radiance

Prerequisites: Purge the Unclean, Divine Ministration, the Emperor Protects, or Wrath of the Righteous

The Explorer's holiness shines out, allowing all to see the truth of their own souls. Where he treads, those who follow need have no fear of the darkness, nor suffer the predations of the blasphemous.

When spending a Fate Point to activate the Pure Faith Talent, the Explorer extends the immunity to daemonic presence to a number of targets equal to twice his Willpower Bonus.

As a free action, he may bestow a single Fate Point to an ally. If the Fate Point is unspent, it returns at the end of the encounter.

Upon burning a Fate Point, the Explorer and a number of allies equal to twice his Willpower Bonus become immune to the effects of daemonic presence, Fear Tests, and Corruption Points. In addition, all affected targets gain a +10 bonus on Tests made to resist psychic attack or any other form of psychic manipulation. In addition, affected targets take only half Damage from psychic and warp sources. These benefits last for the duration of the encounter.

Blind Fighting

Prerequisites: Perception 30

Years of practice and development of the Explorer's other senses allows him to fight in close combat without the benefit of sight. This Talent reduces all penalties for obscured vision by half, permitting the character to fight in fog, smoke, or darkness.

Bloodtracker

The Explorer is an experienced and cunning bounty hunter who commands the highest price for bringing in a quarry in dead or alive. When turning in a fugitive for bounty, the character's group gains a bonus of +100 Objective Points towards Military or Criminal Objectives.

Bulging Biceps

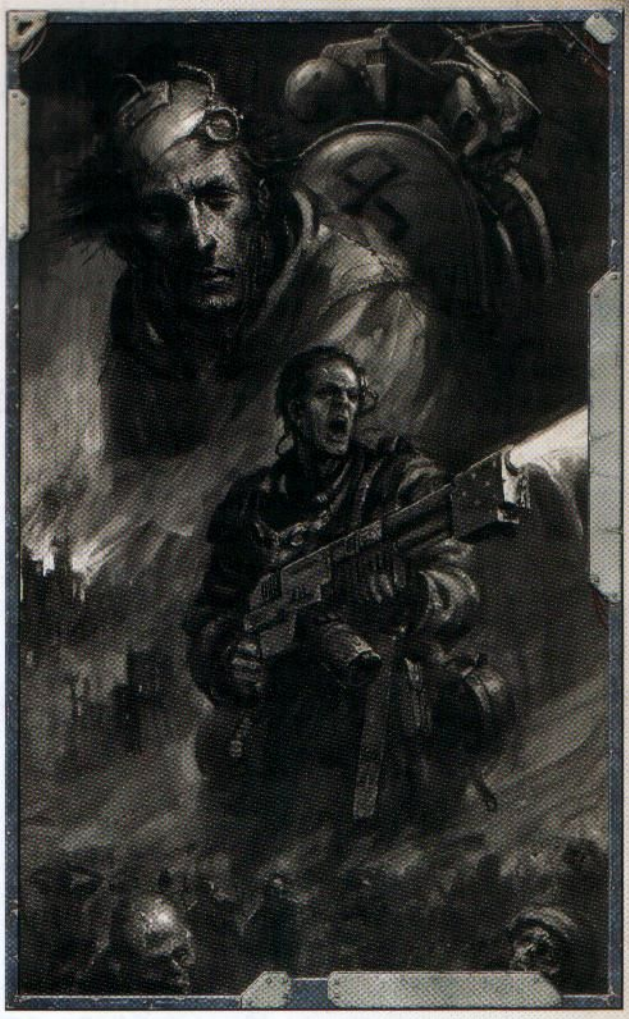
Prerequisites: Strength 45

Whereas a weaker man would be sent flying when using powerful weapons, the Explorer's strong physique allows him to remain standing. He can fire heavy weapons using Semi-Auto Burst or Full Auto Burst without bracing, and he does not suffer the -30 penalty for failing to brace.

Catfall

Prerequisites: Agility 30

Gymnastic ability and natural balance enables the Explorer to fall far greater distances without harm than the common man. Whenever he falls, he may take an Agility Test as a Free Action. Success, and each additional Degree of Success, reduces the distance fallen by a number of metres equal to the character's Agility Bonus for the purposes of determining the Damage from the fall.



Chem Geld

Either chemical and surgical treatments or sheer will has rendered the Explorer immune to most mundane temptations. Seduction attempts against him automatically fail, and Charm Tests increase their Difficulty by one level. Taking this Talent causes one Insanity Point.

Cleanse and Purify

Prerequisites: Flame Weapons Training (Universal) Talent

The Explorer can control the flow of molten promethium like no other, manipulating flame like an old accomplice. The targets of his flamer attacks take a –20 penalty their Agility Tests to escape its effects.

Combat Formation

Prerequisites: Intelligence 40

The Explorer has directed his comrades to be prepared for danger, planning out their actions for many contingencies if attacked. Before rolling initiative, all other members of the group may choose to use the character's Intelligence Bonus for all initiative rolls rather than individual Agility Bonuses.

Combat Master

Prerequisites: Weapon Skill 30
The Explorer's weapon seems to be everywhere at once, keeping many more opponents at bay in close combat than even skilled fighters. Opponents gain no bonuses for outnumbering the character in hand-to-hand combat.

Combat Sense

Prerequisites: Perception 40
The Explorer has the ability to consciously recognise the proddings of his subconscious as it reacts to his preternaturally sharp senses, giving the character an edge that mere speed cannot match. He can use his Perception Bonus in place of his Agility Bonus when rolling Initiative.

Concealed Cavity

The character's flesh or augmetics conceals a small compartment. This might be a pouch hidden under a flap of flesh, or a chamber fitted into a cybernetic enhancement. The Explorer may conceal one small item, no larger than a closed fist, within this cavity. Discovering this compartment requires success on a **Difficult (–10) Search Test**. If using a medicae scanner or auspex, the Difficulty is reduced to Ordinary (+10).

Counter Attack

Prerequisites: Weapon Skill 40
The Explorer's lightning ripostes are things of beauty—if they were slow enough to be seen. After successfully Parrying an opponent's attack, he may immediately make an attack against that opponent using the Parry weapon as a Free Action. This attack suffers a –20 penalty.

Crack Shot

Prerequisites: Ballistic Skill 40
The Explorer can place his shots where they will inflict more harm: at creases, gaps, or joints in armour. When his ranged attack causes Critical Damage, add +2 to the Damage.

Crippling Strike

Prerequisites: Weapon Skill 50
The Explorer can land blows precisely where they will inflict the most harm, cutting into seams or hammering at weak points. When the character's melee attack causes Critical Damage, add +4 Damage.

Crushing Blow

Prerequisites: Strength 40
The Explorer has the ability to focus his entire body into close combat attacks., adding +2 to damage inflicted in melee.

Dark Soul

Prolonged exposure to darkness has acted as an inoculation against all that is foul, granting the Explorer resilience against corruption. Whenever he makes a Malignancy Test, he takes half the normal penalty. See **Chapter X: The Game Master** for details on corruption.

Deadeye Shot

Prerequisites: Ballistic Skill 30
The Explorer's rock-steady hand and hawk-like eyesight make him a dreaded marksman. No target, however precise, can escape his crosshairs. When making a called shot, the character takes a –10 penalty instead of –20.

Decadence

Prerequisites: Toughness 30
Through conditioning or long years of abuse, the Explorer has built up a tolerance to many inebriants, drugs, and chemicals. When drinking alcohol or similar beverages, he does not pass out until he has failed a number of Toughness Tests equal to twice his Toughness Bonus. The character also gains a +10 bonus to resist the effects of addiction.

Die Hard

Prerequisites: Willpower 40
Through either willpower or sheer stubbornness, the Explorer refuses to cross into shadow. When he suffers from blood loss, the character may roll twice to avoid death.

Disarm

Prerequisites: Agility 30
The Explorer can wrest weapons from an opponent's hands through practiced technique or brute force. If in close combat, he may use a Full Action to disarm his foe by making an Opposed Weapon Skill Test. If he wins the Test, the opponent drops his weapon at his feet. If the character scores three or more Degrees of Success, he takes his opponent's weapon.

Disturbing Voice

The Explorer's voice has particularly baleful or menacing qualities, causing others to quail before it. He gains +10 bonus to all Intimidate or Interrogation Tests when he employs this Talent, but suffers a –10 penalty to Fellowship Tests when dealing with others in a non-threatening manner, such as animals, children, or the easily startled.

Divine Ministration

Prerequisites: Pure Faith
The Explorer is a vessel for the Emperor's mercy and beneficence, his faith in his divinity can heal where no mere skill can.

When testing Medicae, the Explorer may spend a Fate Point to restore an amount of Damage equal to his Willpower Bonus

instead of the normal amount. This amount is then added to and multiplied in the normal way depending on the type of care (see the Medicae description on page 83). In the case of first aid to a Lightly Wounded character, the Explorer restores an amount of Damage equal to his Willpower Bonus plus his Intelligence Bonus.

The Explorer may spend a Fate Point to remove all Fatigue from a number of people equal to twice his Willpower Bonus.

The Explorer may burn a Fate Point to allow a character who has just died to have become Critically Wounded instead. This power has its limits though, (bullet in the chest—yes, decapitation—no) and it's subject to the GM's approval. If a use of the Divine Ministration fails to work in this way, the Fate Point is not lost.

Double Team

The Explorer has the experience from many mass combats and swirling melees under his belt. When ganging up on an opponent, he gains an additional +10 bonus to Weapon Skill Tests. If both characters have this Talent, both gain an additional +10 bonus, for a total of +20. This bonus is in addition to the normal bonus gained from outnumbering opponents.

Dual Shot

Prerequisites: Agility 40, Two-Weapon Wielder (Ballistic)
The Explorer's skill with guns is such that he can target two shots on exactly the same point. When armed with two pistols, he can fire both simultaneously as a Full Action. Make a single Ballistic Skill Test, and if successful he hits his target with both shots. As the character is firing both guns as a single attack, he may take an Aim Action before firing to get a +10 or +20 bonus to the BS Test, and a red-dot laser sight mounted on any one of the weapons will provide its +10 bonus. The Explorer does not suffer from the normal –20 BS penalty for wielding two weapons. If he hits, the target's Armour gets applied as normal to both hits individually, but Toughness only counts once against the combined Damage rolls of both hits. A single successful Dodge Test from the target will avoid both shots.

Dual Strike

Prerequisites: Agility 40, Two-Weapon Wielder (Melee)
The Explorer's skill with melee weapons can place two blows together to maximise damage. When armed with two melee weapons, he can attack with both simultaneously as a Full Action. Make a single Weapon Skill Test, and if successful, he hits the target with both weapons. As he is swinging both weapons as a single attack, the character may take an Aim Action before attacking to get a +10 or +20 bonus to the WS Test. He does not suffer from the normal –20 WS penalty for wielding two weapons. If he hits, the target's Armour gets applied as normal to both hits individually, but Toughness only counts once against the combined Damage rolls of both hits. A single successful Dodge or Parry Test from the target will avoid both blows.

Duty Unto Death

Prerequisites: Will Power 45
The Explorer's will or faith can sustain him when his flesh is weak. He ignores the effects of injury, Fatigue, and Stunning during combat. This Talent does not prevent the Damage, but allows the character to temporarily ignore its effects for the duration of the combat. Death still affects him normally.

Electrical Succour

Prerequisites: Mechanicus Implants
The Explorer can channel the sacred flow of energy from his Potentia Coil or other energy source to replenish his flesh. Whilst in contact with a functioning, powered machine, or fully charged battery or power cell, the character may make an **Ordinary (+10) Toughness Test**. Success removes one level of Fatigue plus one additional level of Fatigue for each additional Degree of Success. This takes one minute of meditation and ritual incantation.

Electro Graft Use

Prerequisites: Mechanicus Implants
The Explorer may use his Electro Graft to access data ports and commune with machine spirits. This grants a +10 bonus to Common Lore, Inquiry, or Tech-Use Tests whilst connected to a data port.

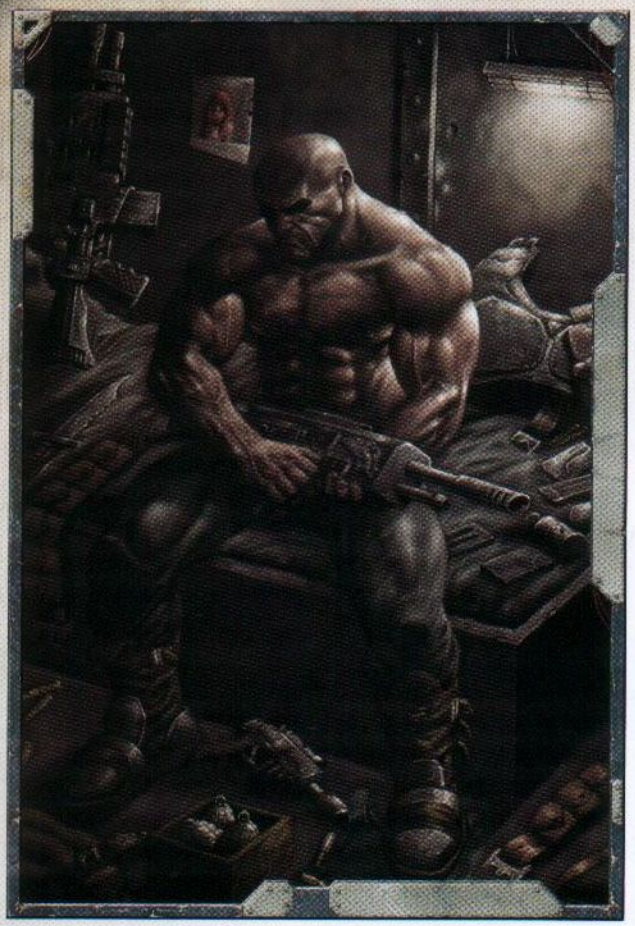
Enemy

Talent Groups: Academics, Adepta Sororitas, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Government, Imperial Guard, Imperial Navy, Inquisition, Military, Navigators, Nobility, Rogue Trader, Underworld, Workers
The opposite of Good Reputation on page 99, the Explorer is particularly despised by a specific social group or organisation. He suffers an additional –10 penalty to Fellowship Tests when dealing with this group. This Talent is cumulative with the Rival Talent, for a total –20 penalty.

The GM and player may agree to award this Talent when appropriate to the adventure or campaign. This Talent can be removed with an Elite Advance and the approval of the GM if the Acolyte has redeemed herself with the group in question.

Energy Cache

Prerequisites: Mechanicus Implants
The Explorer has learned to focus the power stored within his Potentia Coil with greater efficiency. He no longer gains Fatigue from using Luminen Charge, Luminen Shock, and Luminen Blast.



Enhanced Bionic Frame

Prerequisites: Machinator Array
The Explorer's already impressive bionic body structure is steadied by a gyro-array guided by a targeting system linked to the machine-spirit. The Explorer gains the Auto-stablilised Trait (see page 364).

Exotic Weapon Training

Talent Groups: All Exotic Weapons
The Explorer has received Exotic Weapon Training in a single Exotic Weapon, and can use it without penalty.

Favoured by the Warp

Prerequisite: Willpower 35
Whenever a Focus Power Test results in Psychic Phenomena, the Explorer may roll twice on that table and take the more favourable result.

Fearless

Through hard experience with horrifying situations, fear no longer commands the Explorer's actions. He is immune to the effects of Fear and Pinning, but disengaging from combat or backing down from a fight requires a successful Willpower Test.

Feedback Screech

Prerequisites: Mechanicus Implants
The Explorer can haywire his vox synthesisers, causing a hideous blast of noise that shocks and distracts others. All unprotected creatures within a 30-metre radius who have the ability to hear must make a Willpower Test or lose a Half Action on their next Turn as they involuntarily react to the cacophonous shriek.

Ferric Lure

Prerequisites: Mechanicus Implants
The Explorer can cause an unsecured metal object within his field of vision to fly into his hand. The object may mass up to 1 kilogram per point of the character's Willpower Bonus, and must lie within a 20 metres. Using this Talent requires a Full Action and a successful a Willpower Test

Ferric Summons

Prerequisites: Mechanicus Implants, Ferric Lure
The Explorer can call an unsecured metal object to his hand as with Ferric Lure. But he may summon objects of up to 2 kilograms per point of his Willpower Bonus. The object may be up to 40 metres distant. The character must spend a Full Action and succeed on a Willpower Test to enact this rite.

Flame Weapon Training

Talent Groups: Universal
The sight of flaming streams of promethium brings joy to the Explorer's heart and dread to his foes. He has mastered the art of a wide variety of flamer weapons. The Universal Talent group encompasses all non-Exotic weapons with the Flame special quality.

Foresight

Prerequisites: Intelligence 30
Logic and analysis do for the Explorer what Tarot and the bones claim to do for the superstitious masses. By careful consideration of all the possible consequences, and examination of all evidence and information, he can identify the best path for success. By spending ten minutes studying or analysing a problem, he gains a +10 bonus to his next Intelligence Test.

Frenzy

The Explorer's temper and passion boil just below the surface of his psyche, mostly held in check by his rational mind, but easily released when needed. If the character spends one full Round fuelling his anger – by flagellation, drugs, or other means—on the next Round he goes into an uncontrolled rage, gaining a +10 bonus to Weapon Skill, Strength, Toughness, and Willpower, but suffering a –20 penalty to Ballistic Skill and Intelligence. The Explorer must attack the nearest enemy in melee combat if possible. If he is not engaged with the nearest enemy, he must move towards that

enemy and engage it if possible. The character will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but he will take any actions that have a reasonable opportunity to engage in melee with the nearest enemy. While Frenzied, he is immune to Fear, Pinning, stunning effects, the effects of Fatigue, and he may not Parry, retreat, or flee. The Explorer must use the All-Out Attack Manoeuvre in melee combat if possible. He remains Frenzied for the duration of the combat. Unless the character has a Talent that allows him to do so, he may not use Psychic Techniques whilst in Frenzy. Some beings are either permanently Frenzied or can Frenzy at will.

Furious Assault

Prerequisites: Weapon Skill 35
The Explorer's speed and martial prowess allow him to land several blows where lesser combatants land one. If he successfully hits his target using the All Out Attack Action, he may spend his Reaction to make an additional attack using the same bonuses or penalties as the original attack.

Good Reputation

Prerequisites: Fellowship 50, Peer
Talent Groups: Academics, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Feral Worlders, Government, Hivers, Imperial Guard, Imperial Navy, Inquisition, Middle Classes, Nobility, the Insane, Underworld, Void Born, Workers, Underworld
The Explorer's reputation precedes him in interactions with a specific group or organisation, opening doors that might otherwise remain closed. The Explorer gains an additional +10 bonus to Fellowship Tests when dealing with this group. This Talent is cumulative with Peer, for a total bonus of +20.

Guardian

Prerequisites: Agility 40
Years of serving as a bodyguard allow the Explorer to put himself in the line of fire, or to take a murderous attack that was intended for another. He may sacrifice all of his Actions for the next Round to switch places with an ally within 2 metres (as long as there is no obstruction in the way). This may be done at any time, even interrupting another action. The character become the target of any attacks previously targeting the ally. This Talent may not be used more than once per combat.

Gun Blessing

Prerequisites: Mechanicus Implants
Using the Explorer's sacred ability to subtly affect ferrous materials, he can un-jam a number of weapons equal to his Intelligence Bonus, so long as they are within a 10-metre radius. A successful Intelligence Test indicates the character has appeased the spirits of the weapons. This blessing requires a Full Action.

Gunslinger

Prerequisites: Ballistic Skill 40, Two-Weapon Wielder
The Explorer has trained with pistols for so long that they are like extensions of his own body, barely requiring conscious thought to aim and fire. When armed with two pistols, he reduces the penalty for Two-Weapon Fighting by –10. If he also possesses the Ambidextrous Talent, the penalty is reduced to 0.

Hard Bargain

The Explorer's shrewd negotiations and bartering skills are without peer, and he has a knack for seeing opportunities for profit where others see nothing. Whenever Profit Factor is awarded for completing an Endeavour, you gain a bonus of +1 Profit Factor to the group's total.

Hard Target

Prerequisites: Agility 40
Light on his feet, the Explorer dodges and weaves as he moves, skills learned from long years in the line of fire. When he selects the Charge or Run Actions, opponents suffer a –20 penalty to Ballistic Skill Tests made to hit the character with a ranged weapon. This penalty continues until the start of the Explorer's next Turn.

Hardy

Prerequisites: Toughness 40
The Explorer's constitution rebounds quickly from shock or injury. When undergoing medical treatment or healing from injures, he recovers Damage as if Lightly Wounded.

Hatred

Talent Groups: Criminals, Rogue Trader (specific), Pirates, Xeno (specific), Psykers, Mutants
A group, organisation or race has wronged the Explorer in the past, fuelling this animosity. When fighting opponents of that group in close combat, he gains a +10 bonus to all Weapon Skill Tests made against them.

Heavy Weapon Training

Talent Groups: Bolt, Flame, Las, Launcher, Melta, Plasma, Primitive, and SP
The Explorer can employ some of the most devastating weapons of the battlefield, able to vaporise single foes and strike fear into the machine spirits of vehicles everywhere. He can use weapons of the groups for which this Talent has been selected, choosing one new group each time. When a character attempts to use a weapon and he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

Heightened Senses

Talent Groups: Sight, Sound, Smell, Taste, Touch
Either genetics or augmetics have made one of the Explorer's senses superior to others. When he gains this Talent, select one of the five senses. The character gains a +10 bonus to any Tests specifically involving this sense. Thus, Heightened Senses (Sight) would apply to an Awareness Test to see a distant flock of shale crows, but not to something as general as a Ballistic Skill Test with any ranged weapon or a Weapon Skill Test simply because the character is using his eyes.

Hip Shooting

Prerequisites: Ballistic Skill 40, Agility 40
The Explorer's prowess with ranged weapons is such that he can still fire accurately without using the sights. As a Full Action, the character may both move up to his Full Move rate and make a single attack with a ranged weapon. This attack can only be a single shot—no automatic fire.

Hotshot Pilot

Prerequisites: Any Pilot Skill, Agility 40
The Explorer can pilot vehicles as if they were extensions of his own body. He may only select this Talent if he has obtained one Pilot Skill as an Advanced Skill. The character treats all other Pilot skills as Basic Skills, and receives a +10 bonus to the Pilot Skills he already possesses.

Infused Knowledge

Prerequisites: Intelligence 40
The Explorer has been infused with a great wealth of lore and knowledge, either through punishing noetic techniques or by arcane methods kept secret by the guardians of technology and knowledge. The Explorer treats all Common and Scholastic Lore Skills as untrained Basic Skills. This Talent also provides a +10 bonus to any Tests involving Common or Scholastic Lore for which he already possesses the Skill.

Improved Warp Sense

Prerequisites: Warp Sense
The Explorer can now see the warp and physical universe side by side, no longer taking any concentration on his part. After gaining this Talent, the character may use the Psyniscience Skill as a Free Action.

Independent Targeting

Prerequisites: Ballistic Skill 40
The Explorer has developed his peripheral vision and situational awareness to a point where he can fire in two directions within a split second. When firing two weapons as part of a single action, the targets need not be less than 10 metres apart.

Into the Jaws of Hell

Prerequisites: Iron Discipline
The Explorer inspires loyalty and devotion in his followers such that they would follow him into the warp or on a boarding action against xeno corsairs. In personal combat, while visible to them, they are immune to Fear and Pinning. While the character is known to be on board a ship in which he serves, the ship has a +5 bonus to its Morale.

Inspire Wrath

Prerequisites: Fellowship 30
The Explorer knows just the turn of phrase that incites individuals or groups to rage against others. His rhetoric grants +20 to Interaction Tests when inspiring hatred or anger, and double the number of individuals affected. This Talent can be combined with Master Orator to further increase the number of listeners affected.

Iron Discipline

Prerequisites: Willpower 30, Command
Iron sharpens iron. The Explorer does not coddle his crew, nor motivate them through kindness. His stalwart example and stern leadership exhorts them with steel instead of spoils. If the character is visible to his followers, either in person or via vox- or pict-caster, they may re-roll failed Willpower Tests made to resist Fear and Pinning. Iron Discipline can affect a number of targets equal to the character's Willpower Bonus, who must be under his command. PCs can benefit from Iron Discipline if the character with this Talent is the official group leader. If the Explorer is leading a boarding action (see page 215), he gains a +10 bonus to his Command Tests.

Iron Jaw

Prerequisites: Toughness 40
The Explorer has taken blows from Orks and given back as good as he got. He can bounce back from most strikes without ill effects. If ever Stunned, a successful Toughness Test allows him to ignore the effects.

Jaded

Prerequisites: Willpower 30
The Explorer's wide travels have shown both wonders and horrors beyond the ken of most. The galaxy has thrown its worst at him and he has yet to flinch. Outrageous events, from death's horrific visage to xenos abominations, will not cause Insanity Points or Fear Tests. Terrors of the Warp still affect the character normally.

Leap Up

Prerequisites: Agility 30
A combination of athletic ability and speed allow the Explorer to spring to his feet in virtually any circumstance. He may stand up as a Free Action.

Last Man Standing

Prerequisites: Nerves of Steel
The Explorer has developed a sixth sense about hails of gunfire, allowing him to sense gaps and pauses in the lethal rain. He is immune to Pinning by Pistols and Basic Weapons, and adds +1 AP to the value of any cover protecting him from ranged attacks.

Light Sleeper

Prerequisites: Perception 30
The slightest change in conditions or disturbance brings the Explorer from sleep to full awareness, remaining alert even in slumber. He is always assumed to be awake, even when asleep, for the purposes of Awareness Tests or surprise. Unfortunately, the character's sleep is not deep and can be frequently interrupted, resulting in a less-than-cheery disposition when awake.

Lightning Attack

Prerequisites: Swift Attack
The Explorer's speed with weapons is legendary, allowing him to launch flurries of attacks. As a Full Action, the character may make three melee attacks on his Turn. The effects of this Talent replace those of Swift Attack rather than adding to them. The use of Lightning Attack may not be combined with Dual Strike. If the Explorer has the Two-Weapon Wielder Talent and is wielding two melee weapons, he gets the advantage of Lightning Attack with only one of the weapons, and a single attack with the other. If he has the Two-Weapon Wielder Talent and is wielding a melee weapon in one hand and a gun in the other, he gets the advantage of Lightning Attack with the melee weapon and a single attack with the gun.

Lightning Reflexes

The Explorer always expects trouble, even in the most innocuous situations, allowing him to act quickly when needed. The character adds twice his Agility Bonus when rolling for Initiative. If he has Unnatural Agility, add +1 to the multiplier before factoring the bonus into the Initiative roll.

Litany of Hate

Prerequisites: Hatred (any)
The Explorer's belief in the righteousness of his hatred is so ingrained that he can rouse others to join his crusade. As a Full Action, the character may make a Charm Test to extend the effects of his Hatred Talent to any allies in the immediate vicinity. Success on the Test confers a +10 bonus to Weapon Skill when fighting hated foes to one target per point of the Explorer's Fellowship Bonus. The effects last for the duration of the encounter.

Logis Implant

The Explorer may use analytical circuits to calculate trajectory and reactions to a preternatural extent. His ability to read possible outcomes lets him anticipate the movement of his opponents. By using his Reaction for the Round, the character may make a Tech-Use Test to make use of this Talent. He gains a +10 bonus to all Weapon Skill and Ballistic Skill Tests until the end of his next Turn. The Explorer must pass a Toughness Test when he uses this ability or gain a level of Fatigue.

Luminen Blast

Prerequisites: Mechanicus Implants
The Omnissiah has blessed the Explorer with augmetic conduits that parallel the bones of his arms. By reciting the proper litany, he can channel the energy stored in his Potentia Coil down these channels and direct it at his enemies. Success on a Ballistic Skill Test allows him direct this energy against a single target within 10 meters. The target takes 1d10 plus the Explorer's Willpower Bonus in Energy Damage. The character must pass a Toughness Test when using this ability or gain a level of Fatigue.
Talent Use: Half Action Attack

Luminen Charge

Prerequisites: Mechanicus Implants
The Explorer has mastered the union between his holy mechanical elements and his mortal flesh, allowing the former to power the latter. With a successful Toughness Test the character may recharge or power machinery with his internal coils. This requires one minute of meditation and ritual incantation. The difficulty of the Toughness Test varies depending on the nature of the powered system:

Difficulty	Example
Ordinary (+10)	Simple Power Cell, Illuminator
Challenging (+0)	Weapon Charge Pack, Data Slate, Bridge Terminal
Difficult (–10)	Hotshot Charge Pack, Shuttle Electronics, Servo-Skull
Hard (–20)	Lascannon Charge Pack, Servitor, Bridge Hololith
Very Hard (–30)	Ship's Cogitator Core, Reactor Machine Spirit, Xenos Tech

The Explorer must pass a Toughness Test when he uses this ability or gain a level of Fatigue. No matter the power bestowed by the Omnissiah, some systems are either too large or too alien for this Talent—the GM will be the final judge.

Luminen Shock

Prerequisites: Mechanicus Implants
The power of the Explorer's Potentia Coil flows through a network of inductors within his flesh, allowing him to channel this energy into his blows. In close combat, a successful Weapon Skill Test or Grapple delivers the shock. The Luminen Shock inflicts 1d10+3 points of Energy Damage with the Shocking

Quality (see page 116). The Explorer must pass a Toughness Test when using this ability or gain a level of Fatigue.
Talent Use: Half Action Attack

Machinator Array

Prerequisites: Mechanicus Implants
The Explorer has returned to the crèches of the Mechanicus so they can bring him closer to the most holy of forms, adding an extensive machinator array to his existing augmetics. The Explorer's Strength and Toughness Characteristics are increased by +10, and his Agility and Fellowship are reduced by –5. His mass increases to three times that of a normal person, and he may no longer stay afloat or swim in water or similar liquids. The character may mount a single pistol type or close combat weapon on any Ballistic Mechadendrites he posseses. He must still have the proper Talent to use the mounted weapon.

Maglev Grace

Prerequisites: Mechanicus Implants
The Explorer stitches augmetic coils throughout the systems or flesh of his legs, granting him the ability to float a short distance above the ground. Using a Half Action, the character may hover 20 to 30 centimetres off the ground for a number of minutes equal to 1d10 plus his Toughness Bonus. The Explorer must employ a Half Action each round to maintaining the rite, and may use the other actions to move normally. He may activate this rite to slow his rate of descent when falling, reducing all falling Damage to 1d10+3 Impact. Each use of Maglev Grace exhausts the power stored in the Potentia Coil, and cannot be reused until the Coil has been recharged.

Maglev Transcendence

Prerequisites: Mechanicus Implants, Maglev Grace
The Explorer has proven his devotion to the Machine God by lacing augmetic coils through every portion of his body. Using a Half Action, he may hover 20–30 centimetres off the ground for a number of minutes equal to 2d10 plus his Toughness Bonus. The Explorer must employ a Half Action each round to concentrate on maintaining this rite, but any Move Action allows him to move up to his running speed. He can slow his rate of descent when falling so long as this rite is active when he reaches the ground, taking no falling damage. Each time he enacts this rite, it drains 50% of his Potentia Coil.

Marksman

Prerequisites: Ballistic Skill 35
The Explorer's steady hand and eagle eye allows him to keep crosshairs steady on any target, regardless of range. Distance is no protection against his fire. The Explorer suffers no penalties for Ballistic Skill Tests at long or extended range.

Master & Commander

Prerequisites: Intelligence 35, Fellowship 35
There can be only one commander of a vessel, and the Explorer's guiding hand, stern judgment, and sage leadership have captained his crew through countless conflicts. By spending a Half Action in combat to direct the efforts of his allies, none of them suffer the penalties for ganging up until his next Turn. If defending against a boarding action, a Half Action directs the efforts of his armsmen, granting them a +10 bonus in combat (see page 215).

Master Chirurgeon

Prerequisites: Medicae +10
The Explorer's advanced medical skills enable him knit flesh with deft mastery. His exceptional education in use of the Narthecium, Med-Slate, and supplemental drugs gives his patients an enormous advantage. The Explorer gains a +10 bonus on all Medicae Tests. If treating a Heavily or Critically Wounded patient, a successful Test heals 2 points of Damage instead of 1. If the patient is in danger of losing a limb from a Critical Hit (see **Chapter IX: Playing the Game**), the Explorer provides him with a +20 bonus to the Toughness Test to prevent limb loss.

Master Enginseer

Prerequisites: Tech-Use +20, Mechanicus or Explorator Implants
The Explorer's knowledge of starships and their machine spirits surpasses all his planet-bound brethren. The character can almost feel the plasma pulsing through the ship's conduits as if it were his own veins. He may spend a Fate Point for automatic success on a Tech-Use Test for enhancement, repair, or upgrade of starship systems, taking the minimum amount of time possible on the task.

Master Orator

Prerequisites: Fellowship 30
The Explorer has learned the techniques required to influence large audiences. His Fellowship Tests and Fellowship-based Skill Tests affect 10 times the normal number of targets.

Mechadendrite Use

Prerequisites: Explorator
Talent Groups: Weapon, Utility
Though there are many different types of Mechadendrite, this Talent divides them into two broad categories:
Weapon: Mechadendrites of this type end in either ranged or close combat weapons, and have the supplemental support and strength necessary for combat.
Utility: Including such varied types as Machine Spirit Interface, Manipulator, Medicae, Utility, Optical, and countless others, these Mechadendrites generally require less hardy mountings, but all interface with the Cyber Mantle in a similar manner.

Meditation

The Explorer has mastered his body and its reactions by prayer to the Emperor, shutting down unnecessary functions to refresh his body and mind. Success on a Willpower Test and 10 minutes without interruptions removes one level of Fatigue.

Melee Weapon Training

Talent Groups: Primitive, Universal
The Explorer has trained extensively with hand-to-hand weaponry, becoming proficient in the use of virtually all hand-held close combat arms. The universal group includes the Chain, Shock, and Power groups, and allows proficient use off all those weapon types. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

Mighty Shot

Prerequisites: Ballistic Skill 40
The Explorer knows the weak points in every armour and material, and has the skill to place shots exactly where they will do the most damage. He adds +2 to Damage with a ranged weapon.

Mimic

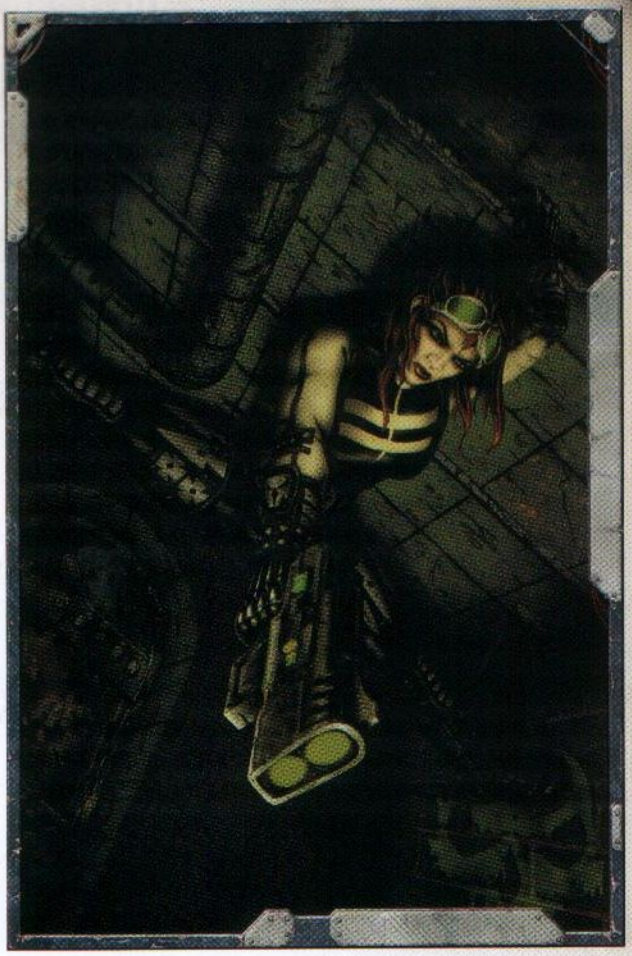
Vox synthesisers, training or innate abilities allow the Explorer to accurately mimic the voice of another. He must study the voice patterns of his target for at least one hour for proper imitation, and speak the same language. He cannot accurately copy the voice of a xeno due to the difference in physiology and the subtle complexities of most alien languages. Listeners must succeed on a **Difficult (–10) Scrutiny Test** to penetrate the deception. If the character studies used vox recordings, or comm-link conversations rather than in-person observation, the Difficulty of the Scrutiny Test is reduced to Challenging (+0). His deception automatically fails if the listener can clearly see he is not the imitated individual.

Navigator

The Explorer was born with the Navigator gene, either of the Navis Nobilite or in the shadowed ranks of the unlicensed. The Warp Eye stares balefully from his forehead, allowing him to perceive the ebbs and flows of the empyrean. For more details, see **Chapter 7: Navigator Powers**.

Navigator Power

Prerequisites: Navigator
The Explorer's trainers or natural ability allows use of an additional Navigator Power. This Talent may be chosen multiple times, each selection granting a new Power.



Nerves of Steel

Long years on the battlefield enable the Explorer to remain calm as fire impacts all around. He may re-roll failed Willpower Tests to avoid or recover from Pinning.

Orthoproxy

A liturgical circuit has been implanted within the Explorer's skull, allowing him to focus on the prayers recited by the proxy unit when his mental fortitude is in peril. He receives a +20 bonus to Willpower Tests made to resist mind control or interrogation.

Paranoia

The Explorer knows that danger lurks behind every corner and knows the galaxy will hit him as soon as he lets his guard down. The character gains a +2 bonus on Initiative rolls, and the GM may secretly Test his Perception to notice hidden threats. The price of his eternal vigilance is a twitchy disposition and the inability to relax.

Peer

Prerequisites: Fellowship 30
Talent Groups: Academics, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Feral Worlders,

Government, Hivers, Inquisition, Middle Classes, Military, Nobility, the Insane, Underworld, Void Born, Workers.

The Explorer is adept at dealing with a particular social group or organisation. He gains a +10 bonus to all Fellowship Tests when interacting with the chosen group.

Pistol Weapon Training

Talent Groups: Primitive, Universal

The Explorer has practiced with nearly every single-handed ranged weapon within the confines of the Imperium, and no small number without. The Universal group confers proficiency with most pistol weapons, including the Bolt, Las, Launcher, Melta, Plasma, and SP groups. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20% penalty to any relevant Weapon Skill or Ballistic Skill Test.

Polyglot

Prerequisites: Intelligence 40, Fel 30

The Explorer has an innate ability to derive meaning from unknown languages and make himself understood using this intuitive grasp. He treats all languages as Basic Skills. This is not the same as true knowledge of the language, and tests using this Talent suffer a –10 penalty due to the simplistic nature of translation.

Precise Blow

Prerequisites: Weapon Skill 40, Sure Strike

The Explorer's eye, hand, and weapon act seamlessly together, placing blows exactly where the attacker intends. When making a called shot with a melee weapon, the Explorer does not incur the –20 penalty.

Prosanguine

Prerequisites: Autosanguine

Through the Explorer's iron will or via appeals to the Omnissiah, he is able to speed the function of his Autosanguinators. By spending 10 minutes in meditation and ritual incantation, the character may make a Tech-Use Test, and if successful, remove 1d5 points of Damage. If he rolls a 96–100, he overstrains his implants, losing the ability to use them for one week. During that week, the Explorer may use neither the Autosanguine nor Prosanguine Talents.

Psy Rating

The Explorer is a psyker, and his power in game terms is rated on a scale of 1 to 10, where Psy Rating 1 is the lowest to warrant the attentions of the Scholastia Psykana and the Black Ships, and a rating of 10 represents one of the most powerful of the entire human sphere. An Astropath Transcendent begins play with Psy Rating 2. See **Chapter VI: Psychic Powers** for detailed rules on the game mechanics of this ability. Increasing a character's Psy Rating represents that character unlocking more of his psychic potential and becoming more and more powerful. Note that Psy Ratings in **Rogue Trader** do not automatically grant additional Psychic Powers. A higher Psy Rating indicates a more powerful psyker. An Explorer can take this Talent multiple times; each time it is taken, his current Psy Rating increases by 1.

Psychic Discipline

Talent Groups: Psy Rating

The Explorer gains access to a new Psychic Discipline, and may select techniques from this new field of study as his abilities increase. Psykers may access a maximum of three separate Disciplines. For further details, see **Chapter VI: Psychic Powers**.

Psychic Technique

Talent Groups: See Psychic Techniques

Either through training or natural development, the Explorer has learned an additional Psychic Technique. Once this Talent has been selected, the Explorer may select one new Psychic Technique in any Discipline he possesses with an **XP** cost equal to or lower than the Talent's **XP** cost. Note that when a Psychic Technique is selected, the Explorer does not have to spend more **XP**–he spent the required **XP** when he purchased the Talent. This Talent may be chosen multiple times, each selection granting an additional Technique.

Pure Faith

The Explorer's faith in the God Emperor of Mankind, his divine power and grace, is total and complete. This faith wraps around him and suffuses his soul, armouring him against the foul influences and weapons of the heretic. Pure Faith provides all of the following benefits:

The Explorer is always immune to the effects of Daemonic Presence including the negative modifiers to his Willpower.

The Explorer may spend a Fate Point to not take Fear Tests, not acquire Insanity Points, and not gain any Corruption Points. These safeguards remain for the duration of the encounter.

The Explorer may burn a Fate Point to resist the effects of any single daemonic or psychic attack, effectively allowing him to emerge unscathed as if by a miracle.

Purge the Unclean

Prerequisites: Pure Faith

The Explorer can focus his faith through words, gestures, and force of will such that a daemon may be cowed or cast out by the power of the Emperor.

As a half action, the Explorer may spend a Fate Point to intone holy words to repel a warp entity. Make an opposed Willpower Test against the warp entity. If the Test succeeds, the warp creature is repelled a distance of metres away equal to twice the character's Willpower Bonus. It cannot approach closer than this distance for 2d5 Rounds.

As a full action, the Explorer may spend a Fate Point to

speak the rites of exorcism and force out a possessing warp entity from its host. Make an opposed Willpower Test against the warp entity. If the Test succeeds, the warp entity is driven out of the thing it was possessing and manifests in an adjacent space to its former host. The warp entity may not possess the host again for a number of hours equal to twice character's Willpower Bonus.

As a full action, the Explorer may burn a Fate Point to chant the litanies of detestation to purge a warp entity from reality. He must be actually confronting the thing and not just thinking about it. Test the character's Willpower; if successful, he deals Damage equal to his Willpower Bonus, plus his Willpower Bonus for each Degree of Success. On a failed Test, the warp creature takes damage equal to the character's Willpower Bonus. Damage inflicted by this method is not reduced by the creature's Toughness or Armour.

Quick Draw

The Explorer has practised so frequently with his weapons that they practically leap into his hands, ready for action. He can Ready as a Free Action when armed with a Pistol or Basic class ranged weapon, or a melee weapon that can be wielded in one hand.

Rapid Reaction

Prerequisites: Agility 40

The Explorer has honed his reactions to a razor's edge, allowing him to act while most stand dumbfounded. When surprised or ambushed, a successful Agility Test allows him to act normally.

Rapid Reload

The practice bays aboard the Explorer's vessel are like a second home, and he has reloaded countless magazines or power cells for his weapons until he can replace them with his eyes closed. The Explorer halves all reload times, rounding down. Thus, Half Action reload become a Free Action, a Full Action reload becomes a Half Action, and so on.

Renowned Warrant

The Explorer's Warrant of Trade is ancient and hallowed, signed before the Imperium knew of the Expanse, and garners the respect of merchants and officials alike. The character gains a +10 bonus to Interaction Skill Tests with those who understand the importance of the warrant, such as other traders and Imperial officials.

Resistance

Talent Groups: Cold, Fear, Heat, Poisons, Psychic Techniques

The Explorer's background, experience, training, exposure, or plain stubbornness has inured him to a particular type of hardship. Each time the Explorer selects this Talent, choose one group. He gains a +10 bonus when making Tests to resist the effects of this group. The GM may wish to approve certain choices or have them justified by the character's past.

Rite of Awe

Prerequisites: Explorator

The Omnissiah has augmetically blessed the Explorer's voice box, allowing him to recite infrasonic liturgies that trigger awe and fear. All humans, regardless of their ability to hear, within a 50-metre radius feel a sense of dread and take a –10 penalty to their next Skill Test. Characters may ignore these effects with a successful Willpower Test. Whilst incanting the rite, the character may not talk or communicate with others. The rite requires two minutes of litanies, and it is considered very bad form to break off the recitation before completion. Humans without auditory implants cannot hear infrasonic sound, and though still affected, will not know the Explorer is speaking.

Rite of Fear

Prerequisites: Explorator

The Explorer's infrasonic dirges cause terror in the weak. All humans, regardless of their ability to hear, within a 50-metre radius treat the character as if he has a Fear Rating of 1. While incanting the dirge, he may not communicate in any other way. The rite requires two minutes of chanting, and most would not consider halting the incantations prior to their completion. Humans without auditory augmentation cannot hear infrasonic sound, and though still affected, will not know the Explorer is speaking.

Rite of Pure Thought

Prerequisites: Explorator

The Explorer has replaced the creative half of his brain with sacred cranial circuitry. He can no longer feel emotion, and instead embraces the crystal purity of logic, making him immune to Fear, Pinning and any effects that stem from emotional disturbance. The GM will remove any Mental Disorders that no longer apply, and grant appropriate new ones of equal severity. The character's fellow Explorers may find him somewhat cold, though other followers of the Omnissiah will rejoice in his newfound freedom.

Rite of Sanctioning

Prerequisites: Psy Rating, Special

The Explorer has been brought before the Emperor and has received a miniscule fraction of His awesome strength, making the character far more resistant to the predations of the Warp. Choose one result on the Psychic Phenomena chart on page 160 (other than Perils of the Warp). When rolling for Psychic Phenomena, the Explorer may substitute his trademark result for the effect rolled on the table, so long as he does not roll Perils of the Warp.

Rival

Talent Groups: Academics, Adepta Sororitas, Adeptus Arbites, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Government, Imperial Guard, Imperial Navy, Inquisition, Middle Class, Military, Navigators, Nobility, Rogue Traders, Underworld, Workers

Essentially the opposite of Peer on page 103, this Talent represents aggressive competition and some animosity with a particular social group or organisation. The Explorer suffers a –10 penalty to all Fellowship Tests when interacting with the group in question.

The GM and player may agree to award this Talent when appropriate to the storyline. This Talent may be removed with an Elite Advance and the approval of the GM if the player has taken suitable actions to earn the trust of the group.

Sharpshooter

Prerequisites: Ballistic Skill 40, Deadeye Shot

The Explorer's steady hand and eagle eye allow him to place shots exactly where he wants. When making a called shot, he does not incur the normal –20 penalty. This Talent replaces the effects of Deadeye Shot.

Sound Constitution

The Explorer gains an additional Wound. He may purchase this Talent multiple times in accordance with his Career Advances. In this case note the number of times it's been taken after the Talent, such as Sound Constitution 3.

Sprint

The Explorer's fleet feet can propel him faster than his comrades. When taking the Full Move Action, the character can move an extra number of metres equal to his Agility Bonus. When taking the Run Action, he may double his movement for one Round. The Explorer gains one level of Fatigue if he uses this Talent two Turns in a row.

Step Aside

Prerequisites: Agility 40, Dodge

The Explorer can sway his body out of the path of an attack, causing it to pass through thin air. He may make an additional Dodge once per Round. In effect this gives him a second Reaction that may only be used to Dodge, allowing two Dodges in a Turn. However, he may still only attempt a single Dodge against one attack.

Strong Minded

Prerequisites: Willpower 30, Resistance (Psychic Techniques)

The Explorer's mind acts as a fortress against psychic attacks. He may re-roll failed Willpower Tests to resist any Psychic Techniques that affect his mind. Psychic Techniques that have a physical effect, such as Telekinesis, are unaffected by this Talent.

Sure Strike

Prerequisites: Weapon Skill 30

The Explorer can direct his blows far better than most, giving him some control over where they land. When determining hit location for a melee attack, he may use the dice as he rolled them or reverse them, choosing the location he prefers. For example, if Vidor rolls a 37 to hit an Eldar corsair, this would ordinarily strike the Right Leg (73). However, since he has the Sure Strike Talent, he could choose to hit the corsair in the Body (37).

Swift Attack

Prerequisites: Weapon Skill 35

The Explorer's speed and martial ability allow him to land flurries of blows. As a Full Action, he may make two melee attacks on his Turn. If he has the Two-Weapon Wielder Talent and is wielding two melee weapons, he gets the advantage of Swift Attack with only one of the weapons, and a single attack with the other. If he has the Two-Weapon Wielder Talent and is wielding a melee weapon in one hand and a gun in the other, he gets the advantage of Swift Attack with the melee weapon and a single attack with the gun.

Takedown

As a Half Action the Explorer may declare that he is attempting a takedown before testing Weapon Skill. If he hits and would have done at least 1 point of Damage, then ignore the Damage and the opponent must make a Toughness Test or be stunned for 1 Round. When performing a Stun Action, the character does not suffer a –20 penalty to his Weapon Skill.

Talented

Talent Groups: Any skill
The Explorer has a natural affinity for a particular Skill. He chooses any one Skill and gains +10 bonus to Tests made using that Skill.

Technical Knock

Prerequisites: Intelligence 30
Either through the ease of long practice, or the proper ritual to appease a weapon's machine spirit, the Explorer can clear stoppages in weapons. He may un-jam any gun as a Half Action, but may only perform this rite on one weapon per Round. He must touch the weapon to enact this rite.

The Emperor Protects

Prerequisites: Pure Faith
The power of the Emperor flows through the Explorer, protecting the faithful and emboldening them to heroism in the face of terrible things.

By spending a Fate Point, the character grants himself and a number of allies equal to his Willpower Bonus immunity to the effects of Fear and Pinning. Additionally all ranged or close combat acts made against the character and the specified allies are at a –10 modifier. These benefits last for the duration of the encounter.

By burning a Fate point, the character may allow an ally (never himself) to resist the effects of any single attack, effectively allowing the ally to emerge unscathed as if by a miracle. The Fate point must be burnt once the attack has hit but before Damage has been rolled.

The Flesh is Weak

Prerequisites: Mechanicus Implants
The Explorer's body has undergone significant bionic replacement to the point where he is far more machine than man.

This Talent grants the Explorer the Machine Trait (see page 365) with Armour Points equal to the number of times this Talent has been taken. The Explorer may purchase this Talent multiple times in accordance with his Career Advances. In this case, note the number of times this Talent has been taken, such as The Flesh is Weak 3.

Thrown Weapon Training

Talent Groups: Universal
The Explorer's mastery of the balance, spin, and weight of thrown weapons makes him a formidable foe at any distance, even if only armed with a knife. The Universal group includes all thrown weapons from the Primitive, Chain, Shock, and Power groups. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

Total Recall

Prerequisites: Intelligence 30
Mental conditioning or augmetics enable the Explorer to record and recall great amounts of information, effectively granting him a perfect memory. He can automatically remember trivial facts or pieces of information that might feasibly have picked up in the past. When dealing with more detailed, complex, or obscure facts, such as the deck plans of a space hulk or a complex xeno pictograph, the GM may require an Intelligence Test.

True Grit

Prerequisites: Toughness 40
The Explorer is able to shrug off wounds that would fell lesser men. Whenever he suffers Critical Damage, halve the result (rounding up).

Two-Weapon Wielder

Talent Groups: Ballistic, Melee
Prerequisites: Ballistic Skill 35 or Weapon Skill 35, Agility 35
Years of training allow the Explorer to use a weapon in each hand when needed. When armed with two weapons of the same type, he may spend a Full Action to attack with both. Both tests made to attack with the weapons suffer a –20 penalty (see **Chapter IX: Playing the Game** for more details on fighting with two weapons). He must possess Two-Weapon Wielder (Melee) and Two-Weapon Wielder (Ballistic) if he wishes to use a gun and hand weapon with this Talent.

Unarmed Master

Prerequisites: Weapon Skill 45, Agility 40, Unarmed Warrior
The Explorer has developed unequalled mastery of unarmed combat techniques. His unarmed combat attacks do 1d10+SB (I) Damage and his attacks no longer have the Primitive quality.

Unarmed Warrior

Prerequisites: Weapons Skill 35, Agility 35
Due to extensive training in unarmed combat, the Explorer's unarmed combat attacks do 1d10-3 (+SB) Damage instead of 1d5-3. Because

of his advanced training against both armed and unarmed foes, he does not count as Unarmed, as defined on page 245, when making attacks against armed opponents. The character's attacks still count as having the Primitive quality.

Unremarkable

The Explorer has mastered the art of blending into any crowd by adopting its mannerisms. Attempts to notice the character when amongst other people, or attempts to describe him or recall details incur a –20 penalty.

Unshakable Faith

The Explorer's confidence in the Emperor and his abilities is so strong that he can face any danger. He may re-roll any failed Willpower Tests to avoid the effects of Fear.

Void Tactician

Prerequisites: Intelligence 35
The Explorer's ability to conceptualise three-dimensional space gives him an advantage in starship combat, granting a +10 bonus to Ballistic Skill Tests made to fire a starship's guns in combat.

Wall of Steel

Prerequisites: Agility 35
The Explorer's skill with blades is so profound that the merest hint of attack allows him to assume a defensive position. He may make one additional Parry per Round, in effect granting a second Reaction that may only be used to Parry. He may only attempt a single Parry against any one attack.

Warp Affinity

Prerequisites: Psy Rating
The Explorer has a special connection to the warp, allowing him to occasionally sense and avoid its less desirable effects as he channels its power. The character may not select this Talent if he has undergone the Rite of Sanctioning. When rolling for Psychic Phenomenon, the Explorer may discard the die roll, suffer 1d5 Corruption Points, and then re-roll with no modifiers.

Warp Conduit

Prerequisites: Psy Rating, Strong Minded, Willpower 50
The sheer power of the Explorer's mind allows him to channel much more warp energy than his peers. When pushing, he may add a +1 bonus to his Psy Rating and subtract –10 on any resultant Psychic Phenomenon rolls.

Warp Sense

Prerequisites: Navigator or Psy Rating, Psyniscience Skill, Perception 30
The Explorer's senses have evolved to perceive the warp in parallel with the physical world, though it requires some concentration to do so. After gaining this Talent, using the Psyniscience Skill requires a Half Action instead of a Full Action.

Whispers

Prerequisites: Intelligence 45, Fellowship 35
Such is the Explorer's reputation for having ears everywhere aboard the ship and a finely tuned network of invisible informants that the crew no longer even bothers to keep secrets from him. The Explorer receives a +10 bonus to any Skill Test for Investigation or the Interview special use of the Inquiry Skill.

Wrath of the Righteous

Prerequisites: Pure Faith
The Explorer is a killing angel, and he visits the Emperor's righteous fury on those who deny His dominion over the stars, or who profane that which is sacred.
When making an attack, the Explorer may spend a Fate Point to deal an additional 1d5 points of Damage.

At any time while the Explorer is attacking, he may burn a Fate Point to trigger Righteous Fury on a single successful attack. The attack automatically deals the maximum Damage for the weapon plus 1d10 points of Damage. If the second roll results in 10, further Damage is possible (see **Righteous Fury** on page 245).

V

Armoury

- Availability
- Craftsmanship
- Weapons
- Armour
- Gear
- Cybernetics

Chapter V: Armoury

"The God-Emperor's blessings are upon the company with the heaviest weapons."

–Cadian Proverb.

The darkened era of the 41st Millennium can be the stuff of nightmares as hellish war, predatory xenos, insurrection, and conflict threaten mankind from all sides. These and other threats can become even more dangerous for those who venture beyond the Imperium, as explorers face not only the known terrors that prey upon the Calixis Sector, but also a host of new threats unimagined save for the ravings of deranged psykers and other madmen. The better armed and equipped a crew, the better their chances of survival in dread voids—and the better their Lord-Captain's prospects for profit. This chapter outlines some of the many types of weapons, armour, and gear existing in the Koronus Expanse and beyond, ranging from standard munitions to heretical and rare xenos-fashioned devices. There is risk in using objects tainted by xenos—but an explorer must be ready for anything when far from the protections of Imperial power.

Availability

"Yes I quite understand, a most powerful weapon and a bargain as well at a mere five decilitres of Sacra, but what are these teeth-things you have given me with it?... Oh, they are the ammunition. I see..."

–Rogue Trader Calbvere in negotiation with Sire White Sleet, a Stryxis Merchant

Desired goods or services are not always immediately at hand. Squalid medieval worlds are a lot less likely to offer rare goods and services than the sophisticated markets of an Imperial hive. Moreover, finding a high-quality weapon on a backwater planet is far more difficult than locating such a weapon in a teeming metropolis. Each piece of equipment or service has an associated Availability, ranging from Ubiquitous to Unique. GMs can use the following guidelines as a starting point for determining whether a world's traders possess a particular item or not. If the present location does not offer an item or service, then a Rogue Trader must either arrange passage to a world whose markets do offer it, or go there himself—either option adds a great deal of time to the process of acquisition.

AVAILABILITY AND TECHNOLOGY

Some things are not just hard to find on certain worlds, but impossible. For instance, while a lasgun may be a common piece of equipment in most parts of the Imperium, you are unlikely to find one anywhere on a feral world. The GM can decide to either make an item harder to find or even impossible to acquire because it uses technology not readily available at the present location.

Characters searching for a particular item or service must make a successful Commerce or Inquiry Test modified by the Availability of the item. **Table 5–1: Availability by Population** provides a baseline modifier for Commerce or Inquiry Tests to find an item in a community of 1,000 people or less. For communities larger than 1,000 people, reduce the Difficulty for finding an object by one step for communities of 10,000 or less, or two steps for communities of 100,000 or more. If the community has 100 people or less, increase the Difficulty by one step. **Table 5–1: Availability by Population** shows how the Difficulty changes based on population size.

Example

Kale needs a new bolt pistol. A bolt pistol is a Rare item, and so he suffers a –20 penalty on his Commerce Test to find it in a typical settlement with a population of around 7,000. If he looks in a small farming outpost with a population of only 400, the Difficulty becomes Very Hard (–30). However, if he looks in a city with a population of 80,000, the Difficulty lessens to Average, meaning that he suffers no penalties to the Test.

AVAILABILITY AND TIME

Just because the markets of a community offer an item or service sought by a Rogue Trader does not necessarily mean that it is easy to locate, or easy to arrange purchase. Larger communities have better and more accessible markets, but they are also a challenge to search well, and local laws impede rapid transactions. Mercantile negotiations become more drawn-out in civilised surroundings, where merchant guilders puff themselves up with self-importance, and where the goods offered grow in value. It may take more time than desired for the Rogue Trader's factors and other mercantile servants to both locate a seller and complete a deal, or to determine that a community really has no sellers for the desired item or service. See **Table 5–2: Availability, Population, and**

Table 5-1: Availability by Population

	Difficulty by Population			
Availability	**<1,000**	**<10,000**	**<100,000**	**100,000+**
Ubiquitous	Easy (+30)	Automatic	Automatic	Automatic
Abundant	Routine (+20)	Easy (+30)	Automatic	Automatic
Plentiful	Ordinary (+10)	Routine (+20)	Easy (+30)	Automatic
Common	Challenging (+0)	Ordinary (+10)	Routine (+20)	Easy (+30)
Average	Difficult (–10)	Challenging (+0)	Ordinary (+10)	Routine (+20)
Scarce	Hard (–20)	Difficult (–10)	Challenging (+0)	Ordinary (+10)
Rare	Very Hard (–30)	Hard (–20)	Difficult (–10)	Challenging (+0)
Very Rare	Arduous (–40)	Very Hard (–30)	Hard (–20)	Difficult (–10)
Extremely Rare	Punishing (–50)	Arduous (–40)	Very Hard (–30)	Hard (–20)
Near Unique	Hellish (–60)	Punishing (–50)	Arduous (–40)	Very Hard (–30)
Unique	GM's Discretion	Hellish (–60)	Punishing (–50)	Arduous (–40)

Table 5-2: Availability, Population, and Time

	Size of Population				
Availability	**10 million +**	**< 10 million**	**< 1 million**	**< 100,000**	**< 10,000**
Ubiquitous	One day	One day	One day	One day	One day
Abundant	One day	One day	One day	One day	1d5 days
Plentiful	One day	One day	One day	1d5 days	1d10 days
Common	One day	One day	1d5 days	1d10 days	1d10 days
Average	One day	1d5 days	1d10 days	1d10 days	One week
Scarce	1d5 days	1d10 days	1d10 days	One week	One week
Rare	1d10 days	1d10 days	One week	One week	1d5 weeks
Very Rare	1d10 days	One week	One week	1d5 weeks	1d10 weeks
Extremely Rare	One week	One week	1d5 weeks	1d10 weeks	1d5 months
Near Unique	One week	1d5 weeks	1d10 weeks	1d5 months	1d10 months
Unique	1d5 weeks	1d10 weeks	1d5 months	1d10 months	One year

Time. This table assumes that the Rogue Trader employs servants, negotiators, and factors who are practised in finding mercantile services and establishing compacts in haste. The GM should make the roll in secret if the circumstances are dangerous, such as an attempt to engage the services of a heretic psyker or negotiating whilst plague ravages a hive, so as to emphasise the possible risks. A Rogue Trader and his retinue can either wait for their servants to complete the search and arrange purchase, or spend their own time to assist rather than undertaking other activities. A successful **Challenging (+0) Commerce Test** (or another skill appropriate to the item or service sought at the discretion of the Game Master) made by an assisting player character can speed the search and ensuring negotiations. A successful test reduces the time taken by one step, such as from months to weeks, or weeks to days.

Acquisitions of new services and equipment are probably best made in the downtime between game sessions for most groups rather than allowing acquisitions to take time away from plot, battle, and excitement. Mercantile dealings can certainly take centre stage when the plot demands it, but for the most part purchases are one of the many chores that a Rogue Trader's trusted servants organise in his stead.

Note that once a service or purchase of equipment is agreed upon, signed, and sealed, it may still require further time to complete! Much toil lies between signing the parchment that seals purchase of a new macrocannon from a hive world dock foundry and that macrocannon resting in its rightful place amidst the port batteries of a Rogue Trader's void-ship, for example. The Game Master is encouraged to use common sense when determining additional time taken for a new acquisition.

Craftsmanship

"You will treasure this weapon, you will use it wisely in battle and you will honour its sacred spirit with prayer, for after you are long gone this weapon's service to the Emperor will go on."

–Ergar Keer, Enginseer

Not all goods and services are of the same quality. In the vastness of the Imperium and myriad worlds beyond, the Craftsmanship of items can vary widely—everything from crude mass-produced materials of Poor Craftsmanship to handcrafted masterpieces of Best Craftsmanship can be found for sale. This can especially be the case in a frontier area such as the Koronus Expanse, where there are few established industrial centres, and as such many weapons are unlikely to be native to the Expanse. Some of these imports may be centuries-old products of the Calixis Sector and have passed through many hands. Similarly, those who offer services might be lazy and unskilled at their trade if of Poor Craftsmanship, or may be the most skilled craftsman of an entire world if of Best Craftsmanship. Unless specifically stated, the Craftsmanship of any object or retainer providing a service is considered Common.

Table 5-3: Craftsmanship and Time Taken

Craftsmanship	Time Taken
Best	x 3
Good	x 2
Common	—
Poor	x 1/2

Items of Poor Craftsmanship are generally more prone to failure and breakage, while items of Good and Best Craftsmanship are more durable, though it is up to the GM how and when these effects might enter play. In the case of weaponry and armour, effects on an item's performance or weight are detailed later in this chapter, but for other goods differences of quality are merely descriptive. The GM may reduce the Difficulty of some Tests involving items of better Craftsmanship, but that is entirely at his discretion.

Services are more affected than goods by the Craftsmanship of the retainers who provide them. Craftsmanship can determine skill levels, willingness to toil, and loyalty of the retainers, as well as other aspects at the choice of the GM.

Craftsmanship also affects the time taken to find goods or services and complete an acquisition. **Table 5-3: Craftsmanship and Time Taken** provides a multiplier for the time to make an acquisition determined in **Table 5–2: Availability, Population, and Time**.

Wealth and Acquisitions

"My dear Navigator Sung, you might indeed think you see a newly discovered world. But that is not what I see, no. What I see is a fortune waiting to be made. Now what does it matter if a few million paltry savages stand in our way, eh?"

–Rogue Trader Jonquin Saul

A Rogue Trader can be wealth incarnate, his coffers overflowing with coins, compacts, secrets, promises, and other tools of prosperity. Even many of those fallen from their powers, who may have lost their vessels and the respect of their peers, can often still vie with minor Imperial nobility in terms of currency and influence. The ebb and flow of wealth is an essential part of what makes the Imperium tick, and Rogue Traders are responsible for a sizeable fraction of the tides of coinage and compacts that wash across the Imperial faithful in the border regions and sometimes deeper yet into the body of the Imperium. A Rogue Trader expends vast sums upon hiring servants, equipping his forces, and fortifying his void-ships, and then strives to recoup even greater wealth from beyond.

Currencies in the Koronus Expanse

A currency consists of whatever objects are a common unit of exchange in a given locale—government coinage, ephemeral ledger-data, ammunition, gold nuggets, or shells picked from a beach. The currencies of mankind are as varied as the worlds of the galaxy, and are only measured in Thrones when it comes time to collect the Imperial Tithe.

Port Wander, Footfall, the colony Foundling Worlds, and Imperial outposts of Winterscale's Realm are small portions of the greater Imperium, projected into far voids. A hundred different currencies are brought to Port Wander by merchants and Rogue Traders—or even issued by those same worthies, for all great men wish to see their face embossed on coins or parchment notes. Money-changers of the Administratum are both corrupt and busy in the Port, and the heady mix of currencies seeps outwards into the Imperial settlements of the Koronus Expanse.

The isolated heathen human worlds of the Expanse are just as varied in terms of money. Upon war-torn Zayth, each hive-vehicle circulates its own coinage—often small stamped ingots of precious metals hung upon loops of silver wire. Naduesh is still advanced enough for usury, complex trade arrangements, paper currency, and promissory scrip backed by the word and wealth of noble Maraj families. On other heathen worlds, even barter is conducted hesitantly, with all parties involved bearing arms.

Human reavers and pirates of the near Koronus Expanse are often refugees or descendants from the Imperium, and so understand Throne Gelt's value. Of course, to these renegades, offering currency in trade without a display of force or at least a little bloodletting first is a sign of weakness. The renegades of the deeper expanse are worse still—here the dark corsairs and slavers favour hacksilver, tech, ammunition, and slaves as currency—or trapped souls and bottled vitality, if the darkest stories are to be believed.

Xenos also have their currencies, though their interpretations of this concept may be remote and strange. The vile Ork, for example, counts wealth in "teef"—literally the teeth of enemy Orks kept for noisy, threatening trade with "dem 'ard gits what got the bitz we needz." By comparison, the deceitful Eldar of the Expanse do not appear to employ currency at all, and are said to find such human concepts of valuation primitive or debased. Eldar do value certain items—particularly the lost artefacts of their race. However, attempting trade with Eldar is a harrowing experience, with the negotiations ever treacherous and shifting. Perhaps of all the Expanse's xenos, the nomadic Stryxis have the most 'human' outlook on trade. Though strange to look on, Stryxis caravans offer an often bewildering variety of goods, many perilous and outright prohibited within Imperial space. However, their inscrutable masters drive a hard bargain, and are never to be underestimated.

Throne Gelt

Most kinds of wealth in the Expanse are measured in the Imperial currency of Throne Gelt, the coin of exchange in the nearby Calixis Sector. One of a number of sector and Segmentum based Imperial currencies whose value directly relates to the Administratum's audits, the worth of Throne Gelt is secured against the massive riches generated by Imperial planetary tithes, and is locally issued in the form of coins known as Thrones.

Profit Factor

Counting Thrones is work for commoners and a Rogue Trader's staff of scribes and factors. A Rogue Trader stands far above the tyranny of coin that grips lesser men, causing them to return to their purse many times a day to count and wonder whether they can afford their next meal. Instead, a Rogue Trader gauges what he can afford to acquire and then support over time—be that a personal weapon, a company of mercenaries, a thousand lasguns, a vortex torpedo, or a set of rare gems—by the magnitude of his Profit Factor. The greater the wealth generated by his mission, as catalogued by his loyal scribes, and the greater his intangible power over the Imperial class, the more he can own. Supporting larger collections of items or retainers of greater Availability requires correspondingly greater values for Profit Factor. See **Chapter IX: Playing the Game** on **page 270** for an explanation of Profit Factor and the rules that govern how a Rogue Trader uses these values to make acquisitions of property and retained services.

Ammunition

Without ammunition a gun is just a glorified club, but a Rogue Trader's servants ensure that the weapons he, his retinue, and his crew use are kept in supply with the default ammunition type—bullets for solid shot weapons, grenades for launchers, shells for shotguns, charge packs for las weapons, fuel for flamers, melta canisters for melta weapons, containment flasks of dangerous, volatile photonic hydrogen for plasma weapons, and so on.

In **Rogue Trader**, making an acquisition of a weapon includes the organisation of an ongoing supply of the default type of ammunition. A character can carry as much ammunition as he feels is needed on a given expedition, and can re-supply on return to the Rogue Trader's base of operations.

Upgrades and Unusual Ammunition

Sometimes a weapon has one or more upgrades, or makes use of an unusual or rare form of ammunition. See page 271 for an explanation as to how this affects the use of Profit Factor to acquire it.

Weapons

"There are two things we make sure to bring when we encounter new xeno-breeds: our faith in the Emperor and our guns. Guess which brings us more respect?"

–Rogue Trader Helmut Kranzelle the Ill-Counselled

Weapons are divided into several groups covering a plethora of ranged weapons, dealing with everything from crossbows to plasma cannons, and melee weapons covering all manner of close combat weaponry. Unless they are of Poor Craftsmanship, all weapons come with the appropriate holster or carrying strap as part of their cost.

All weapons have a profile that is presented using the following statistics, providing players and GMs with all the relevant information needed to use them:

Name: What the weapon is called.

Class: Describes what class the weapon is, either an exotic, melee, thrown, pistol, basic or heavy weapon.

- Melee weapons can be used in close combat. When using a melee weapon you add your SB to the damage you inflict.
- Thrown weapons cover anything propelled by muscle power alone and covers knives, axes, spears and the like. Unless they are also classed as melee, thrown weapons cannot be used in close combat (or if they do, they count as improvised weapons). When using a thrown weapon you add your SB to the damage you inflict (with the exception of explosives such as grenades).
- Pistol weapons are fired one-handed and can be used in close combat. However, when a pistol is used in close combat, the firer gains no bonuses or penalties to hit for range or targeting equipment. Pistols with the Scatter quality fired in melee are considered to be firing at Point-Blank range. However, they do not gain a +30% bonus for being at Point-Blank range.
- Basic weapons normally require two hands, but can be used one-handed with a –20 penalty to hit.
- Heavy weapons always require two hands and must be braced in some way, usually either on a bipod or tripod but equally it could be a windowsill or sandbag (or the firer's shoulder in the case of missile launchers), to be fired without penalties. Firing a heavy weapon without bracing incurs a –30 penalty to hit and prohibits Semi-Auto and Full Auto fire.

Range: This number is used to determine how far the weapon can be accurately fired in metres. A weapon's Short Range is half this number, while its Long Range is double this number (for ranged bonuses and penalties see **Chapter IX: Playing the Game, page 247**). Weapons cannot be fired at targets more than four times their range distance away.

RoF (Rate of Fire): This tells you if the weapon can be fired either on Semi-Auto or Full Auto and how many rounds or charges it expends when doing so. A weapon's RoF has three entries to indicate the modes a weapon can be fired in. The first entry indicates whether the weapon can be fired singly (with an S). The second entry indicates whether or not a weapon can be fired semi-automatically, and the number listed describes the number of shots fired when the weapon is fired in this manner. Finally, the third entry describes if the weapon can be fired on full automatic, and how many shots are fired when this happens. Any mode in which the weapon cannot be fired is indicated with a "—".

Some weapons can be fired in more than one mode. If this is the case, each of its different rates of fire will be listed in its profile. Characters must choose which mode they are firing their weapon in before making their attack.

Dam (Damage): The Damage the weapon does and the type of damage it inflicts for the purpose of Criticals (as shown in brackets): (E) Energy, (X) Explosive, (R) Rending, (I) Impact.

Pen (Penetration): Reflects how good the weapon is at cutting through armour. When a shot or blow from this weapon hits a target, reduce the target's Armour Points by the weapon's Penetration, with results of less than 0 counting as 0 (i.e. the armour provides no protection at all). Then work out Damage as normal. So for example, if a weapon with a Penetration of 3 hits a target with 5 Armour Points, the target will only count as having 2 Armour Points against any damage the hit causes. Note that Penetration has no effect on fields, but it does affect cover.

Clip: How many rounds/charges the weapon holds when fully loaded.

Rld (Reload): How many Actions the weapon takes to reload. This is generally Half (for a Half Action) or Full (for a Full Action). Some weapons can take a number of Actions over several Rounds. The number of Rounds is given as a number, for example 2 Full means that reloading takes 2 Full Rounds.

Special: This tells you if the weapon has any special qualities, such as creating a blast when fired or needing to recharge between shots.

Wt (Weight): Represents how much the weapon weighs, normally in kg (kilograms).

Availability: This identifies the weapon's availability (see **Table 5–1: Availability by Population**, page 111).

A Galaxy of Guns

The Imperium is vast, and amongst its billions of inhabited worlds there are countless forge worlds, factories, craftsmen, artificers and blacksmiths turning out weapons and armour. As can be imagined this produces a practically limitless variety of makes, patterns and brands. It would be impossible to detail each and every different make of weapon in the Imperium (or even a small fraction of them), so the weapons, armour and equipment in this chapter represent the most common designs and designations. You can, of course, create the makes and patterns for your weapons as you see fit; after all, having a Gorgon-pattern H–12 Widowmaker is far cooler than just a stub revolver.

WEAPON SPECIAL QUALITIES

Some weapons possess special qualities to represent such things as special damage or unusual effects. The following is a list of the most widely used weapon qualities:

Accurate

Some weapons are designed with precision in mind and respond superbly in skilled hands. They grant an additional bonus of +10 to the firer's Ballistic Skill when used with an Aim Action in addition to the bonus granted from Aiming. When firing a single shot from a single Basic Weapon with the Accurate quality benefiting from the Aim action, the attack gains an extra d10 of damage for every two degrees of success to a maximum of two extra d10.

Balanced

Some weapons, such as swords and knives, are designed so that the weight of the hilt balances the weight of the blade, making the weapon easier to wield. Balanced weapons grant a +10 bonus to Weapon Skill Tests made to Parry.

Blast (X)

Many missiles, grenades and some guns create an explosion when they hit their target. When working out a hit from a Blast weapon anyone within the weapon's blast radius in metres, indicated by the number in parenthesis, is also hit. Roll Hit Location and Damage individually for each person affected by a blast.

Customised

The user has rebuilt and fined-tuned the weapon so he can operate it to his personal satisfaction. Reloading this weapon takes ½ the listed time, rounding up to the next full action (½ Action is still ½ Action).

Defensive

A Defensive weapon, such as a shield, is intended to be used to block attacks and is awkward when used to make attacks. Defensive weapons grant a +15 bonus to tests made when used to Parry, but take a –10 penalty when used to make attacks.

Flame

Flame weapons project a cone of flame out to the range of the weapon. Unlike other weapons, flamers have just one range, and when fired, cast fiery death out to this distance. The wielder does not need to Test Ballistic Skill; he simply fires the weapon. All creatures in the flame's path, a cone-shaped area extending in a 30 degree arc from the firer out to the weapon's range, must make an Agility Test or be struck by the flames and take damage normally. If they take damage, they must succeed on a second Agility Test or be set on fire. Cover does not protect characters from attacks made by Flame weapons. Normally when a weapon is fired without the appropriate Weapon Training Talent or a heavy weapon is fired without bracing, the wielder suffers a –20% or -30% penalty respectively to his Ballistic Skill Test. When a weapon with the flame quality is fired by a wielder who does not possess the appropriate Weapon Training Talent, anyone in the weapon's area of effect gains a +20% bonus to his Agility Test to avoid damage. This bonus rises to +30% if the flame weapon is heavy and the wielder is not braced.

Because Flame weapons make no roll to hit, they are always considered to hit targets in the body, and will Jam if the firer rolls a 9 on his Damage dice (before adding any bonuses).

Flexible

Some weapons, such as whips, are made up from lots of loosely connected segments, such as chains or supple woven hides. These kinds of weapons lash about when used to attack and cannot be Parried.

Weapon Craftsmanship

All the weapons detailed here are of Common craftsmanship. For weapons of better or worse manufacture use the following modifiers:

Poor: These cheaply constructed ranged weapons are more prone to malfunction. A ranged weapon of Poor craftsmanship has the Unreliable quality. If the weapon already has this quality then it will jam on any failed rolled to hit. Melee weapons of Poor craftsmanship incur a –10 penalty to tests made to attack and parry.

Good: More carefully constructed and finished, these weapons are consequently more reliable. Ranged weapons of Good craftsmanship have the Reliable quality. If it already has this quality there is no further effect beyond the obvious fine workmanship of the weapon. Melee weapons of Good craftsmanship add a +5 bonus to tests made to attack. If a weapon normally has the Unreliable quality, a Good craftsmanship version of that weapon does not become Reliable; the two qualities cancel each other out and the weapon ends up possessing neither.

Best: A work of art as much as a weapon, these items are created by skilled artisans and are often centuries old. Ranged weapons of Best craftsmanship never suffer from jamming or overheating. If a roll would result in either of these occurrences, simply count it as a miss instead. Melee weapons of Best craftsmanship add a +10 bonus to tests made to attack and add 1 to the Damage they inflict.

Inaccurate

Weapons with this quality are either badly designed or simply woefully made, and regardless of the care taken when used, offer little better than a lucky chance to hit. No bonus is gained from the use of the Aim Action with such weapons.

Overheats

Certain weapons are prone to overheating, either because of poor design or because they fire unstable superheated ammunition. A weapon with the Overheats special quality overheats on an attack roll of 91 or higher. When a weapon overheats, the wielder suffers energy damage equal to the weapon's damage with a penetration of 0 to an arm location (the arm holding the weapon if the weapon was fired one-handed, or a random arm if the weapon was fired with two hands). The wielder may choose to avoid taking the damage by dropping the weapon. Dropping a weapon is a Free Action. A weapon that overheats must spend the round afterwards cooling down and may not be fired again until the second round after overheating. A weapon with this quality does not Jam, and any effect that would cause the weapon to Jam (i.e., certain psychic powers) instead causes the weapon to overheat.

Power Field

A field of power wreathes weapons with this quality, increasing their Damage and Penetration. Such modifiers are already included in the weapon's profile. When you successfully use this weapon to Parry an attack made with a weapon that lacks this quality, you have a 75% chance of destroying your attacker's weapon. Weapons with the Warp Weapon Quality and Natural Weapons are immune to this effect.

Primitive

Crude and basic in design, these kinds of weapons, while still deadly, are less effective against modern armour. All Armour Points are doubled against hits from Primitive weapons, unless the armour also has the Primitive quality. Non-Primitive armour doubles its APs before being reduced for penetration.

Recharge

Because of the volatile nature of the weapon's ammunition or due to the way it fires, the weapon needs time between shots to Recharge. The weapon must spend the Round after firing building up a charge and cannot be fired—in effect you can only fire the weapon every other Round.

Reliable

Based on tried and true technology, Reliable weapons seldom fail. If a Reliable weapon Jams, roll 1d10 and only on a roll of 10 has it in fact Jammed, otherwise it just misses as normal.

Using Weapons without a Talent

Many of the weapons described in this chapter require a Talent to use them effectively; lacking the necessary ability makes weapons particularly dangerous to employ. Still, there are bound to be circumstances when a character needs to use a weapon for which he does not have the Talent. Doing so imposes a –20 penalty on the relevant Test. If the weapon has the Flame special quality, the target is granted a +20 to his Agility Test to avoid being hit instead. In addition, when a ranged weapon is used untrained, it counts as having the Unreliable quality, increasing its chance of jamming.

Scatter

The standard ammunition of these weapons spreads out when fired, hitting more of the target. If fired at a foe within Point Blank range, each two degrees of success the firer scores indicates another hit (use **Table 9-5: Multiple Hits on page 239**). However, at longer ranges this spread of small projectiles reduces its effectiveness. All Armour Points are doubled against hits from scatter weapons at Long or Extreme Range.

Shocking

Shocking weapons can Stun their opponents with a powerful surge of energy. A target that takes at least 1 point of Damage from a Shocking weapon, after Armour and Toughness Bonus, must make a Toughness Test, though he receives a +10 bonus for every Armour point he has on the location hit. If he fails, he is Stunned for a number of Rounds equal to half the Damage he suffered.

Smoke

These weapons throw up dense clouds of smoke to create cover. When a hit is scored from a weapon with the Smoke quality, it creates a smokescreen 3d10 metres in diameter from the point of impact. This screen lasts for 2d10 Rounds, or less in adverse weather conditions (see the effects of Smoke on page 248).

Snare

Weapons with this quality are designed to entangle enemies. On a successful hit, the target must make an Agility Test or be immobilised. An immobilised target can attempt no other actions except to try to escape the bonds. He can attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) in his Turn. The target is considered helpless until he escapes.

Storm

A weapon with the Storm Quality doubles the amount of hits inflicted on the target. For example, when firing a weapon with the Storm Quality in fully automatic mode, each degree of success will yield two additional hits (up to the weapon's firing rate, as normal).

Tearing

Tearing weapons are vicious devices, often using multitudes of fast-moving jagged teeth to rip into flesh and bone. These weapons roll one extra die for damage, and the lowest result is discarded.

Toxic

Some weapons rely on toxins and poisons to do their damage. Anyone that takes Damage from a Toxic weapon, after reduction for Armour and Toughness Bonus, must make a Toughness Test with a –5 penalty for every point of Damage taken. Success indicates there is no further effect from the weapon. Failure however deals an immediate 1d10 points of Impact Damage to the target with no reduction from Armour or Toughness Bonus.

Twin-linked

A twin-linked weapon represents two identical weapons connected together and linked to fire at the same time, often through one pull of the trigger or push of a button. Twin-linked weapons are built this way in order to increase the chances of scoring a hit through the crude expedience of blasting more shots at the target. A weapon with the Twin-linked Quality gains a +20% bonus to hit when fired and uses twice as much ammunition. In addition, the weapon may score one additional hit if the attack roll succeeds by two or more degrees of success. Lastly, the weapon's reload time is doubled.

Unbalanced

Heavy and difficult to ready after an attack, these kinds of weapons impose a –10% penalty when used to Parry.

Unreliable

Certain weapons misfire more often than normal because they are badly maintained or constructed. An Unreliable weapon suffers a Jam on a roll of 91 or higher, even if fired on Semi- or Full Auto.

Unstable

Weapons with this quality use ammunition that is both volatile and unstable and can react unpredictably when detonated. When an Unstable weapon scores a hit, roll 1d10. On a score of 1 it inflicts only half Damage, on a score of 2–9 it deals normal Damage, and on a score of 10 it inflicts twice the normal Damage.

Unwieldy

Huge and often top-heavy, Unwieldy weapons are too awkward to be used defensively. Unwieldy weapons cannot be used to Parry.

LAS WEAPONS

Produced by the millions on countless forge-worlds, laser or "las" weapons are by far the most numerous type of weapon in the Imperium as they are the basic tool of the countless soldiers of the Imperial Guard. While somewhat complex to manufacture, their STC template is well known and their extreme ruggedness and ease of use makes them the perfect weapon for the Hammer of the Emperor. Las weapons can be found on almost any planet even outside the Imperium, and amongst many xeno mercenary tribes.

Las weapons work by emitting short, sharp pulses of laser energy from high capacity fast-discharge generators, with a flash of light and a distinctive snap like the cracking of a whip as the trigger is pulled. Though they are produced in a multitude of different styles and patterns depending on the home world of manufacture, most use a very common Departmento Munitorum sanctioned power pack. The liquid metal core of the pack stores vast amounts of energy, and can be recharged from standard power sources or even via exposure to intense light or heat in a pinch. In emergencies they can even be recharged by placing them in an open fire, though this diminishes the lifespan of the pack and increases its failure rate.

To use the various classes of las weapons a character must have the Pistol Training (Las), Basic Weapon Training (Las) or Heavy Weapon Training (Las) talents.

Recharging Power Packs

A reason for the large number of las weapons in the Imperium is the relative abundance of ammunition. Las power packs can be charged in the field from most power sources. Characters may make a Tech-Use Test to successfully charge any power pack if there is a suitable power source available. The time the pack takes to charge is determined by the power output of the source and is ultimately up to the GM, but typically takes several hours. Alternatively, power packs may be charged by placing them in an open flame. This however takes at least a day and permanently reduces the clip size by half (this only occurs the first time it is charged in this way) as well as removing a las weapon's Reliable special quality, or giving it the Unreliable special quality if it was not Reliable to start with. Each time a pack is recharged in this way there is a 30% chance it will be permanently rendered useless.

Table 5-4: Ranged Weapons

Las Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Rld	Special	kg	Availability
Archeotech Laspistol	Pistol	90m	S/3/–	1d10+3 E	2	70	Full	Accurate, Reliable	4	Near Unique
Belasco Dueling Pistol	Pistol	45m	S/–/–	1d10+5 E	4	1	Full	Accurate	1.5	Very Rare
Hellpistol (Lucius)	Pistol	35m	S/2/–	1d10+4 E	7	40	2 Full		4	Rare
Hellgun (Lucius)	Basic	110m	S/3/–	1d10+4 E	7	30	2 Full		6	Rare
Las Gauntlets	Pistol	50m	S/4/–	1d10+4 E	1	20	Full	Reliable	3	Very Rare
Lascarbine (Locke)	Basic	60m	S/2/–	1d10+3 E	0	40	2 Full	Reliable	2.5	Scarce
Lasgun	Basic	100m	S/3/–	1d10+3 E	0	60	Full	Reliable	4	Common
Laspistol	Pistol	30m	S/–/–	1d10+2 E	0	30	Full	Reliable	1.5	Common
Long-las	Basic	150m	S/–/–	1d10+3 E	1	40	Full	Accurate, Reliable	4.5	Scarce
Man Portable Lascannon	Heavy	300m	S/–/–	5d10+10 E	10	5	2 Full		55	Very Rare

Solid Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	kg	Availability
Autogun	Basic	90m	S/3/10	1d10+3 I	0	30	2 Full	–	3.5	Average
Autopistol	Pistol	30m	S/–/6	1d10+2 I	0	18	Full	–	2.5	Common
Hand Cannon	Pistol	35m	S/–/–	1d10+4 I	2	5	2 Full	–	3	Average
Heavy Stubber (Orthlack)	Heavy	120m	–/–/10	1d10+5 I	3	200	2 Full	–	35	Average
Heavy Stubber (Ursid)	Heavy	120m	–/–/10	1d10+5 I	3	40	Full	–	35	Scarce
Naval Pistol (Mars)	Pistol	20m	S/3/–	1d10+4 I	0	6	Full	Tearing	3	Scarce
Naval Shotcannon	Heavy	40m	S/3/–	2d10+4 I	0	24	2 Full	Scatter, Unreliable	7	Scarce
Pump-Action Shotgun	Basic	30m	S/–/–	1d10+4 I	0	8	2 Full	Scatter	5	Average
Shotgun	Basic	30m	S/–/–	1d10+4 I	0	2	2 Full	Scatter	5	Common
Shotgun Pistol	Pistol	10m	S/–/–	1d10+4 I	0	1	Full	Reliable, Scatter	1	Average
Stub Automatic	Pistol	30m	S/3/–	1d10+3 I	0	9	Full	–	1.5	Plentiful
Stub Revolver	Pistol	30m	S/–/–	1d10+3 I	0	6	2 Full	Reliable	1	Plentiful

Bolt Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	kg	Availability
Boltgun (Locke)	Basic	90m	S/2/4	1d10+5 X	4	24	Full	Tearing	7	Very Rare
Bolt Pistol (Ceres)	Pistol	30m	S/2/–	1d10+5 X	4	8	Full	Tearing	3.5	Rare
Storm Bolter (Mars)	Basic	90m	S/2/4	1d10+5 X	4	60	Full	Storm, Tearing	9	Extremely Rare
Heavy Bolter (Solar)	Heavy	120m	–/–/10	2d10+2 X	5	60	Full	Tearing	40	Very Rare

Melta Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	kg	Availability
Inferno Pistol (Mars)	Pistol	10m	S/–/–	2d10+8 E	13	3	Full		2.5	Very Rare
Meltagun (Mars)	Basic	20m	S/–/–	2d10+8 E	13	5	2 Full		40	Rare
Meltagun (Mezoa)	Basic	20m	S/–/–	2d10+8 E	13	10	3 Full		46	Rare
Thermal Lance (Mars)	Heavy	10m	S/–/–	2d10+10 E	12	2	2 Full	Accurate	40	Rare
Multi-Melta (Mars)	Heavy	60m	S/3/–	4d10+5 E	13	10	2 Full	Blast (1)	40	Very Rare

Plasma Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	kg	Availability
Plasma Pistol (Ryza)	Pistol	30m	S/2/–	1d10+6 E	6	10	3 Full	Overheat	4	Very Rare
Plasma Gun (Mezoa)	Basic	90m	S/2/–	1d10+7 E	6	40	5 Full	Overheat	18	Very Rare
Plasma Cannon (Ryza)	Heavy	120m	S/–/–	2d10+10 E	8	16	5 Full	Blast (1), Overheat, Unreliable	40	Very Rare

Flame Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	kg	Availability
Hand Flamer (Mezoa)	Pistol	10m	S/–/–	1d10+4 E	2	2	2 Full	Flame	3.5	Rare
Flamer (Mezoa)	Basic	20m	S/–/–	1d10+4 E	2	6	2 Full	Flame	6	Scarce
Heavy Flamer (Locke)	Heavy	30m	S/–/–	2d10+4 E	4	10	2 Full	Flame	20	Rare

Table 5-4: Ranged Weapons (Cont)

Primitive Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Rld	Special	kg	Availability
Bolas	Thrown	10m	S/–/–	—	0	1	—	Primitive, Snare, Inaccurate	1.5	Average
Bow	Basic	30m	S/–/–	1d10 R	0	1	Half	Primitive, Reliable	2	Common
Crossbow	Basic	30m	S/–/–	1d10 R	0	1	2 Full	Primitive	3	Common
Hand Bow	Pistol	15m	S/–/–	1d10 R	0	1	Full	Primitive	1	Rare
Flintlock Pistol	Pistol	15m	S/–/–	1d10+2 I	0	1	3 Full	Primitive, Unreliable, Inaccurate	4	Common
Musket	Basic	30m	S/–/–	1d10+2 I	0	1	5 Full	Primitive, Unreliable, Inaccurate	7	Common
Sling	Basic	15m	S/–/–	1d10–2 I	0	1	Full	Primitive	0.5	Plentiful

Launchers

Name	Class	Range	RoF	Damage	Pen	Clip	Rld	Special	kg	Availability
Grenade Launcher (Mezoa)	Basic	80m	S/–/–	†	†	1	Half	†	10	Scarce
Grenade Launcher (Voss)	Basic	60m	S/–/–	†	†	6	Full	†, Inaccurate	12.5	Scarce
Missile Launcher (Locke)	Heavy	250m	S/–/–	†	†	1	Full	†	12	Scarce
Missile Launcher (Retobi)	Heavy	200m	S/–/–	†	†	5	2 Full	†	35	Rare

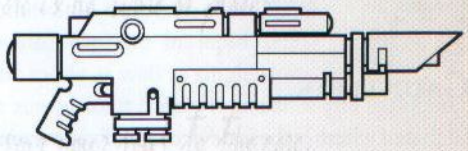
† *Varies with ammunition*

Belasco Dueling Pistol

While certainly lethal, Belasco dueling pistols more often serve as ostentatious displays of wealth and status than as field weapons. Most can only fire one powerful las-blast before needing a reload, but they are extremely accurate over longer ranges.

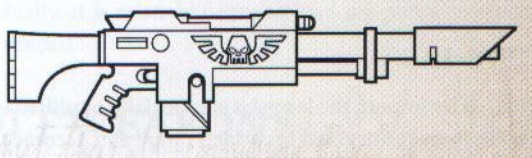
Hellpistol & Hellgun (Lucius-pattern)

Sometimes also known as "hot-shot" weapons, hellguns are almost exclusively used by high ranking Imperial officers and elite forces who favour the higher power over regular las weapons. While hellguns are rarely seen outside of elite Storm Trooper units, hellpistols can be seen among many of the officer corps and Inquisitorial agencies where the extra hitting power they provide over a regular laspistol often means the difference between their life and failure to the Emperor. Lucius-pattern weapons use a 10 kg backpack power source rather than a standard plug-in pack, even for the smaller hellpistol. Larger power packs mean greater power behind each shot but make reloading more impractical, which is a trade off most are willing to take. Hellguns can also be linked to larger backpack power sources (see page 135).

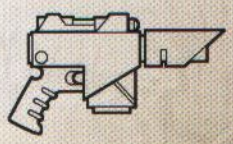


Lasgun

Produced in a multitude of different styles and patterns, the lasgun can be found on almost every world of the Imperium, where its robust design and dependability make it a favoured weapon of both the Emperor's faithful and many of their foes.



Laspistol



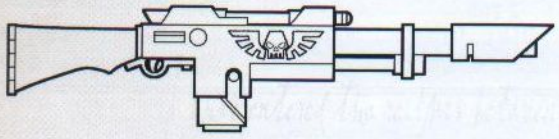
The laspistol is most commonly used by lower ranking Imperial officers and agents. On many worlds it is common for almost every member of society to be armed with one as a matter of course. Almost every forge-world has their own pattern and style, as the basic weapon is so simple that it allows a multitude of variations.

Laspistol (Archeotech)

Sometimes known as lasrods and gelt guns, these ancient designs pack much greater range and power. It can be fired like a pistol, though many also can mount folding stocks and longer barrels allow the weapon to be braced two handed for a more accurate shot. It is also more efficient than most las weapons, getting more shots per charge. Rare and arcane, few outside of Rogue Traders or collectors would ever know of—let alone possess—one, but many regard these weapons as statements of rank and status in the Expanse.

Lascarbine (Locke-pattern)

A lighter, cut down version of the lasgun, the lascarbine has fewer shots and a shorter range but is easier to carry and aim, often coming with a folding stock. Lascarbines can be fired in one hand with only a –10 penalty rather than the normal –20 for basic weapons.

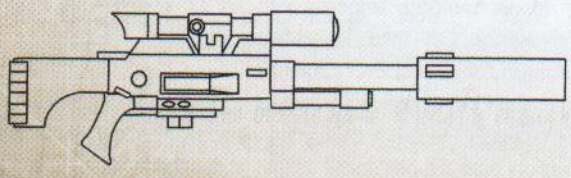


Las Gauntlets

It is still debated whether these devices are of xeno manufacture or an intact pattern from the Dark Age of Technology. Each fits over the forearm with glove controls, and can fire salvos of long raking beams rather than the short crisp blasts of most las weapons. They are mostly viewed as a plaything for rich nobles on the hunt for exotic prey of any type (even xenos or humans), but some assassins favour the gauntlets as an affectation designed to frighten.

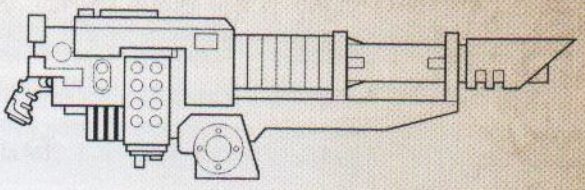
Long-las

Favoured by snipers, the long-las is a specially modified version of the lasgun constructed for added range and accuracy. As its name implies, a long-las also has a much longer barrel than a lasgun both to increase range and prevent overheating. This can make a long-las up to twice as long as a standard lasgun, making it unwieldy in close quarters.



Man Portable Lascannon

Built for war, lascannons use huge power packs that provide enough energy to punch holes in the thickest armour even at extreme ranges. Lascannons also require separate power packs, which is why they are often crewed by two or more people.

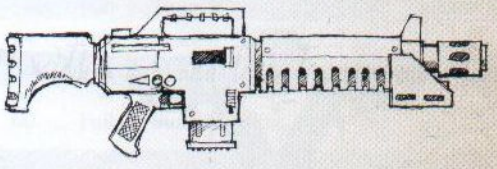


Solid Projectile Weapons

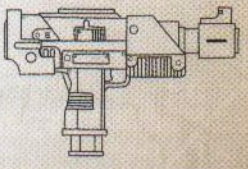
Commonly known as slug-throwers, these weapons are exceedingly plentiful across the Imperium. Most alien races have their own versions as well, for both technology and manufacture are fairly simple. Citizens of all types commonly carry one kind or another for their basic protection or livelihood.

Autogun

Cheap and easy to produce, autoguns are a common weapon across the galaxy as even alien races acquire and use them or sometimes make their own equivalents. These rapid-firing automatic weapons use common solid low-calibre shells fed via standardised clips. Reliable, rugged, and easily stocked with ammunition, they are a mainstay on many a planet.

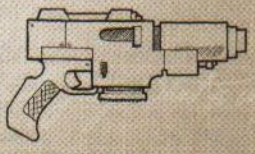


Autopistol



Small but effective, autopistols are a favourite amongst many military veterans as a supplement for their standard lasgun. They have a faster rate of fire than most pistols, and can put down most targets in a single burst of shells.

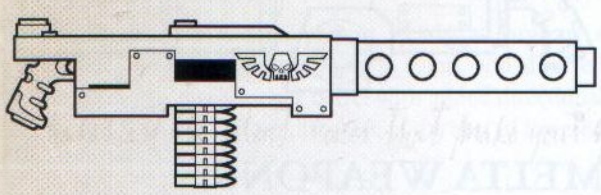
Hand Cannon



A variant of the stub gun is the huge hand cannon, used mostly by enforcers or bounty hunters who aren't picky on the state of their quarry. These weapons kick with a strong recoil and, unless used with two hands or a Recoil Glove, impose a –10 penalty on Ballistic Skill Tests.

Heavy Stubber

Heavy stubbers are popular amongst military forces and gangers alike, as they are one of the more easily maintained heavy weapons available. Though not as powerful as an autocannon, heavy stubbers can lay down a curtain of suppressive fire and cut swaths though light infantry and vehicles alike. As with other stubber weapons, ammunition is cheap and plentiful. Lighter than most other heavy weapons, the heavy stubber is commonly used hand-held but a bipod mount can be employed by those seeking to avoid the jarring recoil. The Orthlack-pattern, manufactured for planetary defence force armouries in the Calixis sector and widely exported, uses an ammunition belt which allows for long firing periods, while the locally copied 'Ursid' pattern supposedly originating on the war world of Zayth is more compact and uses a smaller ammunition drum which most users find easier to port and reload.



Naval Pistol (Mars-pattern)

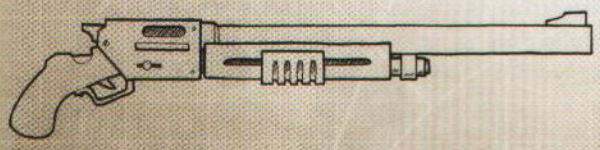
The naval officer's standard sidearm is a variant of the basic autopistol that uses fragmenting ammunition designed to stop a target dead in its tracks, at the expense of range. Most Imperial ships engrave the vessel's name on the stock, making those from famous naval warships extremely valuable (if illegal) to wealthy collectors from high society and the nobility. Note that without its special ammunition (which cannot be combined with other types) the weapon's attacks lose the Tearing quality.

Naval Shotcannon

These much larger variants of a regular shotgun fire a huge shell (nearly twice the normal size) and can lay waste to large hordes of attackers. A close range hit from one can literally explode a man into a burst of shredded clothing and flesh. As imagined they generate tremendous recoil and must be mounted down or fired from a braced position to be effective.

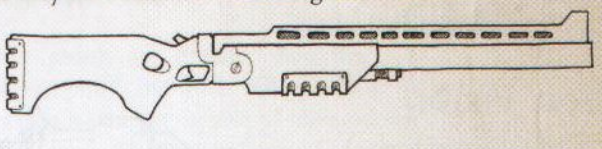
Shotgun (Pump-Action)

Common amongst enforcers, mercenaries, and raiders, these weapons are robust and practical, holding more shells than a regular shotgun. The distinctive sound of a new round being chambered into a pump shotgun has lead to many a scummer fleeing or a colonist's surrender before the shot can be fired.



Shotgun

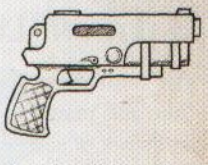
Even low-tech manufactories can produce these basic weapons in great quantities, and their ability to hit several targets with a single shot make shotguns appealing to those with little actual skill in shooting. Their relatively short range and low shot velocity makes them appealing for shipboard use as well, as they have little risk of causing hull breaches.



Shotgun Pistol

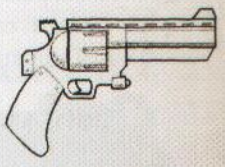
Also known as a "Foehammer," this weapon is s squat, brutal looking weapon with an extremely short barrel in a pistol configuration resembling a single-shot hand cannon. It can fire a standard shotgun shell, and is popular with many naval ship's officers as well as crew chiefs who need an intimidating weapon close at hand. Due to the recoil, it applies a –10 penalty to Ballistic Skill Tests unless fired with two hands or a Recoil Glove.

Stub Automatic



Unlike the Stub revolver, this pistol weapon also can fire in rapid semi-automatic mode as well as single shots. Like the autopistol it is easy to produce and maintain, but less accurate at longer ranges.

Stub Revolver



Perhaps the most ancient of pistol designs, the stub revolver carries fewer rounds than most pistols but is very reliable and easy to operate. As shells can be inserted individually, it is relatively easy to load in specialised rounds when needed.

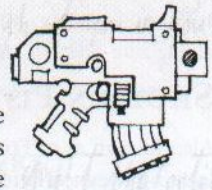
BOLT WEAPONS

The bolter is the premier weapon of the Imperium, and in itself a sign of status and respect. Many are ancient heirlooms passed through generations as part of a family's sacred heritage. While most models are designed for the super-human Space Marines, some are specially crafted with smaller grips and lighter construction for normal humans. These are rarely as exquisitely fashioned as Astartes weapons but are much easier to operate for the vast majority of the Emperor's subjects. Cheaper models can also be found on black markets and backwater planets, but generally fail quickly due to the specialised nature of their ammunition. Loud and brutal, they are a terrifying weapon to see in action.

Bolter weapons fire self-propelled mass-reactive shells called bolts, set to explode just after penetration for maximum lethality. Overall they are superb if temperamental devices requiring skilled maintenance using only the most proper

rituals and blessings. Bolter ammunition is expensive and difficult to manufacture, and only the elite of the Imperium have ready access. The standard bolter round is .75 calibre with a super-dense metallic core and diamantine tip; other variant shells exist for specialised purposes, such as penetrating armour plating or conducting silent assassinations. To use the various classes of bolt weapons a character must have the Pistol Training (Bolt), Basic Weapon Training (Bolt) or Heavy Weapon Training (Bolt) talents.

Bolt Pistol (Ceres-pattern)



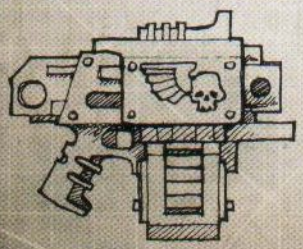
Bolt pistols are rare outside of elite Imperial forces, and possessing one is a sign of status and power. They are sometimes passed down through the generations, becoming valuable heirlooms for noble families. Adorned with elaborate scrollwork and family crests these devices are more relic than weapon in some dynasties. The Ceres-pattern is one associated with the Imperial Navy and perhaps fittingly enough the one found most often in the arsenals of Rogue traders.

Boltgun (Locke-pattern)

The most common bolter weapon is the boltgun or bolter. Care and maintenance is a matter of supreme importance to an owner of such a weapon, and many have outlasted a long line of bearers. The Locke-pattern weapon is a variant of an old Adeptus Arbites design and the most 'common' of these uncommon weapons found traded in the Koronus Expanse, although how it came first to be manufactured remains something of a mystery.

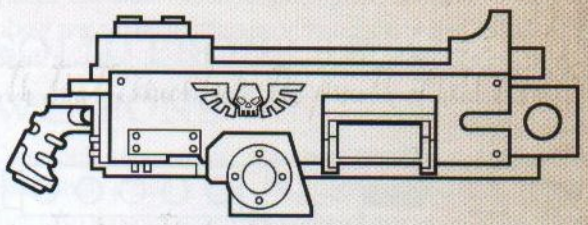
Storm Bolter (Mars-pattern)

Storm Bolters arose from experiments in combining weapons together to achieve greater rates of fire. Here, two linked bolters form a single weapon which can shred most foes in a single burst. Rarely seen outside of the elite Astartes, most Storm Bolters are relic-weapons covered with glyphs and purity seals that speak of their ancient origin.



Heavy Bolter (Solar-pattern)

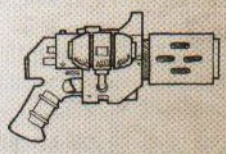
Heavy bolters are a common heavy weapon in the armed forces of the Imperium. Used for anti-infantry and support rolls, they can lay down impressive swathes of fire, able to slaughter enemy troopers and destroy light vehicles with their explosive armour-piercing rounds. Each uses much larger versions of the standard bolt shell with more propellant and greater range. Like all bolter weapons they require careful and regular maintenance, along with ancient litanies to appease the weapon's spirit. Jamming is often a problem due to their high rate of fire, and when used in two-man teams the loader can expect to be clearing shells as well as loading new ammunition packs or feed belts.



Melta Weapons

Melta weapons emit devastatingly intense but short-ranged blasts of heat which can melt through almost any material. Also known as cookers or melters, most types of melta induce highly pressurised gases from an ammunition canister into an unstable sub-molecular state and direct the resulting energies down the barrel. Melta usage is accompanied by a distinctive hissing sound as the beam boils away the water in the air, then a roaring blast as the beam reduces the target to charred scraps or molten slag. Meltas are the premier anti-armour weapons, and few if any vehicles can withstand their power. To use the various classes of melta weapons a character must have the Pistol Training (Melta), Basic Weapon Training (Melta), or Heavy Weapon Training (Melta) talents.

Inferno Pistol (Mars-pattern)



The inferno pistol represents very specialised and ancient technology, almost impossible to recreate. Mere handfuls might exist in any sector, each jealously guarded.

Meltagun (Mars- and Mezoa-pattern)

Meltaguns are the most common form of melta weapon and are found in many Imperial forces. As they are less prone to failure than plasma guns and work best at shorter ranges, they are also prized by raiders and corsairs where close-in fighting and boarding actions are often the norm. It is an ideal weapon for cutting through bulkheads or armour. Most use a built-in fuel canister like the Mars-pattern, but the Mezoa forge-world version using a backpack is also common.

Multi-Melta (Mars-pattern)

The largest type of melta weapon is the multi-melta, usually only employed by the Adeptus Astartes or mounted upon Imperial vehicles. This huge weapon carries more fuel, fires at much longer ranges, and creates a larger blast area, cooking several square metres at a time. It also generates much more heat than its smaller cousins, and most users must insulate themselves with protective clothing or armour.

Thermal Lance (Mars-pattern)

The thermal lance is a rare weapon, nearly as large as a standard multi-melta. It fires a more accurate and directed heat beam using a much longer barrel with added directional containment beams to reduce dispersal, at the cost of lowered damage to the target.

PLASMA WEAPONS

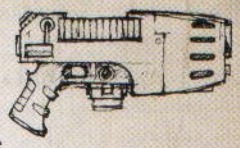
Plasma weapons represent an almost-lost art for the Imperium, their secrets known to but a handful of the inner circle of the Adeptus Mechanicus and their tech-adept artisans. Existing weapons must be carefully maintained and passed down generation to generation with each operator carefully ensuring all proper blessings of the Machine God are bestowed before use.

Plasma weapons work using hydrogen fuel suspended in a photonic state in either fuel flasks or backpack containers. As the fuel is fed into the miniature fusion core inside the weapon the hydrogen energises into a plasma state, held in the core by powerful magnetic confinement fields. When fired, the fields dilate open and the plasma is ejected via a linear magnetic accelerator in a bolt of superheated matter akin to a solar flare in appearance and temperature. For this reason plasma weapons are also known as "sun guns." To use the various classes of plasma weapons a character must have the Pistol Training (Plasma), Basic Weapon Training (Plasma) or Heavy Weapon Training (Plasma) talents.

Firing Plasma Weapons

Plasma weapons can be used in two firing modes—single shot (the normal and safest method), or a higher powered blast with a longer range and higher temperature. The latter though requires a short recharge time to replenish the plasma and bring it to firing levels; this time will vary with the level of precision technology used in construction. Like most Imperial devices the older it is the better it is; the more ancient Craftsmanship almost always indicates the superior design. Imperial plasma weapons can fire in Maximal mode, gaining an extra 10 metres to range, 1d10 to Damage and +2 Pen, but use 3 rounds of ammunition. When fired on the Maximal setting, plasma weapons gain the Recharge Quality. Additionally, plasma weapons with the Blast Quality firing in Maximal add +2 to the Blast (so a Ryza-pattern plasma cannon would fire a Blast (3) on Maximal setting).

Plasma Pistol (Ryza-pattern)



Few pistols are deadlier than the plasma pistol, and those willing to take the risk of using one possess a weapon capable of taking down almost any foe at close range. Plasma pistols are a favourite weapon of Imperial officers, who view it as a status symbol to be entrusted with such a valuable and venerated weapon. It can only hold smaller hydrogen flasks (or sometimes only a single flask) and thus can only fire a handful of shots. They are dangerous to use on board a vessel, as a single shot can penetrate several bulkheads.

Plasma Gun (Mezoa-pattern)

This is a squad-support weapon intended for use by battlefleet armsmen, which has subsequently found extensive use in the private cadres of many Rogue Traders and with renegades and pirates wealthy or fortunate enough to acquire them.

Plasma Cannon (Ryza-pattern)

The largest portable plasma weapon is the plasma cannon or heavy plasma gun, which is also seen in service on some Imperial war machines. Rather than using attached flasks, the wielder wears a large backpack containing the weapon's store of hydrogen fuel. This weapon has a much longer range and ammunition supply, and its violent discharges, hurled like miniature suns from the barrel, have a large impact area. It can also be fired in a special Maximal mode which exhausts even more fuel but provides an even larger blast of heat on impact, creating a fireball capable of destroying even armoured targets.

FLAME WEAPONS

As the name suggests these weapons operate by firing gouts of flame at the target, not only an effective means of smiting the enemy but also serving as a very visual reminder of the cleansing flames brought forth in the Emperor's name. As such they are a favoured weapon amongst the zealots of the Imperial Creed, as well as many fringe cults and gangs to be found in Imperial space.

Flame weapons use a fuel generically referred to as promethium, though it can also be home-made concoctions or other chemical brews depending on the local technology level.

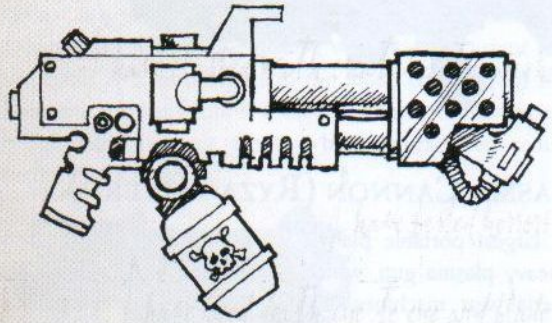
Most are a mono-propellant fuel which ignites via a smaller pilot flame at the tip of the barrel, though some flamers use binary hypergolic fuels. Once produced, the intense jet that spurts from the barrel creates a torrent of liquid fire, which spreads out in an inferno that burns even underwater, leaving enemies hard pressed to put out the fire. To use the various classes of flame weapons a character must have the Pistol Training (Flame), Basic Weapon Training (Flame) or Heavy Weapon Training (Flame) talents.

Hand Flamer (Mezoa-pattern)

Flame pistols or hand flamers are small and good for only several shots, being designed for personal combat at close ranges. Each uses a canister mounted under the small barrel, making it a somewhat difficult to aim due to the heavy propellant case. Luckily the short ranged spray of flame it produces is enough to deal with most enemies.

Flamer (Mezoa-Pattern)

The flamer or flame gun is ideal for flushing out enemies in cover and cleansing areas with purifying flame. Many armsmen and pirates favour heavier Mezoa versions copied by heretek armourers in the Expanse. This version has a weapon-mounted canister as it allows for faster refuelling and easier use while wearing a void suit if needed.



Heavy Flamer (Locke-pattern "Hellsent")

Heavy flamers are large and cumbersome, normally only used on vehicles, power armoured users or teams of troopers. Like the basic flamer pattern, Locke Heavy Flamers use heavy tanks carried on a backpack (which also helps ensure they are not in the direct line of incoming shells). The twin nozzles produce huge gouts of fire, enough to purge the densest terrain of xeno taint.

PRIMITIVE WEAPONS

Even in the 41st Millennium low-tech weapons can be found on many newly discovered planets where either technology is still emerging or has collapsed back to a primitive state. Many an Explorer has found it useful to maintain proficiency with such weapons, for they can often surprise a more sophisticated foe. To use the various classes of primitive weapons a character must have the appropriate Weapon Training talents.

Bolas

Bolas are sometimes preferred by bounty hunters or law enforcement members on low-tech worlds, where the swirling weights—some styles use up to eight of these dense objects—can swiftly entangle a target with heavy cords or wire with minimal chance of lethal damage to their pay check.

Bow

Bows have changed little through their many countless centuries of usage, and can be found across the galaxy in a variety of designs and constructions. Many technologically advanced worlds still favour their use as a sign of individual marksmanship and skill.

Crossbow

Crossbows are a higher tech, mechanical version of a bow, with a smaller size but often harder hitting strike. They take more time to reload but generally require less skill to use, making them more attractive to many explorers where more advanced weapons cannot be found or re-supplied. Crossbows are a staple weapon on many feral and feudal worlds along with those that have suffered collapse and tech-regression.

Hand Bow

This weapon offers the hitting power of a crossbow but in a pistol grip, suitable for one-handed operation but at shorter ranges. Assassins often favour them for their ease of concealment and storage, while many of the void born use simple spring-pistols for self defence.

Flintlock Pistol

These primitive black powder weapons can take many forms, from finely crafted pistols constructed for the nobles of feudal worlds to simple pipe and powder affairs used by underhive scum.

Musket

These crude devices can only fire once before reloading, are prone to failure, and only the most low-tech savage or desperate renegade would generally fight with one. When they do strike, however, they are deadly against un-armoured foes.

Sling

Slings are easy to create and conceal, and can be used to hurl any suitable object: rocks picked off the ground, specialised metallic balls, even grenades. When using a sling to throw grenades, replace the sling's Damage with the effects of the grenade but reduce the weapon's range to 7 metres. A jam roll in this case will mean an additional roll (see page 126).

LAUNCHERS

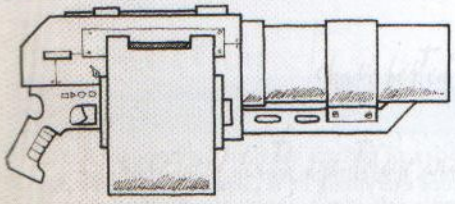
Many Rogue Traders have found the simple grenade to be a wonderful equaliser in combat. Grenades are usually also small and easily concealed—an additional bonus for initial negotiations with heathens or aliens. Most grenades are standard munitions used by countless Imperial Guard forces, but as explorers who deal with a multitude of agencies and xeno races Rogue Traders have access to a wider range, including rare and exotic munitions only rumoured to exist.

The main drawback to grenades is that their range is limited to how far they can be thrown, so launcher weapons designed to propel modified grenades and explosives are necessary to attack a more distant enemy.

To use the various classes of launchers a character must have the Pistol Training (Launcher), Basic Weapon Training (Launcher), or Heavy Weapon Training (Launcher) talents. Setting explosives requires the Demolition skill (see **Chapter III: Skills, page 80**).

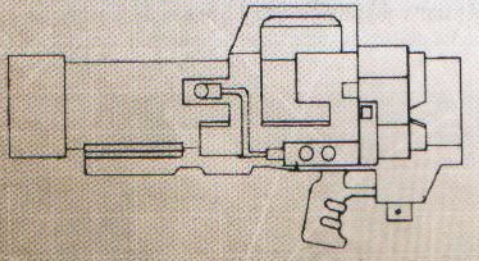
Grenade Launcher

Grenade launchers can fire a variety of grenade types but generally at a shorter range than other basic weapons due to the heavier nature of their payload. Unlike most weapons they can be fired in arcing shots designed to clear obstructions and strike farther into an enemy formation as well as simply being fired directly at foes. The common Voss design holds a clip of six rounds, but most find the weapon inaccurate even for a launcher. The Forge World of Mezoa produces what many believe a superior shoulder-mounted weapon with a longer range, for though it is a single shot device it has superior firing systems and is highly accurate.



Missile Launcher

Like the grenade launcher, missile launchers fire a variety of explosive rounds at long distances. A missile is fitted with stabilisation and guidance systems to aid in their accuracy, which is excellent at long ranges. Most launchers, like the Locke-pattern, are shoulder mounted tube-like weapons that fire a single round at great accuracy, while the ancient Retobi design holds a huge vertical clip of 5 rounds but is much more awkward to fire and has less precision.



GRENADES AND MISSILES

All of the grenades listed here can either be thrown by hand or used in a grenade launcher.

Anti-Plant

These grenades release a wide range of toxic and viral agents that quickly reduce almost any type of flora to a foul-smelling muck that deprives the enemy of cover while not seriously harming other materials. Larger versions are also used to create improvised landing zones and clear foliage for quick camp sites or building locations.

Blind

Blind grenades explode with a burst of dense dark grey smoke including IR bafflers and broad-band EM spectrum chaff, all designed to block eyesight and even advanced visual detection. The effect is short-lived, but while it lasts it provides an excellent cover for advancing forces.

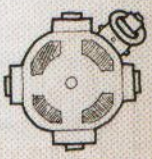
Frag

Fragmentation or frag grenades and missiles are filled with shot, heavy wire, or metallic shards to create high velocity shrapnel fragments when they explode, making them deadly when used against infantry.

Egerian Geode

Recovered from xenos crystalline maze-cities, these grenades are filled with compacted shards of diamantine glass. On detonation the area is showered with cutting projectiles, which can slide through most armour.

Hallucinogen



These grenades induce a variety of short-lived psychological states. Anyone within 10 metres of a detonating hallucinogen grenade must succeed on a **Difficult (–10) Toughness Test** or be overcome with delusions and hallucinations for 1d10 Rounds. Respirators and sealed armour provide a +20 bonus to this Test. When the character is first affected by a hallucination grenade, roll on **Table 5–5: Hallucinogen Effects, page 126** to see how the character behaves for the next 1d10 Rounds.

Krak

Krak grenades and missiles use concentrated explosives to punch holes in armoured targets such as vehicles or bunkers. The powerful detonations do not produce a blast effect however, making them impractical for use against most infantry or other moving targets.

Throwing Grenades

Throwing grenades requires no special training or Talents and is resolved using a Ballistic Skill Test including any modifiers (such as range). On a miss, the thrown grenade goes in a random direction—see the scatter diagram on page 248.

When a Grenade "Jams"

Whenever a jam results from throwing a grenade or firing a grenade launcher or similar weapon (see **Weapon Jams, page 249**), something unfortunate has happened. Roll 1d10. On any result other than 10, the explosive is simply a dud and nothing happens. On a 10, the explosive detonates immediately with the effect centred on the attacker. If the explosive was fired from a launcher, it detonates in the barrel, having its normal effect as well as destroying the weapon.

Photon Flash

Photon flash or simply flash grenades detonate like a small star, blinding anyone nearby and overloading most vision protection systems such as visors. Those caught without eye protection are usually left temporarily blinded and defenceless.

Plasma

These use a deliberate plasma containment failure, causing a blast of heat and light to burst forth like a miniature sun. They are highly lethal against almost all targets.

Smoke

A primitive version of the blind grenade, these release a dense smoke which only obscures basic eyesight and optical based systems. They do not block detection systems that use heat or other spectral bands outside of normal human eyesight, but are much more widely available and easier to construct.

Stun

Stun grenades use a combination of a loud explosive and a flash of light to momentarily incapacitate targets before an assault is launched. They are designed for non-lethal uses and generally cause no lasting injury. Anyone caught in a stun grenade's blast must pass a **Challenging (+0) Toughness Test** or become Stunned for 1d5 Rounds. Photo-visors and sealed armour provide a +20 bonus to this Test.

Virus

Virus grenades house powerful biological toxins which can break down biological systems in moments before leaping to neighbouring creatures to infect them. They can quickly kill scores of people before mutating into a non-lethal strain or running out of victims near enough to be attacked.

Xeno Filament

The exotic filament grenade carries compressed segments of monomolecular wire that expand into a cloud of deadly razor-sharp filaments on detonation, slicing through flesh and bone.

Table 5-5: Hallucinogen Effects

Roll	Effect
01–10	**Bugsbugsbugsbugs!** The character drops to the floor, flailing and screaming as he tries to claw off imaginary insects. The character counts as being Stunned.
11–20	**My hands...!** The character believes his hands have turned into slimy tentacles, or perhaps the flesh has begun to strip off the bone in bloody lumps. Regardless of the particulars, the character drops everything he is carrying and spends the duration staring at his hands and screaming. The character counts as being Stunned.
21–30	**They're coming through the walls!** The character sees gruesome aliens bursting through the walls/ceiling/floor/bushes and opens fire. The character must spend each Turn firing at a random piece of terrain within his line of sight. Any creatures caught in the line of fire are subject to attacks as normal. Each round, choose a new target at random.
31–40	**Nobody can see me!** The character believes he is invisible and wanders aimlessly, pulling faces at those around him. He waddles about in random directions each round, using a Full Action to move. The character retains his Reactions.
41–50	**I can fly!** The sky looks so big and inviting, the character flaps his arms trying to imitate a ptera-squirrel. He may do nothing but jump up and down on the spot. If he is standing above ground level, he may throw himself off in a random direction, with the usual consequences for falling—appalling damage or death being the most usual outcomes.
51–60	**They've got it in for me...** The character is overcome with paranoia, believing even his own comrades are out to get him. On the character's Turn, he must move to a position of cover, getting out of line of sight from any other characters.
61–70	**They got me, mother...** The character believes that the gas is toxic and collapses to the floor as if dead—he counts as being helpless. Others who see him "die" must pass an Intelligence Test or they think the character is dead too.
71–80	**I'll take you all on!** The character is filled with a burning rage and a desire for violence. The character enters a Frenzy (see page 98) and attacks the closest opponent.
81–90	**I'm only little!** The character believes he has shrunk to half his normal size, and everything else is big and frightening now. All other characters count as having a Fear Rating of 3 to the character.
91–00	**The worms!** The character desperately tries to remove a massive fanged worm he thinks is slowly winding its way up and around his leg. He attacks one of his own legs (choose randomly) with whatever weapon is available. That attack hits automatically and deals normal damage.

Table 5-6: Grenades and Missiles

Name	Class	Range	RoF	Dam	Pen	Special	kg	Availability
Anti-Plant	Thrown	SBx3	S/–/–	3d10 E†	0	Blast (3)	0.5	Very Rare
Blind	Thrown	SBx3	S/–/–	—	0	Smoke	0.5	Rare
Filament	Thrown	SBx3	S/–/–	4d10+4 R	6	Blast (1), Tearing	0.5	Extremely Rare
Frag	Thrown	SBx3	S/–/–	2d10 X	0	Blast (4)	0.5	Common
Frag Missile	—	—	—	2d10 X	4	Blast (6)	1	Average
Geode	Thrown	SBx3	S/–/–	2d10+3 R	4	Blast (3)	0.5	Extremely Rare
Hallucinogen	Thrown	SBx3	S/–/–	—	0	—	0.5	Rare
Krak	Thrown	SBx3	S/–/–	2d10+4 X	6	—	0.5	Rare
Krak Missile	—	—	—	3d10+10 X	10	Blast (1)	1	Scarce
Photon Flash	Thrown	SBx3	S/–/–	Special	0	—	0.5	Rare
Plasma	Thrown	SBx3	S/–/–	1d10+6	6	Blast (1)	4	Very Rare
Smoke	Thrown	SBx3	S/–/–	—	0	Smoke††	0.5	Common
Stun	Thrown	SBx3	S/–/–	—	0	Blast (3)	0.2	Scarce
Virus	Thrown	SBx3	S/–/–	3d10 I	0	Toxic†††	0.5	Extremely Rare

† Rounds will only effect flora and have no other effect.

†† Unlike blind grenades, this only interferes with visual sight.

††† If the grenade causes any Damage, then, each round after the first, check for another target at random (friend or foe) within d5 metres to see if any Damage is caused to them (rolling for a new Damage to represent the mutated virus). Continue until Damage is not taken or after d10 rounds have passed.

EXOTIC WEAPONS

Some Imperial weapons are so rare that even a seasoned warrior might never have seen one, while other exotic weapons are of alien manufacture and may not even fit a human hand. Each is not only extraordinarily rare but also extraordinarily difficult to operate. Such weapons require specialised training, and each must be mastered separately with a different Talent.

Crux Beam Gun

Long ago the Crux had a pocket stellar domain at the edge of what would later be known as the Calixis Sector. Their planets were one by one razed to the mantle in a brutal campaign by Admiral Jocardis the Penitent. Only the shipboard weapons captured by boarding parties during the war remain of the race now, with several such weapons now priceless relics in the armouries of the Rogue Trader houses of the Koronus Expanse. These glossy black rifles emit a ray of crackling purple light which tears open solid mass. Had the Crux been able to develop these devices into macro weapons for naval combat, the later history of the Angevin Crusade may have turned out quite differently. Beam guns still occasionally appear for sale and many were adapted in earlier centuries to use Imperial pattern lasgun clips (although they burn out the clips completely within a few shots). Without fail, they are traded for vast sums.

Dartcaster

Dartcasters come in a variety of forms, most using pressurised gas or crossbow mechanisms to fire small metal slivers at high velocities. As they have only a small degree of damage on their own, most users dip the dart in powerful poisons or other chemicals. These can range from simple needler poison to exotics such as hallucinogens or tranquillisers. Dartcasters are a favourite for some bounty hunters as they are flexible enough that the user can select the exact pre-coated dart desired (or coat the dart by hand with the desired chemical) then load in the dart for the shot. In a pinch, skilled users can also simply throw the dart manually at the target. Many of the ammunition loads for dartcasters are coated with chemicals to mimic the effects of a hallucinogen grenade or are formed of holy silver and then blessed to have a greater effect upon a creature of the warp. Naturally, other poisons can also be delivered via a dartcaster as well.

Digital Weapons

Digital weapons, or digi-weapons as they are commonly known, are miniaturised guns which are so advanced that they can be worn on the finger like a ring, but pack the punch of a full-sized pistol. The most compact are those manufactured by the brightly-haired, ape-like aliens known as the Jokaero, whose creations are sought after across the Imperium. Digi-weapons exist that replicate the functions of hand flamers, inferno pistols, needle pistols and hellpistols. However, each weapon can only be fired once, and reloading a digi-weapon is exceptionally difficult. A character can wear up to one digi-weapon per finger—not thumbs—and a digi-weapon can be fired even if the character is holding something else in his hands. Digi-weapons may be used in melee like pistols.

Table 5-7: Exotic Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	kg	Availability
Crux Beam Gun	Basic	80m	S/3/–	2d10+5 E	6	25	4 Full	Scatter	4	Near Unique
Dartcaster	Pistol	30m	S/–/–	1d10 R	0	1	Full	Toxic	2.5	Rare
Digi-laser	Pistol	3m	S/–/–	1d10+3 E	7	1	Full	Reliable	0.5	Extremely Rare
Digi-melta	Pistol	3m	S/–/–	2d10+4 E	12	1	Full	—	0.5	Extremely Rare
Digi-needler	Pistol	3m	S/–/–	1d10 R	0	1	Full	Toxic	0.5	Extremely Rare
Digi-flamer	Pistol	3m	S/–/–	1d10+4 E	2	1	Full	Flame	0.5	Extremely Rare
Graviton Gun	Basic	30m	S/–/–	Special	—	3	2 Full	Blast (5)	5	Near Unique
Kroot Rifle	Basic	110m	S/2/–	1d10+5 E	1	6	2 Full	—	6	Extremely Rare
Kroot Rifle (Melee)	Melee	—	—	1d10 R	0	—	—	Balanced	—	—
Needle Pistol	Pistol	30m	S/–/–	1d10 R	0	6	Full	Accurate, Toxic	1.5	Very Rare
Needle Rifle	Basic	180m	S/–/–	1d10 R	0	6	2 Full	Accurate, Toxic	2	Very Rare
Ork Shoota	Basic	60m	S/3/10	1d10+4 I	0	30	Full	Inaccurate, Unreliable†	4	Scarce
Ork Slugga	Pistol	20m	S/3/–	1d10+4 I	0	18	Full	Inaccurate, Unreliable†	2	Scarce
Shuriken Catapult	Basic	60m	S/3/10	1d10+4 R	6	100	2 Full	Reliable	2.5	Very Rare
Shuriken Pistol	Pistol	30m	S/3/5	1d10+2 R	4	40	2 Full	Reliable	1.2	Very Rare

† *For some unknown reason, this weapon is not Unreliable when fired by an Ork.*

Graviton Gun

The Graviton Gun fires a stream of particles that disrupt the localised gravimetric field around the target area, increasing the apparent mass of the enemy and slowing if not pinning them outright to the ground. While the enemy is normally not harmed greatly, they are incapacitated until the effects wear off. As it is not a lethal device, the Graviton Gun is useful for when someone must be captured alive rather than dead. They are exceedingly rare relics from the Dark Age of Technology, and each is a sacred device jealously guarded by the Adeptus Mechanicus—who very rarely allow one outside of their armouries.

Everything caught in the gun's blast area is violently pressed to the floor and must take a **Very Hard (–30) Strength Test** or be knocked down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 1d5 I (Primitive) Damage—treat this as effecting the Body location—although what the character or object is thrown against and how far they fall may well make this effect far worse.

Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 60 (Unnatural (×2)) each Round—see page 368 for more details on this kind of Test).

At the GM's discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

Kroot Rifle

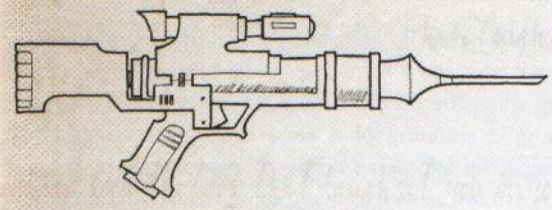
The basic Kroot Rifle is simple and reliable, firing a charged pulse round. Rumour says that these are an upgraded version of their primitive native weapon, but no one knows who may have accomplished this upgrade, as the technology is unfamiliar even to Calixian Ordo Xenos scholars. Kroot Rifles are balanced to fit deadly combat blades, allowing them to function as a halberd in close combat, especially in the hands of a Kroot Warrior.

Needle Pistols

Needle pistols use a low-power laser beam to propel small slivers of crystalline coated in viral toxins. Enemies wounded by them are almost instantly paralysed or dead within moments. As they are virtually silent and have no muzzle flash, needle weapons are ideal for assassins. Some needle weapons are modified to inject the target with a toxin that mimics the effects of a choke or hallucinogen grenade.

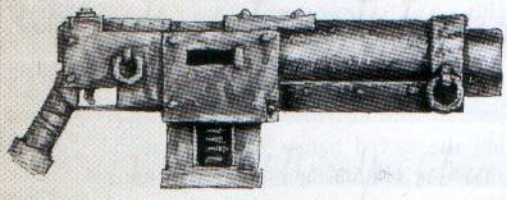
Needle Rifle

Prized by snipers, the needle rifle offers the perfect combination of range, stealth, and deadliness. The only argument against these exquisite weapons is that they are next to useless against heavily armoured targets.

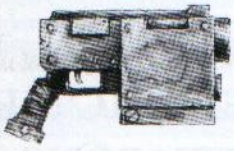


Ork Shoota

These basic weapons also double as clubs due to their large and durable shape. They are smoothbore like all Ork weapons; it is unclear if the concept of rifling has never occurred to them or that they are incapable of creating weapons that well honed.



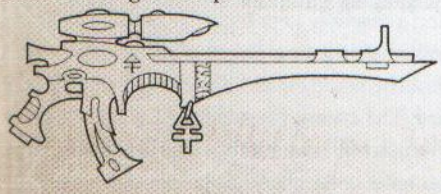
Ork Slugga



This is the standard Ork pistol weapon—a heavy calibre slug-thrower. It is often also used as a melee weapon or even thrown at the enemy after running out of ammunition.

Shuriken Catapult

Shuriken catapults are the mainstay weapon for the Eldar—this alien race's basic citizen-warrior "Guardians" use these weapons. They are lightweight and can be easily fired on the move. These weapons fire razor-sharp disks at high velocity to shred a target into pieces.



Shuriken Pistol

Shuriken weapons are graceful dealers of death that use sophisticated gravity accelerators to hurl volleys of miniature razor disks to literally slice their victims apart in seconds. The enigmatic alien Eldar create these weapons, and many of their warriors carry a shuriken pistol as a sidearm.

Melee Weapons

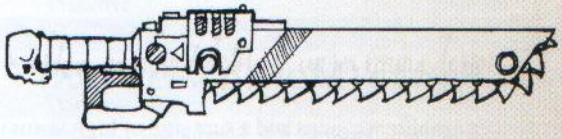
Despite the wide range of ways available to kill the enemy at a distance, there is always a demand for weapons designed for close and personal combat. For some it is a matter of honour to look their foe in the eye, others simply another way to ensure their safety in a dangerous galaxy. These kinds of weapons range from crude lengths of metal to exquisitely constructed artefacts from ages gone by, devices which could never be created again in this dark millennium.

Chain Weapons

Chain weapons are popular as most races and planets have the basic technology to produce these brutal war-devices. They come in a variety of styles, but all feature fast moving chains with serrated metallic teeth running across what would normally be a weapon's bladed edge. Once engaged the chain drive roars loudly to life, acting as a clear warning to all. Even the slightest impact can tear open flesh and solid blows can cut through most armour. To use chain weapons a character must have the Melee Weapon Training (Chain) talent.

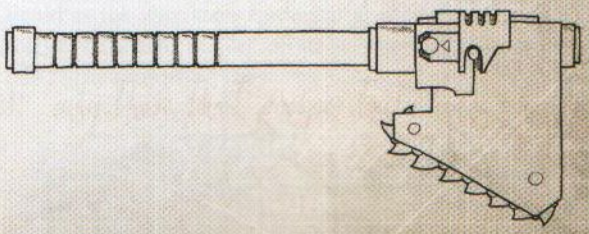
Chainsword

Chainswords generally have a large flat carapace containing the chain with only the forward curved section open where the spinning chain teeth can bite into flesh and bone. On Chaos and pirate vessels they are preferred over power weapons mostly due to the messy deaths they can bring, the better to intimidate both enemies and crew-scum alike.



Chainaxe

Chainaxes are more deadly, packing the greater weight of the axe swing behind each blow, but lacking a chainsword's ability to turn aside enemy strikes in defensive manoeuvres. Like a regular axe, these can have one edge or be two-sided. Each open edge contains its own chain loop, meaning that the double-sided version can still operate if one side is fouled.

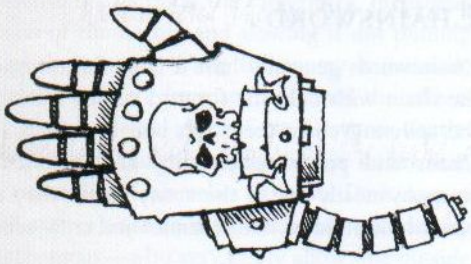


Power Weapons

Power weapons project a disruptive energy field along the blade or head of a weapon, allowing it to slice armour or strike with explosive impact. In theory any weapon can be upgraded to a power weapon given the necessary technology. Many of these weapons use subtle mechanisms and can appear normal until activated, whereupon crackles of revealing lightning run across the blade. A power weapon can still be used as an ordinary weapon should its power source run dry or become damaged.

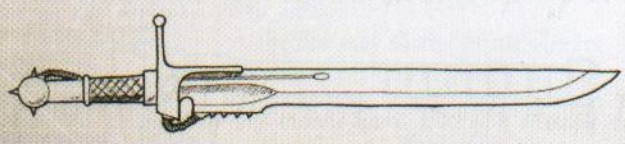
Power Fist (Mezoa-pattern)

Rather than encasing an edged weapon with a power field, a power fist uses the energy to disrupt material in a more violent fashion. Worn as a huge glove, when the mechanically augmented fist strikes its target it can tear open even the heaviest armour and burst flesh into a shower of blood and tissue. Unless worn as part of power armour, they normally require heavy backpack-mounted power sources connected to the fist via heavy cables. The Mezoa-pattern specialises in an oversized mantle to increase punching power, and suitably braced the user can knock through the strongest bulkheads. Most are ancient relics, with the mantle inscribed with family heraldry or iconography indicating impressive victories.



Power Sword (Mordian-pattern)

Power swords are elite weapons and a sure sign of high status in the Imperium; many captains favour them as a prestige item to impress crewmen and enemies alike. Like a common sword, they allow the user greater attack options and defensive responses than many weapons. Entire specialised styles of combat have been designed around the expansive number of variants found across the galaxy and beyond. The Mordian variant is designed to support a defensive parry, with a lighter weight and thinner, two sided blade. The Mordian-pattern's distinctive styling adds an additional +5 bonus to parry for a total of +15.



Power Axe (Mezoa-pattern)

Power axes allow for greater impact when striking than a power sword, but are clumsier to use. They are viewed as a brutal and unsubtle weapon, more suited for crude assault work against rebellious underhive scum or foul xenos races. The huge arc needed to properly attack with one makes use difficult in most ships, so the Mezoa-pattern features a shorter handle but larger and crescent blade.

Power Maul

Power Mauls are solid truncheon-like rods with a discharge cap at one end, and a hand grip at the other. Controls along the haft allow the user to adjust the energy field's strength from a mild stunning blast to a heavy force suitable for breaking down reinforced doors. They are popular with the Adeptus Arbites, as well as many senior naval officers as they can be used in a non-lethal capacity when desired.

Omnissian Axe (Sollex-pattern)

Granted to suitably devoted followers of the Omnissiah, this weapon has a long staff-like body tipped with half of the circular Adeptus Mechanicus skull and cog icon. The symbol forms a blade and is sheathed in a power field. Covered with inscribed circuitry designs indicating the sacred nature of the weapon, many a foe has realised far too late that what appeared to be a religious walking staff was really a deadly weapon. The Omnissian axe also functions as a combi-tool.

Exotic Melee Weapons

Rogue Traders often encounter the unusual and the strange, including many weapons meant for close combat that are of alien or unknown origin.

Fractal Blade

These rare swords are made from a diamond-like living crystal, each blade harvested from an unknown planet in the Koronus Expanse, its location a carefully kept secret by the Rogue Trader who sells them. When struck (such as in a Parry action) small slivers flake off, and the blade emits a shrieking sound akin to nails on chalkboard. The crystal constantly grows and replaces shards as they are struck off, keeping the edge sharp at all times but also meaning it must be frequently used lest it become dull and blunt. Each sliver is a fractal seed, a replica in miniature of the full sized blade. Indeed, if planted back on its home world it would grow into a new sword.

Ghost Sword

Most races have some sort of long bladed item in their armoury and many Explorers make good use of those they find that take their fancy, either as trophies or for more practical reasons. Many have been linked to known alien cultures, but some resist clear identification. "Ghost Sword" is the name given

Table 5-8: Melee Weapons

Chain Weapons

Name	Class	Range	Damage	Pen	Special	kg	Availability
Chain Axe	Melee	—	1d10+4 R	2	Tearing	13	Average
Chainsword (Hecate)	Melee	—	1d10+2 R	2	Tearing, Balanced	6	Average

Power Weapons

Name	Class	Range	Damage	Pen	Special	kg	Availability
Omnissian Axe (Sollex)	Melee	—	2d10+4 E	6	Power Field, Unbalanced	8	Extremely Rare
Power Axe (Mezoa)	Melee	—	1d10+7 E	7	Power Field, Unbalanced	6	Very Rare
Power Fist (Mezoa)	Melee	—	2d10† E	9	Power Field, Unwieldy	13	Very Rare
Power Maul (High)	Melee	—	1d10+5 E	4	Power Field, Shocking	3.5	Very Rare
Power Maul (Low)	Melee	—	1d10+1 E	2	Shocking		
Power Sword (Mordian)	Melee	—	1d10+5 E	5	Power Field, Balanced	3	Very Rare

† Power Fists add the users SB×2 to the Damage.

Exotic Melee Weapons

Name	Class	Range	Damage	Pen	Special	kg	Availability
Fractal Blade	Melee	—	1d10+1 R	7	Power Field, Balanced	1	Extremely Rare
Ghost Sword	Melee	—	1d10+3 E	6	Power Field, Balanced	1	Extremely Rare
Harlequin's Kiss	Melee	—	1d10+8†† R	10	Tearing	1	Extremely Rare
Ork Choppa	Melee	—	1d10+1 R	2	Unbalanced	8	Scarce

†† Unlike other melee weapons, do not add the wielder's Strength bonus to the damage inflicted by a Harlequin's Kiss.

Shock Weapons

Name	Class	Range	Damage	Pen	Special	kg	Availability
Officer's Cutlass	Melee	—	1d10 R	0	Shocking	3	Scarce
Shock Glove	Melee	—	1d10 I	0	Shocking	1.5	Rare
Shock-Staff	Melee	—	1d5+3 I	0	Shocking	2	Rare

Primitive Weapons

Name	Class	Range	Damage	Pen	Special	kg	Availability
Great Weapon	Melee	—	2d10 R	0	Primitive, Unbalanced	7	Scarce
Groxwhip	Melee	3m	1d10+3 R	0	Flexible, Tearing, Primitive	4	Scarce
Improvised	Melee	—	1d10–2 I	0	Primitive, Unbalanced	—	—
Knife	Melee/Thrown	5m	1d5 R	0	Primitive	1	Plentiful
Kraken Tooth Dagger	Melee/Thrown	5m	1d5+1 R	1	Primitive	0.4	Extremely Rare
Shield†††	Melee	—	1d5 I	0	Defensive, Primitive	3	Common
Spear	Melee	—	1d10 R	0	Primitive	3	Common
Staff	Melee	—	1d10 I	0	Balanced, Primitive	3	Plentiful
Sword	Melee	—	1d10 R	0	Balanced, Primitive	3	Common
Truncheon	Melee	—	1d10 I	0	Primitive	2	Plentiful
Warhammer	Melee	—	1d10+2 I	1	Primitive	4.5	Scarce

††† Provides Armour 2 to the Body and Arm wielding the Shield.

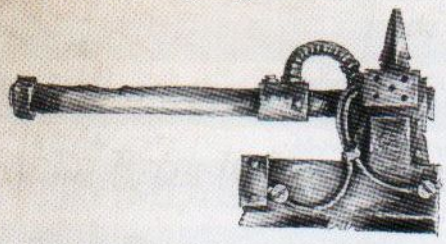
to a common style found on many newly explored worlds in the Calixis Sector and beyond, often amongst the remains of ancient battles. This deadly sword is clearly of fine but alien craftsmanship, lightweight but stronger than any Imperial steel. Despite warnings from the Adeptus Mechanicus and Inquisition, some bold Rogue Traders wear these weapons in open scabbards to show off their independence and prowess as explorers. The ghost Sword adds an additional +5 bonus to parry for a total of +15.

Harlequin's Kiss

Among the deadliest of all Eldar weapons, the harlequin's kiss resembles a long tube attached to the back of the forearm. The rear of the tube is filled with highly compressed coiled loops of monomolecular wire, nearly a hundred metres worth. When the weapon's spiked tip strikes the target, the wire is released and instantly bursts through even the smallest puncture to fill the interior of a body or vehicle. In seconds flesh is turned into liquid as the wire races through the enclosed space and then retracts back into the device for its next use. Most victims are dead before knowing they were even struck.

Ork Choppa

Orks prefer these huge and heavy bladed, oversized weapons, sometimes edged with jagged teeth to make them even more deadly. Anyone strong enough to lift one will find their crude design effective for cutting tough armour.



SHOCK WEAPONS

Shock weapons use electrical or other force charges bound to a weapon to strike the target with generally non-lethal results. As such they are useful for riot control and "encouragement" of unwilling workers such as pressed crew, situations where no permanent damage is desired. To use shock weapons a character must have the Melee Weapon Training (Shock) talent.

Officer's Cutlass

A standard variation on the basic cutlass used in almost every Imperial vessel in the Calixis Sector. In close quarters fighting, the heavy metal guard is often used as an offensive weapon on its own where the armoured shell can provide a powerful punch. Many ship's officers heighten this effect by incorporating a shock generator in the guard, so that when hit, an opponent is felled by both the electrical shock and the solid impact. Rogue Traders often use even more lethal versions, strengthening their blades with actual power fields.

Shock Glove

While most shock weapons use a long pole or whip to strike the target, shock gloves use a heavy (and heavily insulated) gauntlet covered with wiring. On impact the charges jolt the victim with electrical force, making the heavy blow even more painful.

Shock-Staff

These are simple plasteel or wooden lengths with a single-setting shock emitter housed in a fixture at the far end, often ornamented into an Imperial or naval icon. These are a frequent site in the low-decks, used to encourage indentured slaves and ratings to improve their work. Many press gangs also use shock-staffs to recruit new crewmen for their ship.

PRIMITIVE WEAPONS

Basic hand weapons are a common sight throughout the Imperium and beyond, and in many places it would be unthinkable to venture forth without at least one such weapon visible on your person. Depending on the planet's level of technology—and the wealth of the user—these can range from simple metal swords to high-tech blades made of exotic materials.

Great Weapon

Most melee weapons can also be found in larger and heavier versions, usable only with two hands. Great weapons of this kind—such as huge axes, giant hammers, double-handed swords, and so on, including huge clubs—are massive, brutal weapons that can inflict serious damage with each blow.

Groxwhip

"Groxwhip" may be an apocryphal name, as there is no strong evidence they were developed to help herd these massive beasts. It is more likely that most onlookers feel that a barbed steel whip covered with serrated edges could be used on nothing else. Unlike most whips, these are deliberately designed for lethal use as strikes will tear away chunks of flesh with each attack.

Improvised

Improvised weapons can take many forms, but are generally any handy weighted object such as table legs, severed limbs or artillery shell casings. Hitting someone with the butt of a basic ranged weapon (such as a lasgun or boltgun) counts as an improvised weapon.

Knife

The knife is the ubiquitous back-up weapon for warriors all across the Imperium, be they lowly hive scum or the elite soldiers of a planetary governor. Some, such as the Catachan fighting knife, are designed for a specific purpose, whilst others are more generic in nature.

Kraken Tooth Dagger

Though dismissed as legend or myth, those who spend their lives in the void know that krakens do indeed exist, travelling from system to system the slow way, possibly living for millennia. No one claims to have seen a kraken, but the huge teeth found embedding in wrecked ships indicate something indeed exists to prey on ships and their crews. Each tooth is upwards of a metre long, and the pearlescent material can be carved into elegant daggers or short swords. Veteran void-farers often inscribe the blades with intricate drawings depicting mighty krakens, hoping this will appease their beast-spirits and keep them safely away.

Shields

Shields are a useful protective device, either in conjunction with armour or on their own. They can be made from a variety of materials, ranging from improvised wooden or plastic sheets to advanced metal or plasteel plates. Sizes range from light bucklers to huge full-body shields as large as a man. Attacks made with a shield suffer a –20 penalty.

Spear

Common on feral and feudal worlds, spears can equally be found in the hands of hunters as well as warriors.

Staff

Longer basic weapons use a staff of wood or other material, with the longer reach useful for hitting an enemy before he can strike. The staff is just that, and is a common sight especially among pilgrims trekking throughout the galaxy to retrace the steps of the saints.

Sword

Swords can range from short dagger-like models to longer, elaborate dueling blades. The nature of the blade (single- or double-edged, curved or straight, flexible or stiff, cutting or stabbing, and so on) varies with the intent of the sword and the taste of its user.

Truncheon

Small and easily concealable, these short and heavy sticks of dense wood or metal are often used by press gangs to "sign up" new crewmen with a swift blow to the back of the head.

Warhammer

Mounted on a longer pole grip than a regular hammer, warhammers generally have a thinner striking head with a sharply pointed reverse. Both of these make it ideal for penetrating light armour and causing deeper wounds by concentrating the force of the blow into a smaller area.

WEAPON UPGRADES

Weapons can be given upgrades to enhance their performance. The Upgrade descriptions list which weapons are eligible, as well as how many upgrades may be applied. A character with the Trade (Armourer) skill may upgrade weapons by making a successful test. Upgrades modify a weapon's weight as noted below.

Compact

Compact weapons are smaller versions of pistol and basic weapons favoured by those who prefer concealment over stopping power. This upgrade halves the weight of the weapon but also halves its clip size and range as well as reducing its Damage by 1. Anyone attempting to find a concealed weapon with the Compact upgrade suffers a –20 penalty to any related Skill Test (e.g., Awareness, Search).

Upgrades: Any Pistol or Basic Las, Solid Projectile, Flame, Bolt or Plasma weapon.

Table 5-9: Weapon Upgrades

Name	Weight	Availability
Compact	x1/2	Average
Fire Selector	+1 kg	Scarce
Forearm Weapon Mounting	+1 kg	Scarce
Melee Attachment	+2 kg	Plentiful
Mono	+0 kg	Scarce
Motion Predictor	+0.5 kg	Very Rare
Photo-scope	+0.5 kg	Very Rare
Preysense-scope	+0.5 kg	Very Rare
Omni-scope	+2 kg	Near Unique
Overcharge Pack	+0.5 kg	Common
Red-Dot Laser Sight	+0.5 kg	Scarce
Silencer	+0.5 kg	Plentiful
Suspensors	x1/2	Extremely Rare
Telescopic Sight	+1 kg	Average
Vox Operated	+0.5 kg	Rare

Fire Selector

For weapons that can use differing ammunition rounds, a shot selector can be fitted for ease of switching from one type to another. A weapon with a fire selector can have up to three different clips added. At the start of the shooter's Turn, he can use his fire selector to choose which clip he wishes to draw ammo from that round.

Upgrades: (Bolt) and (SP) Pistols or (SP) and (Bolt) Basic Weapons.

Forearm Weapon Mounting

This heavy bracing allows a single ranged weapon to be mounted along the arm, with specific hand movements triggering the weapon. It allows the user to keep both hands free, and can have a strong visual impression on their foes as fire seems to appear from the user's outstretched arms. This upgrade reduces the Weapon's range by 30%.

Upgrades: Primitive, Las, Solid Projectile, Bolt, or Melta pistol.

Melee Attachment

Bayonets, chain blades, and other long-bladed combat attachments can be fitted to most ranged weapons, making them more useful in assaults. A weapon with a melee attachment counts as a spear in close combat.

Upgrades: Any Basic ranged weapon can have melee attachments.

Mono

Mono weapons have specially fashioned blades with superfine edges that can easily cut through armour and never lose their edge. Mono weapons no longer count as Primitive and add a +2 bonus to their Penetration. The Mono upgrade can be applied to a power weapon, but it has no effect whilst the power field is active. If the power field is ever lost or deactivated, the Mono upgrade's bonuses will then apply.

Note: The Mono upgrade may be applied to any primitive melee weapon, but when applied to close-combat weapons that do not use an edge (e.g., hammers, mauls, etc.), it is treated differently. Game Masters are encouraged to come up with interesting definitions for non-edged weapons with the Mono upgrade. For example, a hammer with the Mono upgrade could be defined as having a pneumo-shock enhancement. The in-game effects remain the same.

Upgrades: Any primitive close combat weapon.

Motion Predictor

A complex target-tracking cogitator in this device is activated once the user has sighted the desired target. The Predictor then tracks the target, and when the trigger is pulled will chase the target with all the rounds in a clip in one long burst. A Motion Predictor adds a +10% bonus to Ballistic Skill Tests, but only functions when the weapon is fired on semi-automatic or fully automatic modes.

Upgrades: Any non-primitive ranged weapon capable of Semi-Auto or Full Auto fire.

Omni-scope

A vastly expensive and rare device normally found only in the hands of legendary assassins or bounty hunters, the Omni-scope is a cluster of finely-tuned sensor wands linked to a precision lens. Some of these scopes plug directly into a bionic cranial port, allowing the user to shoot around corners without exposing himself—the scope becomes a "third eye." The Omni-scope combines the benefits of a Preysense Sight, Red-Dot-Laser Sight, and Telescopic Sight.

Upgrades: Any Basic-class Las, Solid Projectile, Bolt, Primitive or Plasma weapon. An Omni-scope counts as a sight and a gun may only have one sight.

Overcharge Pack

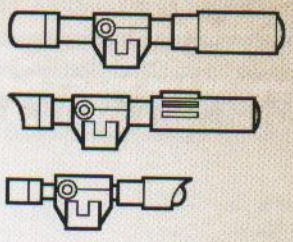
This is an enhanced power pack for a las weapon that increases the strength of its fire. An overcharge pack adds 1 to the weapon's Damage. Unfortunately the increased output of damage reduces the number of shots and so the clip size is halved.

Upgrades: Any Pistol (Las) or Basic weapon (Las).

Photo Sight

This is a weapon sight that enhances ambient light levels, improving the user's vision and ability to see in the dark. A character using a Photo Sight suffers no penalties due to darkness.

Upgrades: Any Basic ranged Las, Solid Projectile, Bolt, Primitive or Plasma weapon. A photo sight counts as a sight and a gun may only have one sight.



Preysense Sight

This is a weapon sight that shows thermal images and reveals the hiding places of enemies who lurk in the darkness. A character using a Preysense sight suffers no penalties due to darkness and gains a +20 bonus to vision-based Perception Tests at night.

Upgrades: Any Basic ranged Las, Solid Projectile, Bolt, Primitive or Plasma weapon. A preysense sight counts as a sight and a gun may only have one sight.

Red-Dot Laser Sight

This is a laser sight that grants a +10 bonus to Ballistic Skill Tests when the weapon is fired on single shot.

Upgrades: Any Pistol- or Basic-class Las, Solid Projectile, Bolt, Primitive or Plasma weapon. A red-dot laser sight counts as a sight and a gun may only have one sight.

Silencer

Silencers lower the noise from a weapon's discharge, preventing detection of the shot. Awareness Tests to hear shots made with a silenced weapon suffer an additional –20 penalty and can only be attempted at half the normal distance.

Upgrades: Stub revolver, stub automatic, hand cannon, autogun, and hunting rifle.

Suspensors

These anti-grav plates and studs attach to a weapon or equipment, making the use of heavy or cumbersome devices much easier by offsetting some of their weight. They are often used by elite troops on their heavy weapons. Suspensors reduce the weight of a weapon by one-half. When firing a weapon with suspensors, the operator counts as having the Auto-stabilized Trait—he always counts as braced and may fire the weapon on semi- or full-automatic as a Half Action.

Upgrade: Any Heavy weapon.

Telescopic Sight

Telescopic sights magnify the target's image making it easy to see. This is especially useful for long-range shots that need to hit a very specific target location. A weapon with a telescopic sight ignores penalties for long and extreme range as long as the shooter takes a Full Action to Aim.

Upgrades: Any Basic Las, Solid Projectile, Bolt, Primitive or Plasma weapon. A telescopic sight counts as a sight and a gun may only have one sight.

Vox-operated

Specially coded vox receivers are integrated into the weapon's trigger mechanisms, so that they user can operate it by voice if needed. Users can also operate the shot selector and switch firing modes where applicable merely by speaking the appropriate command. For security reasons each receiver is usually keyed to just one voice pattern. Additionally, if the weapon is equipped with a fire selector, the operation of that upgrade may also be controlled simply by speaking aloud.

Upgrade: Any non-primitive Pistol, Basic, Grenade, or Heavy weapon.

AMMUNITION

Without ammunition a gun is just a glorified club. Presented here is a selection of ammunition, including a variety of special types. Each type of ammo can only be used with certain weapons as detailed in its description. Ammo weight is not listed; however, should it be important to know how much ammunition weighs, consider a weapon's full clip to weigh 10% of the weight of the weapon itself.

Arrows/Quarrels

Arrows and quarrels come in a variety of shapes, sizes and materials ranging from crude wooden shafts with flint tips to steel darts with razor-sharp points.

Used With: Bows, crossbows and hand bows.

Shot

Shot is solid lead or stone balls and a powder charge used in primitive blackpowder weapons.

Used With: Flintlock pistol and musket.

Backpack Ammo Pack/Power Pack

Many weapons require larger ammunition sources to function during large battles or when the wearer is away from an extended supply line. A backpack power pack is worn like a normal backpack. For energy weapons, it is a portable source of power in the form of a massive battery or charge-unit. For flame weapons, it is composed of tanks of volatile promethium. Other ammunition packs are simply stacks of regular stubber or bolt rounds with a feeder line that links into the weapon itself. These items hold 80 rounds of ammunition for Plasma, Melta, and Las weapons, 200 rounds of ammunition for SP or Bolt weapons, and 60 shots for Flame weapons. A weapon connected to a backpack power pack uses the power pack for its ammunition and ignores its normal clip size. Backpack ammo packs or power packs weigh 25 kg.

Table 5-10: Ammo

Name	Availability
Arrows/Quarrels	Common
Backpack Power Pack	Rare
Shot	Common
Bullets	Plentiful
Shells	Common
Charge Pack (pistol)	Common
Charge Pack (basic)	Common
Charge Pack (heavy)	Rare
Fuel (pistol)	Scarce
Fuel (basic)	Scarce
Fuel (heavy)	Scarce
Bolt Shells	Rare
Melta Canister (pistol)	Very Rare
Melta Canister (basic)	Very Rare
Melta Canister (heavy)	Very Rare
Plasma Flask (pistol)	Rare
Plasma Flask (basic)	Rare
Plasma Flask (heavy)	Very Rare
Exotic	Very Rare

Table 5-11: Unusual Ammunition

Name	Availability
Amputator Shells	Extremely Rare
Bleeder Rounds	Rare
Dumdum Bullets	Scarce
Expander Rounds	Scarce
Explosive Arrows/Quarrels	Scarce
Hot-Shot Charge Pack	Scarce
Inferno Shells	Rare
Man-stopper Bullets	Scarce
Tempest Bolt Shells	Near Unique

Bullets

Hard rounds are common for many weapons within the Imperium and vary greatly in calibre and design. Bullets from one kind of firearm cannot be used in another unless they are very similar in make. So for example you could use bullets bought for a stub revolver in a stub automatic, but not in an autogun.

Used With: Autopistols, stub revolvers, stub automatics, hand cannons, autoguns, hunting rifles and heavy stubbers.

Shells

Shells contain dozens of tiny balls and are designed to scatter over a wide area when fired, making them ideal for close-in work where accuracy is less important.

Used With: Any shotgun.

Charge Pack

Charge packs are powerful batteries used almost exclusively by las weapons. The cost of a charge pack varies depending on the class

of the weapon. In all cases, it provides shots equal to the weapon's full clip value.

Used With: Laspistols, lascarbines, lasguns, long-las, MP lascannons.

Fuel

Flame weapons use liquid fuel, which can vary greatly in composition and quality from purest promethium to crude flammable alcohols. The cost of fuel varies depending on the class of the weapon. In all cases, it provides shots equal to the weapon's full clip value.

Used With: Hand flamers, flamers, and heavy flamers.

Bolt Shells

The mass-reactive explosive bolt shell is among the deadliest kind of round in the Imperial arsenal. However the difficulty and cost of its manufacture restricts its use to all but the most wealthy or well connected.

Used With: Bolt pistols, bolters, and heavy bolters.

Melta Canister

Meltaguns use specially refined chemicals injected into highly pressurised canisters. The cost of a melta canister varies depending on the class of the weapon. In all cases, it provides shots equal to the weapon's full clip value.

Used With: Inferno pistols, meltaguns, and multi-meltas.

Plasma Flask

Raw plasma weapon fuel consists of highly dangerous and volatile photonic hydrogen, compressed and contained within reinforced flasks. In all cases, it provides shots equal to the weapon's full clip value.

Used With: Plasma pistols, plasma guns, and plasma cannons.

Exotic

There are many kinds of weapons in the Imperium that use unusual types of ammunition, from the viscous gel of a webber to the finely crafted darts of a needle pistol.

Used With: Needle pistols, needle rifles, and any other exotic ranged weapons.

UNUSUAL AMMO

Not all munitions are created equal, and there are many enhanced or unusual choices beyond the standard fare open to militants—a modest variety are presented here. Each type of unusual ammo can only be used with certain weapons as detailed in its description, and only one kind of ammunition can be used at a time (i.e. their effects can't be combined). Ammo weight is not listed; should it be important to know how much ammunition weighs, consider a weapon's full clip to weigh 10% of the weight of the weapon itself.

Amputator Shells

Filled with explosive micro-shrapnel, these bullets are designed to shear flesh and shatter bone, causing limbs to be blown away.

Effects: Amputator Shells add 2 to the weapon's Damage.

Used With: Stub revolvers, stub automatics, shotguns (all types), hand cannons, autopistols, and autoguns.

Bleeder Rounds

This ammunition is treated with toxins to prevent coagulation and keep wounds bleeding freely. These shells are designed to burst on penetration and spread the anti-coagulants quickly.

Effect: Bleeder rounds add 3 to the weapon's Damage against living 'biological' targets (targets with the Daemonic or Machine Traits do not suffer the additional Damage).

Used With: Stub revolvers, stub automatics, hand cannons, autopistols, and autoguns.

Dumdum Bullets

These heavy blunt bullets are designed to cause maximum tissue damage and can tear apart soft targets, though they are less effective against armour.

Effect: Dumdum bullets add 2 to the weapon's Damage, however Armour Points count double against them.

Used With: Stub revolvers, stub automatics, and hand cannons.

Expander Rounds

Vicious and outlawed on some worlds, these dense shells are designed to shred open after impact, creating huge exit wounds.

Effect: Shots fired with these rounds add 1 to both Damage and Penetration.

Used With: Stub revolvers, stub automatics, autopistols, and autoguns.

Explosive Arrows and Quarrels

Explosive arrows and quarrels might be crudely tipped with shells, or treated with one of a variety of unstable alchemical compounds.

Effects: Attacks are made with a –10 penalty, the weapon's Damage type becomes Explosive, and the weapon loses the Primitive quality.

Used With: Bows, crossbows, and hand bows.

Hot-Shot Charge Pack

This is a powerful charge pack for a las weapon, favoured by snipers in some Imperial Guard regiments. Each hot-shot charge pack is good for only a single shot.

Effects: A weapon using a hot-shot charge adds 1 to its Damage, rolls two dice for its Damage and picks the highest, and gains a Penetration of 4. However the weapon loses its Reliable special quality, and its clip is reduced to 1.

Used With: Laspistols, lascarbines, lasguns, and long-las.

Inferno Shells

These shells contain a volatile, clinging gel that ignites on contact with the target.

Effects: A target hit by an inferno shell must make an Agility Test or catch on fire, in addition to suffering damage as normal.

Used With: Shotguns, pump-action shotguns, combat shotguns, and all bolt weapons.

Man-Stopper Bullets

These densely tipped bullets are designed to punch through armour.

Effects: A weapon using man-stopper rounds increases its Penetration to 3.

Used With: Stub revolvers, stub automatics, hand cannons, hunting rifles, autopistols, and autoguns.

Tempest Bolt Shells

The mass-reactive explosive bolt shell is among the deadliest kind of round in the Imperial arsenal. Tempest bolt shells are perhaps the rarest variety, manufactured only in the temples of Mars. They contain a powerful miniaturised plasma-shock generator that releases a pulse of electromagnetic and thermal energy as the shell detonates. They are particularly effective against machine targets, but obtaining them from the Machine Cult is a nigh-impossible task.

Effect: Change the weapon's damage class to Energy and the weapon gains the Shock quality. The weapon adds 3 Damage when used against a target with the Machine Trait.

Used With: Bolt pistols, bolters, and heavy bolters.

Armour

"The Emperor protects my soul, flak protects the rest."

–Ancient Imperial Guard saying

The 41st Millennium is not only filled with dangerous enemies but also dangerous weapons, either of which could easily maim or kill in a heartbeat. Nearly every race in the galaxy has developed protective measures, ranging from simple animal skins to highly sophisticated powered shells and protective energy fields. Depending on the society, even civilians may wear armour in their daily routine. When one routinely operates beyond the fringes of the Imperium, this is even more essential, for while opportunities await with each new voyage, so too do grave dangers and unknown threats.

Armour provides Armour Points (AP) to various locations on a character's body. In addition, some kinds of armour have special properties noted in their description.

Armour Type: The type of armour it is.

Location(s) Covered: What locations the armour covers, a combination of arms, legs, body, and head. Some armour covers all four locations and is noted as covering "All".

AP (Armour Points): How many Armour Points the armour provides for the locations covered. Any armour that provides 7 or more APs inflicts a -30% penalty on the wearer's Concealment and Silent Move Tests.

kg (Kilograms): Represents how much the armour weighs. For information on how much a character can carry refer to **Chapter IX: Playing the Game, page 267**.

Availability: This identifies the armour's availability (see **Table 5-1: Availability by Population**, page 111).

Armour Craftsmanship

All the types of armour detailed here are of Common craftsmanship. For armour of better or worse manufacture use the following modifiers.

Poor: Badly fitted, designed or damaged, Poor armour is difficult to wear. Characters wearing Poor armour take a –10 penalty to all Agility Tests.

Good: Well constructed and better fitting, this armour is easier to wear. Against the first attack in any round, the armour increases its AP by 1.

Best: Finely wrought and perfectly fitted Best armour is like donning a second skin. Best armour weighs half the normal amount and increases the AP by 1.

Mixing Armour

You can mix pieces of armour. However, their protective qualities do not "stack". When an area covered by multiple pieces of armour is struck, the highest AP value is used. For example, if a character wearing heavy leathers and beast hides from Burnscour is hit in the body, the lower value of the heavy leathers (AP 2) is ignored, and the Armour Points of the hides (AP 6) are used for the purposes of calculating damage.

Table 5-12: Armour

Name	Locations Covered	AP	kg	Avail.
Primitive Armour				
Heavy Leathers/Furs	Arms, Body, Legs	2	7	Common
Grox Hide/Chainmail	Arms, Body, Legs	3	15	Common
Feudal World Plate	All	5	30	Scarce
Burnscour Beast Hide	Body	6	20	Very Rare
Flak Armour				
Flak Helmet	Head	2	2	Average
Flak Cloak	Arms, Body, Legs	3	8	Scarce
Flak Coat	Arms, Body, Legs	3	5	Average
Guard Flak Armour	All	4	11	Scarce
Mesh Armour				
Mesh Cowl	Head	3	0.5	Rare
Xeno Mesh	Arms, Body, Legs	3	2	Rare
Mesh Combat Cloak	Arms, Body, Legs	4	1.5	Very Rare
Mesh Vest	Body	4	2	Rare
Carapace Armour				
Carapace Helm	Head	4	2	Rare
Enforcer Light Carapace	All	5	15	Rare
Carapace Chestplate	Body	6	7	Rare
Storm Trooper Carapace	All	6	15	Very Rare
Other Armours				
Advanced Helmet Systems	—	—	—	Very Rare
Armoured Bodyglove	Arms, Body, Legs	3	5	Rare
Power Armour				
Light Power Armour	All	7	40	Very Rare
Power Armour	All	8	65	Very Rare

Primitive Armour

Primitive Armour is the norm on many feudal or feral planets, the lower levels of some hives where technology is unreliable or too expensive, and many alien worlds. Protection at this level often consists of reinforced animal hides, metal plating worn over the chest, chainmail, or combinations of these and other crude methods. Primitive armour will rarely stop a lasgun hit outright, but can turn a blade and is better than no protection at all. Armour with the Primitive quality only offers full protection against weapons also having the Primitive quality, otherwise it only provides half its normal AP value (rounding up). Primitive armour's APs are halved before being reduced for the weapon's penetration.

Flak Armour

The most common type of armour in the galaxy is Flak Armour as it is standard issue to the countless millions of Imperial Guardsmen. Many layers of ablative and impact absorbent material go into making each suit, enough to deflect or negate most low-level attacks such as small arms, shrapnel and proximity blasts. Solid hits from high impact weapons can generally negate it, but given that it is relatively lightweight, cheap to produce, and dependable in most combat situations many veterans keep using it even when offered better. As long as the wearer is not on the target spot of the blast, Flak Armour counts as AP 5 against damage from weapons with the Blast quality.

Mesh Armour

Mesh armour is often of a high tech or even xeno design and is formed from thousands of bonded thermoplas cells linked together to create a fabric-like weave. Lightweight and surprisingly comfortable, it can withstand most impacts or heat energy by becoming briefly rigid, dissipating the force through the now stiff material.

Armoured Bodyglove

Armoured bodygloves are a favourite for assassins, as they offer full body protection with little or no reduction in mobility. Each bodysuit is normally tailored to the wearer, and can vary in effectiveness depending on the materials used from simple flak protection levels to degrees rivalling the finest carapace armour plating. Many are simply worn underneath normal clothing or robes so as to not reveal their nature.

Advanced Helmet Systems

Most personal armour includes a helmet of some sort, and some provide sensory capabilities linked into them as well as standard cranial protection. The common catch-all term for these upgrades is auto-senses, and can cover many forms of auditory and visual aids, both ranging outside the spectrum of normal eyes and ears. Most helmets at the least include comm-links and microphones, the latter often linked to megaphone speakers for shouting over rioting crowds or battlefield noise.

A Helmet may have any of the following upgrades:

Communications: Inbuilt Microbead or Vox-caster.

Auto-senses: Grants the user Heightened Senses (sight).

Preysense: Grants the user the Dark Sight trait; at the best Craftsmanship level, also grants the user the ability to always make an Awareness roll against a hidden target as a free action.

Carapace Armour (Storm Trooper and Enforcer)

Carapace Armour is generally a sign of status, and is mostly worn by Imperial officers and agents. Made from moulded plates of armaplas, ceramite, or other strong materials, it can cover the entire body or just sections depending on the desired level of protection. The Adeptus Arbites for example wear full body suits including a helmet, while many explorers favour a simple chestplate to wear over more comfortable mesh or flakweave suits.

Some bodysuits have slots designed for simple carapace plates to be inserted in, so that the overall suits can be rapidly configured for as much or little protection as desired. Damaged plates can be more easily replaced without requiring the purchase of an entire new suit.

Power Armour

Like the boltgun, power armour is symbolic of the Imperium. It dates back to the original Crusades led by the Emperor to reclaim the galaxy for mankind, and has evolved over the millennia in a number of styles or marks. Suits are religiously maintained over the years as venerated objects, and some are still worn millennia after their creation. Power armour is essentially a sophisticated arrangement of thick and heavy protective plates, and uses an extensive system of muscle-like electrically motivated fibre bundles to replicate the movement of the user and augment his strength. As it is normally fully sealed with internal oxygen supplies and a rebreather, the wearer can survive even in hard vacuum for long periods. The helmet is detachable, as most users still wish at some point to see their surroundings with their own eyes. Most suits have a huge backpack containing power supplies and other auxiliary systems, such as vox-links, auto-senses, and targeters. Space Marines are the most notable users of power armour, along with Inquisitorial agents and the Adeptus Sororitas. The latter users lack the special Black Carapace implanted in Space Marines, allowing the armour to fully meld with the user. As such, many of the strength-augmenting and advanced support systems are not possible and are not installed in these lighter suits.

Power armour adds +20 to the wearer's Strength Characteristic and increases his size by one step (so for example a human who is Average size would become Hulking). Power armour also requires a constant power supply, which must be carried by the wearer (usually as a backpack). A standard non-military power supply lasts for 1d5 hours before it needs to be replaced or recharged. You must be wearing the body, both arms, and both legs of power armour to benefit from the Strength bonus; the helmet is not required. Light power armour does not increase the wearer's size and adds +10 to the wearer's Strength Characteristic. For all types of power armour, the weight of the armour does not count for calculating the wearer's normal carrying limit (see page 267).

Gear

"Never assume that your destination can supply your needs."

–Rogue Trader Emmanuel Larn

A Rogue Trader can never fully know what he will face in the course of exploration, and it is difficult to enjoy your profit when dead. The Emperor favours the prepared, and fortunately influential Rogue Traders have access to a wide variety of equipment and devices to help ensure they will enjoy their successes for many years to come.

CLOTHING

Backpack

A personal carrying device can take many forms, but is usually some kind of bag with attached straps for ease of carrying. A backpack can usually carry approximately 50 kilograms.

Cameleoline Cloak

Cameleoline material is made up of mimic fibres that blend the colouration of the wearer into their surroundings. A character wearing a cameleoline cloak gains a +20 bonus to Concealment Tests. If the wearer remains stationary, he counts as being one Range Bracket further away (see **Chapter IX: Playing the Game, page 247**) when targeted by ranged weapons.

Charm

A charm is a keepsake, holy relic or good luck token that is intended to draw the benevolent eye of the Emperor to the wearer. They take myriad forms including such things as saintly finger bones, fragments of blessed bolter casings, water from holy rivers, and even corpse hair woven into significant patterns. Throughout the Imperium, there is no shortage of folk who will sell such items, though discerning true relics from the false is an almost impossible task (thus the cost of a charm is entirely up to the GM and how well the Explorer can haggle with the seller).

Charms have no tangible benefits. However, when the unfolding plot calls for something bad to happen to a random character, at the GM's discretion a character with a charm will be exempt. If all the characters carry charms (as all Emperor-fearing citizens should) then it is up to the GM to choose which charms are the most potent.

Chrono

Chronos are hand-held or wrist-worn timepieces, generally dependable and simple to use.

Table 5-13: Gear

Name	kg	Availability
Backpack	1	Plentiful
Cameleoline Cloak	0.5	Rare
Charm	—	Average
Chrono	—	Abundant
Clip Harness/Drop Harness	2	Common
Clothing and Adornment (Common)	—	Abundant†
Clothing and Adornment (Merchant Guilder)	—	Average†
Clothing and Adornment (Noble)	—	Scarce†
Filtration Plugs	—	Common
Night Cloak	2	Average
Photo-visors/Photo-contacts	0.5	Scarce
Preysense Goggles	0.5	Rare
Rebreather	1	Scarce
Recoil Gloves	0.5	Rare
Respirator/Gas Mask	0.5	Average
Shifting Fabric	—	Very Rare
Survival Suit	—	Plentiful
Synskin	2	Extremely Rare
Void Suit	8	Plentiful
Void Suit (Selenite-pattern)	25	Scarce

† *Clothing and Adornment may have any appropriate Availability. There is always a way to spend more on appearance, to find yet more exclusive fabrics, clothiers, and jewelers, and otherwise display the ways that your wealth glitters more brightly than that of your rivals.*

Clip Harness/Drop Harness

A compact spool-stored safety line, with a magnetic or hooked clasp. A character using a clip harness to descend a vertical surface gains a +30 bonus to Climb Tests and cannot fall if he fails.

Clothing and Adornment

The citizens of the Imperium wear a staggering range of clothing, jewellery, and other forms of adornment. All manner of styles imaginable exist to illustrate the role or importance of the individual. Explorers might wear bodygloves and rings, the best in noble finery, wigs, ship-suits, practical hive world clothes, military uniforms and dress weapons, scholarly robes, tattoos, or religious garb from any one of a thousand temples, depending on taste, profession, and background. The Availability of clothing and adornment is determined by how much an Explorer chooses to spend on his apparel, from basic rags up to exquisite and expensive attire far beyond even lesser nobles.

Filtration Plugs

These are simple plugs worn in each nostril to screen out most pollutants and harmful gases. A character wearing filtration plugs gains a +20 bonus to any Toughness Test made to resist the effects of gas.

Night Cloak

Normally fashioned into a large cloak, or more rarely a stormcoat complete with hood, a night cloak will absorb almost all ambient light and emit almost no heat. When the hood is completely furled the user can disappear into the dark, hidden even from infrared sensors. It gets very hot inside the cloak from the internalised heat, and a wearer must pass a **Challenging (+0) Toughness Test** or suffer a fatigue level after every hour of heavy exertion.

The cloak grants the user a +30 bonus to Concealment Skill Tests when in the dark, even when there is no applicable terrain.

Preysense Goggles

Relatively simple devices, Preysense goggles allow the wearer to see thermal images from warm bodies, revealing hiding enemies at night. A character wearing Preysense goggles suffers no penalties due to darkness and gains a +20 bonus to vision-based Perception Tests at night.

Photo-Visors/Photo-Contacts

Advanced lenses designed to enhance the low-level light available on even the darkest nights. Users can see in the dark almost as well as in daylight with them. Characters wearing these gain the Dark Sight trait. Good Craftsmanship visors also dampen the effects of photon flash grenades, making the wearer immune to their effects.

Rebreather

Consisting of a mask or helmet, rebreathers contain their own air supply and are designed to preserve the user in even the most toxic atmospheres. A character wearing a rebreather is immune to the effects of gases and can even survive underwater. However, rebreathers typically have air canisters that last for about one hour and then must be replaced. Replacing a canister is a Full Action.

Recoil Gloves

These gloves have interlocking plates connected with memory wire. When the user grips a weapon, it locks together into a rigid strut around the hand and wrist, thus preventing wrist or arm damage when the weapon discharges. A character using a recoil glove can fire a Basic weapon with one hand without the normal –20 penalty. In addition, Pistol weapons that require two hands can be used one-handed without penalty.

Respirator/Gas Mask

This is a breathing mask that covers the nose and mouth or entire face, and offers much better protection than filtration plugs. A character wearing a respirator or gas mask gains a +30 bonus to Toughness Tests made to resist the effects of gas, and may re-roll failed results.

Shifting Fabric

This exotic material is fashionable in the pleasure zones of the Drusus Marches—the more so for its great expense and rarity. The raw fibres are imported from the Koronus Expanse and, when woven into fabric, react ambient light, altering colours and patterns in an ever-changing stylised display. Some claim it also reacts to the wearer's mental state, though opinions vary. Either way shifting fabric clothing is surprisingly comfortable, stylish, and certain to make an impression.

Survival Suit

When working in harsh, extreme conditions, survival suits are a must. No matter whether it is too hot or too cold, the suit can maintain proper body temperature via excellent insulation capabilities. Using the differential between body temperature and outside temperature to drive power cells, its reclamation systems produce drinking water for the wearer. Most suits come complete with a hood and goggles to protect the head and face. While it will not sustain life indefinitely, it is usually enough to allow survivors to wait for rescue. The suit grants the wearer a +20 bonus to any Toughness Tests against the effects of extreme environments.

Synskin

Synskin is a bio-reactive bodyglove with an inert non-reflective surface that moulds itself to the wearer's form. Synskin adds 2 Armour Points to all locations (these Armour Points do not stack with other worn armour) and the wearer gains a +10 bonus to Concealment and Silent Move Tests. In addition, synskin renders the wearer invisible to the effects of Preysense goggles and Dark Sight. Synskin does not stack with other armour. If worn under other armour, the wearer does not benefit from the bonus to Concealment and Silent Move Tests, but is still rendered invisible to infa-red goggles and Dark Sight unless he is wearing power armour.

Void Suit

These sealed suits are intended to preserve the wearer in the most hostile environments. A void suit incorporates a rebreather and allows the wearer to survive in vacuum. Many incorporate simple void-kits that include tether lines, void-steel clamps, and similar small pieces of useful equipment. However, poor void suits may not adequately shield the wearer from the energies of the void over long periods of exposure, leading to sickness or death.

Void Suit (Selenite-pattern)

A truly ancient design and a relic of the sacred STC, the Selenite-pattern is perhaps the most common heavy void suit used in the Imperium. Intended for use by voidwalkers, belt miners, and the like, the suit's insulated ceramic-fibre weave provides much better protection than a simple sealed suit from the hazards of space such as temperature extremes, radiation, and micro-fragment impact. Widely fabricated and hugely durable, some Selenite suits are treasured relics of the void born families and star vessels, and may have served many generations in a particular ship's crew.

The Selenite can sustain life in hard vacuum for up to ten hours before the dual re-breather cells of its life support system must be replaced (which may even be done without removing the suit). A fully functioning suit in good order also contains an internal vox-link, a seal patching kit, a compact grapnel/clasp plus ten metres of line, and a photo-visor. The suit's reinforced structure provides 3 Armour Points to the Body, Arms and Legs and 4 Armour Points from the helmet to the Head. The suit however is quite bulky and imposes a –10 penalty on all Agility Tests whilst worn. Selenite suits appear in several local variants and are subject to the rules for Armour Quality.

Selenite suits common to Port Wander and Footfall are fitted with impellor units, allowing the wearer to propel himself through open space in zero or reduced gravity conditions with a Movement of 6 (they are not powerful enough to use in a normal gravity environment, however).

DRUGS AND CONSUMABLES

Amasec

Amasec is a popular alcoholic drink distilled from wine. It can range from lesser brews barely fit for firebombs, to well-aged brands suitable for only the finest of the Emperor's servants.

De-Tox (Drug)

This drug can negate the effects of most dangerous gases and toxins if administered fast enough. A dose of de-tox immediately ends the ongoing effects, both positive and negative, of any drugs, toxins, or gases affecting the character (unless the effect states that de-tox is not effective against them).

Using de-tox, however, is both painful and debilitating, causing such unpleasant side effects as vomiting, nose bleeds, and a great voiding of the bowels. Upon taking this drug, a character is Stunned for a number of Rounds equal to 1d10 minus his Toughness Bonus. A result of 0 or less means that the character suffers no ill effects.

Frenzon (Drug)

A generic name for a variety of combat drugs most often used within penal legion units. Once administered, the subject becomes fearless and fanatical in combat. A character using frenzon gains the Frenzy talent and also gains immunity to Fear. A single dose of frenzon lasts for 1d10 minutes.

Injector

Injectors can take many forms from cheap low-tech disposable syringes up to sophisticated hypo-sprays and even bio-attuned skin patches. An injector can hold a single dose of any drug, which a character may administer as a Full Action.

Excessive Drug Use

When the same drug is used too often, especially in a short period of time, there is a chance for it to have no effect. This represents an Explorer's body building an immunity. If you use more than one dose of a drug within a 24 hour period you must make a Toughness Test for each use after the first, with a cumulative –20 penalty. Should you fail, the drug has no effect and further doses do not affect you for a full 24 hours.

Lho-sticks

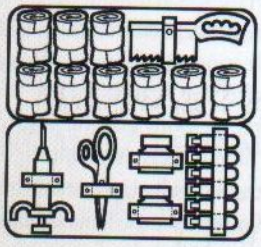
Lho-sticks are common with Imperial Guard troopers and many menial workers. Each rolled paper tube contains a scented, mildly narcotic (and addictive) plant-derived substance, which is then lit and the resulting smoke inhaled through the tube.

Medikit

This is vital bit of equipment for any medic. A typical medikit contains various cataplasm patches, contraseptics, and synthetic skin applicators. A character who has a medikit at hand when using the Medicae skill gains a +20 bonus to their Test.

Medikit (Advanced)

A practical item for vessels with no properly trained medicae support, these kits can be used by almost anyone. Each contains essential items such as sythetic skin spray, counterseptics, cast spray, toxin wands, and more, all with easy to follow instructions and built-in cogitators for diagnostic advice. This item grants a +20 bonus to Medicae skill Tests and can be used even if user does not have the skill.



High Provender

The nobility of the Imperium dine upon such delicacies as real, unprocessed meat from strange beasts, fruits won from death worlds at the cost of many lives, and exotic grains from private hydroponic gardens. Some intricate delicacies are created solely for the purpose of demonstrating great wealth, but no self-respecting noble would sink so low as to eat and drink the same rations as their servants—or, Emperor forbid, the filth that serfs and mid-hivers consume.

Obscura (Drug)

Prohibited and the subject of widespread crackdowns, obscura remains a widely used narcotic among Imperial subjects.

Table 5-14: Drugs and Consumables

Name	Weight	Availability
Amasec	—	Scarce
De-tox	—	Rare
Frenzon	—	Very Rare
Injector	—	Plentiful
Lho-sticks	—	Common
Medikit	2 kg	Common
Medikit (Advanced)	5 kg	Rare
High Provender	—	Very Rare
Obscura	—	Rare
Ration Packs	—	Ubiquitous
Recaf	—	Abundant
Sacred Unguents	—	Very Rare
Slaught	—	Scarce
Stimm	—	Average
Thosophist's Philtre	—	Very Rare
Tranq	—	Abundant

Smugglers can make a good living importing and selling the drug to all classes of civilians and military personnel. Obscura users enter a dream-like state for 1d5 hours (if required to engage in combat consider them under the effects of a hallucinogen grenade). Then for 1d10 hours after the effects wear off, they enter a deep depression, unless another dose of obscura is taken.

Ration Packs

Most food in the Imperium is packaged, processed, and usually completely unrecognisable as anything edible. The quality of ration packs varies widely, ranging from simple and poor fare such as corpse starch rations or cultured algae to flavoured strips of grox meat and fine nutrislurry.

Recaf

Recaf is a popular hot beverage, made from crushed and brewed leaves. The composition can vary from planet to planet, but most blends incorporate some form of stimulant such as caffeine or detoxified pharamoxine compounds.

Sacred Unguents

Sacred unguents blessed by the Omnissiah are much sought after for their mystical properties when applied to machines. If applied to a weapon (a Full Action) it becomes immune to Jamming (see **Chapter IX: Playing the Game, page 249**) for a number of shots equal to its clip size. If the weapon is Jammed and the unguent is then applied, it immediately unjams, but there is no further effect.

Slaught (Drug)

Also know as "onslaught", this drug heightens awareness and improves reaction time, literally speeding up the user but causing Fatigue and neural damage with prolonged

use. Taking a dose increases the user's Agility Bonus and Perception Bonus by 3 for 2d10 minutes. When the drug runs its course, the user must Test Toughness or take a –20 penalty to Agility Tests and Perception Tests for 1d5 hours.

Stimm (Drug)

Stimm is a powerful drug that works to mask pain and drive fighters on when their bodies would otherwise give up. A dose of stimm lasts 3d10 Rounds. During this time a character ignores any negative effects to his Characteristics from Damage or Critical Damage and cannot be Stunned. When the stimm wears off, the character takes a –20 penalty to Strength, Toughness and Agility Tests for one hour.

Theosophist's Philtre

A heady, thick liquor of Archaos, forbidden by ancient law upon that world. It is said to give a drinker depth and clarity of thought, and though this is likely no more than the mystique that attends any forbidden item, this rare intoxicant is prized as a sign of culture and wealth amongst Calixian sophisticates.

Tranq

The term "tranq" covers an array of artificial, alcoholic chem-distillates made by the low-hive masses of the Golgenna Reach. The techniques for producing tranq have been carried throughout the Calixis Sector by crew-scum, criminals, and Guardsmen. Drinking tranq numbs the body and mind, a very different feeling to being drunk on rotgut, amasec or other spirits. Though similar in end result, the effects of tranq are unpleasant, depressive, and an acquired taste.

TOOLS

Almanac Astrae Divinitus

A tech-device of the Divine Astrometricum, a Calixian faction of tech-priests concerned with cataloguing stars, nebulae, and distant events in the voids. Its clicking arrangement of spheres and hololithic projections form a catalogue of sorts, which is of use to those who make their way between stars. It can provide a +10 bonus to Navigation, Pilot, Scholastic Lore (Astromancy), or Trade (Astrographer) Tests where its information is directly relevant to the circumstances.

Arms Coffer

A long protective case of many quick-release compartments and sockets for power packs designed to be slung over the back. It is intended to protect the diverse wargear of a professional militant from the environment and pilfering hands.

Auspex/Scanner

These devices are used to detect energy emissions, motion, and biological life signs. A character using an auspex gains a +20 bonus to Awareness Tests and may make a Tech-Use Test to spot things not normally detectable to human senses alone, such as invisible gases, nearby bio-signs, or ambient radiation. The standard range for an auspex is 50m, though walls more than 50cm thick and certain shielding materials can block the scanner.

Auto Quill

These scribing devices of arcane appearance allow the user to copy text at an impressive rate with great accuracy. A character with the Trade (Rememberancer) skill can use an auto quill to gain a +10 to their Skill Tests.

TABLE 5-15: TOOLS

Name	kg	Availability
Almanac Astrae Divinitus	4	Extremely Rare
Arms Coffer	6	Average
Auspex/Scanner	0.5	Scarce
Auto-quill	—	Scarce
Calculance Array	120	Scarce
Combi-tool	1	Rare
Data-loom (Hadd-pattern)	13	Very Rare
Data-slate	0.5	Common
Demolition Charge	1	Scarce
Diagnostor	4	Very Rare
Glow-globe/Lamp Pack	0.5	Abundant
Grapnel	2	Average
Grapplehawk	—	Very Rare
Grav Chute	15	Rare
Jump Pack	25	Rare
Lord-Captain's Baton	1	Very Rare
Magboots	2	Rare
Magnoculars	0.5	Average
Manacles	1	Plentiful
Mefonte's Orthodoxy	2	Scarce
Melta-bomb	12	Very Rare
Micro-bead	—	Average
Multikey	—	Scarce
Multicompass	4	Near Unique
Navis Prima	1	Very Rare
Pict Recorder	1	Common
Psy-focus	—	Rare
Renumeration Engine	7	Very Rare
Shipboard Emergency Kit	6	Common
Screamer	1.5	Average
Servitor (Labor, Simple Monotask)	—	Scarce
Servitor (Combat)	—	Rare
Servitor (Complex Multitask)	—	Rare
Servo-Skull	—	Scarce
Stummer	2	Average
Venom Ring	—	Very Rare
Vox Caster	—	Scarce

Calculance Array

Grand mercantile initiatives are attended by a swarm of scribes and ledgers, and the greatest can only thrive when supported by machines such as the calculance array. It is a noisy, man-sized stack of chugging, promethium-fueled rod-cogitators, often mounted upon a tracked platform. Its machine spirit accepts reams of figures, and other data, ordering them and spitting forth parchment summations and predictions upon command. It provides a +10 bonus to all Commerce Skill Tests.

Combi-Tool

Commonly found in the hands of member of the Adeptus Mechanicus, combi-tools are versatile, if somewhat bizarre, mechanical devices. A character using a combi-tool gains a +10 bonus to Tech-Use Tests.

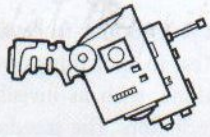
Data-slate

Data-slates are commonplace in the Imperium, the primary means of storing and reading printed text and other media such as video or audio recordings. They are so cheap and easy to make that many contain a single media recording, such as text, and can only play that single file. Others can re-record new information, or transmit and receive data from other devices.

Demolition Charge

A demolition charge is a simple explosive device, commonly used for blowing open doors, breaching bulkheads, and destroying infrastructure. The listed weight for a demolition charge represents 1 kg of explosives, though it is possible to rig charges together—thus increasing their destructive potential. When a demolition charge explodes, anyone (or anything) caught within its blast radius takes 3d10 Explosive Damage plus an additional 2 points of Damage for every kilogram used. The blast radius of the charge is 5 metres for each kilogram used. For setting and defusing explosives see the Demolition Skill in **Chapter III: Skills, page 80**.

Diagnostor



The diagnostor is a sophisticated medical device used among high ranking planetary officials and other powerful individuals. It can detect and diagnose almost every ailment known to the Imperium, and can be incorporated into medical kits, servo-skulls, and other dedicated servitors. Rogue Traders who are often away from proper medical assistance feel that such devices are essential on their voyages.

A Diagnostor provides +20 to Medicae or Perception Tests to determine an ailment. Any success indicates the proper medical countermeasures.

Glow-globe/Lamp Pack

A common source of light at night or in darkened areas, these handy devices can illuminate an area a dozen or more metres in diameter. A typical glow-globe or lamp pack lasts 1d5 hours before it needs to be recharged or have its power cell replaced.

Grapnel

A small launcher or gun that fires a hooked or magnetic grapnel, connected to the launcher with a thin but strong 100m wire. Once the grapnel attaches to the desired spot, such as a rooftop, the user can manually climb the line or activate a powered winch. In a pinch they can also be used as a crude—and messy—projectile weapon, counting as a single-shot crossbow.

Grapplehawk

Aerial machines fashioned in the shape of avian predators, Grapplehawks are an unusual form of cyber-familiar used by some Adeptus Arbites squads and wealthy bounty-hunters (see page 375 for details). Once launched into the air a Grapplehawk glides in search of its target before swooping to strike with metallic claws and stunning electrical discharges. Potent internal suspensors provide enough lift for a Grapplehawk to carry a man's weight through the air for short distances.

Grav Chute

A smaller version of a jump pack, these rely on suspensor fields to counter gravity to slow descent. Two small jets on either side above the shoulders offer extra braking as well. Unlike a jump pack it is designed to allow the user to land safely from a long fall—such as combat drop from a transport—rather than leap into the air.

The grav chute allows for a safe, guided fall from any height. The user can hover in place for up to a minute at a time if so desired. After an hour of use, the power supply must be replaced.

Hadd-pattern Data-loom

A limited data-engine and geometric display that has proven useful to those faced with challenging problems of logic or fragmentary information. It gives a +10 bonus to Logic skill Tests, and at the GM's discretion may reduce the time taken for research or investigations, provided that the investigator has the Tech-Use skill.

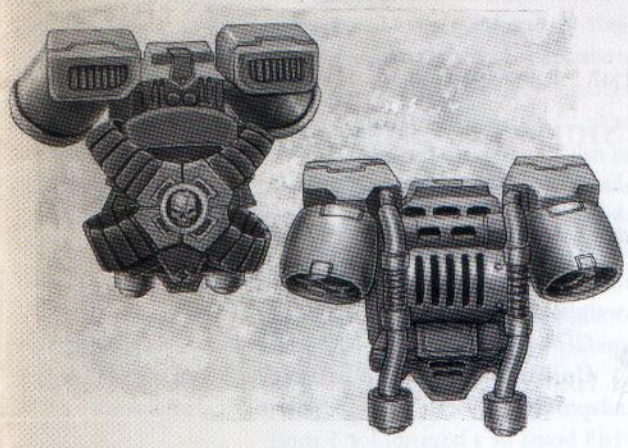
Lathe-pattern Jump Pack

Jump packs are large backpacks containing powerful turbofan or rocket engines. A user triggers a jump pack to lift high into the air and then swoop down as part of their assault. Jump packs are also useful in leaping over high obstacles and reaching rooftops in a single bound, but without training most users will seriously injure themselves in crashes. Though bulky, loud, and somewhat dangerous to use they are ideal for the maximum in

personal mobility on the ground or even in the void.

Jump packs require the operator to have the Pilot (Personal) skill. A standard jump pack allows for a safe, guided fall from any height and, with a thruster boost, make an unlimited series of short jumps (landing at the end of each Round's movement). Alternatively, the pack can duplicate the Flyer (12) trait for up to a minute at a time.

A jump pack's power supply will last for about an hour of strenuous operation before requiring replacement.



Lord-Captain's Baton

Many officers of the Imperial Navy carry one of these short rods as an insignia of rank and station. Most are highly engraved and ornamented with the heraldry of their ship and fleet. Underlings refer to them dismissively as "Calixian Crutches" or worse, seeing them only as another symbol of their oppression. What most do not know—and only find out too late—is that naval batons are often strongly reinforced and can easily shatter bones. Some even contain specialised micro-cogitators or datavaults—for exmaple, the bridge baton of the Rogue Trader ship *Aigiarn* contains the code-prayers for the bridge machine spirits. It is ceremoniously re-inserted into the main helm station as part of each shift change in an elaborate ceremony of phrases and counter-phrases. Failure to properly perform this ritual results in the lockdown of all command systems—a means of preventing piracy or mutiny.

Magboots

Heavy and bulky, these oversized boots contain electromagnets that allow the wearer to adhere to metallic surfaces such as exterior hull plating and are often found in void-ship emergency lockers. Magboots reduce Movement and AB by half when used, but otherwise allow normal movement in low- or zero-gravity areas provided there is a suitable surface to walk upon.

Magnoculars

These are powerful vision aids that magnify distant objects. More advanced, high-quality magnoculars can also do such things as give range read-outs, detect heat sources, calculate target location positioning, and take pict-captures of a view for later analysis.

Manacles

These are solid restraints often used by bounty hunters and enforcers—and can also be found in the hands of more nefarious individuals or used for darker purposes.

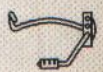
Mefonte's Orthodoxy

A tome or data-slate containing a thrice-blessed collection of catechisms, castigations, and psalms first assembled by Pius Mefonte in the 4th century M41. These are some of the best-known verses of the Calixian Ministorum, and the work itself—ornamented, gilded, and set with flowing pennons of scripture—is a sign that he who owns it is holy and well-versed in the God-Emperor's teachings. It grants a +10 bonus to Charm Tests involving religious oratory or inspiration and an Imperial audience.

Melta Bomb

Melta bombs are affixed to their target with mag-adhesives designed to quickly adhere to metallic surfaces. They detonate with a powerful shaped charge of intense heat akin to a melta-gun beam, and are ideal for destroying bulkheads, vehicle hulls, and other heavily armoured targets. Melta bombs are typically unwieldy and not designed to be thrown, only placed in contact with their target material to ensure the charge explodes to maximum effect. When a melta bomb explodes it deals 6d10 E Damage to anything within two metres with a Penetration of 12. Anything surviving must take an Agility Test or catch on fire.

Micro-bead

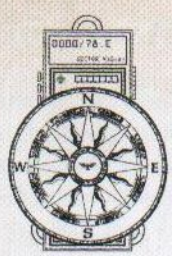


A micro-bead or comm-bead is a short-range communication device worn in the ear, good for communication out to about one kilometre. Bad weather, dense terrain, and intervening rock or plasteel can greatly reduce this range, however.

Multikey

As it can open most standard Imperial locks, the multikey is not a standard item for most honest Imperial citizens. For the same reason though, they are widely sought after by criminals and other disreputable elements. A character with a multikey gains a +30 bonus to any Security Test when trying to open locks.

Multicompass



When exploring new worlds, a device of this ancient tech-pattern is indispensable—but few have the means or influence to acquire one. After a few seconds of analysing planetary data, a multicompass can display directions, show topographical maps, point out compass bearings, indicate altitude, and much more. Even the Mechanicus Calixis do not fully understand all the capabilities of such a rare and hallowed device. Possessing a multicompass adds a +10 bonus to all Survival and Navigation (Land) Tests.

Navis Prima

These are perhaps some of the most valuable items an Explorer can possess, as they outline safe routes through the warp, or at least as safe as warp travel can get. Some cover jump locations and travel times known to many, but others can reveal translation timetable plots known only to a few who guard their secrets with their lives. Even rarer are those maps presumed lost, describing jump passages thought forgotten or only known as hearsay or legend. These are all items that can spur decades-long quests, either establishing new fortunes and houses or wrecking them utterly. These items are exceptionally rare and can be the goals of lifelong pursuits to chase down even the faintest rumour of such a map. Common-Craftsmanship examples of this item grant no bonus, but Good-Craftsmanship primas grant a +10 to Navigation (Stellar) Tests. Best-Craftsmanship primas increase this bonus to +20.

Pict Recorder

Pict recorders (or simply picters) are relatively simple live-media recording devices, and some have holographic capabilities. Most also allow for playback as well as recording, and some are even built into dedicated pict-servitors so they can capture important archaeological quests, weapons tests, alien interrogations, and other dangerous events.

Psy-focus

Pyskers often use devices to help them focus their powers. A psy-focus could be a sacred bone, carved wytch stave, blessed icon, or a chain of crystals. When a Psyker with a Psy-focus makes an Invocation Skill Test (see **Chapter III: Skills, page 83**) he gains a +10 bonus.

Remuneration Engine

A tool and symbol of status for wealthy factors and brokers, the optics and prongs of this heavy device rapidly stack, count, and assay the worth of diverse currencies. Any attempt to cheat by Sleight of Hand or similar method of distraction suffers a -30 penalty where a Remuneration Engine is used. Its temperamental machine spirit requires the constant attention of tech-adepts, however.

Screamer

Screamers are proximity alarms that detect motion or sound—depending on the model—and alert their users to incoming dangers by making a horrendous noise. To use a screamer, you must succeed on a Tech-Use Test. The GM rolls this test in secret so you are not sure of whether or not the device will work properly. Once set, a screamer has a Perception of 75 for the purposes of detecting sounds or motions. If it detects an intruder, it sounds its alarm, which can be heard anywhere out to one kilometre. Doors, walls and other barriers may reduce the alarm's range.

Shipboard Emergency Kit

Even the most secure and reliable ship possesses emergency kits on most decks—though often decks can measure in the kilometres. Some work crews will also carry smaller versions in case of hull beaches or bulkhead failure. A standard kit weighs roughly 20kg and can include:

Glowstick: Good for 1d5 hours of steady illumination.

Universal Power Cell: Using either integral plugs or adaptor leads, it can power a glowstick or emergency vox for 1d5 hours or a laspistol for 5 shots.

Ration pack and water canister: Contains enough to provide sustenance for roughly 1 day, because if rescue doesn't come by then it probably won't come at all.

Emergency Vox: Usually pre-tuned to the ship's vox, but advanced models are more versatile, and may also be capable of issuing automatic distress cants such as the standard "Voidfarer's Prayer for Aid."

Air bottle & mask: Contains roughly 30 minutes of air, usually enough to get through toxic passageways.

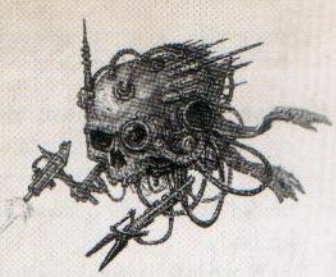
Anti-radiation tablets: Essential when exposed to plasma drive leaks or the raw energies of the void.

Hull sealant spray-gel: This foul-smelling gel can be sprayed onto vents and bulkheads to seal against the void. Each tube can cover 20 or so small (10 sq cm) punctures.

Servitor

A servitor is an automaton whose controlling components are organic and mostly human in origin. Some are grown in vats, while others are formed from the aged bodies of honoured tech-priests or despised criminals whose punishment is to serve the Imperium in this fashion. The process of creating a servitor purges higher brain functions and psychic pattern of the subject, rendering him a blank slate for reprogramming. The most common forms of servitor are mindless labour drones, dedicated to a small selection of simple tasks, and fitted with devices necessary to this toil. Some are not even mobile, being built into the machinery they control. Examples familiar to voidfarers include bridge servitors, pilot servitors, and the hulking monotask servitors that transport cargo pallets in Imperial docking transepts. More complex or specialised servitors are less common, and have correspondingly more rare Availabilities—where the Mechanicus Calixis agree to provide them at all (see Page 374 for details).

Servo-Skull



A human skull—often that of a favoured servant or lowly tech-adept—that has been fitted with a rudimentary machine-spirit, support systems, and a suspensor device to allow it to float through the air. These limited constructs are devoted to a particular task and have the basic equipment to carry out their purpose. Their small size and manoeuvrability allows them to enter otherwise inaccessible spaces and act as eyes and ears for their masters. The servo-skull is synonymous with the Adeptus Mechanicus, whom these creations serve faithfully. Servo-skulls can also be found as cyber-familiars, weapon-bearing guardians, librarium functionaries, medical assistants, lumen-bearers, proclaimers, and scroll-carriers in the greater Imperium. Servo-skull equipment is usually one pair of simple manipulator pincers, a weapon, pict-capture device, surgical implements, stab-light, or loudhailer, but many other functions and servo-skull patterns exist (see page 375 for details).

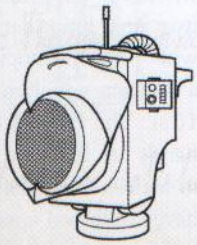
Stummer

The reverse of a screamer, stummers generate sound waves to cancel out ambient sounds and noises made by moving personnel in a small area. A character carrying an active stummer gains a +30 bonus to Silent Move Tests. A stummer typically has enough power for 20 minutes of continuous use before needing to be recharged—a process that takes about one hour.

Venom Ring

A tool of assassins and dangerous nobility, the ring contains a small reservoir compartment that discretely opens with the right muscle movements of the finger bearing it. It gives a –20 penalty to any Test required to notice that the ring-wearer is introducing a substance into food or drink.

Vox-caster



A vox-caster is a simple communication device that can be used to send signals over great distances, up to and including ships in orbit from a planet's surface. Using a vox to receive or transmit signals through interference or other unusual conditions requires a successful **Ordinary (+10) Tech-Use Test**.

Cybernetics

"As the Omnissiah ascended from His life to watch over all upon the Golden Throne, so should we move from corruptible flesh to holy metal."

–Tech-adept Cadius Daxil

Bionic implants and cybernetic augmentation are a fact of life in the Imperium. They are blessings of the Machine God, enabling damaged or diseased parts of the body to be replaced, improving on the abilities and powers of the human body and, in certain cases, extending life. There is a price to be paid for such improvements, however, and that cost is measured not simply in flesh but, it can be argued, in humanity and even sanity.

While it is expected for all members of the Adeptus Mechanicus to replace their impure flesh with holy technology, for most others a bionic replacement or upgrade is more often a necessity due to injury or occupation. Most Explorers view this as an opportunity as well, however, as some mechanical substitutes are far superior to the natural limb or organ they replace. While few bionics are as advanced as those granted to the Priesthood of Mars, more common forms rarely require the extensive body modifications espoused by adepts of the Machine Cult.

Due to superstition and the uneven level of technology across the Imperium, the sophistication and use of bionics varies widely, as does the reaction to those who display augmentations. Each different kind of cybernetic grants the user different benefits (and sometimes penalties) depending on its Craftsmanship (see Craftsmanship, page 112). The exception to this is Best Craftsmanship cybernetics that provide no additional benefits beyond those of Good Craftsmanship, but are far more impressive in the construction and design. The availability listed below represents Common cybernetics. All mechadendrite cybernetics are considered to be of Good Craftsmanship unless otherwise noted.

Bionic Replacement Limbs and Body Parts

Bionic replacement limbs are assumed to operate at the same level of strength and dexterity as the body they are attached to—rather than risk ripping themselves out of their host through overpressure—though their robust construction does add 2 to the owner's Toughness Bonus against hits scored to the particular location. Damage taken to these locations counts towards Damage to the character, and Critical Damage dealt to these locations functions as normal. Any result that causes bleeding or some other inappropriate result renders the bionic limb useless. Critical Damage to a limb that results in death has the full effect as it can be assumed that the limb explodes into shrapnel, incinerates, or discharges stored energy through its owner with lethal effect.

Replacement and additional limbs—such as mechadendrites—can only be used to perform tasks that the owner already knows how to

do. So for example, a character with a medicae mechadendrite must have the Medicae skill in order to take advantage of the extra abilities the limb grants.

Note that bonuses and penalties relate only to Tests made using the bionic limb, and characters who possess two bionic limbs do not gain double the bonus, but rather they may apply the bonus regardless of which bionic limb they are using.

Bionic Arm

Common versions of these systems mirror the function of the human arm and hand exactly, retaining strength, dexterity, and sense of touch.

Poor versions halve the owner's Agility score where matters of fine dexterity are involved and Weapon Skill and Ballistic Skill Tests suffer a –10 penalty when using the limb.

Good bionic arms provide a +10 bonus on Agility Tests requiring delicate manipulation (such as Sleight of Hand) and add a +10 bonus to Strength Tests using the arm.

Bionic Locomotion (Legs, Hips, Pelvis, etc.)

Common locomotion bionics must be fully integrated into the spine and nervous system to function properly; basic models accomplish this without any loss of function over the human norm.

Poor versions halve the character's Movement Rates—round up—and such characters that attempt to run must succeed on an Agility Test or fall at the end of their movement.

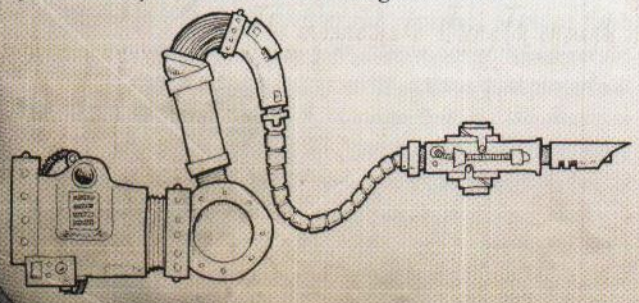
Good versions of these systems grant the owner the Sprint talent. In addition they add a +20 bonus to Tests made to jump or leap.

Bionic Respiratory System

Common bionic lungs and implanted respiratory systems mimic the action of human lungs and keep the body supplied with oxygen. Such characters gain a +20 bonus to Toughness Tests made to resist airborne toxins and gas weapons.

Poor bionic lungs offer the same benefits as the Common system. However, they are raucously loud affairs and characters suffer a –20 penalty to all Silent Move checks. A generally poor oxygen supply to the body means all tests involving strenuous physical activity are increased by one level of Difficulty.

Good bionic lungs count as a full life support system—thus if for any reason the user's own respiratory system fails, his bionic lungs will keep his blood oxygenated—and their presence may be unnoticeable if designed to be so.



Implant Systems

What follows are some of the more widely used bionic and cybernetic implants desired to improve or salvage the human body. Implants usually serve to grant a human some ability he did not already possess, or integrate external devices into his body.

Note: Mechadendrites are cybernetic limbs that are usually mounted on the back or shoulder. The maximum number of Mechadendrites a character may have mounted upon his body is equal to his Toughness bonus.

Auger Arrays

These implanted devices duplicate the effects of sensor systems that go beyond normal human senses. In all cases their use requires concentration and a Half Action.

Common systems function identically to a standard hand-held auspex device (see page 143).

Poor systems possess only a single detection ability (either heat, radiation, or electromagnetics) and have the limited range of 20 metres.

Good systems function as a full auspex but also allow re-rolls on all Perception based Tests when using its functions.

Augmented Senses

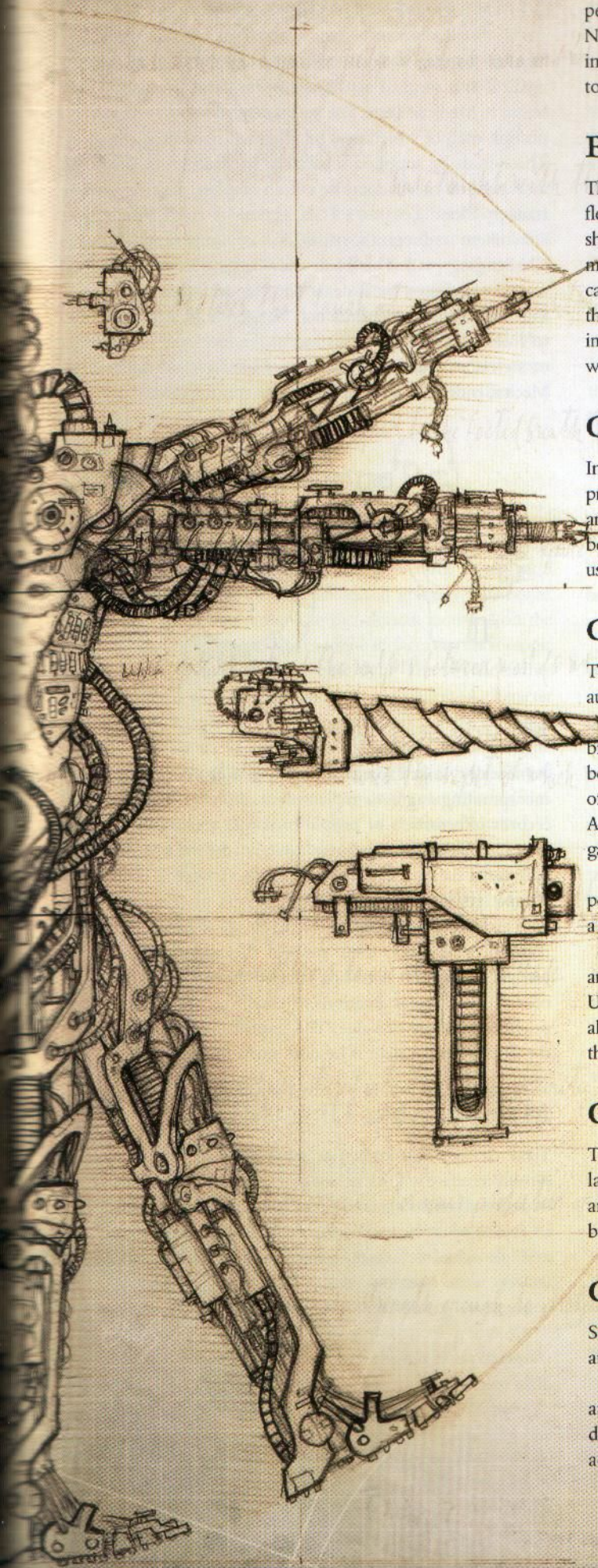
This catch-all category can include additional aural and scent receptors, atmospheric pressure detectors, sonar imaging systems, and more depending on the type of implant desired. These can work in concert with existing bionics or even natural senses. This implant grants the Heightened Senses Talent for any one sense (sight, smell, etc.).

Baleful Eye

A legendary archeotech bionic eye pattern that incorporates a tiny las weapon, sacrificing some of the normal abilities of a cybernetic vision implant in order to include this device. Each baleful eye has been passed from recipient to recipient across centuries or millennia, reclaimed by the Machine Cult whenever its present owner dies. As might be imagined, it is very intimidating when used as a part of negotiations with primitive societies. A character with this implant has a weapon equal to a hellpistol in his eye with a range of 10m. The baleful eye can be fired even if the character's hands are full, and the baleful eye may be used as a pistol in melee. The baleful eye of Sebastian Winterscale is said to have contained a much more potent weapon, but it has been lost for centuries.

Ballistic Mechadendrite

This solid, shoulder-mounted mechadendrite is designed for self-defence. This two metre limb is mounted with a sleek laspistol of Adeptus Mechanicus design. This weapon counts as a laspistol with the Compact upgrade. The owner may use this mechadendrite as his Reaction for the Round or as a Half Action Attack on his own turn, but it can only be fired once



per Round. The firer uses his full Ballistic Skill for the attack. Note that this weapon has no optical targeting facilities built in. You must have the appropriate Mechadendrite Use talent to operate this implant.

Bionic Heart

The paranoid (or prepared) are ever willing to replace crude flesh with more durable, armoured materials—the light armour shielding of a bionic heart provides a last line of defence. Superior models can be triggered to pump more rapidly to increase physical capacity, though this risks stroke or other catastrophe as the rest of the circulatory system is put under pressure. A character with this implant gains +1 armour to the body location—this bonus stacks with any armour worn—and gains the Sprint Talent.

Calculus Logi Upgrade

Internal cogitator implants which aid in data retention and processing. The user can rapidly sift through stacked data-slates and parchments, applying intuition to vast reams of data far beyond the capabilities of a normal man. This implant grants the user a +10 bonus to any Literacy, Logic, or Scholastic Lore Tests.

Cortex Implants

These systems may be used to repair a severely damaged brain or augment its abilities.

Common cortex implants are used to restore paralysed and brain-damaged individuals to some semblance of normality. The best that can be managed by these systems is a permanent loss of 1d10 points from the character's Weapon Skill, Ballistic Skill, Agility, Intelligence and Fellowship. In addition, such characters gain 1d10 Insanity Points.

Poor cortex implants restore brain function but destroy the personality and memories of the subject, effectively making them a servitor, and are therefore unsuitable for player characters.

Good cortex implants are unusual even among the Mechanicus, and their creation is an almost lost art. They grant the trait Unnatural Intelligence (×2) (see page 368) and in addition perform all the functions of a cogitator system. However, characters with this implant gain 1d10 Insanity Points.

Cranial Armour

This augmentation covers or replaces most of the skull with layers of plasteel and gel padding to better prevent concussion and other brain injuries. This implant adds +1 Armour—this bonus stacks with any worn Armour—to the Head location.

Cybernetic Senses

Sight, hearing, touch, and taste can be duplicated artificially, and more esoteric senses may be added.

Common systems, while usually very obviously artificial and often oversized, manage to more or less duplicate the approximate human range of senses adequately and have no further game effects.

Poor cybernetic senses are problem-

ridden imitations of the real thing (hearing may be troubled by static, vision rendered in low-resolution monochrome, and so on). A character with this system suffers a –20 penalty to Tests made involving the cybernetic sense.

Good cybernetic senses grant the Heightened Senses talent for that particular sense, and a +20 bonus to Tests made to resist attacks on the sense itself—such as deafening noises or blinding flashes. Basic and advanced cybernetic eyes may also incorporate magnifying lenses (counting as a telescopic sight, see page 134 for more details), a full photo-visor, and/or a system allowing the Dark Sight trait (see page 364). Likewise, basic or advanced cybernetic hearing may also include an internal micro-bead system.

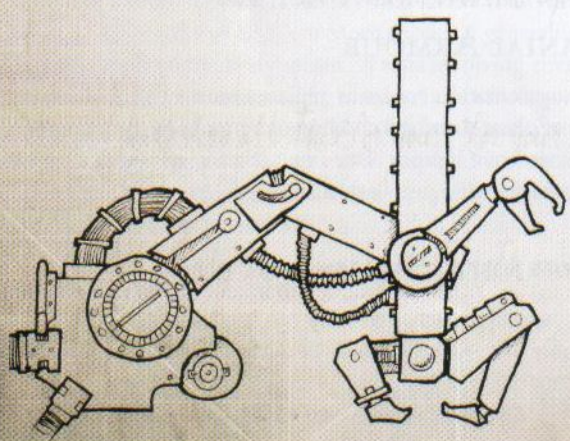
Locator Matrix

Micro-cogitators implanted at the base of the skull allow the user to be aware of the direction of true magnetic north, present location to within a few metres, relative velocity, altitude, time of day, and other valuable information. The user must still have access to maps and other planetary in order to benefit from this information, however—knowing you are at a specific location on a planetary surface has little meaning if you have no idea what is over the next rise, or what direction you must travel to reach a given destination.

Manipulator Mechadendrite

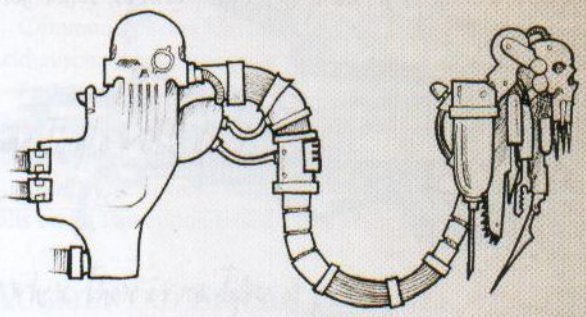
This powerful shoulder-mounted mechadendrite is designed for heavy lifting and manipulation of industrial machinery. Built of ceramite and steel, it may extend to a length of 1.5m. When using the arm, the character gains a +20 bonus to Strength Tests. This limb is tipped with two sets of gripping and crushing pincers. These may be locked around a suitable anchor point as a Free Action to safely tether the tech-priest to lifting gear, high gantries, and so on. Finally, a character may use the manipulator as a club. It counts as a Primitive weapon that deals 1d5+2 Impact Damage.

The manipulator may not be used for any task requiring fine manipulation such typing on a key pad or handling delicate objects. A character must have the appropriate Mechadendrite Use talent to operate this implant.



Medicae Mechadendrite

This two-meter long, flexible limb is designed to provide medical and surgical assistance in the field. It grants a +10 bonus to Medicae Tests. The mechadendrite houses six injector pistons, each of which may be filled with one dose of a drug. These must be supplied separately. In addition to providing first aid, the mechadendrite's flesh staplers may be used to staunch Blood Loss as a Half Action. A small chainscalpel attachment reduces the difficulty of limb amputation to Challenging (+0). This blade may be used as an improvised weapon, and on a hit it deals 1d5 Rending Damage. Finally, the medicae mechadendrite may be used to gain a +10 bonus to Interrogation Tests. This mechadendrite may be shoulder or sternum-mounted. A character must have the appropriate Mechadendrite Use talent to operate this implant.



Memorance Implant

A neurally linked datavault and pict-capture array, often incorporating augmetic replacement of one or both eyes, that records information of people or scenes viewed. It can then later replay that information, or overlay the present view with additional data on people and objects viewed. It is a tool of chroniclers, remembrancers, and masters of ceremonies—as well as factors or nobles who like to see the secrets of their rivals overlaid upon their view of the negotiating table. It can provide a +10 bonus to Trade (Remembrancer) Tests, or other Tests in social situations where the recorded information provides leverage or value. The implant also grants the user the Total Recall Talent if he does not already possess it.

Mind Impulse Unit (MIU)

These devices, also known as sense-links, allow the owner to directly interface with a machine or technological device. MIUs see widespread use among the Adeptus Mechanicus who regard them as objects of divine communion. A basic MIU implant involves a single spinal or cortex connector, while advanced variants include wrist connector probes—and possibly mechadendrite connectors—in addition to the spinal plug.

Common models impose no modifiers to machine spirit communication and add a +10 bonus to Tech-Use, Pilot, or Drive Tests used in conjunction with devices capable of MIU linking.

Poor MIU systems require a successful Willpower Test to use and impose a –10 penalty to interact with machine spirits.

Good models grant a +10 bonus to communicate with machine spirits, and for Tech-Use, Pilot, Drive, Logic, Inquiry, and Ballistic

Skill Tests when interfaced with MIU systems. In addition, an MIU gives the user the ability to experience the senses of any familiars he controls (such as a servo-skull or grapplehawk, see page 375) as if he were present.

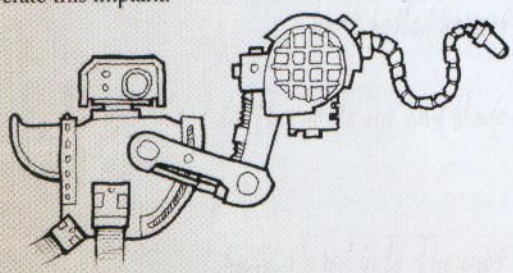
MIU Weapon Interface

Unlike the more advanced version normally only granted to priests of the Adeptus Mechanicus, this version is more simplified, allowing the user to remotely operate a single weapon which is normally attached to the shoulder. While not as elaborate, it is easier to use and a favourite of many militant professions.

This system allows user to fire an additional ranged weapon as a Free Action—using his full Ballistic Skill—no matter what other actions he may be taking at the time. This additional weapon must be connected to the user via the MIU weapon interface, and are often equipped as a shoulder-mount.

Optical Mechadendrite

This highly flexible mechadendrite set with pict-capture and sensor devices is designed to assist in inspection and detection. This mechadendrite extends to a length of three metres, and can reduce its width to pencil thickness. It grants a +10 bonus to all Perception-based Tests. The pict-devices mounted on the mechadendrite allow the user to examine surfaces at a microscopic level and may be used as a telescopic sight. The mechadendrite is also mounted with an infra-red torch and sensors. A character using the mechadendrite suffers no penalties due to darkness and gains a +20 bonus to vision-based Perception Tests at night. Finally, the mechadendrite is fitted with a light that may be tinted a variety of different colours, depending on the controller's whim. This mechadendrite may be shoulder or sternum-mounted. A character must have the appropriate Mechadendrite Use talent to operate this implant.



Respiratory Filter Implant

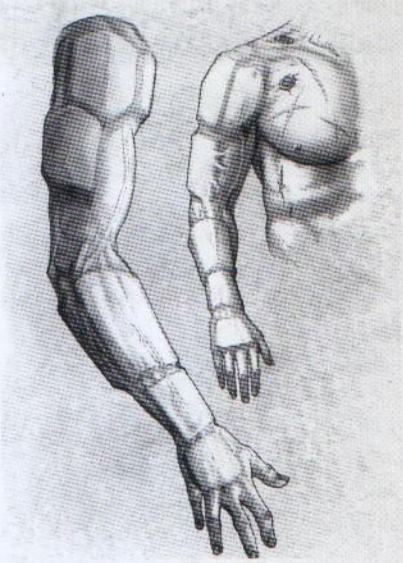
These are implanted inside the lungs and can sift out most toxic gases. Inhaled particulate matter is also filtered, making breathing easier in heavily polluted atmospheres. This implant allows the user to ignore any inhaled toxic gases or atmospheric contaminants.

Scribe-tines

The hand and lower forearm are replaced with specialised and sensitive tools ideal for page turning, autoscribing, data-slate manipulation, and other invaluable abilities for a sage. While somewhat disquieting in appearance, they are viewed with favour by hive-world scholars and lexmechanics. This implant gives the user a +10 bonus to all Investigation Skill Tests.

Subskin Armour

Thin carapace plating is inserted under the skin in various locations, giving the user added protection against damage. While not as impressive as most augmentations, and sometimes uncomfortable, subskin armour is very reliable. This implant adds +2 Armour to the Arms, Body, and Legs locations. The armour bonus is added to any other armour for those locations.



Synthetic Muscle Grafts

Vat-grown muscle tissue, hyperdense and augmented with flakweave, is implanted into existing muscle groups to increased their strength. Users gain a +1 to their Strength Bonus for a normal implantation. Best-Craftsmanship grafts will grant the Unnatural Strength (x2) Trait but also impose a −10 penalty to any Agility Tests due to the misshapen nature of the body.

Utility Mechadendrite

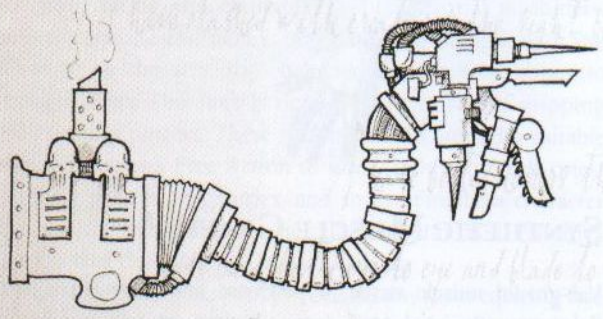
This two-meter long limb houses a variety of tools and attachments designed to assist a tech-priest in the course of his holy duties. The mechadendrite counts as a combi-tool, granting a +10 bonus to all Tech-Use Tests. The limb also houses six injector pistons, each of which may be filled with one dose of sacred unguent. These must be supplied separately. In addition to this, the limb contains an electrically powered censer, which can gust incense fumes over particularly troublesome faults. The censer generates one "blast" of smoke every fifteen minutes. This may be employed in

Attaching Bionics and Implants

Implants and bionics are only available if the character has access to both the resources and skilled labour to have them installed; commonly this is only available in substantial medicae facilities and worlds with a very high technological base.

If a character can find a doctor willing to install a bionic or implant then the process takes no less than 2d10 days, minus one day for each point of his Toughness Bonus—to a minimum of one day. How difficult it is to attach a bionic or implant is up to the GM. He may decide that given enough time, and in an advanced enough facility, it is automatic, or he may call on the doctor to make a series of Medicae or even Tech-Use Tests that could lead to such things as permanent crippling or Blood Loss (see **Chapter IX: Playing the Game, page 260**).

melee combat to distract and choke, imposing a –5 penalty to Weapon Skill Tests made by all living creatures within a two metre radius for one Round. This is a Half Action. Unless the censer is deactivated, all Perception Tests made to detect the Tech-Priest that rely on a sense of smell gain a +10 bonus. Finally, the mechadendrite contains a cutting blade. This counts as a knife with the Defensive quality and Mono upgrade. A character must have the appropriate Mechadendrite Use talent to operate this implant.



Voidskin

Subdermal skin tissue is treated with flakweave and chemical toughening agents, such that the wearer can tolerate a longer term of void exposure before ill effects occur. Chemplant agents also minimize the damage suffered due to the raw energies of the void. Voidskin allows the user to resist damage due to void exposure for an additional d10+3 rounds past the normal duration.

Volitor Implant

The subject has cranial surgery to work in neural receptors and artificial nerve routing, and can be compelled not to reveal a certain item of information, remain within a set area, or perform a specific task. If the subject attempts—or is forced—to counter this compulsion, his brain shuts down into unconsciousness—or even death for some severe volitor patterns. Many bodyguards receive this implantation in the course of their employment.

Table 5-16: Cybernetics

Name	Availability
Augur Array	Rare
Augmented Senses	Rare
Baleful Eye	Near Unique
Ballistic Mechadendrite	Very Rare†
Bionic Limb	Scarce
Bionic Locomotion	Scarce
Bionic Respiratory System	Rare
Bionic Heart	Rare
Calculus Logi Upgrade	Very Rare
Cortex Implants	Very Rare
Cranial Armour	Scarce
Cybernetic Senses	Rare
Locator Matrix	Rare
Manipulator Mechadendrite	Very Rare†
Medicae Mechadendrite	Very Rare†
Memorance Implant	Rare
Mind Impulse Unit	Rare
MIU Weapon Interface	Rare
Optical Mechadendrite	Very Rare†
Respiratory Filter Implant	Rare
Scribe-tines	Scarce
Subskin Armour	Very Rare
Synthetic Muscle Grafts	Rare
Utility Mechadendrite	Very Rare†
Voidskin	Scarce
Volitor Implant	Rare
Vox Implant	Scarce

† *Some cybernetic systems are only provided to tech-tdepts of the Adeptus Mechanicus—though it is possible that skilled hereteks might risk the Machine Cult's wrath by implanting crude versions of these systems in anyone willing to pay their price.*

Vox Implant

This implant is a built in micro-bead, often hardwired to a ship's vox frequencies.

Bionics and Craftsmanship

The Craftsmanship of individual bionic parts should have an impact on roleplaying as well as the in-game mechanics. For instance, poor-Craftsmanship bionics may be crude, obvious augmetics that creak, grind, squeal, or constantly leak fluids. On the other hand, good-Craftsmanship bionics may be so unobtrusive that they are mostly invisible to the naked eye. Best-Craftsmanship bionics should be gold- and brass-inlaid works of art to reflect an advanced and refined design.

VI

Psychic Powers

Types of Psyker

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Psychic Ability

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Using Psychic Techniques

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Telepathy

•

Divination

•

Telekinesis

Chapter VI: Psychic Powers

"Blindness may be the price I pay for the God-Emperor's sacred touch, but I see more than you can possibly imagine. I see worlds rolling countless and wondrous beyond, I see colours and sights that would burn your mind to ciders by their merest glimpse. I see... Them, lurking in the spaces between realities, their claws ever scratching to get in, ever wanting. No, it is you who are truly blind, ignorant and imperilled as a helpless child in the blackest night with ravening wolves all around. For they are here, right now around us and you cannot see. In the dark, in the light it matters not... for they see you and they hunger."

–Astropath Plenipotentiary Aldus Col

Within the Imperium of Man, some people are born different. Some fickle turn of fate or chance twist in the genome has seen them join the growing ranks of psychic individuals within the human race. These psykers labour under a blessing and a curse. They have the rare talent to draw power from the warp, the hidden dimension of Chaos that lurks beneath the fabric of reality, and shape it into all manner of strange and supernatural effects. Using such power, however, comes with a terrible risk.

Whether they know it or not, the mind of each psyker shines brightly within the otherworldly dimension of the warp, or immaterium as it is also known. This psychic realm is home to unspeakable beings, hungry predators that look upon such soul-fires with great anticipation. The denizens of the immaterium—warp beasts, daemons and worse—find great sport in weak and unprotected minds. An unwary psyker is easily attacked, consumed or used as a gateway from the warp to the physical realm.

Psykers are regarded in many different ways across the Imperium's countless worlds. On the more primitive planets, they are thought of as shamans, witches, and sorcerers. More sophisticated societies are usually aware of psychic abilities and refer to psykers by other titles such as "gifted" or "the touched." But in almost all cases, and on all worlds, they are feared for the darkness and chaos they can bring down on those around them.

There are many that believe psykers represent a gross perversion of all that humanity is and a constant reminder of the terrible powers of the warp. This idea seems to hold some weight as the majority of psykers succumb to madness and ruin, often at the cost of countless other lives. Those that can master psychic power, however, become a prized, if somewhat dangerous, commodity to the Imperium.

Types of Psykers

There are many exceptional individuals in the 41st millennium that utilise psychic powers. Some of these fill vital and revered roles in the Imperium, whilst others are reviled utterly.

Astropaths

The great sweep of the Imperium of Man far outstrips the reach of normal communications in size and breadth. Astropaths are capable of broadcasting and receiving messages across the vastness of space, although a message may be delayed, mangled or even lost by the turbulence of warp space. By their powers, the astropaths can do what no others can; reach beyond the limits of time and space to allow humanity to continue communicating between its scattered domains in the vastness of interstellar space. At times the availability of an astropath has determined whether entire worlds have lived or died, and whether millions have survived in the glorious light of the Emperor, or fallen to the darkness of humanity's enemies. In the nightmare depths of the empyrean, the astropaths listen to the missives of mankind, and occasionally, those of a viler cast, braving terrible and constant danger to their sanity and souls in order to allow the Imperium to function as a coherent entity. The Adeptus Astra Telepathica oversees the arduous task of recruiting and training astropaths in service to the Imperium, and regulating their number in operations.

Astropaths themselves are born with the psyker's gift; taken by the Inquisitional Black Ships and selected—owing to the nature of their gifts and other arcane criteria—to become astropaths, by undergoing years of training and extensive indoctrination culminating in a techno-arcane ritual initiation called "soul binding" to the God Emperor. This process is what makes an astropath what he is, and without it there would be no astropaths. The benefits of the soul binding are that it allows the astropaths some safety while opening their minds to the warp's currents in communications from afar, and sifting the truth from the psychic static and perilous lies whispered beyond, and projecting their own messages into that void to be heard by others of their own kind. The soul binding is not without its price however, and despite the quality of candidates selected and their extensive preparation, not all survive or retain their sanity. Those that do are almost all permanently blinded by the ordeal, although in most cases their abilities more than make up for this deficiency, and others might never know, but for their disturbing whited-out eyes or in some cases, empty, shrunken eye sockets. What the soul binding does on a fundamental level is combine the psyker's own abilities with the merest fraction of those of the Emperor which transforms him and protects him in a way that makes the astropath unique among human psykers.

Imperial Sanctioned Psykers

Psykers that are strong enough to be trained to control their abilities are all indoctrinated into service to the Imperium in some way, according to the nature of their gifts and raw power. Their survival was made possible by a stringent processes of selection, indoctrination, and training known as sanctioning; a process similar to, but nowhere near as thorough or all-encompassing as the soul binding an astropath must endure, nor as secure. Sanctioning exists both to weed out the weak and the already corrupted as well as to determine what shape the psyker's future will take in the Imperium's grand design. Some will serve the Administratum, others the vast

forces of the Imperial military or as vassals to the Adeptus Astra Telepathica or even be assigned to the households of powerful members of the Imperial nobility. It is also not unheard of for certain agents of the Imperium to serve in a far less restricted fashion due to their strength of will or training, most infamously, for those of supreme iron will, the Holy Inquisition. Rumours persist that a few Rogue Traders over the millennia have been psykers as well, although such individuals have been rare. The teachings of the Scholastica Psykana can vary greatly however, both in their purpose and effect, and no image of the psyker in service to the Emperor should be considered definitive; the warp's perils, as well as human vice and weakness, have undone many.

Rules for playing Sanctioned Psykers can be found in detail in the **Dark Heresy** Role Playing Game.

Navigators

This hereditary line of abhumans serves the Emperor and the Imperium by using their innate ability to visually perceive the treacherous shoals and stormy courses of the warp, via a psychic 'warp eye' which often itself manifests as a visible mutation. They are not psykers in the standard sense, but rather the inheritors of a specifically engineered ability whose true nature is not fully understood, even by those who possess it. Their gifts allow them to peer into the same Immaterium beheld by those gifted with psychic prowess but with singular purpose and acuity, enabling them to actively navigate a ship through the warp itself with a skill unmatched by psyker or machine alike. Their noble houses form an ancient Imperial institution known as the Navis Nobilite, which has close ties to every major aspect of wider Imperial society, from the Imperial Navy, to the Adeptus Mechanicus and the diverse mercantile powers of the Imperial Commercia, to those brash and infamous explorers of the unknown, the Rogue Traders.

Latent Psykers

Across the breadth of the Imperium and indeed beyond it, there are individuals whose psychic abilities, while present, have not fully manifested. They may have seen some changes in their personal fortune at a small level, been subject to strange premonitions, or indeed, been haunted by dark and otherworldly influences. Depending on their place and society others may see them as lucky or accursed, or the mark of the warp upon them may have gone unnoticed, and their latent abilities may never reach their flowering, for good or ill. Unfortunately these latent psykers walk a daily precipice whether they know it or not, as the warp and the hungering creatures that inhabit it will often be attracted to feed upon these untrained souls or worse yet, to use them as a gateway to enter the physical world if they can. For this reason Imperial authorities and the Holy Ordos are always on the look out for these latent psykers, handing them over to the infamous Black Ships that patrol the Imperium and return their harvest for processing.

Sacrifices

The Black Ships of the Inquisition sweep up great tides of psykers as they ply their way across the Imperium. The vast majority of the psykers gathered in this way are found to be too weak and pliant in soul to stand against the corruption of the warp. They are passed to the care of the Adeptus Astronomica. This august body helps the Emperor maintain the Astronomican, the great psychic beacon of Terra. By burning the very stuff of

their souls, the Astromonican's martyrs power the Emperor's Golden Throne, sending astral light flaring through the warp. By providing a single fixed point, the Astronomican forms a vital part of warp travel, allowing Navigators to effectively triangulate their position. Perhaps a thousand such martyrs are sacrificed to the Emperor in this manner each day. Most consider this a small price to pay in return for the protection and guidance offered by the Master of Mankind.

Renegade Psykers

There are psykers who manage to exist without the benefits of Imperial Sanction, both some few who manage somehow to evade the authorities and those born either in outlaw or isolated communities or on worlds completely outside of the Imperium. The majority of these die through the perils of their burgeoning condition, but some few manage to survive the full manifestation of their powers and gain some measure of control. Known by many names; witch, renegade, wyrd, hellspawn and worse, these psykers rarely can match the control or mental stability of those who have benefited from Imperial Sanctioning, but some are frighteningly powerful, and their services are often highly sought after by those of nefarious purpose. A careful renegade psyker might be able to exist for some time before calling ruin down upon himself and his companions—if they are sane enough to try and blend in. But in the end, the only sure way to safeguard's one soul is in service to the Emperor, and the renegade lives always in danger from the darkness beyond as much as from the mob that would burn him for a witch.

Sorcerers

There are those psykers who have given themselves over body and soul to the dark realms beyond; warp witches, sorcerers, the possessed and worse. In these individuals—be they tortured victims of their own gifts, power-crazed cult-leaders or sadistic megalomaniacs who view humanity as puppets to dance for their pleasure—the worst nightmares of the Imperium become horrific truth. They are living conduits to the warp, daemon-summoners and the sworn servants of the Ruinous Powers of Chaos. The powers of these children of darkness are many and often savage, fuelled by bloodshed, and utterly corrupted and poisonous.

The Scholastica Psykana

The Scholastica Psykana serves as the primary source of instruction for all psykers who exist as a lawful part of the Imperial society. Those trained by the Scholastia Psykana are expected at all times to honour their painfully learned lesions and be watchful in themselves for any deviance or corruption and die by their own hands if needs be; such is the scared burden they must bear. Their code of conduct is ingrained from the first lessons, and it doesn't cease even after the student has left the Schola.

Xenos Psykers

Outside of humanity's multitudes there are also alien races who possess psykers of their own, although in often staggeringly different forms and ranges of ability than their human counterparts; from the brutish, thunderous force of the ork 'weirdboyz' to the nightmarish psy-arcana of the mysterious fra'al. Of these, the ever-dwindling number of warlocks and farseers of the insidious eldar are known to be among the most subtle and powerful, but also caged by ritual and fear lest they be consumed by their own race's primordial sins. Their mastery of the psyker's arts is measured by long and cautious centuries and most will never attain the brief, bright-burning power of the humans they so scorn.

Untouchables

Untouchables are individuals who have no warp signature. They are not psykers—in fact, they are completely the opposite. Their presence frequently acts as a damper on psychic activity, lessening or even completely halting its effects. Untouchables, like psykers, actually have different grades of "ability," though few savants have actually been able to study them closely due to their extreme rarity. Their strange aura makes most folk uncomfortable around them, and for this reason they are often loners, outcasts, and pariahs.

PSYCHIC ABILITY

The psyker's gift usually appears sometime during his adolescence, though this is by no means a certainty. While some will come into their powers at a very young age, others may never fully develop their gifts without some form of traumatic trigger event which causes the breakthrough of their inherent connection to the warp. Very few psykers are strong enough to resist the extreme dangers that are part and parcel of having psychic powers without undergoing the sanctioning process. This is because training in the use of these powers and resisting the temptations of the warp and deadly mishap by uncontrolled psychic force is necessary for even the strong of will. While a psyker's raw power tends to be a constant from the first full emergence of his powers, ongoing training allows him to find new ways to utilise and hone his abilities.

The names and titles given to psykers of varying power and ability may change from place to place and by the bias of the observer, but one thing is a certainty—the greater the power, the rarer the individual, even among this singular subset of humanity, and the greater the potential danger.

There is a fundamental disagreement over how to codify the power level of psykers, and how this is done can vary both between the colleges of the Scholastica Psykana and other academic sources, but the widest accepted measure is a series of Inquisition-approved 'bandings' of raw power. Ranging from the almost nascent Omicron to the world shattering power of an Alpha grade psyker, this system is also widely accepted in both the Calixis Sector and the Koronus Expanse; fittingly perhaps given the obsession with power of those figures who strive to control them.

Starting Psy Rating

Astropaths Transcendent (and other psykers built with the rules presented here) start with Psy Rating 2, and may increase this rating over time by spending xp (see **Chapter II: Career Paths** on page 38).

Psychic Techniques

Psychic abilities in this Chapter are divided into categories called Disciplines. Each Discipline can be utilised in a number of ways as the psyker unlocks these abilities in his mind. These abilities are known as Psychic Techniques.

In **Rogue Trader**, the Astropath Transcendent Career begins the game with access to the Telepathy Discipline and the Astro-Telepathy Technique. An Astropath Transcendent may also select two more techniques during character creation, and may select more by acquiring the Psychic Technique Talent (see page 104).

USING PSYCHIC TECHNIQUES

Whenever a psyker uses a psychic technique, he attunes his will to the warp to fuel his psychic abilities. When the psyker draws out this energy, he has a chance of causing disturbances in the warp that can have undesired side effects, even up to opening an uncontrolled rift between reality and warpspace with potentially fatal consequences. By minimising the amount of power a psyker draws, he can all but eliminate the chance of these side effects—in some cases.

When a psyker uses a psychic technique, he has a choice of using it at Fettered Psychic Strength (Half of his Active Psy Rating, rounding up), Unfettered Psychic Strength (Full Psy Rating) strength, or he may try to Push it for greater effect but increased danger.

Each of these choices carries with it a set of consequences. If a psyker uses a technique at less than full power, it may not be enough to achieve the desired outcome, but if he exercises Unfettered Psychic Strength or greater, he risks potential calamitous attention from the warp. Depending on the strength used, consult the following chart and apply the appropriate result.

Unnatural Characteristics and Psychic Techniques

Creatures and Characters with Unnatural Willpower can make for shockingly powerful psykers. Characters with Unnatural Willpower may add the multiplier to their Psy Rating and any successes on opposed tests as part of psychic powers (both to enact and resist them).

Pushing Psychic Techniques

Whenever a psyker successfully pushes a psychic technique, he gains an enhancement to the effective Psy Rating of that power for that use.

Astropaths and other sanctioned psykers may add up to +3 to their Psy Rating when determining the final pushed strength of the power.

Other psykers have a deeper connection to the wild surges of the warp and may add up to +4 to their final psy rating push result but at even greater risk.

Any push can result in scores over ten, but if a psyker has more than one source increasing the final effective Psy Rating, only the highest is applied.

Example

Sevenrus is an Astropath Transcendent with Psy Rating 6. He may Push (Psy Rating +3) his Psy Rating to 9. However, if Sevenrus also possesses a strange psy-focus device formed from the severed head of an Alpha-class psyker that adds a +2 bonus to Sevenrus' Psy Rating, when he Pushes he only gains the highest of the two bonuses (in this case, the +3).

Focus Power

Any use of a psychic technique starts with the Focus Power Action (see page 219). This is usually represented by a Test, either Skill or Characteristic, to make the power function or to generate successes. Focus Power is the catch-all phrase used to encompass the many different tests that may be required—Willpower, Psyniscience, etc. In any Focus Power Test, the Psyker adds +5 to his Focus Power score for each level of Psy Rating. A result of "100" on this Test always indicates failure.

Table 6-1: Psychic Strength

Class of Psyker	Fettered (Psy Rating/2)	Unfettered (Psy Rating)	Push (Psy Rating +1 to +3/+4)	Sustaining Multiple Powers
Astropaths and other Sanctioned Psykers	No check, the power is activated.	If the psyker rolls doubles during a Focus Power Test, roll on the Psychic Phenomena Table (see page 160).	Make a check against the Psychic Phenomena Table at +5 per +1 rating desired, up to a maximum of +3/+15.	+10 to all rolls on the Psychic Phenomena Table
Renegade Psykers And Sorcerers	No check, the power is activated.	If the psyker rolls doubles during a Focus Power Test, roll on the Psychic Phenomena Table (see page 160), add +5 per Psy Rating used.	Make a check against the Psychic Phenomena Table at +10 per +1 rating desired, up to a maximum of +4/+40.	+10 to all rolls on the Psychic Phenomena Table

Example

Astropath Transcendent Quitis Majjam has a Willpower of 45 and a Psy Rating of 5. When using his Psyker Powers at Unfettered Psychic Strength, Quitis' Focus Power Tests that use Willpower begin at 70 (Willpower 45 + Psy Rating 5x5).

If something adds or subtracts from a psyker's Focus Power score, that means it directly adds or subtracts from the Test(s) required for a given power or technique. Some psychic powers and psychic techniques do not require a roll, but they all require this Instant Action to Focus Power. If a Test is not required to use a power or technique, it will not trigger a Psychic Phenomena check if used at the Unfettered Psychic Strength level.

Any power used at the Push Psychic Strength will always trigger a phenomena check as indicated on table **Table 6–2: Psychic Strength**.

Sustaining Multiple Powers

It is possible, but taxing, for a psyker to manifest multiple powers at once. Maintaining two powers at the same time reduces the effective Psy Rating of both powers by 2. Maintaining three powers reduces the Psy Rating of all powers by 3 and so on. No additional roll is required, but if the Psy Rating of a given power drops to zero, it is no longer maintainable and ends.

If a character suffers Psychic Phenomena while maintaining multiple active powers, the additional energy he is channelling is likely to go out of control or otherwise worsen matters, adding +10 to the result rolled on the chart per additional power he is maintaining.

Cumulative Effects

Modifiers, Characteristic Bonuses, and other benefits generated by Psychic Techniques do not stack, only the highest applies.

Range and Line of Sight

Unless noted in their descriptions, psychic powers that are targeted directly against other individuals require the psyker to either have line of sight or otherwise be 'aware' of the target of his powers, as well as the target to be inside the power's stated range.

Opposed Tests and Multiple Targets

Where a psychic power is being used against multiple targets, each of which may make an Opposed Test against its effects, roll once for the Psyker and have all those opposing individually test against this single result. For simplicity's sake, in the case of numbers of similar minor NPCs it may be more convenient simply to roll once on their behalf to speed things up.

Detecting Psychic Techniques

Psykers are attuned to the warp around them and that includes the currents and eddies caused by other psykers dipping into the flow of the Immaterium. All psykers can Test Psyniscience when Psychic Techniques are in effect in their presence in order to determine their source (see **Chapter III: Skills**, page 84 for details on this skill).

Psychic Disciplines

There are many different psychic powers that a psyker may possess, for the mutability of the warp is as limitless as the human imagination itself. Some examples range from telepathy—the power to communicate between one living mind and another—to rarer and more occult arts such as the destructive force known as pyromancy, astral projection of the soul away from the body, the summoning of daemons, and the transmutation of matter at will. These abilities usually begin as a basic, almost rudimentary form of the power—the first technique of the psychic discipline—and over time, a psyker can learn more ways to fine tune that power for a greater variety of effects.

This chapter represents three Psychic Disciplines in detail which are most prevalent among astropaths.

- **Telepathy**: The art of mental communication, this power is possessed by all astropaths to some degree and is the cornerstone of what they are. In addition, this discipline also encompasses the art of influencing another's mind.
- **Divination:** The art of reading the past, present, and future, named by some as the most common form of the psyker's arts, but also the most capricious and difficult to interpret.
- **Telekinesis:** The art of turning thought into physical force, this discipline can allow a psyker to wield his mind as both a tool and deadly weapon.

Each psyker using the rules in this Chapter can gain access to a Psychic Discipline as long as they have a Psy Rating of 1 or greater. The maximum number of Psychic Disciplines that a psyker may access is three (although more may be possible with special circumstances or at the GM's discretion).

Each Discipline has a number of psychic techniques associated with it. The techniques listed here are a broad selection of the potential abilities that Discipline may

Astropaths and the Protection of Soul Binding

The astropath is afforded a degree of protection by his unique soul binding to the Emperor that few psykers can hope for. An Astropath Transcendent gains +20 to his Willpower when resisting Possession, in any opposed Willpower Test against a daemon, or whenever making a Willpower Test to resist any Talent, Psychic Power, special ability, or other effect originating from a daemon. An Astropath Transcendent rolls an additional d10 when rolling on the Perils of the Warp table and may discard any one d10 for a more favourable result.

encompass, but there are many more that may exist elsewhere, taught by ancient witch-crones or inscribed amongst crumbling scrolls in a noble's librarium.

Psychic Techniques

The Basic Techniques for each Psycic Discipline represent the first blunt uses of the individual discipline. Telepathy allows basic communication, usually broadcast only, for example. But with the purchase of the right psychic techniques, a psyker can greatly expand the capability and flexibility of his individual powers. Many of the more advanced techniques draw upon more basic skills, and they will have lesser techniques as requirements. The Psychic Techniques are grouped in trees as they represent different ways to use a psychic power.

Some powers lend themselves to diversity, such as Telepathy which has two technique trees below, while others tend to be more direct and less variable, such as Telekinesis.

Value: This number represents the amount of xp required to learn the technique. Once the psyker has spent xp to acquire the Psychic Technique Talent, he may learn a single technique of equal or less xp value from a Discipline he has access to and may use it at will.

Prerequisites: Some techniques require the psyker to have learned other ways to use his abilities. The psyker must possess the Techniques (or other requirements, if any) listed in order to learn the technique.

Focus Power Test: Most techniques require the psyker to succeed at a Focus Power Test to activate. Remember that rolling doubles on the Focus Power Test invokes Psychic Phenomena (see page 160) unless the power is being used at Fettered Psychic Strength.

Range: Psychic Techniques have a range in metres (m) or kilometres (km), varying by the strength of the psyker's Psy Rating (PR).

Discipline Mastery

Once a psyker has purchased 8 psychic techniques from a single Discipline, he has attained mastery of that Discipline, and the Psy Rating for all Fettered Psychic Strength uses of techniques from that Discipline gain a +1 bonus. This has no additional effect on the Unfettered or Push Psy Rating of the psyker.

Example

Astropath Transcendent Quitis Majjam (Psy Rating 5) has attained mastery of Telepathy. His Fettered Strength is raised from a 3 (rounded up) to a 4.

Power Scale

The relative strength of a psyker's mind affects the way his techniques function. Divination becomes clearer and adds more information, Telepathy allows for differing forms of communication, and so forth. All descriptions of effect are based on the Unfettered Strength level of the psyker, regardless of what Psychic Strength (see **Table 6–1: Psychic Strength**) he is actually manifesting at a given moment.

Psychic Phenomena

When a psyker reaches deeper into the warp to power his abilities, there is always the chance of the empyrean bleeding in to our reality, a factor that is invariably destructive and damaging. Sometimes this expression of the warp is unique to the psyker, but in general, it is as unpredictable as the warp itself. Many possible effects have been noted including dramatic temperature drops, ghostly voices, feelings of unease, or the local vegetation dying all at once. In very rare instances, full scale warp breaches with the direst of consequences can occur. When a psyker uses his power at the Unfettered level or greater, he risks generating psychic phenomena. See Focus Power and Table 6–3: Psychic Strength for details.

Astropathic Choirs

Astropaths are an invaluable addition to any ship that traverses the voids, far from inhabited planets or space stations or any other relay for mundane communications. The Astropath's ability to send messages over interstellar distances makes his presence aboard a Rogue Trader's ship almost mandatory. However, Rogue Traders that frequently delve into uncharted regions such as the Koronus Expanse often carry more than one soul-bound Psyker on board, as having an Astropath at one's side can be very profitable when dealing with inscrutable xenos or primitive human tribes.

Particularly valued are more powerful and experienced Astropaths, who often lead a ship or fleet's Astropaths in a choir that can send a more complicated message or achieve a clearer psychic signal. Sometimes known as Astropaths Transcendent, these special Psykers regularly assist Rogue Traders with their unique gifts.

Table 6-2: Psychic Phenomena

Roll	Effect
01-03	**Dark Foreboding:** A faint breeze blows past the psyker and those near him, and everyone gets the feeling that somewhere in the galaxy, something unfortunate just happened.
04-05	**Warp Echo:** For a few seconds, all noises cause echoes, regardless of the surroundings.
06-08	**Unholy Stench:** The air around the psyker becomes permeated with a bizarre and foul smell.
09–11	**Mind Warp:** The psyker suffers 1 Insanity Point as his own inherent phobias, suspicions, and hatreds surge to the surface of his mind in a wave of negative emotion.
12–14	**Hoarfrost:** The temperature plummets for an instant, and a thin coating of frost covers everything within 3d10 metres.
15–17	**Aura of Taint:** All animals within 1d100 metres become spooked and agitated; Characters with Psyniscience can pinpoint the psyker as the cause.
18–20	**Memory Worm:** All people within line of sight of the psyker forget something trivial.
21–23	**Spoilage:** Food and drink go bad in a 5d10 metre radius.
24–26	**Haunting Breeze:** Winds whip up around the psyker for a few seconds, blowing light objects about and guttering fires within 3d10 metres.
27–29	**Veil of Darkness:** For a brief moment (effectively the remainder of the round), the area within 3d10 metres is plunged into immediate darkness.
30-32	**Distorted Reflections:** Mirrors and other reflective surfaces within a radius of 5d10 metres distort or shatter.
33-35	**Breath Leech:** Everyone (including the psyker) becomes short of breath for one round and cannot make any Run or Charge actions.
36-38	**Daemonic Mask:** For a fleeting moment, the psyker takes on a daemonic appearance and gains a Fear rating of 1 for the rest of the round. However, he also suffers 1 Corruption Point.
39-41	**Unnatural Decay:** All plant-life within 3d10 metres of the psyker withers and dies.
42-44	**Spectral Gale:** Howling winds erupt around the psyker, requiring him and anyone within 4d10 metres to make an **Easy (+30) Agility or Strength Test** to avoid being knocked to the ground.
45-47	**Bloody Tears:** Blood weeps from stone and wood within 3d10 metres of the psyker. If there are any pictures or statues of people inside this area, they appear to be crying blood.
48–50	**The Earth Protests:** The ground suddenly shakes, and everyone (including the psyker) within a 5d10 metre radius must make a **Routine (+10) Agility Test** or be knocked down.
51–53	**Psy Discharge:** Static Electricity fills the air for 5d10 metres causing hair to stand on end and unprotected electronics to short out, whilst the psyker is illuminated by eldritch light.
54–56	**Warp Ghosts:** Ghostly apparitions fill the air for 3d10 metres around the psyker, flying about and howling in pain for a few brief moments. Everyone in the radius (except the psyker himself) must test against Fear (1).
57–59	**Falling Upwards**: Everything within 2d10 metres of the psyker (and including the psyker himself) rises 1d10 metres into the air as gravity briefly ceases. After a second or two, everything crashes back to earth.
60-62	**Banshee Howl:** A shrill keening rings out across the immediate area, shattering glass and forcing every mortal creature able to hear it (including the psyker) to pass a **Challenging (+0) Toughness Test** or be deafened for 1d10 rounds.
63-65	**The Furies:** The Psyker is assailed by unseen horrors. He is slammed to the ground and suffers 1d5 Wounds in damage (Toughness protects but armour, unless warded, does not) and he must test against Fear (2).
66-68	**Shadow of the Warp:** For a split second, the world changes in appearance, and everyone within 1d100 metres has a mercifully brief glimpse of the shadow of the warp. Everyone in the area (including the psyker) must make a **Difficult (–10) Willpower Test** or gain 1d5 Insanity points.
69-71	**Tech Scorn:** The Machine spirits reject your unnatural ways. All un-warded tech devices within 5d10 metres malfunction momentarily, and all ranged weapons Jam (see **Chapter IX: Playing the Game**), whilst characters with cybernetic implants must pass a **Routine (+10) Toughness Test** or suffer 1d5 damage.
72-74	**Warp Madness:** A violent ripple of tainted discord causes all creatures within 2d10 metres (with the exception of the Psyker) to become Frenzied for a Round and suffer 1d5 Corruption Points unless they can pass a **Difficult (–10) Willpower Test.**
75+	**Perils of the Warp:** The warp opens in a maelstrom of energy. Roll on **Table 6–3: Perils of the Warp**, page 161 instead.

Table 6-3: Perils of the Warp

Roll	Effect
01-05	**The Gibbering:** The psyker screams in pain as uncontrolled warp energies surge through his unprotected mind. He must make a **Challenging (+0) Willpower Test** or suffer 1d5+1 Insanity Points and is stunned for 1d5 rounds.
06-09	**Warp Burn:** A violent burst of energy from the warp smashes into the psyker's mind, sending him reeling. He suffers 1d5 Wounds and is Stunned for 1d5 Rounds.
10–13	**Psychic Concussion:** With a crack of energy, the psyker is knocked unconscious for 1d5 Rounds, and everyone within 3d10 metres must make a **Routine (+10) Willpower Test** or be Stunned for one Round.
14–18	**Psy-Blast:** There is an explosion of power, and the psyker is thrown 1d10 metres into the air, falling to the ground. (See page 261 for Falling Damage)
19–24	**Soul Sear:** Warp power courses through the psyker's body, scorching his soul. The psyker cannot use any powers for one hour and suffers 5 Corruption Points.
25-30	**Locked In:** The power cages the psyker's mind in an ethereal prison. The psyker falls to the ground in a catatonic state. Each Round thereafter, he must spend a full action to Test Willpower. On a success, his mind is freed and restored to his body.
31-38	**Chronological Incontinence:** Time warps around the psyker. He winks out of existence and reappears in 1d10 Rounds (or one minute in narrative time) and suffers 1d5 Insanity Points and 1d5 permanent Toughness damage.
39-46	**Psychic Mirror:** The psyker's power is turned back on him. Resolve the power's effects as normal, but the power targets the psyker instead. If the power is beneficial, it instead deals 1d10+5 Energy Damage to the psyker and the beneficial effect is cancelled. Armour is ignored by the Damage unless warded.
47–55	**Warp Whispers:** The voices of daemons fill the air within 4d10 metres of the Psyker, whispering terrible secrets and shocking truths. Everyone in the area (including the psyker) must make a **Hard (–20) Willpower Test** or suffer 1d10 Corruption Points.
56–58	**Vice Versa:** The psyker's mind is thrown out of his body and into another nearby creature or person. The psyker and a random being (Note this cannot be a daemon, untouchable, or other 'soulless' creature) within 50 metres swap consciousnesses for 1d10 Rounds. This may include allies or even enemy combatants. Each creature retains its Weapon Skill, Ballistic Skill, Intelligence, Perception, Willpower, and Fellowship during the swap, but all other Characteristics are of the new host body. If either body is slain, the effect ends immediately. Both suffer 1d5 Insanity Points from the experience. If there are no creatures within range, the Psyker must make a Willpower Test or become catatonic for 1d5 Rounds while his mind wanders the warp. This journey gains him 2d10 Insanity Points.
59-67	**Dark Summoning:** A Warp Predator (see **Chapter XIV: Adversaries & Aliens**) rips into existence within 3d10 metres of the psyker for 1d10 rounds or until it is slain. It detests the psyker, and trains its attacks on the fool that unwittingly summoned it.
68-72	**Rending the Veil:** The air vibrates with images of cackling daemons, and the kaleidoscopic taint of the warp is rendered visible. All sentient creatures (including the psyker) within 1d100 metres must test against Fear (3) Warp Shock. This effect lasts for 1d5 rounds.
73-78	**Blood Rain:** A psychic storm erupts, covering an area of 5d10 metres in which everyone must pass a **Challenging (+0) Strength Test** or be knocked to the ground. In addition to howling winds and the skies raining blood, any psychic powers used in the area automatically invoke a Perils of the Warp check for 1d5 Rounds.
79-82	**Cataclysmic Blast:** The psyker's power overloads, arcing out in great bolts of warp energy. Anyone within 1d10 metres (including the psyker) takes 1d10+5 Energy Damage, and all of the psyker's clothing and gear is destroyed, leaving him naked and smoking on the ground. The psyker may use no further powers for 1d5 hours after this event.
83-86	**Mass Possession:** Daemons ravage the minds of every living thing within 1d100 metres. Every character in the area must resist as if attacked by the Puppet Master technique (see page 166; the attacker's Intelligence, Fellowship, and Willpower are all equal to 60). This possession, if successful, will last for 2d10 rounds
87-90	**Reality Quake:** Reality buckles around the psyker, and an area radiating out 3d10 metres from him is sundered: solid objects alternately rot, burn, and freeze, and everyone and everything in the area takes 2d10 Rending damage. Warded objects and Untouchables halve the damage rolled.
91-99	**Lost to the Warp:** The psyker must make an immediate **Very Hard (–30) Willpower Test** or he is dragged into the warp by a daemon immediately for purposes unknown. The psyker appears on an inhabited planet 1d10 weeks later with dim memories of horrific acts. He suffers 4d10 Corruption Points, as well as any other possible complications from his actions while possessed, including a potential visit from the Inquisition. In the future, he must adjust all Perils of the Warp checks by +10 due to his body serving as conduit for fell forces.
00	**Destruction:** The psyker is immediately and irrevocably destroyed. Hde is sucked screaming into the warp, never to be seen again or consumed utterly by hellfire. There is a 50% chance, that a daemonic entity appears in the psyker's place.

PSYCHIC DISCIPLINES

The Telepathy Discipline

Activation Time: Free Action.
Maintainable: Yes.
Range: 1km x Psy Rating
Focus Power Test: No
Power Scale: At Psy Rating 1-2, the psyker can only send or receive verbal communications but no images. At Psy Rating 3-4, the psyker can send or receive visual communication as well, but all images will only be in black and white, with a dream-like quality. At Psy Rating 5-6, any images will be crisp, clear, in colour, and accompanied by other sensory input—sound, taste, etc—as appropriate. At Psy Rating 7+, the psyker sends so powerfully that any communication at higher than the Fettered Psychic Strength level will come across as "shouting" unless carefully modulated.
Technique Trees: Communication, Domination

Basic Technique: Thought Sending

The psyker can send his thoughts into the minds of those around him. This can be a select group, either to individuals he can see, or minds he is familiar with within range, or a generalised broadcast to every mind within range indiscriminately at the psyker's discretion. Much of the mind's processes are still affected by the structure of language, so that if telepathy is attempted without a shared language it suffers a –20 penalty. Minds who do not wish to be open to such a communication can resist with an Opposed Willpower test.

Special Power: Astral Telepathy

Value: Free (Astropaths only)
Prerequisites: Soul-bound to the Emperor
Focus Power Test: Willpower
As part of the Soul Binding process, astropaths become able to send and receive messages across vast distances using the warp as a medium. Using astro-telepathic abilities in this way requires careful concentration, meditation, and freedom from distraction, and so cannot be done "on the move," let alone during combat or strife. Transmitting a message over interstellar distances normally takes 1d5 hours (this time may be adjusted at the GM's discretion based on the length and complexity of the message).
Astropathic communication in this way is a matter of sending and receiving messages that must themselves be encapsulated and encrypted lest they become lost in the warp, hopelessly garbled, or worse yet, intercepted. As a result, messages sent over long distances are often 'packets' of information, akin in some ways to letters or brief recordings from the real world absorbed and sent on their way to be (hopefully) caught and possibly relayed on by other astropaths to their intended destination. This process is not instantaneous. However, it is considerably faster than warp travel—an astropathic signal will cross a solar system in moments, across a subsector in hours, a sector in days and, if strong enough, a Segmentum in weeks and so on.

An astropath's "signal strength"—broadly how far in average conditions in the warp he may transmit clearly with a successful focused use of his power—is determined by his Psy Rating (see **Table 6–5: Astral Signals**). After this distance, unless relayed on, the signal will sharply degrade, imposing a –20 penalty to understand per additional range bracket until it dissolves into nothingness.

Picking up an astropathic communication by its intended target within clear range is a **Routine (+10) Psyniscience Test** for an astropath in a meditative state to receive one, and a Challenging (+0) test for one going about ordinary life, increasing to Hard (–20) if he is in life or death combat or other such distracting circumstances.

Telepathic Communication Techniques

Mental Bond

Value: 300 xp
Prerequisites: Mind Link
Focus Power Test: Willpower
Range: 1 km x Psy Rating
With a successful Focus Power Test, the psyker can create a permanent Fettered Strength telepathic connection to another being. The psyker must succeed at a **Difficult (–10) Focus Power Test** in order to forge the link, and doing so takes 1d5 hours. If the Test is failed, the psyker must start the process again. If he succeeds, a permanent mental link is formed. No effort is needed to establish or maintain the link, it automatically works as long as the psyker and his target are within range of each other and the psyker wishes to engage

Table 6-4: Telepathic Communication Techniques

Name	Focus Time	Sustain	xp Value	Focus Power Test
Astral Telepathy	Varies	No	Free	Willpower
Short Range Telepathy	Half Action	Yes	100	Willpower
Mind's Eye	N/A	N/A	200	No
Mind Link	Full Action	Yes	200	Willpower
Mind Probe	Full Action	Yes	200	Opposed Willpower
Terrify	Full Action	Yes	200	Willpower
Mind Scan	Full Action	Yes	300	Willpower
Mental Bond	N/A	N/A	300	Willpower
Psychic Scream	Half Action	No	300	Willpower

it. The psyker can only maintain one Mental Bond at a time. If the target dies, the bond is dissolved, and the psyker suffers 1d10 Insanity points in the backlash. If the psyker wants to eliminate the bond at any time, he must succeed at a **Hard (–20) Willpower Test**.

Mind's Eye

Value: 200 xp
Prerequisites: None
Focus Power Test: None
This technique allows the psyker to increase the range of all of his Telepathic communications (with the exception of Astrotelepathy) by a factor of 10. Thus, standard Telepathy would have a range of 10km x Psy Rating, Short Range Telepathy would be 100m x Psy Rating, and so forth.

Mind Link

Value: 200 xp
Prerequisites: None
Focus Power Test: Willpower
Range: 1km x Psy Rating
A successful Focus Power Test allows the psyker to create a Fettered Strength telepathic communication link for a number of willing minds up to his Willpower Bonus at the same time. This technique does not require line of sight.

Astropathic Relays

Astropathic relays are techno-arcane installations found both aboard major star vessels and in spires and facilities on important worlds designed to boost an astropath's gifts. Sending and receiving from a relay provides an astropath with the following benefits.

Astropathic Choir: For each astropath in the choir assisting the sending astropath, the sending astropath's Psy Rating for transmission is boosted by +1 to a maximum of +5. However, weaker astropaths are at risk of burn out. If a signal is sent at the Push Psychic Strength, the astropath suffers a +20 on any rolls on the Psychic Phenomena or Perils of the Warp charts.

Dispersal Scoop: +10 to Psyniscience tests to detect astral signals.

Hexagrammatic Warding: All rolls on the Psychic Phenomena and Perils of the Warp Charts are at –10.

The following table displays the base time for an astrotelepathic message to reach its destination, the distance that such a message travels, the required Psy Rating one needs to send it, and the Focus Power Test difficulty for doing so.

Table 6-5: Astrotelepathic Signals

Time	Distance	Required Psy Rating†	Base Difficulty††
Instant	Orbit	2	Routine (+20)
1d5 Rounds	Nearby Solar	2	Ordinary (+10)
1d10 Rounds	Distant Solar	3	Challenging (+0)
1d10 Minutes	Nearby System	6	Difficult (–10)
1d5 Hours	Sub Sector	10	Hard (–20)
1d5 Weeks	Sector	15	Very Hard (–30)
1d5 Months	Segmentum	18	Very Hard (–30)

† This is the minimum Psy Rating required to send a signal this distance, including any boosting effect for the presence of an Astropathic Choir, etc.

†† This is the basic difficulty for a test needed to transmit or receive a message at this distance; prevailing difficulties such as Warp Storms can adversely effect this.

Table 6-6: Mind Probe

Round One (Contact)	The psyker makes initial contact, and learns basic information about the target such as his name, mood, Insanity level, and the state of his physical health.
Round Two (Surface Thoughts)	Now the psyker can sense the thoughts uppermost in the target's mind, such as immediate fears/concerns, conscious lies, etc. The target's Corruption level is also now known to the psyker.
Round Three (Short Term Memory)	The psyker can now sort through the target's memories over the last 12 hours. Less casual information the subject may keep as secrets—such as simple passwords or recent experiences he might wish to hide—may also be available at this level.
Round Four (Subconscious)	The psyker now gains detailed information about people, places, or objects that the target considers as important and how they relate to each other. The target's beliefs, motivations and personal goals are known, as any contacts or complicated hidden ciphers. The psyker is also aware of the pivotal moments in the target's life.
Round Five (Broken)	The psyker may plunder the target's mind at will. Any information contained in the target's psyche is an open book for the psyker. The psyker can also use this technique to identify implanted memories or personalities.

Mind Probe

Value: 200 xp
Prerequisites: None
Focus Power Test: Opposed Willpower
Range: 1m x Psy Rating
This technique allows the psyker to peel back the layers of another's mind to read the basic surface thoughts and beyond.

It takes 5 rounds of sustained effort to complete the mind probe. The psyker must win an Opposed Willpower Test to successfully establish the forced link to the target's mind. Each Round, the psyker digs successively deeper into the subject's consciousness. If the psyker wins the Opposed Willpower Test, he gleans certain information from the target's mind, depending on what level of contact he has achieved (see **Table 6–6: Mind Probe**). If the psyker fails the Opposed Willpower Test, the probe is rebuffed, the technique fails, and the psyker suffers one level of Fatigue for every degree of failure. This is also not a gentle process, brute force is a factor, and the target will be aware that his mind is being plundered. However, the psyker retains any knowledge he received at each level he successfully attained.

If the psyker wants to perform the Probe without the target's knowledge, then the psyker takes a –20 penalty to the Opposed Willpower Test and can only use this technique at the Fettered Psychic Strength.

Mind Scan

Value: 300 xp
Prerequisites: Mind's Eye, Mind Probe
Focus Power Test: Willpower
Range: 250m x Psy Rating
The psyker extends his mind to contact and identify other sentient minds within range. This technique does not require line of sight, enabling the psyker to garner impressions and information about the consciousnesses within range. The information the psyker receives from this technique is based on the degrees of success from the Focus Power Test:

One Success: The psyker gains a crude impression of the number of conscious minds in his range and his general position in relation to them.

Two Successes: The psyker knows the number, general location and relative 'strength' of conscious minds within the area of effect, and may determine if those minds are themselves psykers with a successful **Challenging (+0) Psyniscience Test.**

Three Successes: As per two successes, plus the psyker may attempt to initiate telepathic communication with any of the minds he has sensed in the area.

Four or More Successes: As per three successes, plus the psyker may attempt to carry out a Mind Probe on one of the minds he has sensed in the area.

Untouchables, mindless creatures—such as servitors or robots—and other psychically inert creatures are invisible to Mind Scan. Also, individuals with the Resistance (Psychic Techniques) Talent inflict a –10 penalty on the Psyker's Focus Power Test (the penalty does not stack with itself). Other creatures or individuals that are resistant to psychic powers may be hidden entirely at the GM's discretion.

Psychic Scream

Value: 300 xp
Prerequisites: Mind Probe
Focus Power Test: Willpower
Range: 5m x Psy Rating

By focusing all of his will behind one massive psychic scream, the psyker can injure or stun an opponent out to a range of 5m x Psy Rating. The psyker must pass a Focus Power Test to hit his target, and deals 1d10 Impact Damage (with a bonus of +1 per Psy Rating) with the Shocking quality (see page 116). The target suffers a penalty to his Toughness Test to resist Stunning equal to –5 times the psyker's Psy Rating. If the target fails the Toughness Test, he is stunned for a number of rounds equal to half of the psyker's Psy Rating (rounding up).

Short Range Telepathy

Value: 100 xp
Prerequisites: None
Focus Power Test: Willpower
Range: 10m x Psy Rating
A successful Focus Power Test allows the psyker to establish and maintain a single telepathic connection to another character at Unfettered Psychic Strength. However, using this ability does not provoke Psychic Phenomena.

Terrify

Value: 200 xp
Prerequisites: Mind Probe
Focus Power Test: Willpower
Range: 5m x Psy Rating
By using his psychic abilities to intrude forcefully on another mind, the psyker assails his target with raw fear and horrific imagery. If the psyker succeeds at the Focus Power Test, the target is affected as if the psyker possessed the Fear (1) Trait. The psyker may increase the level of the Fear Trait by 1 for every 3 Psy Rating he uses in the Focus Power Test.

Telepathic Domination Techniques

Beastmaster

Value: 200 xp
Prerequisites: None
Focus Power Test: Opposed Willpower
Range: 5m x Psy Rating
The psyker can establish rudimentary control over animals. He can affect a number of animals (creatures with the Bestial trait) equal to his Psy Rating, and if the psyker succeeds at the Opposed Willpower Test, the target animals must follow his psychic commands. Each round, the psyker may spend a Reaction to give a single animal a simple command such as "Come here", "Guard me," "Run," "Attack," and so forth. The animal will do its best to follow the command. If the animal feels threatened, becomes injured, or is commanded to act in manner contrary to its nature, it may make a further Opposed Willpower Test against the psyker with a +10 bonus to break free of the psyker's control. How the animal reacts if it breaks free depends largely on how the psyker treated the animal.

Compel

Value: 200 xp
Prerequisites: Delude
Focus Power Test: Opposed Willpower
Range: 5m x Psy Rating
The next level of compulsion, this technique allows the psyker to force others to briefly act against their will. The psyker makes an Opposed Willpower Test against the target. If the psyker succeeds, the target must follow his commands. The commands must be simple and achievable in one round. Some examples include "Flee," "Fall," "Attack the closest target," and so forth. If the command is a potentially suicidal act, the target gets a +20 to his Opposed Willpower Test.

Delude

Value: 100 xp
Prerequisites: None
Focus Power Test: Opposed Willpower
Range: 1m x Psy Rating
One of the simpler Telepathic tricks, Delude allows the psyker to subtly mask his intentions and manipulate others into reacting favourably to him for a short time. The psyker makes an Opposed Willpower Test against the target. If the psyker succeeds, the target will find the psyker to be a person deserving of respect and react positively to any friendly overtures he makes. For as long as the psyker maintains this power, he gains a +30 bonus to all Interaction Skill Tests against the target. Note that this technique is not 'mind control' as such and the psyker cannot force others to act against their better judgement, harm themselves, nor hide acts of overt hostility by the psyker.

Dominate

Value: 300 xp
Prerequisites: Sensory Deprivation
Focus Power Test: Opposed Willpower
Range: 5m x Psy Rating
The psyker has gained the most infamous power attributed to witches and renegades, the control of another's mind. The psyker makes an Opposed Willpower Test against the target. If the psyker succeeds, the target is controlled as if he were a puppet. For as long as the psyker maintains the power, he can divide his Actions between himself and the target. The dominated target uses its own Characteristics, but at a –10

TABLE 6-7: TELEPATHIC DOMINATION TECHNIQUES

Name	Focus Time	Sustain	xp Value	Focus Power Test
Inspire	Half Action	Yes	100	Willpower
Delude	Half Action	Yes	100	Opposed Willpower
Beastmaster	Half Action	Yes	200	Opposed Willpower
Compel	Half Action	No	200	Opposed Willpower
Sensory Deprivation	Half Action	Yes	200	Opposed Willpower
Dominate	Half Action	Yes	300	Opposed Willpower
Puppet Master	Full Action	Yes	300	Opposed Willpower
Reprogram	Full Action	Yes	500	Opposed Willpower

Table 6-8: Reprogram

Degrees of Success	Effect
1 (Sow Confusion)	The psyker can shroud a single event or memory in the subject's mind in doubt and mental fog, inflicting a –20 penalty to his recall of facts concerning it.
2 (Implant Falsehood)	The psyker can now implant simple information like a false face on a killer in a witness's mind, a false pass code, or any other single sentence's worth of knowledge the subject will now recall as fact.
3 (Rewritten History)	The psyker can now alter a single event or series of events in the subject's recent memories to his specification. The subject will now earnestly believe this 'new' version of events to be the truth.
4 (Sculpt Synapses)	The psyker can now supplant a single major long term memory or obliterate it entirely, affecting potentially the perception of an entire sequence of events in the subject's lives, and perhaps influencing the subject's personality in the process. This also inflicts 1D5 Insanity Points on the subject.
5+ (Psychic Block)	In addition to his other workings, the psyker can put in place a basic psychic block that grants the target a +10 bonus to his Willpower Test when resisting Mind Probes. This also conceals the psyker's tampering.

penalty to all Tests—except Opposed Willpower Tests—due to the crudity of the control. Any action deemed suicidal forces another Opposed Willpower Test to try and break the hold. The range for Dominate counts for both for the initial Test and for ongoing control.

Inspire

Value: 100 xp
Prerequisites: None
Focus Power Test: Willpower
Range: 2m x Psy Rating
The psyker can bolster his comrades by sending out waves of reassurance and martial spite. A number of targets equal to the psyker's Psy Rating (including the psyker himself) may immediately overcome the effects of Pinning and gain a +10 bonus to all Willpower rolls to resist Fear. This effect lasts as long as the targets stay within range of the psyker and the psyker maintains the power.

Puppet Master

Value: 300 xp
Prerequisites: Dominate
Focus Power Test: Opposed Willpower
Range: 1 km x Psy Rating
This rare and dreaded power takes psychic domination to its final expression. The psyker makes an Opposed Willpower Test against the target—in this Test, the psyker suffers a –10 penalty. If the psyker wins, the target's body is completely under his control. The psyker's mind leaves his body behind to take over the victim's body completely, whilst the victim's consciousness is suppressed into a nightmarish dream state. The psyker's own body is vulnerable during this time, as if he were in a deep sleep. The psyker may end this power at any time but suffers 1d5 Fatigue levels for doing so.

The possessed target retains its prior physical characteristics (Weapon Skill, Ballistic Skill, Strength, Toughness, and Agility), but its mental characteristics (Intelligence, Willpower, and Fellowship) are those of the psyker. The psyker in control of the body may use either his skills or the target's at a –10 penalty. Any action deemed suicidal forces another Opposed Willpower Test to try and break the hold. However, the target is now suffering a –10 penalty rather than the psyker. Should the target's body be killed, the psyker's consciousness is hurled violently out of the dying vessel, suffering 1d5 Wounds—these Wounds bypass all defences—and 1d10 Insanity Points.

If the distance between the psyker and his victim reaches beyond the technique's range, the link is severed, and the psyker returns to his own body whilst suffering 1d5 Fatigue levels in the process.

Reprogram

Value: 500 xp
Prerequisites: Dominate, Mind Probe
Focus Power Test: Opposed Willpower
Range: 1m
Requiring utmost skill and experience, this technique enables the psyker to enter into another mind and completely reprogram the contents, insidiously reshaping its memories and experiences as he desires. This can be something as simple as an engram designed to fool casual searches by other telepaths, or something more crafted and elaborate to remake an entire personality and constructed as 'false self' the unfortunate victim will believe to be true.

The briefest expression of this power takes 2d5 rounds. The psyker must win an Opposed Willpower Test against the victim, delving one level deeper into the target's mind with every two degrees of success. If the target wins, he rejects the reprogramming and forces the psyker out ending the procedure and inflicting a Fatigue level on the psyker, who may not re-attempt this technique for 1d5 hours. This is also not a gentle process, and the target will be aware that his mind is being reordered until the reprogramming is successful, at which point the reprogramming itself will be forgotten as an event, buried deep in the subject's unconscious mind. For every 2 Psy Rating the psyker uses, he gains a +10 bonus to the Opposed Willpower Test. The effects of Reprogramming are permanent unless they are forcibly broken down (see The Danger of Paradox section). At the end of this process, the psyker's results will depend on the amount of successes he has achieved.

Major Reprogramming: Given extensive time, effort and the malign will to do so, a psyker with this power can freely implant a complete new personality, restructure memories, counterfeit experience, and implant hate with this ability. However, the level of effort and detailed attention required to do this without overtaxing the psyker and driving the subject mad is far beyond most immediate game use, and requires a minimum of 2d10 hours.

The Danger of Paradox: The mind is a complex thing, and a reprogrammed individual—if faced with evidence of the truth, or major discrepancies between what he has been manipulated into believing and the facts—may break through his reprogramming. If the GM judges such an event occurs, the victim must succeed at a **Hard (–20) Willpower Test**. If successful, the mental reprogramming breaks down. If the Test is failed, the victim goes on believing what he has been manipulated into thinking is the truth. In either case the mental strain inflicts 1d10 Insanity points on the subject.

Sensory Deprivation

Value: 200 xp
Prerequisites: Compel
Focus Power Test: Opposed Willpower
Range: 10m x Psy Rating

The psyker has learned how to block the messages of the target's senses. The psyker makes an Opposed Willpower Test against the target. If he succeeds, the target is struck deaf, blind, and is unable to scent or taste for as long as the psyker maintains the power plus 1d5 rounds.

This power can also be used as a crude form of effective 'invisibility' allowing the psyker to pass unnoticed to sight or sound. The psyker selects a number of targets equal to his Willpower Bonus and selects which single sense he wishes to suppress. This must be the same sense for each target. Each target must make an Opposed Willpower Test. Those that fail notice nothing out of the ordinary, and the sensory information is successfully masked by the psyker until he stops maintaining the power.

Table 6-9: Divination Imperial Tarot Techniques

Name	Focus Time	Sustain	xp Value	Focus Power Test
Psycholocation	Half Action	Yes	100	Psyniscience
Foreshadow	Half Action	No	100	No
In Harm's way	Free Action	No	200	No
Augury	Half Action	Yes	200	Psyniscience
Psychometry	Half Action	Yes	200	Psyniscience
Divining the Future	Full Action	Yes	200	Psyniscience
Walking the Path	Free Action	Yes	200	Awareness
Blessed by the Emperor	Free Action	Yes	300	Awareness

The Divination Discipline

Activation Time: Full Action.
Maintainable: Yes.
Range: You
Focus Power Test: Psyniscience
Power Scale: At Psy Rating 1-3, the psyker receives images that are hazy and indistinct. At Psy Rating 4-6, the same images are clearer and sharply in focus. At Psy Rating 7+, any images will be crisp, clear, and accompanied by other sensory input—sound, taste, etc.—as appropriate.
Technique Trees: Emperor's Tarot

Basic Technique: Aura Reading

Diviners can read a person's aura, the unconscious projection of his being in to the warp. This is a very pale shadow, beneath the notice of most beings, but the diviner can study this aura to learn about the person.

The psyker can attempt to read the aura of any person he can see as a Full Action. This requires a successful Focus Power Test, with every degree of success providing more information. A psyker can only maintain this power on one target. If he wishes to divine the well-being of a different person, he must activate the power again.

If the psyker maintains the power on the same target, he can increase his Degrees of Success by +1 per round cumulatively, eventually getting to the full 3 Degrees of Success.

Divination Discipline: The Emperor's Tarot Techniques

Augury

Value: 200 xp
Prerequisites: Foreshadow
Focus Power Test: Psyniscience
Range: 1m
By reading the Emperor's Tarot for a specific individual, the psyker can grant insight into what troubles lay ahead. A specific question must be asked, though it can be as detailed as "What must we overcome to defeat the xenos on Choir?" or as broad as "How can I turn a greater profit?" After that, the psyker will read the Emperor's Tarot for the subject as they both concentrate on the question asked. At the end of this time, typically 30 minutes—though some readings take longer to interpret—the psyker makes a Psyniscience Test. Every two degrees of success reveals more information. However, any rolls on the Psychic Phenemona chart that are provoked from this technique also add +10.

Table 6-10: Aura Reading

Degrees of Success	Result
0	The psyker gains superficial impressions about the target person. This includes the three strongest emotions the target is currently experiencing, his race, whether or not he has any psychic powers, and a rough idea of his state of mental and physical health (No numbers, just good, poor, weak, etc.). Lastly, it determines if the target is an untouchable–naturally, in this case, the psyker receives no further information, including the effects from this technique!
1	The psyker gets all of the information above, plus he gets a deeper insight in to all of the target's feelings, granting a +10 to all Fellowship Tests made against the target while Divination is active. The psyker also gets a better idea about the target's well-being, including current Wounds and Fatigue levels. Finally, if the target is also a psyker, he can sense the target's Psy Rating.
2	The psyker gets all of the above results, plus he can now determine the target's Insanity Points, as well as which addictions or madness he might be suffering from. If the target is a psyker, he can determine which Discipline(s) and Techniques the target possesses.
3	The psyker gets all of the above information, and now he can determine how many Corruption Points the target might have accumulated. Also, the psyker can determine if the aura is genuine, or has been produced by some other means—technologically, psychically, daemonically, etc.

Table 6-11: Augury

Degree of Success	Result
0	**Opposition:** The psyker can determine the greatest opposition that the subject will face.
2	**Fears:** The psyker also can determine other negative forces that may be in play—the number of these is equal to the Psy Rating used in this power.
4	**Hopes:** The psyker can now determine the greatest advantage or tool the subject has at hand.
6+	**Outcome:** The psyker may offer a single sentence of advice to the subject about the clearest path to his answer.

Blessed by the Emperor

Value: 300 xp
Prerequisites: Divining the Future
Focus Power Test: Psyniscience
Range: 5m x Psy Rating
At this level of skill, the psyker has learned how to explore multiple outcomes to different choices and actions, and to be able to sort through them to choose the safest course. The psyker must succeed at a Focus Power Test. If successful, the psyker gains a +20 bonus to all Weapon Skill and Ballistic Skill Tests, and Ballistic Skill Tests against him are at a –30 penalty. Additionally, he can shout warnings to his comrades within 5m x Psy Rating and warn them of incoming attacks. Allies beyond this range are outside of the scope of his power to foresee. All Ballistic Skill Tests against those so warned suffer a –10 penalty. This technique may not be used at the Fettered Psychic Strength.

Divining the Future

Value: 200 xp
Prerequisites: Augury
Focus Power Test: Psyniscience
Range: Personal
Divining the Future represents the psyker's growing affinity for the Emperor's Tarot, and his ability to access answers about the future with greater speed and precision. Just like Augury, a specific question must be asked, though it can be as detailed as "When will *Da Wurldbreaka* return to this planet?" or as broad as "How can I turn a greater profit?" However the time involved is considerably less—only one minute is required for a use of this technique. The psyker makes a Psyniscience Test. Every two degrees of success reveals more information. However, any rolls on the Psychic Phenomena chart that are provoked from this technique also add +10.

Foreshadow

Value: 100 xp
Prerequisites: None
Focus Power Test: Willpower
Range: Personal
Peering in to the future for a brief instant, the psyker is able to see possible outcomes and potential dangers. Until the end of the next turn, the psyker gains a +30 bonus to one skill roll. This power must be used at the Unfettered Psychic Strength.

In Harm's Way

Value: 200 xp
Prerequisites: None
Focus Power Test: Willpower
Range: Personal
By taking a deep look into the near future, the psyker can anticipate the actions of his enemies. Until the end of the next turn, the psyker gains a +20 bonus to all Weapon Skill and Ballistic Skill Tests. Moreover, all Ballistic Skill tests made against him are at a –20 penalty. This power must be used at the Unfettered Psychic Strength.

Psycholocation

Value: 100 xp
Prerequisites: None
Focus Power Test: Psyniscience
Range: 1km x Psy Rating
By succeeding at a Psyniscience Test, the psyker can locate and track down a single object or person in his immediate vicinity. The psyker can find anything, but there must be some degree of familiarity. Touching a lock and trying to find the key to that lock is fine, but just thinking "I want a key"

Table 6-12: Divining The Future

Degree of Success	Result
0	**Opposition:** The psyker can determine the greatest opposition that the subject will face.
2	**Fears:** The psyker also can determine other negative forces that may be in play—the number of these is equal to the Psy Rating used in this power.
4	**Hopes:** The psyker can now determine the greatest advantage or tool the subject has at hand.
6+	**Outcome:** The psyker may offer two sentences of advice to the subject about the clearest path to their answer. This grants the subject a +10 bonus on a number of Tests equal to the psyker's Psy Rating for the next month or until the question is resolved, whichever occurs first.

Table 6-13: Psycholocation

Degrees of Success	Result
0	The psyker knows the rough direction of the subject.
2	The psyker knows the specific direction of the subject, and roughly how far away it is.
4	The psyker knows the specific direction of the subject, and exactly how far away it is.

without a corresponding lock will not work. In the same vein, the psyker must have seen the person he wants to find—either directly or through some image, painting, etc.—or have the target's true name.

Once the psyker has chosen a target, he makes a Psyniscience Test modified by the following factors:

- Intimately familiar with target (Knows subject well, or has an item that has been with the subject for a long time): +10
- Has a portion of the subject (Fragment from the item, lock of hair from a person): +5
- Subject is surrounded by others of its kind (a coin in a coin purse, a person in a crowd, etc.): –10
- Subject is within 50m x Psy Rating: +5
- Subject is over 2 km away: –20

If the psyker passes the Psyniscience Test, and the subject is within range, the psyker receives a rough idea of where the subject is located, based on how many degrees of success he has scored.

Psychometry

Value: 200 xp
Prerequisites: Augury
Focus Power Test: Psyniscience
Range: 1m x Psy Rating radius

Learning to read the Tarot is in part the act of learning to divine the Emperor's word from psychic impressions. Refining this skill allows the psyker to learn more about others from the crude psychic traces they leave behind on objects and places in the world around them. In its simplest form, the psyker can gain rough impressions from an object or a general area by maintaining physical contact and making a Psyniscience Test. More information beyond the strongest emotions requires time, and the longer the psyker stays in a given area, the more information he can ascertain. These numbers are modified by the raw strength of the psyker, and he may subtract a number of rounds equal to his Psy Rating from each result level. Example: A psyker with Psy Rating 5 will get the first result in 5 rounds, the second result in 10, etc.

Table 6-14: Psychometry

Rounds	Result
10	The psyker can detect the strongest emotion associated with the area or object.
20	The psyker can see the general features of the person who experienced the emotion
30	The psyker gets a clear image of the person who experienced the emotion
40	The psyker is able to identify the person's occupation (e.g. Career and Rank)
50	The psyker can now determine the name of the person
+10	The psyker discovers an additional fact about the person as determined by the GM.

Walking the Path

Value: 200 xp
Prerequisites: Divining the Future
Focus Power Test: Psyniscience
Range: Personal (1m x Psy Rating)

At this level of skill, the psyker has learned how to explore multiple outcomes to different choices and actions, and to be able to sort through them in less than a heartbeat. The psyker must succeed at a Focus Power Test. If successful, the psyker gains a +10 bonus to all Weapon Skill and Ballistic Skill Tests, and Ballistic Skill Tests against him are at a –20 penalty—these benefits apply for one round, unless the psyker sustains this technique. Additionally, he can see glimpses of the dangers in his immediate vicinity and shout warnings to his comrades within 1m x Psy Rating to warn them of incoming attacks. Allies beyond this range are outside of the scope of his power to foresee. All Ballistic Attacks against those so warned suffer a –5 penalty. This technique may not be used at the Fettered Psychic Strength.

The Telekinesis Discipline

Activation Time: Half Action.
Maintainable: Yes.
Range: up to 5m x Psy Rating
Focus Power Test: Willpower/Opposed Willpower
Power Scale: The majority of the power scale in Telekinesis is reflected in the actual power or psychic techniques. However at lower levels (below Psy Rating 4), a psyker's telekinesis will seem tentative; the hold on objects/people will be shaky. At higher levels, this will turn into a rock solid mental force.
Technique Trees: Telekinetic Force

Basic Technique: Mind over Matter

Telekinesis is the ability to move physical objects with force of will. The psyker's initial gift in Telekinesis has several applications. The psyker may lift or move any object within his range and line of sight that does not exceed the weight limit of 10 kg x Psy Rating. The object may be moved slowly within the range of the power. Objects move far too slowly to be used as an attack, however. Additionally, this raw lifting ability does not function on living beings, as the smallest movements tend to unbalance the psyker's mental focus. Once an object is released from Telekinesis, it begins to slowly settle back to earth as the last vestiges of the power leave it.

A more forceful approach can be taken with lighter objects, weighing up to 5 kg x Psy Rating. These may be accelerated with greater speed and force, out to a maximum of 5 metres x Psy Rating. To hit a target, the psyker makes a Ballistic Skill Test. Damage is equal to 1d10 Impact Damage plus 1 point per 5 kg of the missile's weight.

Lastly, the psyker can direct a sharp wave of force against a target to shove it away. The psyker must make an Opposed Test, pitting his Willpower against the target's Strength. If the psyker wins, he knocks the target to the ground and pushes it away a number of metres equal to his Psy Rating.

Telekinesis Discipline: Telekinetic Force Techniques

Precision Telekinesis

Value: 100 xp
Prerequisites: None
Focus Power Test: Willpower
Range: 5m x Psy Rating
Unlike the first gross manipulations of Telekinesis, this allows the psyker to fine tune his ability until he can do anything at range that he could do with his bare hands. In any situation where the task in question would require a Characteristic Test, the psyker substitutes Willpower instead. The psyker's Psy Rating substitutes for his Strength Bonus when using this technique.

Force Bolt

Value: 100 xp
Prerequisites: None
Focus Power Test: Willpower
Range: 10m x Psy Rating
The psyker can hurl a bolt of force at an opponent. The psyker makes a Ballistic Skill Test to hit the target, and deals 1d10 Impact Damage with a bonus of +2 Damage per Psy Rating.

Telekinetic Crush

Value: 200 xp
Prerequisites: None
Focus Power Test: Opposed Willpower
Range: 10m x Psy Rating
The psyker can wrap a target in crushing bands of force. Make an Opposed Test, pitting the psyker's Willpower against the target's Toughness. If the psyker wins, he may inflict 1d10 Impact Damage with a bonus of +1 Damage per Psy Rating. The psyker may also Grapple the opponent (see page 240), substituting his Willpower bonus for his Strength bonus.

Telekinetic Weapon

Value: 200 xp
Prerequisites: Force Bolt
Focus Power Test: Willpower
Range: Personal
Shaping the force of the psyker's mind into a blade of destructive force, the Telekinetic Weapon is a powerful manifestation of

Table 6-15: Telekinetic Force Techniques

Name	Focus Time	Sustain	xp Value	Focus Power Test
Precision Telekinesis	Half Action	Yes	100	No/Willpower
Force Bolt	Half Action	No	100	Willpower
Telekinetic Crush	Half Action	No	200	Opposed Willpower
Telekinetic Weapon	Half Action	Yes	200	Willpower
Telekinetic Shield	Half Action	Yes	200	No
Force Shards	Half Action	Yes	400	Willpower
Storm of Force	Full Action	Yes	500	Willpower

the psyker's discipline and control. The Telekinetic Weapon counts as a sword in the hand of the psyker, but there is no penalty for lacking the required Weapon Training Talent.

To strike with the Psychic Weapon, the psyker makes a Weapon Skill Test—the Telekinetic weapon may be parried, but is not destroyed by weapons with the Power Field quality (see page 116). If the weapon hits, it does 1d10 Rending Damage with a bonus of +1 Damage per Psy Rating. Additionally, the weapon has a Penetration value equal to the psyker's Psy Rating.

Telekinetic Shield

Value: 200 xp
Prerequisites: Telekinetic Crush
Focus Power Test: Willpower
Range: Personal
The psyker can create a field of telekinetic energy for self-defence. The form-fitting shield grants the psyker 1 point of AP per Psy Rating—this technique lasts for one round unless the psyker chooses to sustain it. This protection counts as armour on every location that stacks with any other armour the psyker may be wearing. The shield is not opaque and does not block line of sight. The defence provided by this power will also work against attacks with the Warp Weapon quality.

Force Shards

Value: 400 xp
Prerequisites: Precision Telekinesis, Telekinetic Weapon
Focus Power Test: Willpower
Range: 5m x Psy Rating
This technique is an elegant manifestation of the psyker's killing will in the form of multiple hovering blades of destructive force, visible as hazy distortions in the air. When activated, the psyker brings a number of force shards into existence equal to his Willpower Bonus. The force shards hover around the psyker, acting as a potential barrier to incoming attacks. Any opponent attacking the psyker when he has one or more force shards orbiting suffers a –10 to Weapon Skill or Ballistic Skill tests. The force shards can be launched singly or as a group at ranged targets. The psyker makes a Ballistic Skill Test to hit the target, and deals 1d10 Rending Damage with a bonus of +1 Damage per Psy Rating. For every Degree of Success, the psyker hits his target with an additional force shard, up to the total amount of shards generated by this technique. Additionally, the force shards have a Penetration value equal to the Psy Rating used in the technique.

Storm of Force

Value: 500 xp
Prerequisites: Telekinetic Weapon
Focus Power Test: Willpower
Range: 5m x Psy Rating radius
The psyker has developed his powers to the furthest reaches. He can generate a rain of force bolts that can smash his enemies in a savage storm of psychic fury. The psyker can pick out a number of targets equal to his Psy Rating for each round that he maintains this power. The psyker must make a Ballistic Skill Test to hit each of the targets, and deals 2d10 Impact Damage with a bonus of +2 Damage per Psy Rating. No target may be hit more than once a round.

Psychic Powers in Rogue Trader and Dark Heresy

The psychic powers rules presented here offer an alternate interpretation to those found in **Dark Heresy**, but are intended to offer a complementary alternative rather than replace them. So how do the rules here work with **Dark Heresy** material if you wish to import one to the other?

Psychic Techniques and Psychic Powers are considered the same for all purposes, meaning that Resistance (Psychic Powers) also functions against Psychic Techniques, and vice versa.

Psy Rating is Psy Rating. The two crossover exactly.

Anything that increases a power threshold in **Dark Heresy**, decreases Psy Rating in **Rogue Trader**. A rough guideline is that for every 4 pts of increase in threshold, lower the psy rating by 1.

Talents or other abilities that allow a bonus to Power Rolls (such as Discipline Focus) instead add to Focus Power Tests. Each +1 bonus to a Power Roll translates to +5 to the Focus Power Test.

If you wish to use the Psychic Strength listed here (Fettered, Unfettered and Push) simply divide the Psyker's Type into Sanctioned and Renegade brackets and use the rules here accordingly.

Those wishing to convert material over from the **Dark Heresy** line will find that any of the psychic powers found there can be represented by taking a themed psychic discipline and its ancillary powers as appropriate psychic techniques centred on it.

- **Untouchables:** An Untouchable reduces the Psy Rating of any psyker (within 5 metres) by 5. All other rules for Untouchables are unchanged.
- **Sorcerers:** The rules for Sorcery (see **Disciples of the Dark Gods**) remain unchanged except that any use of a sorcery power will use the Sorcerer row on Table 6–1.
- **Daemons & Warp Entities:** Creatures with the Daemonic or Stuff of Nightmares Trait always use their powers at Unfettered level only, and whilst they may generate Psychic Phenomena from the powers they employ at the GM's discretion, they are never adversely affected by them or suffer Perils of the Warp.

VII

NAVIGATORS

THE GREAT HOUSES

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NAVIGATOR POWERS

•

NAVIGATOR MUTATIONS

•

NAVIGATING THE WARP

CHAPTER VII: NAVIGATORS

"Gaze long into the warp and the warp will gaze back into you."

–Ancient Navis Nobilite Proverb

For centuries uncounted, Navigators have led mankind between the stars. Theirs is the unique power to gaze into the warp and guide humanity's vessels across the vastness of the galaxy. This power affords them a special place within the Imperium of Man, and over time, has won them great prestige and wealth. The contemporary Navigator Houses of the Navis Nobilite have a scope of power and influence that is breathtaking to behold, reaching from the farthest world to the vaulted chambers of the High Lords of Terra themselves. It is into this position of power and privilege that a Navigator is born, gifted with unique and strange powers by the blood of their ancestors. Although they may be one among many within their brood, a Navigator knows that they stand head and shoulders above the common citizens of the Emperor's domain. They also know that with training, dedication, and influence, they may rise within the ranks of their House and perhaps even take the mantle of Novator—lord and master of the family.

THE NAVIGATOR GENE

The origins of the Navigators have long been lost to antiquity like so much of the Imperium's history, forgotten and buried beneath the weight of millennia of strife and decay. Some scholars speculate, however, that this unique sub-species of humans was the result of long forbidden genetic tampering. Some say the hand of the Emperor was behind their creation in the early days of the Great Crusade, whilst other supposition claims that it was a spontaneous evolution triggered by mankind's first steps across the void. Whatever the case, the 'Navigator Gene,' as it is now known, has endured across thousands of years and without it, much like the astropath's gift, the Imperium would not exist and certainly could not be maintained. This mutation has not endured through accident, but through careful cultivation. A Navigator is the result of focused selective breeding and rigorous screening by their House at every stage of their development. Even when they attain the rank of full Navigator and leave the protection of their Household to take up the task to which their nature calls them, their family ties remain strong and bind them tight, reminding them where their true duty lies.

Whilst the Navigator serves the single purpose of guiding ships through the warp, and has evolved admirably for this task, they are also capable of far greater control over the strange power they wield and putting it to other uses. These strange and little understood powers seem to result from a Navigator's unique affinity to the warp, another gift of their altered genetic makeup. Little is known about how a Navigator's warp affinity works, or exactly how it is that many Navigators are able to not only look into the warp but also enact their will on it to some extent, making subtle changes to its currents and tides.

THE POWER OF NAVIGATORS IN ROGUE TRADER

In Rogue Trader Navigator characters have access to a range of powers, many only vaguely understood outside the halls of the Great Houses. These powers can allow a Navigator to do many things, ranging from glimpsing into the future to perceiving the very flow of the warp itself. Unlike a Psyker however, a Navigator's command of the warp is more innate and instinctive and so he does not manifest his abilities in the same way. To this end Navigators have a far more limited range of abilities than Psykers but their powers are more reliable and in some cases more potent. Like a Psyker though, a Navigator must choose which abilities he wishes to pursue. It is rare that a Navigator will ever master all of his powers and realise his full potential, though it is more than possible to become a master of a single ability.

Navigator characters also suffer mutation more than any other character—save any that succumb to the lure of the dark gods—and as their power grows they will typically become slowly more and more corrupted in body and mind by both the debilitating nature of the Warp and the ongoing effect of the Navigator gene-coding which is both their curse and their blessing.

THE WARP EYE

Common to all Navigators is the 'warp' or 'third' eye. It almost always manifests as a literal mutation they bear upon their foreheads, although in some cases trepanning and a cybernetic shutter implant made during adolescence will be needed to affect the full release of their power. This eye is what gives a Navigator his power to gaze into the warp and guide ships through its turbulent currents and storms—more than a mere additional sensory appendage, the third eye is the source of all a Navigator's power and their link to the Immaterium. Through this eye they can see directly into the warp, and when their power is honed, pierce material barriers and disguises, even delve into the souls of men. They can also use this eye to read the currents of the warp—its ebb and flow—and through this understanding subtly alter it, causing ripples that can be felt within the Materium of real space itself. In addition to these lesser powers, the gaze of a Navigator's warp eye when fully opened can kill, its baleful light sheering the very souls from those that look upon it, extinguishing them forever in a moment of blazing madness and agony.

The warp eye is also the Navigators' most obvious mutation but often not their only one. It marks them out as a mutant and divergent from the greater masses of humanity, and whilst their position, wealth and bearing serve to protect them from

persecution (at least most of the time), Navigators are still feared and distrusted by many for their gifts, and not without cause. For this reason, Navigators tend to cloister themselves away from other people, seek the protection of bodyguards, and use hoods and cowls to hide their warp eye when in public.

The Great Houses

Few organisations within the Imperium hold as much power as the Great Navigator Houses of the Navis Nobilite. Their position of control over nearly all Imperial shipping places them in a rare place of power, one that sits almost beyond the reach of both the Administratum and even the Inquisition itself. It is a position that the Great Houses have mercilessly exploited down the millennia and used to gather vast wealth and influence to themselves. Though across the long span of years this power has risen and fallen, it has endured longer than almost all other Imperial edifices. The only aspect of the Great Houses that matches their political endurance is their constant struggle with each other. Constantly struggling for position and favour, the Houses use all manner of means to outdo their rivals, sometimes even engaging in open warfare against one another. Only the strict control of the House Novators and the carefully maintained codes of the Navigators keep such conflicts from spiralling out of control.

The Novator is a patriarch or matriarch that rules over a Navigator House, the figurative—and often biological—father or mother of the family. It is the role of the Novator to hold the family together and manage their fortunes, fostering contacts and contracts to the House and jealously guarding those already in its possession. Above the scores of Novators stands the Paternova, head of all the Imperium's Navigator Houses. From his throne on ancient Terra, he guides the destiny of the Houses, ensuring their place of power within the galaxy.

Whilst ostensibly the role of the Paternova, and by extension the Novators, is to manage the power of the Houses and protect their interests from the greed of the Administratum or the ignorance of the Ecclesiarchy and Inquisition, they do in fact have a far more important role to play. This role is in the cultivation and protection of the Navigator gene. Vital to the survival of the Houses is the continuance of the birthing and training of skilled and potent Navigators. However, the competition between the families has also led to each tampering with and altering the evolution of some of its children, in the hopes of creating more powerful and able Navigators with which to defeat their rivals and win greater contracts. Over many centuries, this altering of the Navigator gene has created many lineages, giving rise to some strains of the Navigator gene in which certain powers, abilities, and mutations are more prevalent.

Choosing Your Lineage

In the Imperium, there are thousands Navigator Houses, each with a history that can be traced back hundreds if not thousands of years, but still the number of Navigators is a literal drop in the ocean compared to the numberless masses of humanity. All these houses are not the same however, either in strength or makeup, and over the millennia many have diverged from the first great families that are said to have exhibited the Navigator gene. Some have dwindled and died off over the years, some few turned outlaw, whilst many others have prospered in these divergent ways of life creating branches and offshoots of the Great Houses across the Imperium. Whilst it would be impossible to catalogue and critique each of the Navigator families, many can be grouped into broad categories, representing their unique strain of the gene as well as their area of influence and way of life. The four groups which are prevalent in both the Calixis Sector and the Koronus Expanse are known variously as the Nomadic Houses, the Magisterial Houses, the Shrouded Houses, and the Renegade Houses.

Nomadic Houses

Some of the Great Houses have forsaken ties of sector and system, relinquishing their terrestrial holdings. Instead, over the centuries, these Navigator Houses have taken wholly to the stars to become wanderers and gypsies, their lines preserved on vast fleets of ships constantly on the move. To be part of a Nomadic House is to be born between the stars and spurn the life of a dirt dweller. It is also this long term exposure to both the void and the Immaterium that hones the skills of Navigators from Nomadic Houses, giving them an understanding of space and warp second to none.

Some Nomadic Houses known to travel the Koronus Expanse include Term'L, Xan'Tai and Aleene.

A Navigator character that belongs to a Nomadic House gains the following benefits:

Lore of the Wanderer: The Navigator has an ingrained affinity with passage between distant and uncharted stars and gains the Talented (Navigation (Warp)) Talent.

A Taste for the Warp: Living in constant contact with the veil between real space and the warp, the Navigator can read it like few others. The Navigator can spend a Fate Point to automatically succeed in using a Navigator power; if degrees of success are relevant to the effects of the power, he will succeed by 1d5 degrees of success with 5 counting as 0 degrees of success.

Scorn of Dirt Dwellers: Those that have roamed the void for so long feel uncomfortable in the cultures of dirt dwellers and usually cannot wait to return to space. Whenever the Navigator is on a planetary body and must deal with locals he suffers a –10 to all Fellowship tests and skills based on Fellowship.

Initial Mutation: Navigators from a Nomadic House begin play with a single Navigator Mutation rolled randomly from **Table 7-1: Navigator Mutations**. They may develop additional mutations as normal when they acquire new Navigator Powers or increase their mastery of existing powers.

Magisterial Houses

Greatest in size and power are the Magisterial Houses. The roots of the original Navigator families, these Houses maintain mighty palaces on Terra and their influence reaches to the very edges of the light of the Astronomican. The Magisterial Houses maintain traditions and practices that have served them for millennia. They are masters of the traditional Navigator crafts and have more control over the malign mutations that afflict those with the gene. To be part of a Magisterial House is to know without question the purity of your blood and the ancient power and nobility of your family.

Magisterial Houses with influence in the Koronus Expanse include the grand houses of Benetek and Vor'cle.

A Navigator character that belongs to a Magisterial House gains the following benefits:

Warp Focus: The warp eye is the core of a Navigator's being and his oldest and most potent tool. Once per game session he may force a single opponent to re-roll a successful test when testing to resist the effects of The Lidless Stare Navigator Power.

Pure Genes: The Navigators of a Magisterial House are less likely to mutate due to their pure genes. Whenever they must test for mutation (see page 182) the test is considered Routine (+20) rather than Ordinary (+10).

Exalted Lineage: The blood of the most ancient and powerful navigator houses gifts their scions with a position of prestige amongst the nobility of the Imperium. The Navigator may call upon this lineage in social situations and gains a +10 bonus to any Interaction Skill Test when dealing with members of the Imperial nobility.

Initial Mutation: Navigators from a Magisterial House begin play with a single Navigator Mutation chosen from the following options: Strangely Jointed Limbs, Elongated Form, Pale and Hairless Flesh, Eyes as Dark as the Void. They may develop additional mutations as normal when they acquire new Navigator Powers or increase their mastery of existing powers.

Shrouded Houses

Shrouded houses have suffered great losses or shame within the more established dominions of the Imperium. They have opted to move their powerbase completely to the edge of known space, where they cling to the barest strands of their former status and power. Though they may be rich in skill, knowledge or lore, something in the past of Shrouded Houses has blighted them and reduced them to a state so far from their once exalted position that they are sometimes cruelly called 'beggar houses' by their more successful counterparts. To be part of a Shrouded House is to be part of a fallen line that is slowly rising again to stand defiant against those that once cast them down—or at least, so you are told by your elders. Their loss in standing has often forced such houses to flee to the margins of the Imperium and to develop a cunning and opportunistic mindset alongside a skill that is often lacked by more comfortably indolent houses.

Some of the more powerful and influential include the Modar, Yeshar, and the Rey'a'Nor triumvirate as well as the notorious Cedd house.

A Navigator character that belongs to a Shrouded House gains the following benefits:

Destitute: The navigator's fortunes are so low that he has little or nothing and is initially a drain on the resources of his fellows. The presence of a navigator from a Shrouded Lineage reduces the group's starting Profit Factor by –1.

A Gaze to Pierce the Soul: The Navigator has a keen understanding of a person's relationship to the warp born of enforced self-reliance and bitter musings. The Navigator begins play with Gaze into the Abyss as a bonus power. In addition, he may raise this ability above Master to Paragon (the xp cost is the same as to raise to Master) giving him a +30 bonus on all tests with this power.

Mercantile Opportunists: Raised in a volatile atmosphere where the need for profit and advancement outweighed all other concerns, these Navigators have had to learn the hard way the skills of hard bargaining and contract hunting—needs most of their kind are normally sheltered from. The Navigator gains a +10 bonus to tests with the Barter, Charm and Carouse Skills.

Initial Mutation: Navigators from a Shrouded House begin play with a single Navigator Mutation rolled randomly from **Table 7-1: Navigator Mutations**. They may develop additional mutations as normal when they acquire new Navigator Powers or increase their mastery of existing powers.

Renegade Houses

Some of the Great Houses have completely forsaken the traditions and ancient practices of the Navigator families in their quest for power, or may have been turned on by the rest of the Navis Nobilite, harrowed, and driven into exile. Dabbling heavily in the genes of their children in order to improve their lot, their tampering often leads to hideous mutations and unconscionable monsters in their lineage, which in turn leads to rejection by the Paternova and a hunt to extinction by the Inquisition. In some cases, however, it has birthed new strains of the gene and given rise to families with unique abilities and potent powers. To be a part of a Renegade House is to have cast aside the sacred Navigator traditions as small minded and restrictive and instead embraced the glory and limitless potential of your ancestry—or so the houses believe, to comfort themselves.

It is whispered that the Koronus Expanse is home to several Renegade Houses like the secretive Gazmati and the infamous Nostromo.

A Navigator character that belongs to a Renegade House gains the following benefits:

The Fruits of Corrupted Blood: In tampering with the fundamental nature of their bloodlines the Renegade Houses have created both monsters and marvels. The Navigator begins play with an additional Navigator Power. Additionally, the Navigator may also choose three Navigator Powers;

these may include powers he does not yet have, but plans to later acquire. He gains a +10 bonus to all tests with these powers (in addition to bonuses for being an Adept or Master). In addition, all tests by others to resist these powers suffer a –10 penalty.

Unchecked Mutation: The Navigator is more prone to mutation and mental instability that any others of his kind, representing the tampering of his family line and a life overshadowed by doom. When taking tests for mutation for gaining a new power or increasing an existing one (see page 182), his tests are Challenging (+0) rather than Ordinary (+10) and he begins play with 1d5 Insanity points.

Renegades: The price of dabbling in the unknown is high, and it has cost the Renegade Houses in both security and status. Navigators from Renegade Houses begin play with 1d5 Corruption points and the watchful eye of the Inquisition ever waiting to uncover wrongdoing. Also, all tests that involve interacting with the official bodies of the Imperium are at a –10 penalty.

Initial Mutation: Navigators from a Renegade House begin play with two Navigator Mutations rolled randomly from **Table 7-1: Navigator Mutations**. They may develop additional mutations as normal when they acquire new Navigator Powers or increase their mastery of existing powers.

Gaining Navigator Powers

In Rogue Trader, Navigator characters have access to special Navigator powers representing the unique gifts of their lineage. These powers are gained and deepened by spending experience. Each Navigator power is divided into three levels: Novice, Adept and Master. These three levels reflect a Navigator's mastery over his powers and his understanding of the true nature of the warp. When a Navigator gains a new power for the first time ,it will start at the Novice level. Thereafter, at each Rank, they may spend Experience Points to gain either a new power or raise an existing power to the next level (i.e., Novice to Adept or Adept to Master).

See page 60 in **Chapter II: Career Paths** for full details on Navigator advancement.

INITIAL POWERS

A Navigator character begins play with The Lidless Stare power and may choose one more power, or instead of choosing a second power, he may increase his mastery of one of his powers by one stage. At higher ranks a Navigator may spend experience to gain access to additional powers.

The Eye is Open: A Navigator is a living window into the warp, a fact mercifully mitigated for his own soul's and sanity's sake by the effects of the Navigator Gene that allows him to perceive the warp's mind-blasting truth in a unique way that allows his human mind to deal with it. As a result he does not suffer Corruption Points from Warp Shock (see page 299), although he can acquire Corruption Points normally by other means.

USING NAVIGATOR POWERS

Unlike psychic powers, Navigators do not need to summon the energies of the warp or use arcane psychic foci to activate their powers. Rather, their powers are a result of their innate connection to the warp and the legacy of their genes. Because of these factors, a Navigator character does not make a focus test to try and gather warp energy as a Psyker would or have a Psy Rating. Instead, whenever he chooses to use one of his powers, he must pass a characteristic test for it to be successful.

Each power's description indicates which characteristic must be tested, plus any modifiers and additional effects for degrees of success the Navigator gains. The most common characteristics used by a Navigator in this way are Willpower and Perception.

In addition to any modifiers detailed in the power's description, a Navigator gains a bonus to the test based on

his level of mastery with the power:

- +0 Novice
- +10 Adept
- +20 Master

Unless otherwise noted, using a Navigator Power is a Standard Action.

Note that Navigators never need to roll for Psychic Phenomena or Perils of the Warp, and cannot risk triggering these effects with the use of their powers. Likewise, any items, creatures, or psychic effects that would either cause or increase the chance of a Psyker triggering Perils of the Warp will not affect them when they use their abilities.

Navigator Powers

This section presents an assortment of some of the most common Navigator Powers found in the Imperium. These are certainly not all of the powers that might be found; the Imperium is a vast and strange place.

A Cloud in the Warp

By understanding and perceiving the currents of the warp, the Navigator can hide his presence from those that would use the Immaterium to detect him. Whilst it does not in any way mask his presence in the real universe, it can ably hide him from detection by Psykers and confuse creatures whose essence and existence are linked to the warp, such as Daemons and other warp entities. As the Navigator grows in power, he will become harder to detect, as well as being able to mask others if they stand nearby.

Novice: By making a Willpower test, the Navigator becomes shrouded in an immaterial cloak, forcing those that use any kind of psychic sight, detection or divination to make a **Challenging (+0) Perception Test** to see him with such powers. This power also has the same effect on the perception of all Daemons and warp entities. This power will last as long as the Navigator maintains it, however whilst he does so, he cannot use any other powers (though he may take other actions normally).

Adept: As above, except the test to detect the Navigator becomes Difficult (–10).

Master: As above, except the power gains a radius equal to the Navigator's Willpower Bonus in metres centred on his person. Any creature within the radius may be shrouded at the choice of the Navigator.

Foreshadowing

By using his warp eye to filter small secrets from the near future, the Navigator can choose to make slight adjustments to his actions to avoid harm and manipulate the course of events. Only if the Navigator tries to dig too deep into the near future for secrets does this power become unpredictable and he may become victim of the warp's lies.

Novice: With a successful Perception Test, the Navigator draws three secrets from the future. He may then "spend" a secret on his following turn to gain a +10% bonus on any Test. Using one secret in this way carries no danger. However, he may choose to spend either of his other two secrets to add an additional +10 bonus to the roll for each secret spent (for a total bonus of +20 for 2 secrets used, and +30 for three secrets used). For each additional secret used beyond the first, the Navigator must roll a d10; if this roll comes up 7, 8, 9, or 10, then the secret causes the Navigator to suffer a –10% penalty instead of granting a bonus. Secrets not used in the following round are lost as time marches on. Using this power more than once in the same hour is dangerous, as no one should know too much about his own future. For every use after the first in a single hour, the Navigator suffers 1d5 Insanity Points.

Adept: As above, except secrets will only deduct rather than add on a roll of 9 or 10.

Master: As above, except secrets can be used up to five rounds after the power is used.

Are Navigators Psykers?

Navigators are not marked as psykers in the traditional sense within the Imperium, though they do have a connection with the warp and use its power to fuel their abilities. For all game purposes, however, a Navigator character is considered a psyker. This means that weapons, powers, and creatures that have special effects on a character that is a psyker will have similar effects on a Navigator character.

Gaze into the Abyss

This power allows a Navigator to see a creature's or object's reflection in the warp and learn things hidden from the real universe. This power is most useful in unmasking both psykers and daemons, but has other applications, such as reading residual psychic taint on objects and tracking powerful psychic entities.

Novice: With a successful Perception Test, the Navigator can determine if a creature or object holds the taint of the warp. This will tell the Navigator if the person or object has a Psy Rating or is tainted (roughly speaking if they have more than 20 Corruption Points, warp mutations, are possessed, etc.). Psykers who have made dark pacts with the warp and daemons are more resistant to this power, however. These creatures may make a Willpower Test opposed by the Navigator's Perception, which if successful will hide their true natures. This power can also be used to track powerful psychic or warp creatures using the rules for Tracking on page 88.

Adept: As above, with the additional effect that the Navigator can detect major disturbances in the warp, such as warp portals and ships entering and exiting the Immaterium within a radius of 100 kilometres times his Perception Bonus. In Starship Combat (see page 212), this power functions within

a number of VUs equal to the Navigator's Perception Bonus.
Master: As above but the Navigator can also use the power to detect the use of psychic powers within a radius of 10 metres per point of his Perception Bonus.

Held in my Gaze

The unflinching eye of a Navigator locks a creature in place with a gaze that pierces flesh and bone to see the immaterial essence of all things. Most commonly employed against psykers, this ability can be used to render them effectively powerless and prevent them from calling upon their abilities. It is also undeniably effective against creatures with a strong connection to the warp, such as daemons, for which it can have spectacular and devastating consequences.
Novice: The Navigator chooses a target which he has line of sight to and is no further away than 5 metres per point of his Perception Bonus. He then makes an Opposed Willpower test with the target. If he is successful, then the target is locked and will remain so as long as the Navigator does not use any other powers. A locked target must beat the Navigator in an Opposed Willpower test each time it wishes to use a psychic power or invoke the Daemonic Presence Trait. If the target moves out of range or line of sight, the power ends. Daemons affected by this power suffer 1 point of additional Damage for Warp Instability.
Adept: As above, however the range increases to the 20 metres per point of the Navigator's Perception Bonus and daemons affected by this power suffer 2d10 points of damage instead of 1 point when suffering Warp Instability.
Master: As above, with the addition that the Navigator no longer needs to have line of sight to the target and daemons suffering any damage from Warp Instability are immediately destroyed and cast back into the warp.

The Course Untravelled

Time is not an arrow that flies straight and true, but rather ,a tangled web of moments and possibilities. The Course Un-travelled power allows a Navigator to negotiate this web, stepping fractionally from one moment to another, and in the process, altering his position in the physical world. The use of such power is extremely dangerous, however, as the Navigator is not actually physically travelling in place as such, but rather choosing an alternate future in which wish to inhabit. He risks both injury and madness in trying to step outside the flow of time in this way.
Novice: If the Navigator succeeds at a **Difficult (–10) Willpower Test,** he may move to any point within a distance equal to his Perception Characteristic in metres, so long as he could have walked, climbed, or swam there normally without impediment. If he fails this test, he is Stunned for 1 round and fails to change position. If he fails this test by three degrees or more, he is Stunned for 1d10 rounds and gains an Insanity Point. Whether or not this power is successful, the Navigator suffers a level of Fatigue at the end of the Round thanks to the strain on his body.
Adept: As above, except the test is only Challenging (+0) and the range is increased to double the Navigator's Perception Characteristic in metres.
Master: As above, except he may now perform this power as a Free Action or as a Reaction.

The Lidless Stare

If a Navigator opens his warp eye fully, anyone gazing into its depths will witness the power and mind breaking unreality of the warp. In an instant, they witness the chaos boiling beneath the skin of existence and for many, it is the last thing they ever see.
Novice: The Navigator makes an Opposed Willpower Test with anyone looking into his Warp Eye. Make a single test for the Navigator and compare it to the results of each of his opponents. If the Navigator achieves more degrees of success, the opponent suffers 1d10+ the Navigator's Willpower bonus in Energy damage. This damage is not reduced by armour or Toughness Bonus. Anyone taking damage from this power is also Stunned for 1 round as they are ripped with agony. Using this power is taxing and inflicts a level of Fatigue on the Navigator. If the Navigator fails this Test by one degree of failure or more, he suffers two levels of Fatigue.
Adept: As above, however, the damage is increased to 2d10+ (the Navigator's WP bonus) and the time the victims are Stunned increases to 1d5 rounds. Victims also suffer 1d5 Insanity Points.
Master: As above, with the additional effect that any creature possessing an Intelligence of 20+ suffering damage from this power must make an immediate **Difficult (–10) Toughness Test** or be slain. If they pass, they suffer 1d10 Insanity points rather than 1d5.

Avoiding a Navigator's Gaze

The Lidless Stare will affect anyone, friend or foe, that looks into the Navigator's third eye when this power is activated. This has an effective range of 15m (reduced to 5m in fog or mist) and has no effect on unliving targets, Untouchables, and daemons or other entities from the Warp. Those forewarned can look away, though even then being within line of sight of a Navigator is dangerous. The power of his eye is persuasive, and looking away only grants them +30 on their rolls to resist its power. Those who are unaware of the Navigator's presence gain this bonus as well.

Tides of Time and Space

By examining the flow of the warp around him, the Navigator can anticipate near future actions and thus move outside the normal flow of events by choosing strands of reality and slipping between them. Whilst this power can be of great benefit to the Navigator, it is also very dangerous, and should he lose control, the results can be disastrous.
Novice: Each round the Navigator wishes to use this power he must make a Perception test to read the strands of time. On a success, he doubles his Agility Bonus for the purposes of determining initiative and may take an additional Half Action that turn. The additional Action may not have the Concentration subtype. On a failure, he halves his Agility

Bonus for initiative and may only take a Half Action that turn as he loses his grip on reality, becoming confounded and disorientated. Should he fail by three degrees or more, he winks out of existence for 1d5 rounds, reappearing where he was at the end of this duration. Should something else occupy that space when the Navigator returns, he shifts his position as much as necessary to a point of the player's choice should something else occupy that space. Whether or not this power is successful, however, the Navigator suffers a level of Fatigue at the end of the Round each time it is used. This power does not give the Navigator an additional Reaction.

Adept: As above, except he triples his Agility Bonus for the purposes of determining Initiative.

Master: As above, however, he quadruples his Agility Bonus for Initiative. In addition, he may take two extra Half Actions or a Full Action in addition to his other actions this round (rather than a single Half Action as results from the Novice manifestation of this power).

Tracks in the Stars

When a ship travels though either real space or the warp it leaves a faint trail, the lingering shadow of its warp drive. Using his third eye, the Navigator can follow this trail across the stars.

Novice: Using Perception, the Navigator can track the warp trail of a ship through real space in the same way as if he was using the Tracking skill (see page 88). To track a warp trail, it can be no older than the Navigator's Perception Bonus in weeks, although the size and power of the vessel involved may mitigate this.

Adept: As above, however, the warp trail may be up to a number of months old equal to the Navigator's Perception Bonus. He may also track ships in the warp in the same manner.

Master: As above, except he can follow a warp trail equal to the Navigator's Perception bonus in years old, although this information may be erratic and fragmentary.

Void Watcher

Using this power and gazing into the void whilst aboard ship, the Navigator can learn things about space in the immediate vicinity of his vessel. This can reveal hidden dangers such as mines, void creatures, and concealed ships, as well as more mundane perils like asteroids and debris. With skill and practice, a Navigator's void sense can become amazingly precise and reach out across millions of kilometres of space.

Novice: The Navigator can make a Perception test (modified by range and size of potential objects as the GM thinks appropriate) to detect objects in space up to a distance equal to the Navigator's Perception Bonus in Void Units (see page 212 in **Chapter VIII: Starships**). If the power is not being used during space combat, the distance equals 1,000 kilometres times the Navigator's Perception Bonus. Information gained about such objects is only what the Navigator could discover through normal observation.

Adept: As above, however, range is increased to a distance equal to double the Navigator's Perception Bonus in Void Units (see page 212 in **Chapter VIII: Starships**), or 10,000 km times the Navigator's Perception Bonus if the power is not being used during space combat. He may make a **Difficult (–10) Willpower Test** to gain some information about the nature of the object (i.e., what minerals are in an asteroid, what kind of crew a starship has).

Master: As above, except range becomes equal to five times the Navigator's Perception Bonus in Void Units (see page 212 in **Chapter VIII: Starships**, or 100,000 km times the Navigator's Perception Bonus if the power is not being used during space combat. The test to gain additional information becomes Ordinary (+10).

Navigator Mutations

'They hide a darkness in their souls far more repulsive than any warping of flesh or disfigurement of limb. Would that they weren't quite so useful then we could burn the lot of them.'

–Inquisitor Saffena Sengir, Ordo Hereticus

As sure as a star will dwindle and die, a Navigator will be warped by his heritage over time "The sins of blood" as the old Imperial proverb goes, "will out." As stable a mutation as the Navigator gene is, it still gives rise to countless other deformities of body and soul within its host. This, combined with long term exposure to the warp, almost always ensures that Navigators will be afflicted with some kind of physical aberration. Simply being born into a Navigator family means that an individual will be mutated in some way.

Gaining Navigator Mutations

When a Navigator character is created, he will start play with a number of mutations determined by his lineage (see "Choosing Your Lineage" on page 176 of this chapter). He does not get to test to avoid these mutations, reflecting the fact that these have been with him since birth. Thereafter whenever the character gains a new Navigator power, or increases his level of mastery over a power he already has, he must test for mutation as his body begins to change as his mysterious power waxes.

Testing for Resisting Mutation

A Navigator's resistance or susceptibility to mutation is almost purely down to the psychical purity of his gene-stock. When a Navigator learns a new power or increases mastery of a power, he must make an **Ordinary (+10) Toughness Test**. If he fails this test, then a flaw in his genes has revealed itself, and he must generate a mutation on **Table 7-1: Navigator Mutations.**

Example

Having gained a new power, Astrianna is required to make a test for mutation against her Toughness characteristic of 35. This is an Ordinary (+10) Test so she needs to roll 45 or less. A result of 26 means she has avoided gaining a mutation.

Table 7-1: Navigator Mutations

Roll 1d100†	Mutation
01-15	**Strangely Jointed Limbs:** Your limbs have extra joints that articulate differently to a normal human. You gain the Contortionist Skill as a trained Basic Skill. If you already possess the Contortionist Skill, you gain the Talented (Contortionist) Talent instead.
16-30	**Elongated Form:** You are extremely tall and painfully thin, and loose 1d5 Toughness permanently. Re-roll this mutation if you already have the Bloated Form mutation.
31-45	**Pale and Hairless Flesh:** Your skin is pale, marbled with veins and completely without hair.
46-55	**Eyes as Dark as the Void:** Your eyes are completely black and without iris; you gain the Dark Sight Trait.
56-60	**Withered Form:** Your body is withered, your flesh hanging loosely from your bones. You reduce your Strength Characteristic by 10 permanently and halve your movement rates. Re-roll this mutation if you already have the Bloated Form mutation.
61-65	**Bloated Form:** Your body is grossly bloated and your limbs thick with flesh. You gain 5 wounds and the Sturdy trait but may no longer run. Re-roll this mutation if you already have the Elongated Form or Withered Form mutations.
66-70	**Membranous Growths:** You have membranes of skin between your limbs and digits and your skin sags in folds from your flesh; you suffer –5 Fellowship permanently.
71-75	**Inhuman Visage:** Your face is devoid of human features, your nose is nothing but a pair of slits, your ears are small holes, your eyes are unblinking. You gain the Fear (1) Trait.
76-80	**Fingers like Talons:** The bones of your fingers have grown and hardened into talons. You gain the Natural Weapons Trait.
81-85	**Teeth as Sharp as Needles:** Your mouth is filled with hundreds of fine, pointed teeth. You gain the Natural Weapons Trait and suffer –1d5 Fellowship.
86-90	**Disturbing Grace:** You move with a fluid, sinuous grace that is somewhat unpleasant and unnatural in its quality. You gain the Unnatural Agility (x2) Trait.
91-95	**Strange Vitality:** You possess a vitality and resilience that is at odds with your physical form; wounds bleed translucent fluid and close quickly, bones knit together after being horrifically broken. You gain the Regeneration Trait.
96-00	**Unnatural Presence:** In your presence living things feel strange unpleasant sensations, a cloying touch to their skin, a keening whine in their ears and a metallic tang in their mouth. All your tests that involve positive social interaction are at –10, whilst all those that involve intimidation or inducing fear are at +10.

†*Should a Navigator gain the same mutation twice, re-roll the result.*

Navigating the Warp

"Into the jaws of hell lads, that's where we're going. The warp will as soon as burn your soul from your bones as look at you. Be thankful we have a Navigator to guide us, but you had better damn well hope he knows his trade!"

–Deck Master Derkan Grym of the Sanguineous Saint

The primary role of all Navigators is guiding ships into, through, and out of the warp. Whilst the rest of the ship's crew and the ship's captain maintain the systems of the ship, keeping the vessel's plasma and warp drives functioning and its Gellar Field strong, the Navigator carefully studies the currents and fluctuations of the warp as well as the distance and strength of the Astronomican. Using this information, he tells the captain to make course corrections and when it is wise to leave or enter the warp.

The actual Translation—as entering and exiting the warp is known—from real space to warp space or vice versa is relatively simple and does not require the skill of a Navigator, though his input can be invaluable lest the vessel find itself immediately assailed by an empyreal storm, warp rift, or worse. Once the vessel is in the warp, however, not having a Navigator would leave a captain with no idea as to the vessel's position relative to real space, the distance they have travelled, or where they will end up when the ship exits the warp except crude guesswork based on existing warp charts.

The Fundamentals of Warp Navigation

Navigating the warp in game terms consists of a number of stages at which the Navigator must test to perceive the nature of the warp and then steer a course through it. These stages are:

- **Stage One:** Determining Duration of Passage
- **Stage Two:** Locating of the Astronomican
- **Stage Three:** Charting the Course
- **Stage Four:** Steering the Vessel
- **Stage Five:** Leaving the Warp

Each of these stages and the tests requires are detailed below.

Stage One: Determining Duration of Passage

The duration of a voyage is measured in subjective time; time as experienced by the Navigator and the crew of the vessel in days and hours of "untroubled passage." This calculation assumes that the vessel is following a favourable warp current and operating under good conditions. If all goes well the voyage will pass in this time.

The base time of a voyage through the warp is determined by the Game Master and then modified by how well the Navigator steers the course of his craft (see **Table 7-2: Example Durations of Passage**).

The figure is selected by the Games Master and kept secret from the Navigator and other players, though a Navigator may attempt to estimate the duration of passage based on what he knows of the course he must steer (see below); he might be right or he may be wildly incorrect based upon actual conditions in the warp when the passage is attempted.

The duration of passage set by the GM is used as the base value for all of the subsequent stages of travel.

The Navigator's Estimate

A Navigator preparing a passage he is familiar with, or for which he has good navigational information, (such as a chart or navigational cipher), will have a good sense of how long it should take to arrive at his destination. In order to determine this, the Navigator can make a Navigation (Warp) Test (although what modifiers for difficulty apply and whether this is passed or failed should be kept secret by the GM).

If he passes, the GM should give him a roughly accurate estimate of how long the voyage should take under the expected conditions.

If he fails, then his estimate will be inaccurate, although just how much it is off by is up to the GM to determine, based on how badly the test was failed.

Going Into the Unknown

It is quite possible that a Navigator must plot a course to a location with which he is not familiar, in which case he may have no real idea of easy it will be to reach or how long it will take. In these circumstances, the GM should not give the Navigator an estimation of how long the journey may take beyond the roughest "educated guess."

The Passage of Time in Real Space

The subjective time experienced by those travelling through the warp is different from that that passes in the physical world. The amount by which time experienced within the warp and real space varies is not fixed, but if it is necessary to calculate how much time has passed in the real world whilst a ship was in the warp, use a ratio of one day of passage in the

The Astronomican

It is only through the blessings of the Emperor and his blazing presence in the Immaterium that warp travel is made possible across the breadth of the Imperium. Known as the Astronomican, a beacon lit by the Emperor's will projected out from the Golden Throne and fuelled by the psychic choir of martyrdom, this guiding star shines across the galaxy through the churning darkness of the warp. It provides both a point of reference and a psychic lifeline to Navigators, allowing them to find their way in the nightmare confusion of the Immaterium.

Table 7-2: Example Durations of Passage

Passage Within the Warp	Example Voyage
1 day	Short passage between two close systems by a well-travelled stable warp route.
5-10 days	A journey between systems in the same sub-sector using accurate navigational information.
30-60 days	A journey across the body of a full Imperial sector (such as Calixis) using accurate information and known warp routes.
100+ Days	A perilous journey across a Segmentum at best speed avoiding only the worst known hazards.
Several Years	An odyssey across the galaxy.

"open warp" to 12 days passing in real space on average. The Game Master should, however, feel free to vary this ratio as he sees fit and on the most stable warp routes this should be less (even in 1 to 1 parity in some places), and in turbulent areas potentially much worse. Factual accounts of ships arriving at their destination centuries late are thankfully extremely rare, but known (and should never "randomly" occur during the game). There have even been accounts of ships that have actually arrived at their destination before they have left!

Stage Two: Location of the Astronomican

When a vessel Translates into the warp, a Navigator must gauge the strength of the Astronomican, to judge just how far and in what direction he is from Terra so that he may then plot a course. To do this, he makes an **Ordinary (+10) Awareness Test**. For every degree of success achieved, add +10 to any Navigation (Warp) skill tests for this voyage, whilst for every degree of failure a –10 modifier is imposed instead. If the test is failed by three or more degrees of failure, the Astronomican cannot be located—the Halo Stars are notorious for difficulties in finding the beacon's signal.

In some rare cases, the Astronomican cannot be found—especially turbulent warp storms and other unnatural phenomena may obscure its signal, or the Navigator's vessel may simply have travelled beyond the Astronomican's reach. If the Navigator cannot locate the beacon of the Astronomican, he must pass a **Hellish (–60) Navigation (Warp) Test** in order to chart a successful course. Without the Astronomican, the Navigator must rely upon his own experience, skill, and ancient charts of real- and warpspace (some especially accurate charts may, at the GM's discretion, grant a bonus to this Test). If he fails the Test, the Navigator may not try again unless at the GM's discretion, or if a transient event (such as a warpstorm) ends.

Table 7-3: Navigation Chart

Degrees of Success/ Failure	Result
3+ Degrees of Success	Destination reached in a quarter of the duration set by the GM in Step 1
2 Degrees of Success	Destination reached in half of the duration set by the GM in Step 1
1 Degree of Success	Destination reached in three quarters of the duration set by the GM in Step 1
Success	Destination reached in the duration set by the GM in Step 1
Failure	Destination reached in twice the duration set by the GM in Step 1
1 Degrees of Failure	Destination reached in three times the duration set by the GM in Step 1
2+ Degrees of Failure	Destination reached in four times the duration set by the GM in Step 1

Stage Three: Charting the Course

Once the Navigator has a point of reference, he must then use his extraordinary perceptions to determine any turbulence, strange phenomena, or storms laying in wait in the Empyrean that will affect the passage of the vessel as it travels. This is another **Ordinary (+10) Perception Test**, whose results are kept secret by the GM. Success means that if there is any significant warp disturbance along the route then the Navigator has likely detected it, failure means that he has not. In either case, should the Navigator fail this roll, he will be ignorant of any dangers that lay ahead. The effects of this test will influence the chance of avoiding serious warp encounters (see page 185) during the voyage.

Stage Four: Steering the Vessel

With the Astronomican located and the local state of the warp gauged, the Navigator now makes his Navigation roll to determine both the accuracy of his voyage and travel time. This is a Navigation (Warp) Skill Test modified by the Navigator's perception of the Astronomican (see Stage

Gellar Field Failures in Game

How to represent a Geller Field failure is left up to the GM's imagination, but it should an utterly horrifying experience for players. They must quickly restore the Geller Field if they hope to survive, and even if they accomplish this, they will still be faced with a ship full of monstrous entities. The GM should feel free to pit them against all manner of daemonic adversaries, in any monstrous and terrible forms he chooses.

Even if the players triumph, damage to their ship's Morale should be severe, and depending on the severity of the failure, there could be severe damage to Crew Population as well (see page 224). If the battles were particularly ferocious, certain ship Components could be damaged, depressurized, or even in flames. For the players, killing the daemons may be just the beginning...

For the GM: Difficulty of Passage

The Game Master should choose a duration of passage based on how difficult the voyage is and how far away the intended destination. Travel through "open warp"where no unusual phenomena or turbulence occur should be a Routine (+20) Navigation test.

If the Navigator is using an established warp route or corridor, or has detailed information such as the secret charts found in a Navis Prima (see page 146), the test should be considered Easy (+30).

Where passages are attempted into the unknown, or where general conditions in the warp are known to adverse (prone to storms, etc.), tests should be Difficult (–10) or worse.

Alternatively, if the route is very well established and the Navigator has previously travelled it many times, the GM may decide that the Navigator need not make a roll at all nor test for Warp Travel Encounters (see Encounters in the Warp on page 186 in this section).

Two) and the general difficulty of the passage. Refer to the Navigation Chart to see the results of this test.

Off Course

If a Navigator fails his Navigation (Warp) test and rolls a 9 on either dice, he is thrown off course, the vessel will appear in the wrong system or part of space (as determined by the GM).

Encounters in the Warp

Warp travel is seldom a routine and dull affair, and the Navigator must maintain constant vigilance lest the vessel become lost or imperilled. This peril increases the longer the vessel spends in the warp and the further it travels. To reflect the perils of warp travel, the Navigator should make a roll on **Table 7-4: Warp Travel Encounters** (see page 185) once for every five full days of travel within the warp. If a journey takes under five days to complete, one roll on the Warp Travel Encounters table is still made. Each of the rolls for warp encounters gains a +20 bonus if the Navigator succeeded in the Perception test whilst Assessing Warp Conditions in Stage Three.

TABLE 7-4: WARP TRAVEL ENCOUNTERS

Roll	Event
01-03	**Reality Erosion:** The very fabric of the vessel is altered in some way. Walls might melt, statues and picture come to life or gravity itself may become twisted.
04-09	**Plague of Madness:** A general madness infects the crew, and without swift action bedlam can ensure. It will target the weakest of will first but can be spread by contact.
10-18	**Incursion:** A daemonic entity slips aboard the vessel and sets out to wreak havoc. Particularly insidious warp creatures can hide on a ship for years masking their actions as bad luck and careless accidents.
19-26	**Lost Time:** Time contracts and expands during the voyage, and though it may take but a few days, the crew will feel as if months or more has passed, fraying their sanity.
27-33	**Ghost Ships:** The ship's sensors detect phantom ships that appear and vanish randomly. Wise captains ignore such things, though if they are real, a vessel lost in the warp can still hold valuable cargo.
34-39	**Shoals and Reefs:** The vessel runs afoul of a warp shoal or reef that threatens to break it open on a jagged fragment of false reality. A good helmsman and skilled Navigator are required to pass unscathed.
40-48	**Visitations:** One or more of the crew find themselves visited by warp shades of lost friends or family. These lost souls might offer helpful advice and comfort or have darker motives.
49-53	**Gellar Field Fluctuations:** Alarmingly, the Gellar Field that keeps back the baleful energies of the warp begins to fluctuate. Hasty prayers to the Machine God or a return to realspace may be required.
54-67	**Warp Storm:** A terrible warp storm strikes the vessel and may cause damage or throw it off course. Only the skills of the ship's Navigator will decide the outcome.
68-75	**Whispers and Dreams:** Everyone on board suffers from strange dreams and even hears hushed whispers when awake. These might hold hidden truths or portents should the GM wish, or merely be mad ramblings form beyond.
76-100	**All's Well:** A safe journey that wise captains will savour.

STAGE FIVE: LEAVING THE WARP

Once the Navigator's destination has been reached, he must make a **Hard (–20) Perception Test** to determine the accuracy of his entrance point in real space, which in general terms the Navigator can perceive from the warp in a shadowy and indistinct fashion. Succeeding at this test means that the vessel exits the warp were the Navigator intended. A failure means that the ship exits off target (dangerously close to a planetary body rather than in the outer reaches of a system for example), with degrees of failure indicating a more extreme deviation.

WARP TRAVEL ENCOUNTERS

The warp is a deeply strange and terrifying place filled with things not meant for the mind of man. As Rogue Traders, the players will spend a great deal of time within the warp travelling from one place to another. The above table can be used in conjunction with the rules for navigating the warp, or simply to spice up sojourns in the immaterium and remind the players that there is no such thing as completely safe travel in the void…

The Peril in the Warp

Of all the dangers a starship may face, warp intrusion is the one that curdles even a seasoned voidsman's blood. For most aboard a starship, the Sea of Souls is a bizarre and terrible place. Nightmares and strange happenings are the lot of berths when a ship dives beneath its surface. There are tales of monsters and leviathans of the deep that hunt the Immaterium's currents, told between fearful voidsmen during dogwatch.

The officers and senior bosuns of a ship know more of the truth as do any raised among the void born, but take care to keep it to themselves. They know the Sea of Souls is more than just a haunted region of 'beyond'. They know that the warp watches them, knows them, and worse, hungers for them. Above all, they know that anyone aboard a ship could become a conduit for some warp-spawned horror that could destroy them all.

Against the predations of the Immaterium, a star ship's only defence is its Geller Field. This marvellous relic of the Dark Age of Technology generates a small bubble of reality around a starship the warp's denizens cannot pierce. By this, a starship may sail protected through the perilous warp.

Of course, no technology is infallible, and Geller Fields can fail. If the failure is momentary, the starship will find itself in the gravest danger. The smallest curdle of warp-stuff to sneak aboard can spawn a daemonic beast of terrible strength and ferocity to create nightmarish and ghostly phenomena that can wreck instruments and drive crewmen mad. If a warp entity that breaks through is weak, it may seek out an equally weak-minded soul to possess. If it is stronger, it may manifest unaided as a daemon and wreak havoc or forcibly twist and mutate victims to its nightmarish whims. In either case, the ship's compliment must respond quickly lest they lose all. Low-decks crew seal themselves in compartments behind barricaded bulkhead doors whilst ratings, armsmen, and officers rally at the armoury. Then with shot-cannon, saber, and boarding flamer, teams of armsmen scour the vessel from prow to stern of daemonic taint. If they prove triumphant, the starship may survive to return to real space, if not it is likely to be lost.

If a Geller Field's failure is permanent, however, it is very likely that the starship cannot survive.

VIII

STARSHIPS

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THE DEEP VOID RUN

CHAPTER VIII: STARSHIPS

"I have been across the sector and beyond it, but truly there is no better place to be than at a voidship's helm."

–Chartist-Trader Elizabeth Orleans of the *Starweaver*

To a Rogue Trader, nothing is more important or valuable than his starship. True, his Warrant of Trade provides him with authority, his resources give him power, and his matchless ambition equips him with the drive to accomplish true greatness. However, without a starship, a Rogue Trader is no more powerful than a planetary governor or general in the Imperial Guard.

With it, though, he can travel beyond the bounds of the Imperium, explore the unknown, and exploit it for his profit. At a starship's helm, he can smite his foes with the fury of his macrobatteries and even invade entire planets. With his starship, a Rogue Trader can wield more power than any other single individual, save those in the highest strata of the Imperium.

The void-faring vessels of the Imperium are far more than simple vehicles. With the smallest more than a kilometre in length, a void-ship bears a striking resemblance to an Imperial hive in miniature, with a population to match. There are the low-decks pressmen and servitors responsible for brute labour, the gunnery teams who man the ship's weaponry, and the armsmen who keep order amongst the crew. However, there are also galley-masters, artisans of all types, chirurgeons, and mech-wrights, for a void-ship must be self-sufficient in all respects.

Then there are those whose ties to the vessel are more... complicated. The adepts of the Mechanicus, keep the enginarium as their stronghold, but roam throughout the vessel to tend to its myriad devices. The priests of the Ministorum wander the vessel as well—to keep the souls of the crew free from corruption. Finally there are the Navigators, aloof within their sanctum towers. Though they obey the orders of the ship's captain, he is not their master.

Over all this presides the Lord-Captain, sole master and commander of his vessel. Small wonder that a Rogue Trader sees his ship not as a collection of tech-systems, but a living, breathing community of his sworn servants.

LIFE AMONGST THE STARS

Those who serve aboard a starship see themselves set apart from the rest of the Imperium. Even the lowest press-ganged crew-scum will have the chance to travel to different worlds—a privilege most Imperial citizens do not even know exists—and they make that journey aboard a mighty vessel. When a master gunner fires a single broadside, he is unleashing city-destroying firepower, and the tech-priests of the enginarium control energies of unimaginable potency.

It is little surprise that when a ship's crewman finds himself on the surface of a distant world, he is apt to treat those he encounters with condescension, if not outright contempt. After

all, they will never leave their planet of birth. The crewman, on the other hand, has seen something of the wider universe and has a measure of some of its marvels—and perils.

It is also unsurprising that after many years aboard a ship, a crewman finds it more familiar than the world he left behind.

THE SOUNDS OF SHIPBOARD LIFE

To a seasoned voidman, the rumblings and mutterings of a spacefaring vessel are as natural as birdsong and rain are to a planet-dweller. Starship crew spend years, even decades, aboard their ships without setting foot planetside. Eventually, fresh, cool breezes and the sounds of wildlife seem unnatural.

Any true voidman is intimately familiar with the almost imperceptible vibrations of the ship's main drives, and can tell whether his vessel is at rest, accelerating, or manoeuvring simply by subtle changes in the background noise. Over this is the rattling of the transfer-fans, the crackle-snap of static discharge, and, if the ship is travelling through the warp, a million sibilant whispers beyond the edge of consciousness. A voidman quickly learns which sounds are normal, and to react quickly when he hears something out of the ordinary.

Interposed throughout this background noise is the chatter of vox-summons, ship-wide orders, and signal-tones. Aboard a starship where vital systems must be manned at all times, even simple concepts like "day" and "night" must be artificially regulated. Every ship master has his own preferred method of signalling shift changes. For example, Chartist-Trader Elizabeth Orleans prefers hymns of choral plainsong extolling the God-Emperor, whilst the master-privateer Ignace Zor has cherub servitors beat martial gongs. It is said that after the infamous rogue trader Travor Sebastian lost his sanity, he had his senior warrant officer ride a midget equine through the corridors whilst sounding a bugle to announce the watch change.

However, no matter the ship—or its master—all vessels have an alarm so strident and soul wrenching that no one can ignore it. This is reserved for the three worst possible situations on a ship; imminent combat, depressurisation, and warp intrusion.

ANATOMY OF A STARSHIP

In the 41st Millennium, a spacefaring vessel is rare and precious. Ships take decades, even centuries to build, if the builders have the required skills and knowledge base in the first place. It is rare to find a "new" starship—most are hundreds or thousands of years old, and some date back to the earliest days of the Imperium. Therefore, ships are never mass-produced, and even two ships of the same class are rarely alike. A Lunar-class cruiser produced in the shipyards of Mars will be vastly different from another Lunar hailing from to docks of Port Wrath.

However, regardless of class or configuration, all ships share certain components and design similarities. All starships, for example, require plasma drives to propel them through space, armour and void shields to protect them, and a hull to contain these systems. In Rogue Trader, ships have Components, the various parts that make up the starship. Some of these are vital, such as the life support system and genatoria facilities. Without them the ship will not function. Others, such as weapons batteries or luxury passenger quarters, are useful but not essential.

A ship's components, in turn, affect the ship's Characteristics. These Characteristics are similar to the Characteristics of a Rogue Trader Player Character. They represent the various abilities of a ship.

Characteristics

Speed: Speed measures how fast a ship can move in realspace.

Manoeuvrability: Manoeuvrability measures how quickly a ship can change direction, avoid obstacles, and evade incoming fire.

Detection: Detection measures the power of a vessel's auspexes and augers, and how well they can 'see' their surroundings.

Void Shields: Void Shields create an insubstantial energy barrier around a ship to protect it from enemy attacks.

Armour: Armour protects a ship from incoming weapons fire, as well as collisions from celestial dust, rocks, and other detritus.

Hull Integrity: Hull Integrity is a measure of how reinforced a ship's interior is, and how much damage a ship can take before breaking up. Isolated compartments, reinforced bulkheads, and blast doors increase Hull Integrity, while long, open passageways and substandard materials decrease it.

Power Generation: Power Generation measures the energy the ship generates to run its myriad Components. If a Component is unpowered, it will not function.

Space: Space measures the room in the ship for various **Components.** If there is not enough Space for a Component, it cannot be contained within the ship's hull.

Turret Rating: A starship's turret rating is an abstract representation of how many defensive turrets it has. Turrets are small, short-ranged weapons used for shooting down small attack craft and torpedoes.

Weapon Capacity: These are locations on a starship that have enough room to house the massive main weaponry of starships in the 41st Millennium.

SP: This is how many Ship Points the hull, component, or upgrade costs.

REPRESENTING AND GENERATING CHARACTERISTICS

Like a character's Characteristics, a ship's Characteristics are represented using numbers. However, unlike a character, a ship's Characteristics are not rated on a scale of 1 to 100. This is because, unlike a character, a ship is an inanimate object. The best ship in the Imperium is useless without an equally competent crew to operate it. Therefore, most of a ship's Characteristics are treated as static numbers to be tested against—similar to a character's Wounds or a piece of armour's AP value.

Other Characteristics, notably Manoeuvrability and Detection, are bonuses or penalties that may be added when a character on board the ship makes an appropriate Skill Test. These represent the concept that some ships are more manoeuvrable or have better augers than others, and a skilled operator is able to get more out of them.

A ship's baseline Characteristics are determined by its hull type. Some hulls, such as a transport, are roomier and able to hold more. Other hulls, such as the raider, are designed for speed and manoeuvrability, but are cramped and relatively fragile.

These baseline Characteristics can be modified depending on the Components within the ship's hull. Components can provide benefits and drawbacks. For example, larger plasma drives may make a ship faster and provide more power, but they will also take up space which could have been given over to other Components. On the other hand, reinforced adamantine armour plating can increase the ship's Armour, but its Speed and Manoeuvrability might suffer from the increased mass.

Some of a ship's various Components will be discussed later in the chapter. First, the chapter will cover the basic hull types.

The Thin Skin Against The Void

"Let me tell you something, sir. Those pirate scum may have bested your sprint-trader, but now they face a cruiser of His Holy Navy. They'll not be so lucky again."

–Lord-captain Wilhelm Rosse, Port Wander

A ship's hull determines much about a ship. Primarily, the hull dictates how much space is available for the ship's components, but hulls also place limits on speed, manoeuvrability, ship integrity, and even amour. Although ship hulls are almost always different in size or shape, they can be organised into several general types: transport, raider, frigate, light cruiser, and cruiser.

Transports

Transports are easily the most common starships found in the Imperium. Tasked with the often thankless job of hauling goods from one end of the galaxy to the other, transports are large, slow, and designed to carry as much cargo as possible within their hulls. Nevertheless, these vessels are almost single-handedly responsible for maintaining the integrity of humanity's domain. Hive worlds, for example, would not long survive without regular shipments of food and water from agri-worlds, and for many far-flung colonies, the regular passage of a chartist captain or tramp freighter is their only communication with the larger Imperium.

Transports sacrifice speed, manoeuvrability, and armour in exchange for cargo space, and while they often have some weapons, they are no match for a true combatant. Thus, transports are often prime targets for pirates. A Rogue Trader with a transport will have to rely on his wits to get him out of sticky situations, rather than his guns. However, if he chooses to focus on mercantile pursuits to make his fortune, he will find no better vessel to aid him.

Raiders

Raiders are a broad class of hulls covering everything from privateers to the destroyers used in the Imperial Navy. Typically, a "raider" denotes a vessel designed for speed and combat. This makes them popular with the many pirates and buccaneers who raid the space-lanes, preferring to strike lone vessels swiftly, then flee before they should be noticed by a Navy patrol. The Imperial Navy also makes use of raiders (referred to as destroyers), though they prefer to outfit them with heavy ship-crippling munitions such as torpedoes and send them out to hunt larger vessels. Destroyers' superior speed and manoeuvrability means they can close the range, launch, and escape before the target can fire on them—most of the time.

Raiders are some of the fastest ships in the Calixis Sector and Koronus Expanse. Their speed and manoeuvrability is unmatched by other classes, and their firepower is often as good as other vessels of comparable tonnage. To achieve this, however, raiders sacrifice armour and other defences, along with cargo and stowage space. In essence, they are glass cannons, able to throw out heavy fire, but unable to take it in turn. Instead, they rely on evasive manoeuvring and high speed to stay out of the reach of the guns from heavier craft.

Heavy raiders are a subset of raiders with larger hulls packed with more weapons. They also have more powerful engines, allowing a heavy raider to carry better armour. They may not be as nimble as their smaller cousins, but, given a straight run, most captains find a heavy raider's 'legs' are just as long.

A Rogue Trader must have a talented tactical mind - and a skilled pilot and crew - in order to make the most of a raider. The ships are designed for piracy, devious deeds, and little else. But if that is what a Rogue Trader sets his mind to, he'll find no vessel suits his needs better.

Frigate

In many ways, frigates are the pinnacle of the shipbuilder's art. Lean, fast, and dangerous, frigates can outrun anything they can't fight, and destroy anything they can catch. Frigates fill the ranks of Battlefleet Calixis, where they are prized commands for the youngest and most aggressive naval captains. While a frigate may not seem as prestigious as a cruiser or battleship, their versatility means they are the Navy's ship of choice for all manner of actions. Frigates are tasked for convoy escorts, patrols, anti-piracy operations, and even attacks on rebel ships and stations. They routinely skirmish with the frigates and raiders of seditionists, pirates, and even hostile xenos races. Thus, a frigate captain is 'in the mix' much more often than

What About Battleships?

There are, of course, more hull types than those mentioned—battleships and battlecruisers are two examples of such hull types. However, these vessels are extremely rare and beyond the resources of all but the most affluent Rogue Traders and will not be covered in this book.

his counterparts aboard the Battlefleet's larger vessels.

Frigates are a balance between all aspects of ship design; speed, manoeuvrability, firepower, and defences. A skilled Mechanicus shipwright can even increase their cargo capacity and supply stowage without greatly reducing any other aspects. They are also relatively common ships, often with robust, simple designs. Therefore they are easily modified and maintained. There are countless stories in the Calixis Sector of crippled frigates lost in space, only to limp into port months later after their crews had affected emergency repairs.

All this means frigates are some of the most desired ships for enterprising Rogue Traders. A frigate provides a Rogue Trader with almost unlimited options. Trade, exploration, conquest, piracy, all are possible with a properly outfitted frigate and a captain of pluck and nerve at the helm.

Light Cruiser

Light cruisers are the eyes and ears of the Battlefleet. Smaller and faster than true cruisers, light cruisers have the massive fuel and supply reserves for deep void patrols. These may last for years, even decades, and thus light cruiser commanders must be independent-minded and self-reliant. Light cruisers are also used as the flagships of small squadrons of frigates and destroyers tasked with escorting convoys or hunting pirates.

A light cruiser's design is usually balanced between combat and endurance. They have the advantage of being only slightly slower and less manoeuvrable than a frigate, while mounting a capital ship's armament. This is accomplished, however, by giving the light cruiser substantially less armour and reinforced interior bulkheads than a proper cruiser. In short, light cruisers are faster and more manoeuvrable than standard cruisers, but much more fragile.

For a wealthy Rogue Trader, a light cruiser may seem attractive. However, there are several hurdles he will have to overcome. Capital warships are substantially rarer in the Calixis Sector than frigates, raiders, or transports, and are usually only found in the Imperial Battlefleet. Even if a rogue trader is able to procure one, the advanced technologies and arcane knowledge required to maintain such vessels is rare, often only found in naval yards and forge worlds. Finally, light cruisers are built as warships, and converting them to other uses can be difficult.

If a Rogue Trader has the resources to overcome these issues, however, he'll find himself at the helm of a ship perfect for exploration or war, with few equals in Imperial space.

Cruiser

A cruiser is a warship through and through. These are the ships of the line of Battlefleet Calixis, the heavy-hitters that fight major naval engagements. These ships are rare—building one takes centuries if not longer, and requires knowledge and technology from mankind's golden age now only known to the most powerful tech-magos. However, each vessel—often five or more kilometres long—carries the firepower to burn planets. They are designed to win wars, and the Imperial Navy guards them zealously.

Cruisers carry large banks of weapons and are heavily armoured. They have huge engines, but due to their size, their speed and manoeuvring is not spectacular. This is good for a cruiser's smaller opponents, since their only chance against these behemoths is to flee. Indeed, cruiser designers expect their craft will most often fight other cruisers, and will mount powerful weapons designed specifically to slay these ships.

For a Rogue Trader, a cruiser is a vessel filled with both promise and peril. All the problems that come with a light cruiser are multiplied ten-fold here. Often these vessels cannot be bought for any amount of money, and may only be procured through some truly worthy deed (or equally villainous scheme). Even if a Rogue Trader manages to get his hands on a cruiser, he will find a universe of enemies scheming to take it from him. A cruiser is an invaluable treasure, after all. However, a Rogue Trader with the resources, cunning, and ruthlessness to get a cruiser and keep it, it is an unrivalled power beholden to no-one but himself.

COMPONENTS

Ships are made up of various Components, all contained within the ship's hull. These Components are what makes a ship a ship—without them, it would only be an empty framework.

There are two types of Components: Essential Components and Supplemental Components. Essential Components are what all ships need in order to operate. These include the bridge, plasma drives, warp drive, life support, and the like. Supplemental Components may be useful, but a ship can still operate without them. They include cargo bays, weapons, and passenger quarters.

Components use two finite resources on a ship, Space and Power. There is a limited amount of room within a ship's hull, and the ship's plasma drives only provide so much energy. A Component needs both in order to be used by the ship's crew. If a Component does not have power, it is unpowered. Unpowered Components are lightless, powerless sections of a ship, where there is no gravity and no air. Those who wish to enter them must use void-suits. Needless to say, they do not provide any of their listed benefits or bonuses to the ship.

If a Component does not have space, it is exposed. Exposed Components are mounted outside the ship's hull. They can still have power and be used—a passenger pod could be suspended on the outside of the ship and still have light, heat, and air. However, the module does not receive any benefits from the ship's armour or structural integrity. During combat, they will absorb the first hit to make it through the ship's

shields, and be destroyed. Any crew unfortunate enough to occupy the Component at the time will be killed.

However, some Components will have the external trait. These Components have been designed to be mounted outside a starship's hull and are placed in protected alcoves or shielded by strange technologies. An external Component does not take up Space, and cannot be destroyed except by a Critical Hit.

Essential Components

"I don't care if the power's out in the passenger's quarters! If I don't get the main drive conduit patched, we're all sucking vacuum!"

–Bosun McCaid, on board the *Vigilant Aquila*

All ships have certain vital Components, without which they could not operate. These Components are included in a ship's basic design. They cannot be removed (lest the vessel turn into an expensive and useless hulk), but may be upgraded—replacing older and less useful Components with more powerful versions. These Essential Components are specifically for starships capable of warp-travel—a system defence monitor or inter-system tug, for example, would not require a warp drive or Geller Field.

A warp-capable starship's Essential Components are the following:

Hull

The framework on which a starship is constructed, a hull, more than anything else, defines a starship. This is also one of the few Components that cannot be upgraded.

Plasma Drives

Gigantic edifices of almost incomprehensible technology, plasma drives take up immense amounts of space within a starship's hull. Without one, a starship is little better than a cold, drifting tomb.

Warp Drives

The vast majority of starships are consigned to toil through space at speeds much slower than light. They have the unenviable choice of remaining trapped within a single star system, or spending centuries travelling to even the closest suns. The warp drive provide a shortcut, allowing a vessel to enter the terrifying realm known as the immaterium. If a ship can survive here, it can reach destinations within weeks or months instead of years—essential for a Rogue Trader.

Void Shields

Void shields create barriers of energy around a starship. The weaker versions on transports exist mainly to deflect celestial debris, while a military vessel's void shield is strong enough to absorb incoming fire.

Geller Field

Though a void shield protects a starship in space, it is of no use against the nightmarish inhabitants of the warp. For that, a warp-capable ship requires a Geller Field. This technology has existed since long before the Age of Strife, and creates a bubble of normalcy in that realm of chaos, and makes sure its creatures stay outside the hull.

Life-Sustainer

Without the pumps, bellows, and filters of the life-sustainer, the air of a starship would soon be toxic fog, and the water, undrinkable sludge. Life-sustainers purify the ship's atmosphere and recycle waste to produce clean water.

Crew Compartments

Even the smallest transports require thousands of crewmembers to operate. Many are menial labourers press-ganged from the depths of hives, others are skilled void-men trained to operate a starship's many systems. Regardless, they all require a place to live, be it a mouldy bunk or well-appointed cabin.

Bridge

Just like every body must have a head, every starship must have a bridge. Here, from his command-pulpit, the captain directs his vessel and the actions of his thousands of crew. Here also are the advanced cogitators that direct the ship's targeting systems, sensors, and other systems.

Sensors

Sight is of little use when dealing with the vast distances of the void. Auspexes, grav-detectors, and auger arrays can spy the reflected light from a tumbling asteroid—or heat from an enemy vessel—thousands or even millions of kilometres away. More advanced sensors can even spot the warp-wake of a vessel traversing the Immaterium.

Supplemental Components

Though they are not needed for a ship to exist, many Supplemental Components are vital for a starship's operations and even survival. There are many different types of Supplemental Components, aiding in everything from combat to cargo transport. Some of the more common types are weapons, passenger compartments, armour, plating, cargo holds, and the distinctive armoured prows of Imperial warships, made up of 30 metres of adamantium or more.

For more Supplemental Components see page 202.

CONSTRUCTING A STARSHIP

When creating a starship, players should proceed along the following steps:

- The first step is to select a hull. A list of hulls is found on the next few pages, divided by class: transport, raider, frigate, light cruiser, and cruiser.
- Once the players have their hull, they roll on the Complications charts, gaining one Past Histories Complication and one Machine Spirit Quirks Complication. Alternatively, the GM can select these Complications instead.
- Once the Complication has been determined, the players build their ship. Based on their hull and the drive they select, they will have a certain amount of Space and Power. Based on their Warrant of Trade, they will have a certain amount of Ship Points (see page 33).
- Next, players must select what type of crew their vessel has. All ships start with a Competent Crew (see **Table 8-9: NPC Crew Ratings** on **page 214**), with a Skill Level of 30. The cost of the crew is included with the cost of the ship's hull. If players wish to, they can gain an additional 5 Ship Points to spend on their vessel by downgrading their Crew to Incompetent (20). Likewise, they can upgrade their crew to a Crack Crew (40) by spending 5 of their existing Ship Points. They may even upgrade their crew to a Veteran Crew (50) by spending 15 Ship Points.
- Next, the players must select one Essential Component from each of the Essential Component categories.
- Next, players may select Supplemental Components. Each Component (Essential or Supplemental) has a Space and Power requirement. The sum total of all the Component's requirements may not exceed the Space provided by the hull, or power generated by the drive.
- Once the starship's Components have been recorded, any benefits and drawbacks should be totalled and, if necessary, combined.

Note that certain Components can increase a ship's Crew Population or Morale level above 100. This is acceptable, and should set the ship's new maximum level of Crew Population and Morale. If damaged, a starship's Crew Population and Morale can be restored back up to these maximums, but not above them.

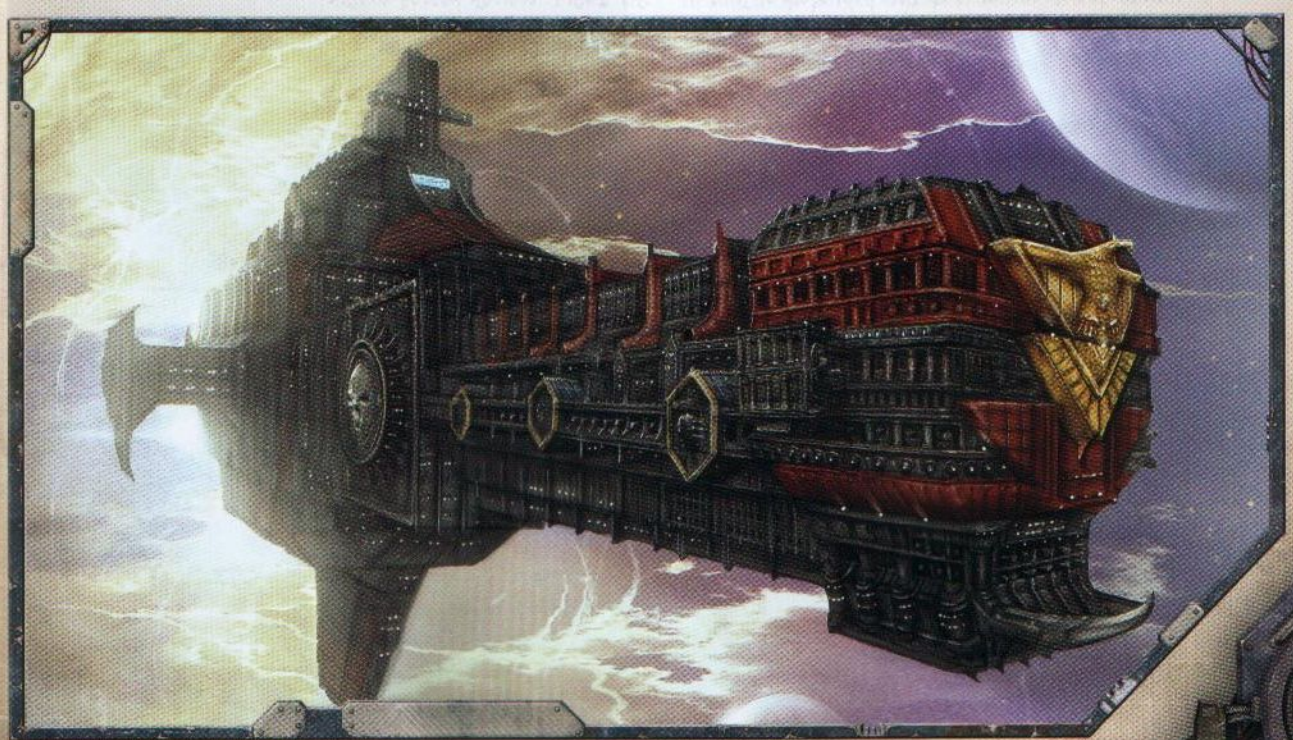
This may seem strange, since both Crew Population and Morale are abstract representations, rather than a concrete measurements of crewmembers or their loyalty. However, just consider these Components to be increasing the loyalty of the crew, or the amount of warm bodies aboard the ship, and subsequently making either value slightly more resilient to losses.

EXAMPLE

A ship has the Haunted Complication, reducing its Morale permanently by 10. However, the players add Extended Supply Vaults, increasing its Morale permanently by 1. In the end, the ship's Morale is permanently decreased by 9.

HULLS

The hull of the vessel defines what type of ship it is, its abilities, and the Components that may be added to it. The hull has all the base Characteristics of the ship (though they may be modified by certain components) :



TRANSPORTS

Transports are unexciting but vital to galactic commerce.

Jericho-class pilgrim vessel

Dimensions: 2.25 km long, 0.3 km abeam approx.
Mass: 9 megatonnes approx.
Crew: 20000 crew, approx.
Accel: 1.6 gravities max acceleration

The gigantic Jericho pilgrim ships are converted refinery vessels. Their huge fuel tanks are rebuilt into hundreds of passenger compartments, and a single ship can hold many thousands of the faithful. Accommodations vary; for those with the Thrones, the trip can be relatively pleasant, but most must make do with bilge-berths and corpse rations in the ship's cavernous cargo bays. A Jericho can also be repurposed to carry cargo.

The ships themselves are large, slow, and unwieldy. Most do sport some weapons to discourage pirates, though most buccaneers might look for richer targets.

Speed: 3 **Manoeuvrability:** –10
Detection: +5 **Hull Integrity:** 50
Armour: 12 **Turret Rating:** 1
Space: 45 **SP:** 20
Weapon Capacity: 1 Prow, 1 Port, 1 Starboard
Cargo Hauler: This vessel was designed for transporting goods, and no amount of retrofitting can fully change this. This hull comes pre-equipped with one Main Cargo Hold Component (see page 203). The hull's Space has already been reduced to account for this, however, when the ship is constructed it must be able to provide 2 Power to this Component.

Vagabond-class merchant trader

Dimensions: 2 km long, 0.4 km abeam approx.
Mass: 8 megatonnes approx.
Crew: 18000 crew, approx.
Accel: 2.1 gravities max acceleration

A common sight throughout the Calixis Sector, Vagabonds are small, multi-purpose merchant vessels able to transport a wide variety of cargos and even passengers. Popular amongst poorer Chartist captains, these ships are unassuming but reliable, and have even been known to mount small broadsides for defence.

Speed: 4 **Manoeuvrability:** –5
Detection: +10 **Hull Integrity:** 40
Armour: 13 **Turret Rating:** 1
Space: 40 **SP:** 20
Weapon Capacity: 1 Dorsal, 1 Prow
Cargo Hauler: This vessel was designed for transporting goods, and no amount of retrofitting can fully change this. This hull comes pre-equipped with one Main Cargo Hold Component (see page 203). The hull's Space has already been reduced to account for this, however, when the ship is constructed it must be able to provide 2 Power to this Component.

RAIDERS

Corsairs and pirates prize these fast but fragile vessels.

Hazeroth-class privateer

Dimensions: 1.5 km long, 0.25 km abeam approx.
Mass: 5 megatonnes approx.
Crew: 22000 crew, approx.
Accel: 5.6 gravities max acceleration

The Hazeroth class comprises a variety of raider vessels of similar size and firepower. Many have been known to operate

from the infamous Hazeroth Abyss (hence the name), and are popular with privateers. Most sacrifice cargo space and armour for improved engines and reinforced interior bulkheads, allowing them to flee anything they cannot fight.

Speed: 10 **Manoeuvrability:** +23
Detection: +12 **Hull Integrity:** 32
Armour: 14 **Turret Rating:** 1
Space: 35 **SP:** 30
Weapon Capacity: Dorsal 1, Prow 1

Havoc-class merchant raider

Dimensions: 1.6 km long, 0.4 km abeam approx.
Mass: 6 megatonnes approx.
Crew: 24000 crew, approx.
Accel: 5 gravities max sustainable acceleration

The Havoc class is a heavy raider whose origins date back to before the reconquest of the Calixis Sector. A typical Havoc has fast engines, sizeable cargo space, and a battery strength to rival many frigates. However, their armour is relatively weak, meaning that these 'glass cannons' have a hard time going toe-to-toe with a comparable naval vessel.

Speed: 9 **Manoeuvrability:** +25
Detection: +10 **Hull Integrity:** 30
Armour: 16 **Turret Rating:** 1
Space: 40 **SP:** 35
Weapon Capacity: Dorsal 1, Prow 1

Frigates

Frigates are fast, small, but powerful craft, used in any number of roles.

Sword-class frigate

Dimensions: 1.6 km long, 0.3 km abeam at fins approx.
Mass: 6 megatonnes approx.
Crew: 26,000 crew, approx.
Accel: 4.5 gravities max sustainable acceleration

The Sword frigates have been a mainstay escort vessel for Battlefleet Calixis ever since its founding. Every system aboard one of these frigates has been tried and tested in innumerable engagements. Its laser-based weapons and turrets are accurate and hard-hitting, its plasma drives are rugged and reliable in extreme conditions. Few task forces do not include at least a pair of Swords to guard the flanks of larger vessels or pursue smaller, faster raiders. More than a few Rogue Traders have noticed the stellar performance of these vessels and obtained one. With a few minor conversions to increase holds, Swords suit their needs quite well.

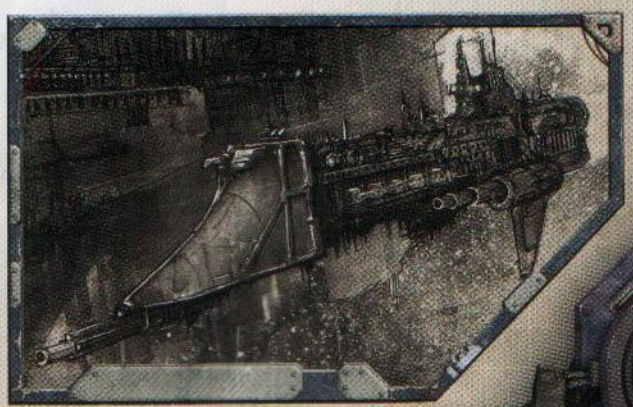
Speed: 8 **Manoeuvrability:** +20
Detection: +15 **Hull Integrity:** 35
Armour: 18 **Turret Rating:** 2
Space: 40 **SP:** 40
Weapon Capacity: Dorsal 2

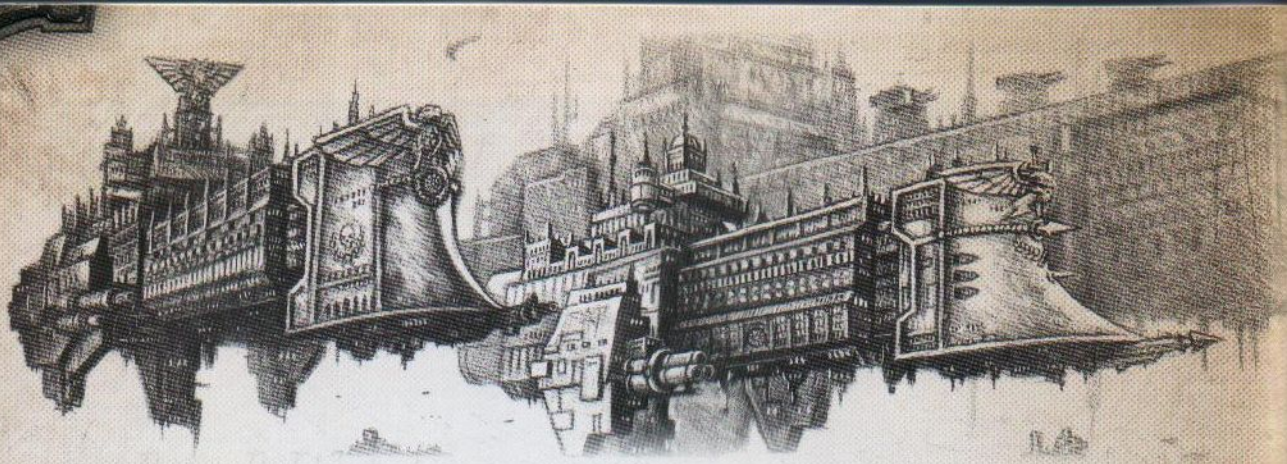
Tempest-class strike frigate

Dimensions: 1.5 km long, 0.4 km abeam at fins approx.
Mass: 6.1 megatonnes approx.
Crew: 30500 crew, approx.
Accel: 4.7 gravities max sustainable acceleration

The Tempest is a specialised frigate produced in the Calixis and surrounding sectors. It trades long ranged firepower for heavy, short-ranged broadsides designed to devastate enemies at 'knife-fight' distances. To get to those distances, Tempests have triple-armoured prows and boosted drives, and often carry assault boats and large complements of ratings for boarding actions. These larger quarters and hanger bays have been found very useful for other, more commercial purposes as well.

Speed: 8 **Manoeuvrability:** +18
Detection: +12 **Hull Integrity:** 36
Armour: 19 **Turret Rating:** 1
Space: 42 **SP:** 40
Weapon Capacity: Dorsal 2





Light Cruisers

They are the eyes and ears of the fleet, or scouts in the deepest void.

Dauntless-class light cruiser

Dimensions: 4.5 km long, 0.5 km abeam at fins approx.
Mass: 20 megatonnes approx.
Crew: 65000 crew, approx.
Accel: 4.3 gravities max sustainable acceleration

Light, scouting cruisers are the eyes and ears of Imperial fleets. They carry enough fuel and supplies for patrols that last months or even years, and enough firepower to dispatch any smaller vessels foolish enough to close with them. The Dauntless is popular because it combines the manoeuvrability of a frigate with a daunting forward lance armament.

Speed: 7 **Manoeuvrability:** +15
Detection: +20 **Hull Integrity:** 60
Armour: 19 **Turret Rating:** 1
Space: 60 **SP:** 55
Weapon Capacity: Prow 1, Port 1, Starboard 1

Cruisers

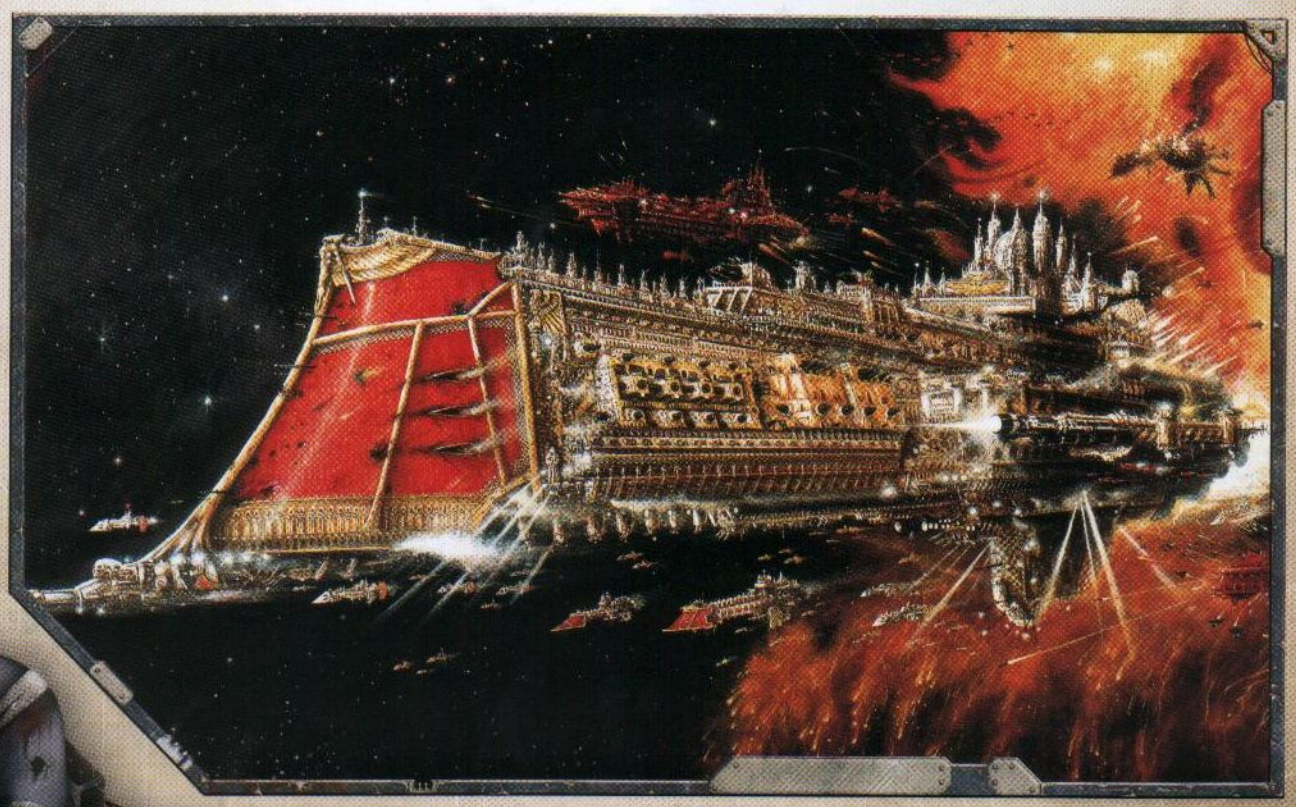
These warships are the backbone of any fleet.

Lunar-class cruiser

Dimensions: 5 km long, 0.8 km abeam at fins approx.
Mass: 28 megatonnes approx.
Crew: 95000 crew, approx.
Accel: 2.5 gravities max sustainable acceleration

The Lunar class cruiser makes up the backbone of Battlefleet Calixis. Its (relatively) uncomplicated design dates back to the dawn of the Imperium, and it can be constructed at worlds normally unable to build a ship of the line. Its variety of weapons batteries, lances, and torpedoes make it both a versatile combatant and dangerous foe. Most Rogue Traders remove the torpedo tubes to add more cargo space instead.

Speed: 5 **Manoeuvrability:** +10
Detection: +10 **Hull Integrity:** 70
Armour: 20 **Turret Rating:** 2
Space: 75 **SP:** 60
Weapon Capacity: Prow 1, Port 2, Starboard 2



Complications

All voidships have a story. Many are thousands of years old, and some were laid down while the Emperor led humanity on the Great Crusade. In that time they have watched the millennia of history come and go, seen the tides of war ebb and flow, experienced hundreds of captains, thousands of crew.

Due to this, a ship is more than a collection of tech-systems and armour plating. Any veteran voidsman knows a ship has its quirks and vagaries. Some vessels leap eagerly at the first hint of battle, their drives burning hot and their auger arrays probing eagerly. Others falter at danger, their systems shorting and sputtering until the vessel turns tail and flees. Some ships are solid and dependable, their systems lasting long beyond their date of operations. Others play tricks on their crew, phantom returns ghosting the auspex displays and strange sounds whisper on the internal vox. A good voidsman knows the personality of his ship, and treats it like another member of the crew.

In game, these are represented by the ship's Complications. Complications have benefits and detriments that make a ship unique. There are two different types of Complications. Past Histories offer details about the ship's construction or salvage, and the issues that may arise from its past. Machine Spirit Oddities describe the strange personality quirks the ship's machine spirit has picked up over the millennia. While not "alive" or even self-aware, anyone who has been aboard a starship will swear that they have desires and fears, and perform some tasks more willingly than others.

Before creating a ship, the ship's captain should roll once on each chart to determine which Complications his ship suffers from, and note each down on his ship's sheet.

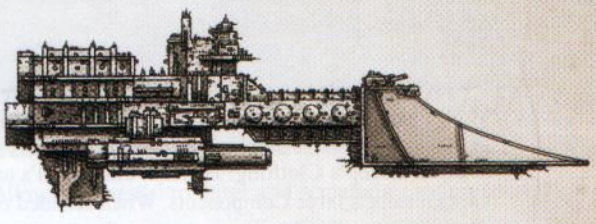


Table 8-1: Machine Spirit Oddities

Roll	Result
1	**A Nose for Trouble:** Something about this ship quivers at the thought of battle, always probing the cosmos for a new victim. Add +5 to the ship's Detection, and reduce this ship's Armour by 1, due to its many battles. Occasionally, the crew may find themselves in fights they might have preferred to avoid.
2	**Blasphemous Tendencies:** Some unidentifiable aspect of this vessel's spirit resonates sympathetically with the Immaterium. Captains find this ship swims through the warp more easily, as if it was more at home there... All Navigation Tests made to pilot this vessel through the warp gain a +15 bonus. However, while aboard the ship, all crew suffer –5 to Willpower based Tests.
3	**Martial Hubris:** The ship has a glorious legacy of warfare and triumphant combats. It is always eager to fight, and unwilling to back down. The ship gains +5 to all Ballistic Skill Tests to fire its weapons, but suffers –15 on any Pilot (Space Craft) Tests made to escape combat.
4	**Rebellious:** This vessel does not suffer authority willingly. At times is seems to take pleasure in interfering with the plans of its masters. During no more than one space combat per game session, the GM should randomly select one of the ship's Components that becomes unpowered until repaired. However, whenever the ship suffers a critical hit (for any reason) roll 1d10. On a 8 or higher, the critical effect is ignored.
5	**Stoic:** The vessel behaves like a beast of burden, plodding but reliable. Due to its somewhat plodding behaviour, whenever the crew would gain Profit Factor from an Endeavour, reduce the amount gained by 1. However, whenever one of the ship's Component's becomes damaged or unpowered, roll 1d10. On a 7 or higher, the ship shrugs off the damage and it is ignored.
6	**Skittish:** The ship fears battle, bucking against its masters when entering the fray. When in combat, reduce the ship's Speed by 1. However, when not in danger, it runs eagerly and fast. Reduce the travel time for any long distance (between stars) voyage by 1d5 weeks, to a minimum of 1.
7	**Wrothful:** The ship's spirit constantly smoulders with anger. In battle, it explodes into a berserker fury, straining and exhausting its systems. During combat, the ship gains +1 Speed and + 7 Manoeuvrability. Out of combat, the ship suffers –1 Speed and –5 to Manoeuvrability and Detection.
8	**Resolute:** There is little in the universe that can stagger this vessel. No matter the foe, it will advance slowly but surely to meet it. The ship suffers –1 Speed, but gains +3 Hull Points and grants a +10 bonus to all Repair Tests.
9	**Adventurous:** The vessel is eager to seek new horizons, to turn its bow from civilisation and delve into the darkness of the unknown. When participating in an Endeavour the ship gains +10 Detection, when not participating in an Endeavour it suffers –10 Detection.
10	**Ancient and Wise:** This ship is of a bygone age, having survived many millennia of voyages and adventures. It's hull has weakened over the centuries, but it anticipates the needs of its crew, and will move as one with a competent master. The ship suffers –4 Hull Integrity but gains a +10 bonus to any Manoeuvre Actions it performs (including out of combat and ramming).

TABLE 8-2: PAST HISTORIES

Roll	Result
1	**Reliquary of Mars:** Somehow, this vessel has been outfitted with ancient archaeo-tech systems from mankind's forgotten past. When constructing this vessel, players must select 1 Archeotech Component of their choice. However, any Tech-Use Tests to repair the ship suffer a –20, due to the highly complex nature of the machinery. Additionally, the tech priests of Mars regard the vessel as holy, or at least having holy components. Some may petition to visit the vessel, others may want it for themselves.
2	**Haunted:** Some nameless horror haunts this vessel's past, leaving voidsmen to whisper stories of ghosts wandering through the corridors and cabins. Reduce Morale permanently by 10. However, strange premonitions flicker on the auger arrays, granting a +6 to the ship's Detection. Additionally, all non-crewmembers suffer –5 to Command Tests involving boarding actions or hit and run actions against the haunted vessel. The presence of these spirits may cause many other issues, depending on their origins and how they came to haunt the vessel (something the GM should determine).
3	**Emissary of the Imperator:** The vessel is a veritable monument to the power and grandeur of the God-Emperor's might. Awe-inspiring and terrible, it lacks subtlety. All Intimidate Tests made by characters from this vessel gain +15, while all other social Skill Tests suffer a –5. These bonuses and penalties only apply if the character is known to be from the vessel. In addition, few will be able to see beyond the symbolism of the vessel—xenos see a threat, faithful Imperial citizens see a symbol of civilisation (or possibly chastisement), and heretics and rebels see a hated foe. Their reactions will be coloured accordingly.
4	**Wolf in Sheep's Clothing:** Beneath this vessel's unassuming exterior is a dangerous spacefaring predator. The captain selects three Components. When scanned or subjected to anything but a thorough internal inspection, these components will either not register on the scans, or appear to be a different Component of the same type. Thus, the ship might hide additional armour plating, or a small macrobattery may be much more powerful than it appears. However, the ship suffers –2 Power to maintain the systems creating the illusion. The ship may also have concealed smuggling compartments, unseen passageways, hidden cogitation-override programming, or other secrets.
5	**Turbulent Past:** Over the years this ship has been used to perform deeds dastardly to some and heroic to others. The GM selects a social group (pirates, heretics, the Imperial Navy, the Inquisition, or inhabitants of an important locale like Footfall). All ship's crew suffer a –20 to social Skill Tests when interacting with that group. The GM then selects a second group naturally opposed to the first. All ship's crew gain +20 to social Skills when interacting with that group. The additional problems that could arise from being hated by a particular group of people are limitless.
6	**Death Cult:** Amongst the low-decks indentured crew, strange perversions of the Imperial Creed have arisen, glorifying death to celebrate the Emperor. Reduce Crew Population permanently by 8. However, reduce all Morale loss from any source by 2, due to the crew's unwavering faith. Additionally, ship officers and members of the Ministorum will have to deal warily with the cult and its leaders. Death cults do produce skilled assassins...
7	**Wrested from a Space Hulk:** The ship has been recovered from a space hulk - a mass of wrecked ships that drifts intermittently through the warp and realspace. The ship is very old (and thus of high quality), but those who know of its origins whisper that it is cursed. The ship gains +1 Armour, +1 Speed, and +3 Manoeuvrability. However, every time the crew suffers a Misfortune, the GM rolls twice and chooses the worse of the two. The curse can have many other effects as well, many ill, but a truly skilled Rogue Trader can turn any situation to profit...
8	**Temperamental Warp Engine:** The ship suffers a flutter in its Warp Engines, an inconsistency that no amount of maintenance or supplication can eliminate. Whenever the ship travels through the immaterium, the GM should roll 1d10. On a 6 or lower, the journey takes an additional 1d5 weeks, on a 7 or higher, the travel time is reduced 1d5 weeks instead (potentially causing the ship to arrive before it left!). However, once in a great while, the ship will leave the warp to unexpectedly find itself someplace other than its intended destination. (This is at the GM's discretion, but should not happen on a regular basis.)
9	**Finances in Arrears:** The ship was purchased with borrowed funds. The money could have come from a criminal organisation, influential noble, or even a member of the Inquisition—but no matter the source, the debt must be repaid. Whenever the crew attempts to complete an Endeavour's Objective, they must accumulate an additional 50 Acheivement Points to accomplish the Objective. However, the ship's financier supports his investment by providing aid and information. All crew can count their financier as a reliable contact. Additionally, their creditor may require the crew to perform specific missions that they are in no position to refuse.
10	**Xenophilous:** Through dealings with some xenos race, this vessel has been outfitted with examples of their blasphemous technology. When constructing this vessel, players must select 1 Xenotech Component of their choice. However, any Tech-Use Tests to repair the ship suffer a –30, due to the strange and blasphemous nature of the machinery. Should the character attempting the repairs have Forbidden Lore (Xenos), the penalty is only –10. Also, the forces of the Ordo Xenos have an interest in the vessel and who controls it.

The Ship as a Character

Complications are designed to personalize a starship, as well as make it something more than just a collection of statistics on a sheet of paper. A good captain thinks of his ship as something alive, and will love and hate it, cajole, threaten, and praise it in turn, just as he might any one of his 'flesh and blood' companions.

If the GM wishes the player's starship to have a specific 'personality,' he should feel free to select from the Complications charts, rather than having his players roll. Additionally, the Past Histories include suggestions for plot hooks and and situations the players may find themselves in due to what has happened to their starship before they came into possession of it.

As far as the ship's 'personality,' the Machine Spirit Oddities should be treated as broad guidelines. GMs shouldn't feel limited to the benefits and drawbacks listed in the charts, and are free to come up with additional complications that fit the ship's character. Perhaps a vessel that has A Nose for Trouble occasionally scans nearby vessels as if searching for weaknesses (even if they are friendly), or a ship that is Ancient and Wise flares its retros when on a collision course with an asteroid, warning the helmsman to danger he did not notice. Of course, the ship is not sentient, and will not strike up conversations with players or send them messages telling them what to do. But there should be some spark in its hull, a bit of something beyond a mere machine...

ESSENTIAL COMPONENTS

Essential Components are required for a starship to function. A ship must have one (no more) Component from each of the following categories, lest the ship lose some vital function. Without a life sustainer, for instance, the vessel is nothing more than a cold and empty tomb, while a ship would be blind and deaf without an auger array.

Plasma Drives

A plasma drive does more than move a ship. It also provides power to all of a ship's other systems—the vessel's fiery heart.

Jovian Pattern Class 1 Drive

The STC standard drive for transports, compact but underpowered.

Lathe Pattern Class 1 Drive

The STC standard drive for transports has been extended to provide additional power in exchange for less available space.

Jovian Pattern Class 2 Drive

The STC standard drive for escort-grade warships.

Jovian Pattern Class 3 Drive

The STC standard drive for smaller capital-grade warships.

Jovian Pattern Class 4 Drive

The STC standard drive for cruiser-grade warships.

Warp Engines

The warp drive rips a vessel from the material world and hurls it into the warp, allowing it to cross vast distances in a heartbeat, but exposing it to the dangers of the immaterium.

Strelov 1 Warp Engine

Allows the vessel to enter and remain in the immaterium.

Strelov 2 Warp Engine

Allows the vessel to enter and remain in the immaterium.

Geller Fields

A starship's Geller Field creates a bubble of reality around the vessel when it traverses the warp, protecting it from the dangers that lurk there.

Geller Field

Protects the vessel from the myriad dangers of the Immaterium.

Warpsbane Hull

The entire hull of the vessel is covered with silver, hand-inscribed hexagramic wards. These reinforce a Geller Field projected from a 50 metre statue of an Imperial Saint, located just fore of the bridge.

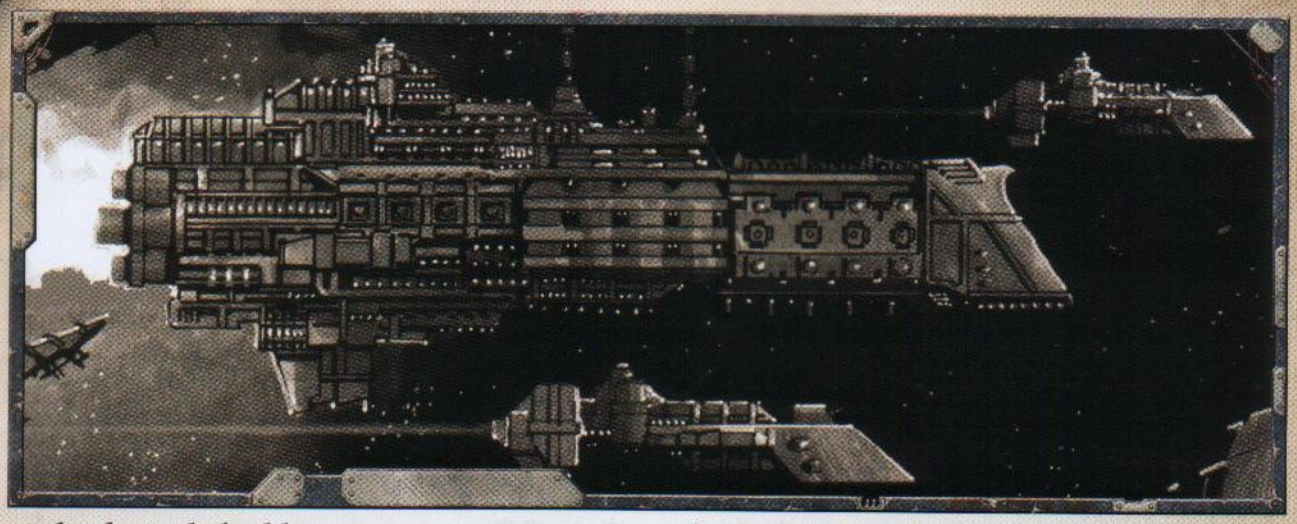
Shield of Faith: Any Navigation Tests to pilot the ship through the warp gain a +10 bonus. When rolling on **Table 7-4: Warp Travel Encounters** (see page 186), the GM rolls twice and allows the Navigator to chose which result is applied.

Void Shields

Void shields create barriers of energy around a starship to protect it from stellar debris and incoming fire.

Single Void Shield Array

A single double-layered void shield. Provides 1 Void Shield.



Multiple Void Shield Array

Twin, multiple-layered void shields. Provides 2 Void Shields.

Ship's Bridge

The bridge is the starship's brain, where the captain commands the vessel and directs its every action.

Combat Bridge

A holdover from the ship's Navy days, this bridge was laid out and equipped with combat in mind.
Damage Control Station: As long as the bridge remains undamaged, all Tech-Use Tests to repair the ship gain +10.

Command Bridge

This bridge has been modified to give the ship's master greater control over his vessel.
Enhanced Cogitator Relays: As long as the bridge remains undamaged, all Command Tests made by the captain gain +5 and all Ballistic Skill Tests to fire shipboard weapons gain +5. If this Component ever suffers a Critical Hit, it becomes unpowered on a 1d10 roll of 3 or higher.

Commerce Bridge

This bridge has a station equipped with cogitator-servitors and a hololithic projector, given over to quickly loading and unloading cargo.
Organised: When working towards a Trade objective, the Explorers earn an additional 50 Achievement Points towards completing that objective.

Armoured Bridge

The bridges of warships are often reinforced with additional armour plating, to ensure the survival of their occupants.
Reinforced Armour: If this Component takes a Critical Hit or becomes damaged or unpowered, roll 1d10. On a 4 or higher, the component is unharmed.

Ship Master's Bridge

The bridge of a ship of the line is designed with one goal in mind—winning battles.
Master Plotting Table: All Piloting and Navigation tests by crew on the Bridge gain +5.
Improved Fire Direction: All Ballistic Skill Tests to fire shipboard weapons gain +10.

Life Sustainers

Life sustainers fill a vital role, providing a ship with clean air and water.

Mark 1.r Life Sustainer

The life-support system was designed for reliability and does little to remove the stink of oil and warp engine discharge.
Stale Air: Increase all Morale loss by 1.

Vitae Pattern Life Sustainer

This life sustainer is of STC origins, and is in common use in the Calixis Sector.

Crew Quarters

Even the lowliest crew require bunks and mess-halls to live in.

Pressed-Crew Quarters

The masters of this vessel have done little to improve the quarters left from this ship's Navy days.
Cramped: Decrease Morale permanently by 2.

Voidsmen Quarters

Standard living quarters for the voidsmen of a long-distance trader.

Auger Arrays

The starship's eyes, allowing it to 'see' space far beyond the range of normal eyesight.

TABLE 8-3: ESSENTIAL COMPONENTS

Essential Components	Appropriate Hull Types	Power	Space	SP
Plasma Drives				
Jovian Pattern Class 1 Drive	Transports	35 Generated	8	-
Lathe Pattern Class 1 Drive	Transports	40 Generated	12	+1
Jovian Pattern Class 2 Drive	Raiders, Frigates	45 Generated	10	-
Jovian Pattern Class 3 Drive	Light Cruisers	60 Generated	12	-
Jovian Pattern Class 4 Drive	Cruisers	75 Generated	14	-
Warp Engines				
Strelov 1 Warp Engine	Transports, Raiders, Frigates	10	10	-
Strelov 2 Warp Engine	Light Cruisers, Cruisers	12	12	-
Gellar Fields				
Geller Field	All Ships	1	0	-
Warpsbane Hull	All Ships	1	0	+2
Void Shields				
Single Void Shield Array	All Ships	5	1	-
Multiple Void Shield Array	Cruisers	7	2	-
Ship's Bridge				
Combat Bridge	Transports, Raiders, Frigates	1	1	-
	Light Cruisers, Cruisers	2	2	-
Command Bridge	Raiders, Frigates	2	1	+1
	Light Cruisers, Cruisers	3	2	+1
Commerce Bridge	Transports	1	1	-
Armoured Command Bridge	Raiders, Frigates	2	2	-
	Light Cruisers, Cruisers	3	2	-
Ship Master's Bridge	Cruisers	4	3	-
Life Sustainers				
M-1.r Life Sustainer	Transports, Raiders, Frigates	3	1	-
M-1.r Life Sustainer	Light Cruisers, Cruisers	4	2	-
Vitae Pattern Life Sustainer	Transports, Raiders, Frigates	4	2	-
Vitae Pattern Life Sustainer	Light Cruisers, Cruisers	5	3	-
Crew Quarters				
Pressed-crew Quarters	Transports, Raiders, Frigates	1	2	-
Pressed-crew Quarters	Light Cruisers, Cruisers	2	3	-
Voidsmen Quarters	Transports, Raiders, Frigates	1	3	-
Voidsmen Quarters	Light Cruisers, Cruisers	2	4	-
Augur Arrays				
M-100 Auger Array	All Ships	3	0	-
M-201.b Auger Array	All Ships	5	0	-
R-50 Auspex Multi-band	All Ships	4	0	-
Deep Void Auger Array	All Ships	7	0	+1

Mark-100 Auger Array

The Imperial Navy's standard sensor array.
External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Mark-201.b Auger Array

A modified version of the Imperial Navy's standard sensor array, with boosted wideband gain.
External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.
Sensitive: Increased power draw provides a +5 bonus to the ship's Detection.

R-50 Auspex Multi-band

The sensors of this ship have been optimised for navigation, at the expense of the sensor's other uses.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Stellar Detection: Mapping protocols provide a +5 bonus to Manoeuvre Tests to avoid celestial phenomena, but subtracts –2 from the ship's Detection.

Long Distance Scan: When working toward an Exploration objective, the players earn an additional 50 Achievement Points toward completing that objective.

Deep Void Auger Array

These, quite simply, are the some of the best sensors created by the Adeptus Mechanicus, and are reserved for their own ships and Imperial Naval scout vessels.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Eye of the Omnissiah: The exceptional sensitivity of the array grants +10 to the ship's Detection.

SUPPLEMENTAL COMPONENTS

Supplemental Components are not required for a starship to function, though they may be highly recommended. Unlike Essential Components, multiples of the same type of Component or even duplicates of the same Component may be installed on a ship, unless specifically stated otherwise.

When installing Weapon Components, they must be placed in one of the starship's Weapon Capacity slots. For example, a starship that has a Weapon Capacity of Dorsal 1 and Prow 1 can have one dorsal weapon and one prow weapon, no more.

If a lance weapon is installed on a vessel of frigate size or smaller (transports and raiders, for example), it must be installed in a prow weapon slot. Lances are large and cumbersome weapons and in respects to smaller vessels, can only be installed on ships specifically designed to carry them. If a ship of frigate size or smaller does not have a prow weapon slot, it cannot carry a lance.

Certain Weapon Components may only be installed in certain classes of ships, or in certain Weapon Capacity slots.

Macrobatteries

Macrobatteries are ranks of massive cannons or other weapons, fired in volley to overwhelm an enemy in a barrage of destruction.

Thunderstrike Macrocannons

An older version of the Mars Pattern, these macrocannons lack range and power. They are most often found on transports.

Mars Pattern Macrocannons

The most common macrobattery, these are reliable, hard-hitting weapons firing kilo-tonne ordinance, mounted along the vessel's dorsal ridge or in broadside.

Mars Pattern Macrocannon Broadside

The most common macrobattery, these are reliable, hard-hitting weapons firing kilo-tonne ordinance, mounted in a warship's extended broadside.

Broadside: These weapons must occupy a Port or Starboard Weapon Capacity slot.

Sunsear Laser Battery

These laser batteries are common on Naval frigates, providing a balance between power used and damage inflicted.

TABLE 8-4: LANCES AND MACROBATTERIES

Supplemental Components	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Macrobatteries								
Thunderstrike Macrocannons	All Ships	2	2	1	3	1d10+1	6	4
Mars Pattern Macrocannons	All Ships	4	2	1	3	1d10+2	5	6
Mars Pattern Macrocannon Broadside	Light Cruisers, Cruisers	4	5	1	6	1d10+2	5	6
Sunsear Laser Battery	All Ships	6	4	1	4	1d10+2	4	9
Ryza Pattern Plasma Battery	All Ships	7	4	2	4	1d10+4	4	5
Lances								
Starbreaker Lance Weapon	All Ships	6	4	2	1	1d10+2	3	5
Titanforge Lance Weapon	All Ships	9	4	2	1	1d10+4	3	6
Titanforge Lance Battery	All Ships	13	6	2	2	1d10+4	3	6

Ryza Pattern Plasma Battery

These weapons are rare and expensive examples of the ancient art of plasma-craft. Their power draw is considerable, but so is their effectiveness.
Vapourisation: When this Weapon Component rolls a 1 or 2 on the Critical Hit Chart, it effects two Components instead of one.

Lances

Lances are the rapier to the macrobatteries' hammer. They send a single beam of energy burning through their enemy's armour and deep into its vitals.

Starbreaker Lance Weapon

The Starbreaker is a recent attempt by lesser forge worlds to copy the STC Titanforge. Unfortunately, they are less powerful than the weapons they emulate.

Titanforge Lance Weapon

The Titanforge Lances are an STC standard for lance weaponry, found on naval warships throughout the Calixis Sector.

Titanforge Lance Battery

The Titanforge Lances are an STC standard for lance weaponry, found on naval warships throughout the Calixis Sector. On larger vessels, multiple lances may be mounted in a set of gargantuan turrets (not to be confused with the smaller defence turrets).

Cargo and Passenger Compartments

Areas in the ship designed for cargo or passenger transport, presenting a captain with more ways to earn Thrones.

Cargo Hold and Lighter Bay

Warships can be converted to haul cargo, but this can often have an adverse effect on their combat performance.
Hidden Spaces: When working toward a Trade or Criminal objective, the players earn an additional 50 Achievement Points toward completing that objective.
Unbalanced: Starships are precisely balanced, something this modification effects, meaning they suffer –3 to Manoeuvrability.

Compartmentalised Cargo Hold

Cargo holds have been installed across the ship, spread out to minimise their effect on the vessel's handling.
Storage Area: When working toward a Trade objective, the players earn an additional 100 Achievement Points toward completing that objective.

Main Cargo Hold

This hold was designed for moving bulk cargo.
Stowed and Secured: When working towards a Trade objective, the players earn an additional 125 Achievement Points towards completing that objective.

Luxury Passenger Quarters

Comfortable quarters for passengers earn Thrones—and make for jealous crew.
Paying Customers: When working toward a Trade, Criminal, or Creed objective, the players earn an additional 100 Achievement Points towards completing that objective.
Class Division: Decrease Morale permanently by 3.

Barracks

For a truly enterprising Rogue Trader, a war is just another business venture. These barracks allow him to attempt just that—by filling his ship with thousands of troops.
Soldiers: When working toward a Military objective, the players earn an additional 100 Acheivement Points towards completing that objective.
Reinforcements: If the ship is transporting troops, it gains +20 to all Command Tests involving boarding actions and Hit and Run Actions.

Augments and Enhancements

Devices and systems that will boost a starship's combat performance.

Augmented Retro-thrusters

Multiple manoeuvring thrusters draw immense power, but offer impressive performance nonetheless.
Agile: These thrusters add +5 to the ship's Manoeuvrability.
External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Reinforced Interior Bulkheads

Additional adamantine plates in key locations make this vessel hard to destroy.
Hard to Breach: Add +3 to Hull Integrity

TABLE 8-5: SUPPLEMENTAL COMPONENTS

Supplemental Components	Appropriate Hull Types	Power	Space	SP
Macrobatteries				
Thunderstrike Macrocannons	All Ships	2	2	1
Mars Pattern Macrocannons	All Ships	4	2	1
Mars Pattern Macrocannon Broadside	Light Cruisers, Cruisers	4	5	1
Sunsear Laser Battery	All Ships	6	4	1
Ryza Pattern Plasma Battery	All Ships	8	4	2
Lances				
Starbreaker Lance Weapon	All Ships	6	4	2
Titanforge Lance Weapon	All Ships	9	4	2
Titanforge Lance Battery	All Ships	13	6	2
Cargo Holds and Passenger Compartments				
Cargo Hold and Lighter Bay	Raiders, Frigates, Light Cruisers, Cruisers	1	2	1
Compartmentalized Cargo Hold	Raiders, Frigates, Light Cruisers, Cruisers	2	5	1
Main Cargo Hold	Transports	2	4	1
Luxury Passenger Quarters	All Ships	2	1	1
Barracks	All Ships	2	4	2
Augments and Enhancements				
Augmented Retro-thrusters	Raiders, Frigates	3	0	2
Augmented Retro-thrusters	Transports, Light Cruisers	4	0	2
Augmented Retro-thrusters	Cruisers	5	0	2
Reinforced Interior Bulkheads	Transports, Raiders, Frigates	0	2	2
Reinforced Interior Bulkheads	Light Cruisers, Cruisers	0	3	2
Armour Plating†	Transports, Raiders, Frigates	0	1	2
	Light Cruisers, Cruisers	0	2	2
Armoured Prow†	Cruisers	0	4	2
Tenebro-Maze†	Transports, Raiders, Frigates	1	2	2
	Light Cruisers, Cruisers	2	3	2
Additional Facilities				
Extended Supply Vaults	All Ships	1	4	2
Crew Reclamation Facility	All Ships	1	1	1
Munitorium	Transports, Raiders, Frigates	2	3	2
Munitorium	Light Cruisers, Cruisers	3	4	2
Temple-shrine to the God Emperor	All Ships	1	1	1
Librarium Vault	All Ships	1	1	1
Trophy Room	All Ships	1	1	1
Observation Dome	All Ships	0	1	1
Murder-Servitors	All Ships	1	1	2

†*This component may not be selected more than once per vessel.*

Armour Plating

Additional adamantine plates protect this vessel from harm.

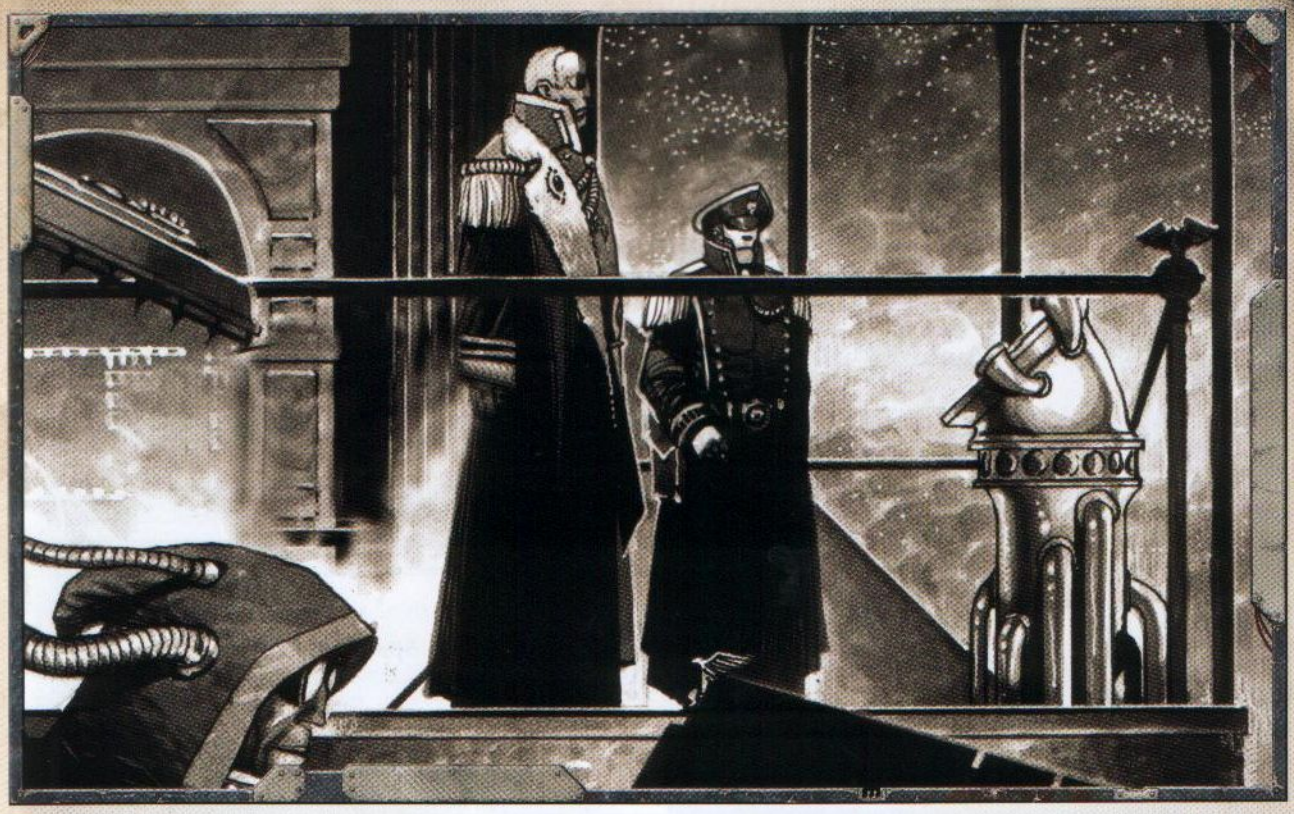
Armour: Increase this vessel's Armour by 1.

Dead Weight: Decrease this vessel's Manoeuvrability by –2.

Armoured Prow

The trademark of cruisers and battleships of the Imperial Navy, heavy sheets of adamantine 20 metres thick cover the bow of this vessel.

Imposing: A ship with this Component may not have Prow macrobatteries or lances. This ship gains +4 armour only in its fore arc. This ship also does 1d10 additional damage when ramming.



Tenebro-Maze

The interior of the ship is a maze of passageways, blind compartments, and triple-sealed pressure-hatches. Enemy boarding parties become quickly lost and separated, while the defenders spring cunning ambushes from behind hololithic bulkheads.

Hidden sally-ports: This ship gains +10 to all Command Tests when defending against boarding actions and Hit and Run Actions.

Incomprehensible Layout: When a Component on this ship is selected to be affected from a critical hit, it is chosen by the ship's controller, not the attacker.

Additional Facilities

A wide variety of Components that serve many different purposes. Any of the following components may only be added to a starship once.

Crew Reclamation Facility

The Mechanicus has no qualms about converting the grievously wounded into servitors...but the rest of the crew may differ in opinion.

Recycling: Reduce all losses of Crew Population by 3, to a minimum of 1. Increase all losses to Morale by 1.

Extended Supply Vaults

Extensive supply stowage allows the vessel to make longer journeys and better repair damage.

Extensive Stores: Double the time a ship may remain at void without suffering Crew Population or Morale loss. When making Extended Repairs, repair 1 additional Hull Integrity.

Plenty for All: Increase Morale permanently by 1.

Munitorium

Although all ships have a well-armoured room to store their munitions, this facility contains massive stockpiles of weapons, from small arms to macro-cannon warheads.

Well Armed: When working toward a Military objective, the players earn an additional 25 Achievement Points toward completing that objective.

Ordinatus Extremus: All macrobatteries on this ship gain +1 to their listed damage.

Volatile: If this Component is damaged, it explodes. The ship takes 2d5 damage to Hull Integrity, and a Component of the GM's choice is set on fire.

Temple-Shrine to the God Emperor

A section of this ship has been set aside to offer prayer and praises to the Master of Mankind.

Inspiration: Increase Morale permanently by 3.

Awe of the God Emperor: When working toward a Creed objective, the players earn an additional 100 Achievement Points toward completing that objective.

Librarium Vault

An ancient collection of writings and manuscripts has been collected aboard this vessel.

Accumulated Data: Any Investigation Skill Tests made aboard this ship gains +10.

TABLE 8-6: ARCHEOTECH COMPONENTS

Archeotech Components	Appropriate Hull Types	Power	Space	SP
Ancient Life Sustainer	Transports, raiders, frigates	2	1	2
Ancient Life Sustainer	Light cruisers, cruisers	2	2	2
Modified Jovian Pattern Class 1 Drive	Transports	35 Generated	4	3
Modified Lathe Pattern Class 1 Drive	Transports	40 Generated	8	3
Modified Jovian Pattern Class 2 Drive	Raiders, frigates	45 Generated	6	3
Modified Jovian Pattern Class 3 Drive	Light cruisers	60 Generated	8	3
Modified Jovian Pattern Class 4 Drive	Cruisers	75 Generated	10	3
Bridge of Antiquity	Transports, raiders, frigates	1	1	2
Bridge of Antiquity	Light cruisers, cruisers	2	1	2
Auto-stabilised Logis-targeter	All ships	5	0	2
Teleportarium	All ships	1	1	1

TABLE 8-7: XENO-TECH COMPONENTS

Xeno-tech Components	Appropriate Hull Types	Power	Space	SP
Ghost Field	All ships	8	4	3
Shard Cannon Battery	All ships	0	3	2
Runecaster	All ships	0	1	2
Micro Laser Defence Grid	All ships	2	0	2
Gravity Sails	Transports, raiders, frigates	3	0	3
Gravity Sails	Light cruisers, cruisers	5	0	3

Trophy Room

Few Rogue Traders can resist cataloguing their accomplishments. This is more than hubris–such trophies can awe competitors, or may hold secrets long lost.

Past Experiences: When working toward an Exploration, Trade, or Criminal objective, the players earn an additional 50 Achievement Points toward completing that objective.

Observation Dome

A gigantic observation dome made of diamond panes and armoured glass adorns this vessel's spine, allowing an unrestricted view of the surrounding void.

Engraved Star-charts: When working towards an Exploration objective, the players earn an additional 50 Achievement Points towards completing that objective.

Cure for Claustrophobia: Increase Morale permanently by 1.

Murder-servitors

The ship possesses a stock of ancient, skull-faced killing machines. Sealed in cyro-stasis until absolutely required, a mere dozen can be successfully sent on hit and run raids to maim and kill on enemy vessels.

Death-dealers: When used to conduct a Hit and Run Action, this enhancement provides a +20 bonus to the opposed Command Test.

Precise: When determining the Critical Hit inflicted by a Hit and Run Action they participated in, the character conducting the raid may select any result between 1 and 6, rather than rolling.

ARCHEOTECH COMPONENTS

Archeotech is technology long-lost from the Imperium as a whole. Extremely valuable and efficient, these Components should only be available if the ship has the Reliquary of Mars Complication, the players earn them through their Warrant of Trade, or if the GM makes them available through the course of the game.

Ancient Life Sustainer

This life sustainer uses extensive conduits and purifiers to do a thorough job of cleaning the air and water through methods lost to the Mechanicus.

The Air is Sweet: Increase Morale permanently by 2, reduce all losses to Crew Population due to non-combat sources by 1. This can be used as a ship's Life Sustainer.

Modified Drive

The STC standard drive for this vessel is much older than anything ever seen before. Mechanicus sources believe it is unknown archaeotech.†

Overcharged: The strange and exotic nature of the materials used in the drive's containment domes allows for a hotter plasma 'burn,' while taking up less space. This adds +1 to the ship's Speed, decreases the space the drive takes up by 4, and

is of extreme interest to agents of the Mechanicus.

†Rather than listing the different versions of each plasma drive with the Archeotech's benefits, it is described once. If this Archeotech is installed on a ship, apply its benefits to a standard plasma drive.

Bridge of Antiquity

This bridge is interlaced with ancient cogitator circuitry and hololithic technology, granting the Captain and bridge crew unparalleled control over their vessel.†

Eyes Everywhere: Add +10 to all Command Tests or social Skill Tests any character makes while on the bridge.

Hololithic Display Tank: Increase the ship's Manoeuvrability by +5.

†This can be used as a ship's bridge.

Auto-stabilised Logis-targeter

More than simply an auger array, the Logis-Targeter uses near-heretical cogitator circuitry from the Dark Age of Technology to ensure extremely accurate weaponry.†

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Image of the Void: Increase the ship's Detection by +5.

Targeting Matrix: All Ballistic Skill Tests to fire the ship's weapons gain +5.

†This can be used as a ship's Auger Array.

Teleportarium

These relics from the Dark Age of Technology are highly sought after, able to send individuals instantaneously through the immaterium to appear on a ship or planet many thousands of kilometres away.

Surprise Strike: Characters may make Hit and Run Attacks without a piloting test, as they travel directly to the heart of the enemy vessel. When using the teleportarium to perform such an attack, the attacker receives +20 to his Command Test. (The teleportarium may be used in any number of other ways, such as guaranteeing escape from sticky situations on a nearby planet, at the GM's discretion.)

Xeno-tech Components

Alien technology is considered forbidden in the Imperium, but some Rogue Traders choose to flaunt their special status by acquiring and using xeno-tech. These Components should only be available if the ship has the Xenophilous Complication, or if the GM makes them available through the course of the game.

Ghost Field

A wondrous and terrible mechanism used on the ships of the enigmatic Eldar. To possess it is to invite damnation, but even crudely and imperfectly installed aboard a ship, the ghost

Ship Points and Component Costs

When constructing a starship, the players are limited by one other factor—the amount of Ship Points generated by rolling on **Table 1-5: Starting Profit Factor and Ship Points** on **page 33**.

Basically, the more Ship Points a charter provides, the bigger and better equipped a player's ship can be. When first constructing their ship before beginning a game, players can only build as powerful a ship as their total Ship Points allow. Hulls and certain Components have a Ship Point value listed, and once the players have completed their vessel, the combined ship point total cannot exceed the Ship Point total generated by rolling on Table 1-5.

Essential Components are for the most part an exception to the ship point rule, and can be taken freely. Since each ship needs them, their cost has already been included in the hull cost. Certain specialised Essential Components do have ship point costs—to represent their value and rarity.

Any Ship Points left over after creating the starship are added to the group's starting Profit Factor.

However, the Ship Point limit only applies at ship creation. Afterwards, players are only limited in which Components they can put in their ship by the ship's Space and Power, and their available Profit Factor.

Ship Points have one other role to play—they determine how rare (and thus how expensive) Components are in Rogue Trader. The chart below lists the Components' availability based on how many Ship Points they cost. However, when determining the Acquisition Threshold required to acquire starship Components, the GM should never give the players a bonus based on Scale—the Threshold should only be determined by availability (and perhaps craftsmanship).

Table 8-8: Component Costs and Availability

Components	Availability
Supplemental Components costing 1 SP, Essential Components	Scarce
Supplemental Components costing 2 SP, Essential Components costing +1 SP	Rare
Supplemental Components costing 3 SP, Essential Components costing +2 SP	Very Rare
Archeotech Components	Extremely Rare
Xenotech Components	Near Unique

Upgrading and Installing New Components in Starships

An important aspect of owning a starship is improving and modifying it to suit the needs of its crew. This is done by retrofitting the vessel, a long, labour intensive, and time consuming process that often requires a full spacedock or forge world star-yard. It is also likely to be expensive, but can all pay off when marauding space-pirates feel the wrath of a freighter's concealed macro-cannons.

When installing or upgrading Components in a starship, the two Characteristics to keep in mind are Space and Power. Each Component requires a certain amount of both, and if a ship is unable to meet those requirements, the new Component will end up unpowered or exposed.

The two exceptions to this are a ship's plasma drives and hull. Plasma drives are not only the engines that move a ship through the void, they also generate power for the entire ship. Therefore, plasma drives don't have a power requirement. Instead, they provide the ship's power rating—how much power is available for the rest of the ship's Components.

Hulls are treated the same way in regards to space. Hulls define the class of vessel, and, of course, have a finite amount of space inside them. Therefore, hulls provide the amount of available space a ship has.

The cost of new Components is discussed on page 274. The time it takes to install new Components on a starship varies depending on the facilities available. Usually, a human world with at least interplanetary space travel is required to install new Components. Such a world could install a new Component on a starship in roughly three weeks. However, a populous Imperial hive world with competent stardock could do the same task in half the time.

field's powers create phantoms of its ship to confound enemy auger arrays.

Ghostly Echoes: All ships firing at a ship with a functioning Ghost Field suffer –20 to their Ballistic Skill Tests. If the ship is firing a lance weapon, it suffers a –30 instead. Any piloting tests to perform Hit and Run attacks suffer a –30.

Energetic Interference: A ship with a Ghost Field must choose whether it is using its Void Shields or Ghost Field at the beginning of combat.

Shard Cannon Battery

The xenos race that created these weapons has long since vanished from the galaxy. Many examples of their technology remain, however. Designated 'shard' weaponry by xeno-tech scholars, their shipboard cannons do not seem to require power or even ammunition. Theories abound as to how they operate but none has been proven, as every attempt to disassemble one has resulted in catastrophic failure.

Unknown energy source: This Component may not become unpowered for any reason. If it is ever destroyed, its ship takes 2d5 additional Hull Integrity damage, with no reduction from Armour or Shields.

Macrobattery: Strength 4. Damage 1d10+2. Crit Rating - 3. Range - 6.

Runecaster

Another example of Eldar technology, runecasters are often housed in large, vaulted chambers. In the centre of the chamber, clusters or rune-stones float suspended above a wide crystal lens. Xeno-tech researchers have re-appropriated the devices from their previous, unknown purposes. Through some incomprehensible means, the device is almost prescient—aiding Navigators in avoiding the worst storms of the Immaterium.

Eye of the Warp: Navigators using this Component to pilot a ship through the empyrean gain a +20 bonus to all Navigation Tests. Additionally, any journeys made using this Component take half their normal time.

Fuelled by Fate: This Component never becomes unpowered for any reason.

Micro Laser Defence Grid

A vastly larger version of the digital energy weapons used by nobles and worthies of the Imperium, the grid is an interlinked network of hundreds of miniature laser turrets scattered across a vessel's hull. The lasers, while not powerful individually, act in concert to shoot down incoming ordinance and small craft.

Wall of Light: Increase the ship's turret rating by 2.

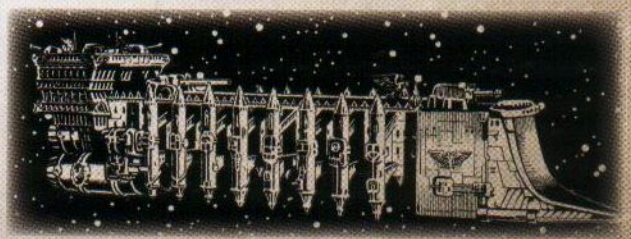
External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Gravity Sails

Not 'sails' in the traditional sense, these devices are long, blade-like fins extending from the prow of a ship. Some xeno-archeologists believe they are relics of the Yu'vath or another long-dead race. Imperial vessels are too bulky to rely on them for propulsion, but they can aid in manoeuvring, somehow 'tapping into' gravitational fields and pulling starships along them.

The Currents of Space: A starship with this Component gains +1 Speed and +5 Manoeuvrability.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.



NPC Vessels

The following are some NPC vessels, as well as 'quick-start' ships that groups can select instead of building their own. The stats for each vessel have any bonuses or penalties included.

Wolfpack Raider

Hull: Raider
Class: Pirate vessel of Unknown type
Dimensions: aprox 1.7 km long, 0.3 km abeam approx.
Mass: 6.5 megatons approx.
Crew: 18,000 crew, approx.
Accel: 5 gravities max sustainable acceleration

Pirates are known for using whatever vessels they can lay their hands on. If possible, they prefer light, fast raiding ships to strike fast and flee quickly. Speed is essential, since few pirate vessels can stand toe-to-toe with a true warship.

Speed: 10 **Manoeuvrability:** +30
Detection: +10 **Armour:** 15
Void Shields: 1 **Hull Integrity:** 30
Space: 35 (Used: 35) **Power:** 45 (Used: 40)
Turret Rating: 1
Weapon Capacity: Dorsal 1, Prow 1

Essential Components

Strelov 1 Warp Engine, Geller Field, Jovian Pattern Class 2 Drive, Single Void Shield Array, Standard Bridge, Vitae Pattern Life Sustainer, Voidsmen Quarters, M–100 Auger Array

Supplemental Components

Dorsal Mars Pattern Macrocannons, Prow Sunsear Laser Battery, Augmented Retro-thrusters

Stowage Bays

Pirate ships do not often bother with true cargo holds, preferring smaller bays where valuable cargos can be stored.
Small: This Component allows for Trade Endeavours, but provides no bonus.

Onslaught Ork Raider

Hull: Frigate
Class: Onslaught-class ork pirate raider
Dimensions: aprox 1.5 km long, .4 km abeam approx.
Mass: 9.5 megatons approx.
Crew: countless boyz, even more grots.
Accel: 2-4 gravities acceleration

Though many Orks naturally take to piracy, their tactics differ from those preferred by human buccaneers. Orks are unlikely to flee from a scrape, and their ships always reflect that, with giant armoured prows, lumbering engines, and as many weapons as the meks can strap on.

Speed: 5 **Manoeuvrability:** +15
Detection: +10 **Armour:** 18
Void Shields: 1 **Hull Integrity:** 40
Space: 40 (Used: 40) **Power:** 40 (Used: 35)
Turret Rating: 1
Weapon Capacity: Dorsal 1, Prow 2

Essential Components

Looted Drive: This may have been an STC-standard drive... once.
Warp Engine: 'Ere we go, 'ere we go!
Really Big Teef: Protects the vessel in the immaterium, and functions similarly to a Gellar field.
Single Void Shield Array
Air Pumps: Best not ask how it works.
Boyz Barracks: No self respecting ork goes anywhere without his boyz!

Armoured Kaptin's Bridge

There's a lot of metal between the ork boss and space.
Reinforced Armour: If this Component takes a Critical Hit, becomes damaged, or suffers power loss, roll 1d10. On a 4 or higher, the component is unharmed.
Big Red Button: If this vessel chooses not to turn, it may move an additional 1d5 VUs during its Manoeuvre Action.

Lotsa Boyz

This Component grants +10 to all Command Tests involving boarding actions and Hit and Run Actions.

Supplemental Components

2x Looted Prow Macrocannons: These macrocannons used to be on an Imperial ship. Not anymore.
(Macrobattery; Strength 3; Damage 1d10+2; Crit Rating 5; Range 5)
Dorsal Gunz: Technically macrobatteries, 'improved' with orky tek.
(Macrobattery; Strength 1d5†; Damage 1d10+4; Crit Rating 6; Range 4)
† *Roll Strength before firing this weapon each turn.*

Stowage Bays

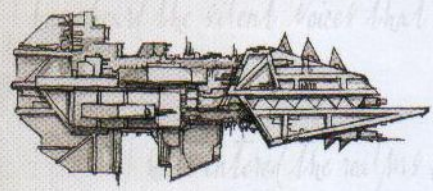
Pirate ships do not often bother with true cargo holds, preferring smaller bays where valuable cargos can be stored. Cargo bay.
Booty!: If this ship is captured with this Component intact, the captors gain 50 Achievement Points.

Ork Armoured Prow

Only an ork would add a gigantic armoured prow to such a small ship.
Good an' Ard: Macrobatteries may still be prow weapons on this vessel. This ship gains +4 Armour in its fore arc only. This ship also does 1d10 additional damage when ramming.

Complications

Orky Tek: This ship may not be piloted by a non-ork crew. Components from this vessel will not function if added to non-ork ships.



Wayfarer Station

Hull: Space Station
Class: Wayfarer-class station
Dimensions: 5 km in diameter, approx.
Mass: 22.1 megatons approx.
Crew: 10000 crew, 80000–100000 inhabitants (many of whom also perform 'crew' duties), approx.
A general class of small space stations, designed to operate without constant support on the frontier. Many have evolved into independent trading communities or refuelling depots, cut of from regular contact with the Imperium.

Speed: —
Manoeuvrability: —
Detection: +20
Armour: 18
Void Shields: 2
Hull Integrity: 60
Space: 80 (Used: 78)
Power: 50 (Used: 47)
Turret Rating: 2
Weapon Capacity: Keel 3

Essential Components

Station Genatorium: The station's power generation facilities.
Multiple Void Shield Array
Vitae Pattern Life Sustainer

Stationmaster Bridge

The bridge of a space station is equipped to supervise fast repairs.
Damage Control Station: As long as the bridge remains undamaged, all Tech-Use Tests to repair the station gain +10.

Supplemental Components

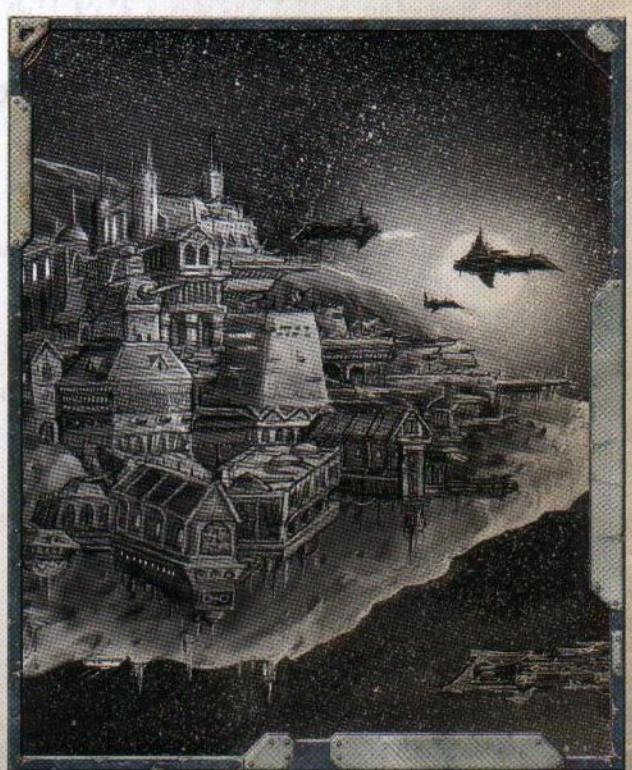
2 Keel Mars Pattern Macrocannons
(Macrobattery; Strength 3; Damage 1d10+2; Crit Rating 5; Range 6)
Keel Starbreaker Lance Weapon
(Lance; Strength 1; Damage 1d10+2; Crit Rating 4; Range 4)
3 Civitas Decks: All aspects of a thriving, bustling community with many thousands of inhabitants can be found on these decks.
Docks: Any size of ship smaller than a cruiser may dock with station on- and off-loading supplies and cargo.

Hydroponics Decks

Essential for providing food and clean air to a void-born population.
Sustaining: This station suffers no penalties to Crew Population or Morale for remaining in space for an extended period.

Complications

Space Station: By its very nature a space station is completely immobile (including realspace and warp travel), and does not require the same Components as a starship. A space station requires the following Essential Components: Hull, Genatorium, Void Shield Array, Bridge, and Life Sustainer. In combat, a space station never moves or performs Manoeuvre Actions. Otherwise, it should be treated as a starship during combat.



Example Rogue Trader Vessel

As an alternative to building a spacecraft, players can use their Ship Points to purchase the following quick-start vessel instead. This pre-constructed ship has a history in the Calixis Sector and Koronus Expanse, and it is designed with a specific set of goals in mind.

Sabre

Hull: Frigate
Class: Modified Firestorm-class Naval Frigate
Dimensions: 1.8 km long, .3 km abeam at fins approx.
Mass: 6 megatonnes approx.
Crew: 25500 crew, approx.
Accel: 4.4 gravities max acceleration

The Sabre, a Firestorm-class frigate, was originally built and commissioned far from the Calixis Sector, in the vast Gothic Sector fleet base of Port Maw. It was launched in M36 and spent millennia serving on the Imperial Navy's front lines against the forces of the Archenemy until the Chandor Offensives. During the forth day, the Sabre was hit by multiple broadsides and set afire. It was towed back to the docks, where it was intended to be broken up for scrap.

However, an unnamed Rogue Trader saw in the Sabre examples of ancient technology from humanity's past, exceedingly rare in the Imperium. He paid a princely sum to refurbish the vessel, and, when completed, took his craft into the depths of the Koronus Expanse. There, it is said, he was well served by the ship he saved from the breaker's yard.

Speed: 8 **Manoeuvrability:** +20
Detection: +13 **Armour:** 18
Void Shields: 1 **Hull Integrity:** 33
Space: 40 (Used: 38) **Power:** 45 (Used: 45)
Turret Rating: 1
Weapon Capacity: Dorsal 1, Prow 1
SP Total Cost: 50

Essential Components

Strelov 1 Warp Engines, Geller Field, Modified Jovian Pattern Class 2 Drive, Void Shield, Command Bridge, M–1.r Life Sustainer, Voidsmen Quarters, R–50 Multi-band Auspex

Supplemental Components

Dorsal Sunsear Laser Battery, Prow Titanforge Lance Weapon,Compartmentalised Cargo Hold, Reinforced Interior Bulkheads, Luxury Passenger Quarters

Complications

Reliquary of Mars, Ancient and Wise.

Choosing the Sabre

The Sabre is a good ship for players—well armed, fast, manoeuvrable, and versatile. Players can use it effectively for trading, exploring, or fighting. This makes it a good choice for players who want to pursue multiple paths to riches. No matter what adventures they run into, the Sabre will serve them well.

Starship Combat

Space combat is a terrifying experience. Massive batteries of macro-weaponry fling shells and munitions, torpedoes the size of hab-blocks streak through the void, and ships are consumed by fire or explode with the fury of a nova. If a void shield fails or armour plating buckles, thousands of lives can be snuffed out in an instant.

However, there will come times when a Rogue Trader has little choice but to run out his guns and prepare for battle. After all, they are not the only ones who desire the galaxy's wealth, and to take it for themselves, Rogue Traders must be prepared to fight for it.

Rounds, Turns, and Time—in Space

Space combat in Rogue Trader is handled in a similar manner to normal combat. Space travel is normally handled in Narrative Time. Other situations, such as dodging a hurtling asteroid at the last moment, are best broken up by the GM into the standard Turns and Rounds. However, certain situations—particularly ship-to-ship combat—require a slight adjustment to the Structured Time approach (see page 234).

Space warfare is very different from the close-in, personal fighting of hand-to-hand combat and short ranged firefights. Great warships can spend days chasing down their opponents and hours manoeuvring into position for single devastating volleys from their broadsides. Therefore, the GM should break up space combat into Strategic Rounds and Strategic Turns. While these function mechanically in the same fashion as the Rounds and Turns of Structured Time, the interval of time they represent is longer.

A Strategic Round lasts for roughly thirty minutes, during which, each ship involved in the scene takes a Strategic Turn. Each Strategic Turn overlaps, so the actions of each ship occur almost simultaneously. However, in game terms, each ship acts in a sequence determined by the combat's Initiative Order (see below).

A Strategic Round is completed when every participant in the combat has completed their Strategic Turn.

Space Combat Overview

When a Round of space combat begins, the GM and players follow certain steps to determine what happens. These steps are similar to those followed when regular combat begins, and the differences are specified below.

Surprise

It is certainly possible for one ship to surprise another in combat. Since Strategic Rounds last a half hour, it is highly unlikely that even a surprised crew will be completely unable to react. However, the attacker may be able to land a few crippling blows as the defender's crew struggles to prepare their ship for combat. See the sidebar for the effects of surprise.

Initiative

At the beginning of the combat, the captain of each ship rolls 1d10 and adds his ship's Detection bonus (the tens digit in its Detection characteristic). Bonuses that apply to a character's Initiative in Structured Time (regular combat) do not apply, otherwise Initiative in space combat works the same as regular combat (see page 236).

Taking Turns

Starting with the ship with the highest Initiative roll, each ship takes a Strategic Turn, during which it will make a Movement and Shooting Action. Players may take Extended Actions as well.

The End of the Round

Once every ship has taken its Strategic Turn, the Strategic Round ends. Continue to play successive Rounds until the GM determines the combat is over.

ACTIONS

During each Strategic Round, each ship receives one Strategic Turn. Like regular combat, each ship can perform Actions during this turn. The Actions a ship performs fall into two categories: Manoeuvre Actions and Shooting Actions. Each ship must make one Manoeuvre Action and may make one Shooting Action during their turn. Each of these Actions must be performed by a separate Explorer. Any Explorers who did not perform either Action may perform an Extended Action (see page 215) instead.

Individual characters will take their turns during their ship's Strategic Turn. They do not roll for initiative separately. At the beginning of each ship's turn, the players (or the GM, if it an NPC's ship) determine which Shooting Action, Manoeuvre Action, and Extended Actions the players will perform, and in which order. All Actions (and the order they are performed in) must be determined at the beginning of the starship's Turn.

Players may perform Actions in any order they choose, so an Extended Action may be performed before a Shooting or Manoeuvre Action in order to provide it with a bonus, or a ship may move before or after shooting.

Note: Actions often require a Combined Skill Test, such as a **Pilot (Space Craft)+ Manoeuvrability Test**. After all, even an ace pilot must rely to an extent on his equipment. To make these tests, add the ship's ability, such as Manoeuvrability, to the character's Skill, such as Pilot (Space Craft). Then perform the test using the combined value.

Representing Combat Concretely or Abstractly

Space Combat in Rogue Trader is an abstract representation of warfare between spaceships. This was done to keep the game relatively simple—after all, this is not a game exclusively of ship-to-ship combat.

The rules are written so that players may use a standard 'grid' roleplaying tactical map while playing ship combats. This makes it easier for the players and GM to instantly understand the relative positions of all the combatants. Many blank tactical maps can even be written on in wet-erase pens, so that the GM can sketch out astroid belts, planets, or other celestial phenomena. The simplest way to use a tactical map is to say that each square represents on Void Unit of distance. Tokens, or playing pieces, can be used to represent ships—simply indicate which edge of the token is the 'front,' and go from there.

Alternatively, players can do away with the tactical map and simply use a flat playing surface and a tape measure. One inch on the tape measure equals one Void Unit.

If the GM prefers, he can opt for a looser, 'narrative' system of combat. In this system, information like range is less important, as are the precise positions of the starships involved. For example, the GM might announce that there is a ship coming around a nearby moon to attack the Explorers' ship. The Explorers ask how far away the ship is, and GM replies that they are out of range, but if they make a **Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test** with enough successes, they can close the range enough to fire on their opponent. The players make the test, and the GM determines that they are close enough to fire on their foe without penalty.

Surprise

Surprise affects the first Strategic Round in space combat. As in regular combat, the GM must ultimately determine which vessels are Surprised, based on the actions of the players and NPCs and the environment their ships are operating in. Here are some guidelines to take into account.

- **Hidden vessels:** The fury of a running plasma drive is almost impossible to hide in open space. However, a canny captain may use a convenient asteroid field, nebula, or even planet to mask his engine signatures. Alternatively, ships can go on Silent Running to lurk in the cold darkness of space while his opponents fly right to them. A proper Scrutiny+Detection Test with the ship's detection equipment may warn of the danger.
- **Ambush and treachery:** In some situations, a friend may turn to foe in an instant. Such situations are highly dangerous if the ambusher is in close formation with his target. He may not even have to manoeuvre to place his target squarely within his sights. Although it is up to the GM, a skilled scanner operator may detect the last-minute powering up of the weapons with a **Challenging (+0) Scrutiny+Detection Test**.
- **Extenuating circumstances:** Ships' scanners and detection equipment are fickle devices, and easily fooled by powerful celestial phenomena such as solar flares, magnetic storms, and unpredictable gravity fluctuations. The interference may be powerful enough to mask the approach of attackers.

Using these guidelines (and any others he deems necessary), the GM determines at the beginning of combat if anyone is Surprised. Any attackers firing on Surprised ships gain a +20 bonus to attack rolls against them during the first Round of combat.

Manoeuvre Actions

During space combat, opposing ships can be less than a hundred metres apart, or have many thousands of kilometres between them. The latter is far more likely—it is rare that a gunner on a ship can see his target with an unaided eye.

In space combat, the distance from one ship to another, or how far a ship moves in a Strategic Turn, is measured in void units (VUs). The distance represented by a single VU is deliberately abstract and left open to some interpretation due to space's vast size. However, a good guideline is a single VU equals roughly 10,000 kilometres. Since even a single VU represents a vast distance, it is possible for two ships to be within one VU of each other. At that range, space combat becomes truly brutal, with ramming attempts and even boarding actions.

Basic space combat begins with all ships involved at a distance from each other determined by the scenario and the GM. There may be other phenomena in the combat as well, a nearby planet, perhaps, or even a vast asteroid field (see page 226).

When beginning combat, the GM and players should determine the direction each starship is facing. A starship's facing is the direction it will travel when moving directly forward.

When a starship takes its Manoeuvre Action, it chooses to move directly forward a number of VUs equal to its Speed value or half its Speed value. This is the default action of a starship—since starships are huge vessels with immense momentum, players do not have the option of simply not moving their ship. Once the starship has moved forward by its Speed value or half its Speed value, it may turn. Transports, raiders, frigates, and other ships of equivalent size (i.e., Hull Integrity and Available Space) can turn up to 90 degrees to the left or right (or port and starboard). Unless otherwise stated, all other ships may turn up to 45 degrees instead.

Either version of this Manoeuvre (moving at half or full Speed value) is considered the starship's default Manoeuvre, and does not require any

NPC Actions

It is entirely possible that the players will want to perform more actions than there are players in a group. In this case, the GM should remember that the players' characters command a ship with thousands of crewmembers. If the players want to have a crewmember perform any of the following Actions, they can. If they do so, the GM will roll to see if the Action is successful, counting the crewmember's appropriate characteristic (see Table 8-9 below).

However, the GM should be careful not to let the players delegate too many tasks to their NPCs. In general, the GM should only allow the NPCs aboard a vessel to perform three Actions per Strategic Round. Alternatively, the GM can allow the NPCs aboard a vessel to perform a number of Actions per Strategic Round equal to the tens column of the NPC crew's Skill rating. So, for example, a Competent crew could perform three Actions, while a Veteran crew could perform five. Either option is valid, and the GM should select one to use when setting up his game.

Players should keep in mind their NPC crewmembers are rarely as skilled as they are. Also, GMs should use common sense when dealing with the delegation of tasks to NPCs, and are encouraged to require the Explorers to perform certain, more important, actions personally. The idea is to keep the players involved in a combat, and not have it come down to a series of NPC activities and dice roles.

Table 8-9 can also be used to generate statistics for the crews of enemy or NPC vessels. Enemy vessels can perform a number of Extended Actions (or other actions such as firefighting) equal to the number of Actions other NPC vessels can perform.

Skill Tests to perform. However, a skilled pilot can use more advanced Manoeuvre Actions to modify this Manoeuvre. Each Manoeuvre modifies (but does not replace) the basic Manoeuvre action mentioned above, and only one Manoeuvre may be selected per Turn. Unless specified otherwise, a starship's turn may never be more than 90 degrees.

If a starship ever fails its Test while performing a Manoeuvre, it simply makes either version of its default Manoeuvre (it moves forward either half its Speed value or its full Speed value, then may turn).

Adjust Bearing

This is used to decrease the distance a starship must move before it can turn. First, the ship decides if it is moving half its Speed value or its full Speed value. Then, the helmsman makes a **Challenging (+0) Pilot (Space Craft)+ Manoeuvrability Test**. On a success, the starship may turn after moving one VU less than its Speed value. For every degree of success, it may turn after moving one less VU. A starship must move at least one VU before turning. Once the starship has turned, it must move the remaining distance so its complete movement is equal to its half or full Speed value.

Adjust Speed

This is used to adjust the distance a starship is required to move. First, the ship decides if it is moving half its Speed value or its full Speed value. Then, the helmsman makes a **Challenging (+0) Pilot (Space Craft)+ Manoeuvrability Test**. On a success, he may increase or decrease the number of VUs his ship moves by one. For every degree of success, he may increase or decrease that number by an additional one. The starship may not move less than 0 VUs forward (the starship may come to a stop using its retro-thrusters, but cannot move in reverse). The starship may not move double or more its Speed value using this Manoeuvre (only Flank Speed allows that).

Adjust Speed & Bearing

This is used when a starship wants to turn earlier while moving more slowly or quickly. First, the ship decides if it is moving half its Speed value or its full Speed value. Then, the helmsman makes a **Hard (–20) Pilot (Space Craft)+ Manoeuvrability Test.** On a success, he may increase or decrease the number of VUs his ship moves by 1, and may turn after moving one VU less than its Speed Value (as above). Likewise, every degree of success awards the benefits of Adjust Speed and Adjust Bearing. However, the limitations of both Manoeuvre Actions apply.

Come to New Heading

This is used to make radical course changes. The helmsman makes a **Difficult (–10) Pilot (Space Craft)+ Manoeuvrability Test**. Success means the starship may turn when it has moved half its Speed value, then turn again when it has moved its full Speed value. The ship suffers –20 to any Ballistic Skill Tests to fire its weapons during this turn.

Disengage

This gives the starship a chance to flee the battle by making a radical course change and shutting off its systems, attempting to hide amongst the vastness of the void. This Manoeuvre may not be performed if the starship is within 8 VUs of any enemy. The helmsman makes a **Challenging (+0) Pilot (Space Craft)+ Manoeuvrability Test** against an

Table 8-9: NPC Crew Ratings

Crew Rating	Skills and Characteristics
Incompetent	20
Competent	30
Crack	40
Veteran	50
Elite	60

Ramming and Boarding Actions

There are desperate times in the fury of space combat when a captain's only course of action is to use his own starship as a weapon. If a starship ends its Manoeuvre Action within one VU of an enemy vessel and its bow is facing said vessel, the starship may give up its Shooting Action this turn and ram the ship instead. The helmsman must make a **Hard (–20) Pilot (Space Craft)+ Manoeuvrability Test**. If he succeeds, the ship crashes into its target, doing damage based on its hull size—1d5 for transports and raiders, 1d10 for frigates, 2d5 for light cruisers, and 2d10 for cruisers. The ship adds the die roll to its prow armour value for total damage inflicted. This damage ignores void shields. The ramming ship then takes damage equal to the defending ship's Armour plus 1d5 to their prow armour, also ignoring void shields.

However, sometimes, the best course of action is to crash into the enemy, send across parties of armsmen and ratings, and take their ship by storm. This is called a boarding action.

If a starship ends its Manoeuvre Action within 1 VU of its target, it may give up its shooting action to Board the target. The helmsman must make a **Hard (–20) Pilot (Space Craft)+ Manoeuvrability Test**. If he succeeds, the two ships crash together and the boarding action begins. While two ships are involved in a boarding action, neither of them can take Manoeuvre or Shooting Actions (meaning the two ships remain stationary), although individual characters may still take Extended Actions. The ships are locked together, and the only way a ship can break free is by making a Hard (–20) **Pilot (Space Craft)+ Manoeuvrability Test** at the beginning of its turn. If a ship attempts to break free and fails, however, it will suffer a –20 to the subsequent opposed Command Test (see below).

The two ships take their Strategic Turns simultaneously, dropping to last in the initiative order. During their turns, two characters, one from each ship (whoever is leading the ship's warriors), make an opposed Command Test. The ship with the larger Crew Population value will receive a +10 bonus to its character's Command Test for every full 10 points difference in Crew Population between the two ships. The ship with the higher remaining Hull Integrity provides a +10 bonus to its character's Command Test for every full 10 points difference in Crew Population between the two ships. Each ship's turret rating also provides a bonus (see page 220).

For each degree the winner wins by, he may choose to inflict one of the following options on his opponent. The loser may either suffer 1d5 Crew Population and 1d5 Morale damage (representing the crew cutting through the enemy), or 1 point of Hull Integrity damage (representing the crew setting charges and doing as much damage as possible). Damage to Hull Integrity will also result in damage to Crew Population and Morale as normal (see page 221).

The ship that has lost the opposed Command Test must then roll a d100 and compare it to their current Morale. If they roll an equal or lower number than their Morale, their crew continues to fight. During the next Strategic Turn, both ships will make opposed Command Tests again. If, however, the losing ship rolls higher than their current Morale, their crew routes and surrenders to their captors. If the ship is an NPC vessel, it surrenders. If it is the Explorers' vessel, the characters face a grim choice—surrender to their foes, or try and flee as best they can...

opposed **Challenging (+0) Detection+Scrutiny Test** from opponents within 20 VUs. Provided their number of successes is greater than the successes of each enemy ship, the ship leaves combat, and may not renter it. Whether it succeeds or fails, the ship may not fire any weapons this turn.

Once a starship has successfully disengaged from combat, it may not reengage its opponents unless the GM specifically allows otherwise. Additionally, the Disengage Manoeuvre cannot be used to initiate a Stern Chase. This is because the disengaging ship is shutting down all non-essential systems, including its engines, scanners, and weapons, and doing its best to pretend it isn't there. It will remain that way for several hours or even days, before restarting its systems (hoping that everyone else has already left the area).

Evasive Manoeuvres

This is used to help avoid enemy fire. The helmsman makes a **Difficult (–10) Pilot (Space Craft)+ Manoeuvrability Test**. Success (and every subsequent degree of success) imposes a –10 penalty to all shooting directed against the starship until the beginning of its next Turn. The starship suffers the same penalty to its own shooting during this time.

Shooting Actions

After completing its Manoeuvre Action, a ship has the option of firing its weapons. Each Weapon Component may be fired once per Strategic Turn, and all Weapon Components must be fired at once, although they may be fired at different targets. A Weapon Component may only be fired at a target within its firing arc.

Firing weapons and resolving damage is covered later in this chapter (see page 218).

Extended Actions

Extended Actions are only available to characters who have not taken part in Manoeuvre or Shooting Actions this turn. They represent characters doing other activities to aid the ship, such as making repairs, caring for the wounded, and even raiding enemy vessels.

Note: The modifiers listed for Skill Tests may be modified at the GM's discretion. Although each player may only perform one Extended Action per Strategic Turn, it may or may not take the entire 30 minutes, depending on the action.

Stern Chase

In some situations, a starship may prefer to flee from opponents, rather than stand and fight. Perhaps a smuggler wishes to run a naval blockade, or a privateer is chasing a valuable prize. Perhaps a ship simply wishes to flee combat, and her captain is doubtful of his chances of successfully disengaging under the enemy's guns. In such situations, players have the options of using the rules for a stern chase—a flight and pursuit between two ships that might last hours, or even days.

Stern chases may begin in combat, or outside it. If two ships are not in combat and one ship flees, the other ship may elect to pursue it, beginning a stern chase. If the ships are in combat, a ship may flee the combat if it ends its turn out of range of the guns of any enemy ships. If it does so, it must make a **Routine (+10) Pilot (Space Craft)+Manoeuvrability Test** (if it fails, it must remain in the combat and forfeit its next Strategic Turn). Then, all other participants in the combat have the options of pursuing the fleeing vessel. If they chose to do so, they leave the combat on their next Strategic Turn and the stern chase begins.

If the Explorers are the pursuers, the stern chase is treated in a similar manner to an Exploration Challenge (see page 263), where the various Explorers will use certain Skill Tests to accumulate a number of successes that must equal a predetermined total for the chase to succeed. The total required for success is based largely off the type of ship the Explorers are pursuing.

- Transport, Cruiser: 3 Degrees of Success
- Light Cruiser, Frigate: 5 Degrees of Success
- Raider: 7 Degrees of Success
- If the pursued ship's Speed is greater than the pursuer ship's Speed: +2 Degrees of Success
- If the pursuer ship's Speed is greater than the pursued ship's Speed: –2 Degrees of Success
- If the pursuit takes place in asteroids, nebula, or other obscuring stellar environments: +1 Degree of Success

To obtain these, the Explorers may test the following Skills as if they were participating in an Exploration Challenge: Tech-Use, Pilot (Space Craft), Command, and Scrutiny (at the Game Master's discretion other Skills may apply, and the required successes may vary). As with Exploration Challenges, each Explorer may test each of these Skills once, with the default difficulty being Challenging. Success on a Skill Test will reduce the difficulty of subsequent Tests by one step. Degrees of success add an equal number of degrees of success towards successfully completing the stern chase. Conversely, failing a Skill Test makes subsequent Tests one degree more difficult, and each degree of failure removes one degree of success from the total.

If the Explorers manage to accumulate enough degrees of success to accomplish the stern chase, they bring their quarry to heel. The fleeing ship may surrender, or combat begins as the ship desperately tries to fight its pursuer (follow the rules for space combat). If they fail, their quarry escapes into the vastness of the void.

It is possible, of course, that the Explorers are the ones being pursued. In that case, the same rules are used (the Explorers must still accumulate a certain amount of successes to successfully escape from their pursuers), with several minor changes. The pursuing ship is now what sets the base number of successes, meaning the Explorers are still the ones attempting the Skill Tests. Also, if the Explorers (the ones being pursued) have a faster ship, they make the Challenge easier, and if they have a slower ship, they make the Challenge more difficult (reverse the penalties and benefits listed above). In addition, if the Explorers use celestial phenomena to their advantage, by fleeing through asteroids or nebulas, they make the Challenge one degree less difficult. If the Explorers succeed, they are the ones who escape into the vastness of space, and if they fail, they are the ones who must make the difficult choice to fight or surrender.

In either version of the stern chase, the time it takes to accomplish a stern chase roughly equals two hours per degree of success required to successfully accomplish it. This time will be spent whether or not the chase is successful.

Remember, a while a Stern Chase takes place, both ships are visible to each other, but out of range of each other's weapons.

Active Augury

The character makes a **Challenging (+0) Scrutiny+Detection Test** to scan the area surrounding the ship. If the scan is successful, the GM should reveal basic (and important) information about celestial bodies, phenomena, and ships within 20 VUs of the vessel. If there is a vessel on Silent Running within scan range, it is immediately detected.

For every degree of success, the character can extend the range of his scan by five VUs.

Aid the Machine Spirit

The character must make a **Challenging (+0) Tech-Use Test** to commune with the craft's machine spirit and aid it in its calculations. On a success, the character may add +5 to the ship's Manoeuvrability or Detection for the remainder of the turn. For every two additional degrees of success, the character may add an additional +5 to the same system.

Disinformation

The character makes a **Difficult (–10) Deceive or Blather Test.** If he succeeds, he can increase the crew's Morale by 1d5 for every degree of success for the duration of the combat.

Emergency Repairs

The character makes a **Difficult (–10) Tech-Use Test** to direct and aid repair crews. If he succeeds, he repairs one unpowered, damaged, or depressurized Component. Repairs normally take 1d5 turns, however, this can be reduced by

TABLE 8-10: MANOEUVRE ACTIONS

Action	Test	Benefit
Adjust Bearing	Challenging (+0) Pilot (Space Craft)+ Manoeuvrability	Turn earlier than normal
Adjust Speed	Challenging (+0) Pilot (Space Craft)+ Manoeuvrability	Move faster or slower than normal
Adjust Speed & Bearing	Hard (–20) Pilot (Space Craft)+ Manoeuvrability	Turn earlier than normal while moving faster or slower than normal
Come to New Heading	Difficult (–10) Pilot (Space Craft)+ Manoeuvrability	Make two turns in one Round
Disengage	Opposed Challenging (+0) Pilot (Space Craft)+ Manoeuvrability	Escape combat
Evasive Manoeuvres	Difficult (–10) Pilot (Space Craft)+ Manoeuvrability	Inflicts penalties on enemy fire

one turn per degree of success, to a minimum of one turn. Emergency Repairs cannot fix destroyed Components.

Flank Speed

The character must make a **Challenging (+0) Tech-Use Test** to nurse the ship's engines and push them to their limits. Success means the ship may move an additional VU this turn. Every degree of success allows an additional VU of movement. Failure by 2 or more degrees means the ship immediately suffers an Engines Crippled critical hit as the engines are strained too hard.

Focused Augury

The character makes a **Challenging (+0) Scrutiny+Detection Test** to scan a particular ship within extreme range of his vessel. A successful scan reveals a number of Components aboard the enemy ship.

- Basic Success: All Essential Components except Auger Arrays and Void Shields
- One Degree of Success: All Weapon Components
- Two Degrees of Success: Auger Arrays, Void Shields, and any combat related Components
- Three Degrees of Success: All Components aboard the target ship

Hail the Enemy

This action is unique as it can be performed by characters who have participated in Manoeuvre Actions or Shooting Actions during the turn. The character contacts one enemy ship using his ship's vox systems. He may use Interaction Skills to accomplish certain goals, such as the Intimidation Skill to convince an opponent to surrender. The exact details of how this works is left up to the GM (see page 293 for details on the use of Interaction Skills).

TABLE 8-11: EXTENDED ACTIONS

Action	Test	Benefit
Active Augury	Scrutiny + Detection	Scans the area
Aid the Machine Spirit	Tech-Use	Bonus to Detection or Manoeuvrability
Disinformation	Deceive or Blather	Raises Morale
Emergency Repairs	Tech-Use	Repair damaged, depressurised, or unpowered Components
Flank Speed	Tech-Use	Gain additional movement
Focused Augury	Scrutiny + Detection	Detailed scan of one target
Hail the Enemy	Interaction Skill	Communicates with another ship
Hit and Run	Pilot (Space Craft), Command	Board enemy ship, cause damage, and return
Hold Fast!	Willpower	Reduces Morale Damage
Jam Communications	Tech-Use	Stops target from sending vox signals
Lock on Target	Scrutiny + Detection	Bonus to Ballistic Skill Tests with one weapon component
Prepare to Repel Boarders!	Command	Bonus to Command Test vs. enemy boarding actions
Put Your Backs Into It!	Intimidate or Charm	Bonus to various actions
Triage	Medicae	Reduces Crew Population Damage

Silent Running

A ship may be attempt to avoid notice by going on silent running, shutting down non-essential systems and attempting to drift, unnoticed, past its opposition. When on silent running, a ship makes Manoeuvre Actions as normal, except the starship's Speed value is halved, and the difficulty of all related Skill Tests increases by one step. The default Manoeuvre Action requires a **Ordinary (+10) Pilot (Space Craft)+Manoeuvrability Test**. If the helmsman fails these tests, his ship performs the Manoeuvre as normal, but some power surge or engine flare betrays their presence, and any ships within sensor range become aware of them.

Enemy ships may detect a ship on silent running by using the Active Augury Extended Action (see below). Needless to say, if the ship fires any weapons, it is immediately detected as well.

Hit and Run

This allows a character to raid an enemy ship, sabotage it, then retreat. The character makes a **Challenging (+0) Pilot (Space Craft) Test**, attempting to reach one enemy ship within 5 VUs in a boarding craft, accompanied by a team of raiders. This test can be modified by the target vessel's Turret Rating (see page 220). If he fails the test, he is forced to return to his ship. If he fails by four or more degrees, his craft is shot down. The character either survives stranded in a crippled craft or is killed at the GM's discretion.

If he succeeds, he must make an opposed **Ordinary (+10) Command Test** against the commander of troops aboard the enemy ship. If he succeeds, roll 1d5 on the Critical Hit chart twice and select one result to apply to the enemy ship, plus 1 point of damage to Hull Integrity for every degree of success. If he fails, his force is forced to retreat back to his boarding craft, unsuccessful in causing mayhem.

Hold Fast!

The character must have Air of Authority (or a similar Talent at the GM's discretion) and make a **Challenging (+0) Willpower Test**. If he succeeds, he inspires the crew and reduces any damage to Morale by 1, plus 1 for every degree of success to a minimum of 1. Hold Fast! may only cancel out Morale damage suffered during the previous turn.

Jam Communications

The character makes a **Difficult (–10) Tech-Use Test**, targeting a ship within long range of his vessel. If he succeeds, that ship is unable to use vox-transmitters or other technologies to communicate with other ships. Psychic communicators—such as an astropath—are unaffected.

Lock on Target

The character makes a **Challenging (+0) Scrutiny+Detection Test** to use the ship's augers and calculate exact firing solutions on an enemy vessel. If successful, he adds a +5 bonus to the Ballistic Skill Test to fire one Weapon Component during this turn. Every two additional degrees of success ad an additional +5 to the same Test.

Prepare to Repel Borders!

This character must make a **Challenging (+0) Command Test** in order to organise and arm a portion of the crew. If he succeeds, he may add +10 to any opposed Command Test he performs against enemy borders during subsequent turns of combat, plus an additional +5 for every degree of success. Although the character is not required to make additional tests on subsequent turns, he will be occupied rallying the defenders for as long as he wants to maintain the bonus.

Put Your Backs Into It!

The character makes a **Challenging (+0) Intimidate or Charm Test**. If he succeeds, he can choose to add +5 to a Ballistic Skill Test to fire a Weapon Component, an Emergency Repairs Action, or an attempt to put out a fire made during this turn. He may aid an additional Ballistic Skill Test, Emergency Repairs Action, or firefighting attempt for every three degrees of success.

Triage

The character makes a **Difficult (–10) Medicae Test**. If he succeeds, he reduces any damage to Crew Population by 1, plus 1 for every degree of success to a minimum of 1. Triage may only cancel Crew Population damage suffered during the previous Turn.

WEAPONS AND SHOOTING

Starship weapons in the 41st millennium are as varied as the ships that carry them. Lasers, plasma projectors, macrocannons, rocket launchers, terra-watt beam weapons, and more esoteric weaponry such as grav-culverins and gamma emitters, all can be found in a starship's broadside. In game terms, the weapons found in Rogue Trader can be divided into two distinct classes; macrobatteries and lances.

Macrobatteries form the main armament of most ships, filling the broadsides of vessels with rank upon rank of gigantic weapons. Each requires a crew of dozens, if not hundreds, to operate. Whether they fling kilo-tonne warheads across the void or roast their targets with high-intensity energy, macrobatteries fire in volley. Their salvos are designed to blanket the space around a target, hopefully catching it in a maelstrom of destruction and overwhelm their defences by the sheer number of shots.

Lances are rare and potent weapons that fire incredibly high-powered beams of energy capable of burning through the hull of a warship, or cutting a smaller vessel in half. Unlike macrobatteries, lances are often mounted on gigantic turrets where multiple energy projectors focus to create a single, titanic beam.

Diagram 8–1

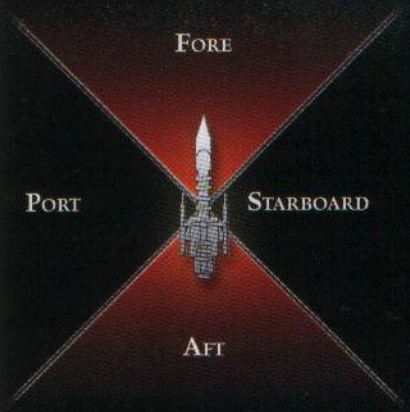


Diagram 8–2

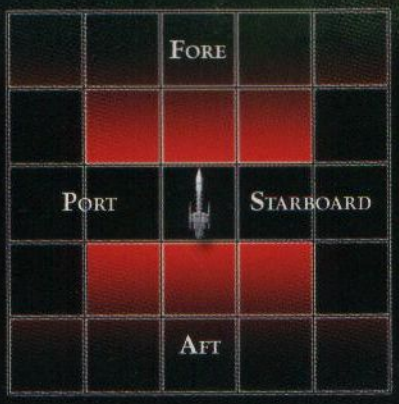
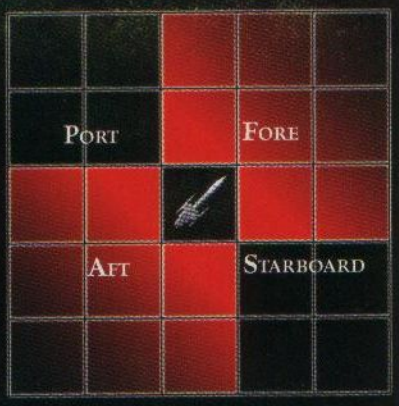


Diagram 8–3



In **Rogue Trader**, the weapons on starships are Supplemental Components. Each Weapon Component does not necessarily consist of one weapon—a single macrobattery, for example, can have dozens of individual macrocannons arrayed in broadside. Instead of these weapons being treated separately, they are grouped together into a single Weapon Component and treated as a single weapon that can score multiple hits when fired. Although most Weapon Components are classified as macrobatteries or lances, this simply means they follow the same general rules. Specific weapons may have different rules and unique abilities.

In **Rogue Trader**, each Weapon Component has the following statistics:

- **Strength:** This is the maximum number of hits a macrobattery can land on an enemy ship.
- **Damage:** This is the Damage each hit deals.
- **Crit Rating:** This is the number of successes the shot must have to score a critical hit on the target.
- **Firing Arc:** This determines which direction a starship weapon may be fired in.
- **Range:** This is the range of the weapon. Starship weapons may be fired at targets no farther away than twice the weapon's range.

When firing a Weapon Component, the character directing the fire makes a Ballistic Skill Test, adding in any appropriate modifiers. Characters may direct the fire of more than one Weapon Component (either macro-batteries or lances). This means that one character may direct all of a ship's weapons fire, although different Weapon Components may be fired by different characters if the party chooses. A ship's weapons may be directed against multiple targets. The gunner (or gunners) may select targets for their macrobatteries in turn, unless they are combining the fire of several macrobatteries into a single salvo (see page 220).

Whether or not a Weapon Component may be fired at a target is determined by its firing arc: front (fore), port (left), starboard (right), and rear (aft). Firing arcs extend in a 90 degree arc from the centre of the vessel. For a visual representation of firing arcs, see **Diagram 8-1**, above. If the combat is being fought on a grid-map, you can use **Diagram 8-2** and **8-3** instead (depending on which way the ship is facing). If there is any question between whether a target is in a ship's fore or aft arcs or in its side arcs (such as if you use the example from **Diagram 8-1** on a grid-map), the target is considered to be in the side arc. What arcs a weapon my fire in are determined by the location the Weapon Component occupies on a starship: Dorsal, Prow, Port, Starboard, or Keel.

Dorsal Weapon Components are mounted on the starship's spine or up most decks. They have a wide firing arc, but less weapons can be installed in the relatively limited space. Dorsal weapons may fire to the fore, port, and starboard.

Prow Weapon Components are packed into the starship's forward spaces, and are often weapons that must run along much of the length of the hull. Prow weapons on transports, raiders, and frigates may fire to the fore. Prow weapons on light cruisers, cruisers, or larger vessels may fire to the fore, port, and starboard.

Port and Starboard Weapon Components are installed in broadsides along the left and right sides of the starship, respectively. Port weapons can fire to the port firing arc, Starboard weapons to the starboard firing arc.

Keel Weapon Components are often on long masts or fins below the starship's belly, and are rare on Imperial vessels. Keel weapons may fire in any direction.

The range of the shot can affect its accuracy. When firing at a target further away than the range of the weapon (up to the maximum of

What about Torpedoes?

There are many other types of weapons in the 41st millennium, torpedoes, fighter craft, heavy bombers, and strange and terrible xenos weaponry. Listing these myriad weapons is far beyond the scope of this book—though many will appear in later supplements.

Turrets

The hull of a starship is often covered with short-range, rapid-firing weapons. These could be rapid-cycling multi-lasers, quad-barrelled auto-cannon, or even vulcan megabolters. All are collectively referred to as turrets and are designed to shoot down torpedoes and assault craft, as well as help defend the ship in the event of a boarding action.

If a starship has defence turrets, it has a turret rating. The turret rating does not correspond to the actual number of turrets—a starship with scores of defence turrets might only have a turret rating of 1. For each point of a starship's turret rating, the ship imposes a –10 penalty on the piloting tests of any Hit and Run Attacks directed against it. Additionally, each point of a starship's turret rating adds +10 to its side's Command Test during a boarding action.

Destroying Ships

Most of the Critical Hit results will not destroy a ship outright. Rather, they will instead damage it in some way. This is indicative of the nature of space combat in Rogue Trader—ships are rarely completely destroyed, and often even badly damaged hulks can be dragged back to port for salvage and refit.

However, a GM should never feel constrained by the Critical Hit chart when dealing with an NPC vessel. If he prefers a simpler space combat, he can modify the Critical Hit Chart in the following manner. When the starship is reduced to zero Hull Integrity, the Critical Hit Chart changes so the 1-9 results are the enemy vessel drifting away as a shattered, completely worthless hulk, and the 10–12 results are the ship violently exploding. If a 10–12 critical result is rolled, treat the ship as if it suffered a Catastrophic Overload. This means an NPC vessel will suffer the effects of Critical Hits as normal while its Hull Integrity is above zero. Once it hits zero, any Critical Hit—whether from doing damage past Hull Integrity or from a Weapon Component's Crit Rating—will destroy the vessel. Of course, this modification means the players will have no enemy ship to board and explore...

twice the range), the shot suffers a –10 penalty to the Ballistic Skill Test. However, when firing at a target at half the range, the shot gains a +10 bonus to the Ballistic Skill Test.

When firing a macrobattery, a successful roll scores one hit, plus an additional hit for each degree of success, to a maximum of the macrobattery's strength. Essentially, a more accurate hit means the character was able to land more shots on the enemy ship. After the ship calculates the amount of hits it has scored, apply the effects of the defender's void shields (see "Damage and Defences" below). Once the final number of hits has been determined, roll the weapon's indicated Damage once for each hit, adding the totals together. The final total is the amount of damage dealt to the target.

If a ship fires multiple macrobatteries at a single target, before rolling to hit and the determining the damage total for each macrobattery, the character directing the firing has the option of adding the totals together and applying the new, larger total to the target ship once, rather than applying each damage result separately. This represents a ship combining its weapon fire into a single, devastating salvo. If he chooses to do this, however, he can only inflict a maximum of one Critical Hit (see below).

Lances operate in a similar fashion, but with several distinct differences. When firing a lance, a character makes a Ballistic Skill Test with any appropriate modifiers. A successful roll scores one hit, plus one additional hit for every three degrees of success.

Unlike macrobatteries, the damage from each lance hit is never combined. Each damage total is resolved against the target's defences separately. However, when resolving a lance hit against the target, ignore the target's armour (see "Damage and Defences," below), but not void shields. Lances deal damage directly to Hull Integrity.

When firing a weapon, if the character rolls a number of successes equal to the weapon's Crit Rating, the shot has caused a Critical Hit. If the shot does not do any damage to Hull Integrity, inflict 1 automatic point of damage. Then roll 1d5 on the Critical Hit chart and apply the result to the target.

If the damage of two or more macrobatteries is combined into a single salvo, those macrobatteries can only inflict a maximum of one Critical Hit. Even if all of the macrobatteries cause Critical Hits on their Ballistic Skill Tests, only one Critical Hit is applied to the target vessel.

Unless multiple macrobatteries are being combined in a salvo, each Weapon Component should be resolved against the target separately, not simultaneously. (This is important due to the manner in which void shields work.)

Righteous Fury does not apply to shipboard weapons.

DAMAGE AND DEFENCES

There are two principle defences for starships in the 41st millennium, void shields and armour.

Void Shields create an invisible energy barrier around a starship. Miracles of lost technology, these barriers serve two purposes. First, they brush aside swaths of dust and detritus adrift in the void that would otherwise scar, befoul, and even destroy a starship (though they offer little protection against especially large objects like asteroids). Their second purpose is to absorb the terrific energies of incoming fire. If it absorbs too much energy too quickly, however, the void shield collapses, and must bleed off the accumulated energy before it can be raised again.

Armour can take many forms, but is often layers of adamantine and ceramite many metres thick, covering the outer hull of the vessel.

Void shields function by absorbing incoming hits before they can be resolved against their target. Whenever a ship chooses to fire on another ship during its turn, the target ship's void shields (assuming it has any!) will cancel a number of incoming hits equal to the strength of the shields. In other words, if a ship has one void shield, after an attacker determines the total number of

hits going against the ship, that number of hits is reduced by one. It does not matter if the hits are from lances or macrobatteries.

However, void shields can be overloaded. Once they have reduced their strength in hits, they overload and shut down. Any remaining hits in that salvo will hit the target, and any further shots fired against the target by the attacking ship will also hit the target unimpeded by void shields.

If the attacker combines the damage of multiple macrobatteries against the defending ship, the attacker chooses which hits are discarded by the void shields. This represents the attacker timing his salvos to overwhelm the enemy's shields with his lighter weaponry.

It is important to note that void shields reduce hits from all ships firing on them. If one attacker fires on a ship, the ship's void shields reduce the hits as usual. Even if they overload and another attacker fires on the ship in the same Strategic Round, the void shields will be restored in time to protect against that attacker's fire as well.

Once void shields have been taken into account, and the damage for the remaining hits is rolled and added together, it is compared to the target's Armour. The Armour value is subtracted from the damage total. If the result is zero or less, the target's Armour has successfully protected the vessel. If the result is more than zero, the target loses that many points of Hull Integrity.

Hull Integrity can be considered similar to a ship's Wounds. It is a measure of how tough the vessel is, and how much damage it can take before being blown open. For every point of Hull Integrity a ship loses, it loses 1 Crew Population and 1 Morale as well.

Example

The Sabre has closed in on an enemy raider, and is preparing to fire. The Sabre's gunner directs the fire of the ship's macrobattery and lance against the raider.

The gunner's Ballistic Skill is 48, and the ship is at Close Range, giving a further +10. He fires the Sabre's macrobattery first, and rolls a 29. He has hit successfully with two degrees of success, meaning a total of three hits. The raider's void shields absorb the first hit, but the other two strike home. The gunner rolls 2d10, and gets a 16, beating the raider's Armour value of 15 by one. The raider then takes one point of damage to its Hull Integrity.

The gunner then fires the lance, making a Ballistic Skill test against the total of 58. He rolls an 11. Not only is this a hit, but it also four degrees of success, enough to meet the lance's Crit Rating. A mighty blow! The unfortunate raider's void shields are already down from the macrobattery, and the lance strikes home unimpeded. The gunner rolls 1d10+4 (the lance's Damage) and gets a 9. Because the raider's armour is ignored due to the nature of lance weapons, the raider will take 9 points of damage to its Hull Integrity. If that wasn't bad enough, the gunner rolls 1d5 for the Critical Hit and gets a 5, lighting the poor raider on fire!

Crippled Ships

When a ship reaches 0 Hull Integrity, it becomes **Crippled**. Apply a –10 penalty to its Manoeuvrability and Detection, and reduce its Speed to half. In addition, reduce the strength of all weapon Components by half (round up). A ship will remain Crippled (and continue to suffer these effects) until it has regained at least 1 Hull Integrity.

When a Crippled ship takes damage past its Armour, it takes a Critical Hit. Compare the value of the damage that exceeded the Armour to the Critical Hit chart. The ship suffers this Critical Hit result.

A Question of Scale

Players may notice that the shipboard weapons roll similar amounts of damage dice as their handheld weapons, and may be tempted to lean out their ship's airlock with their trusty lasgun.

Obviously, ship-to-ship combat is measured on a completely different scale than any other form of fighting even if the dice are the same. Handheld or vehicle-mounted weapons are unable to harm a starship, and the trusty lasgun wouldn't even scratch the paint of an enemy vessel.

Conversely, if a player or vehicle were ever hit by a starship's main weapons, the results would be as horrifying as they would be fatal. Most starship weapons are not precise enough to target something as small as a person, but if it happens, that unfortunate is instantly destroyed.

Critical Hits

Oftentimes, an especially lucky or well placed blow will do more than boil off armour or consign some unlucky pressmen to the void. Shells and beams may tear deep into a starship's gut, ripping out her insides, crippling her systems, and leaving her bleeding air.

The following is the Critical Hit chart for ships, and should be used when a weapon's attack roll has met its Crit Rating, or when a crippled ship takes damage. Some Critical Hits require an attacker to know about Components on the target ship. The attacker can know what Components their target has in one of two ways. The first is through using Active Augury to scan the enemy vessel. The second is that if the enemy vessel uses a Component to attack or otherwise effect the attacker, the attacker obviously knows of its existence and can target it with a Critical Hit.

FIRE, DEPRESSURISATION, AND OTHER HAZARDS

"The flames licked across the bulkhead, moving like skin-dancers in the null-gee. Emperor save me, it was the most beautiful thing I ever saw. Then they reached us, and the screaming began..."

–Pressman Tizak, survivor of the *Gilded Lady*

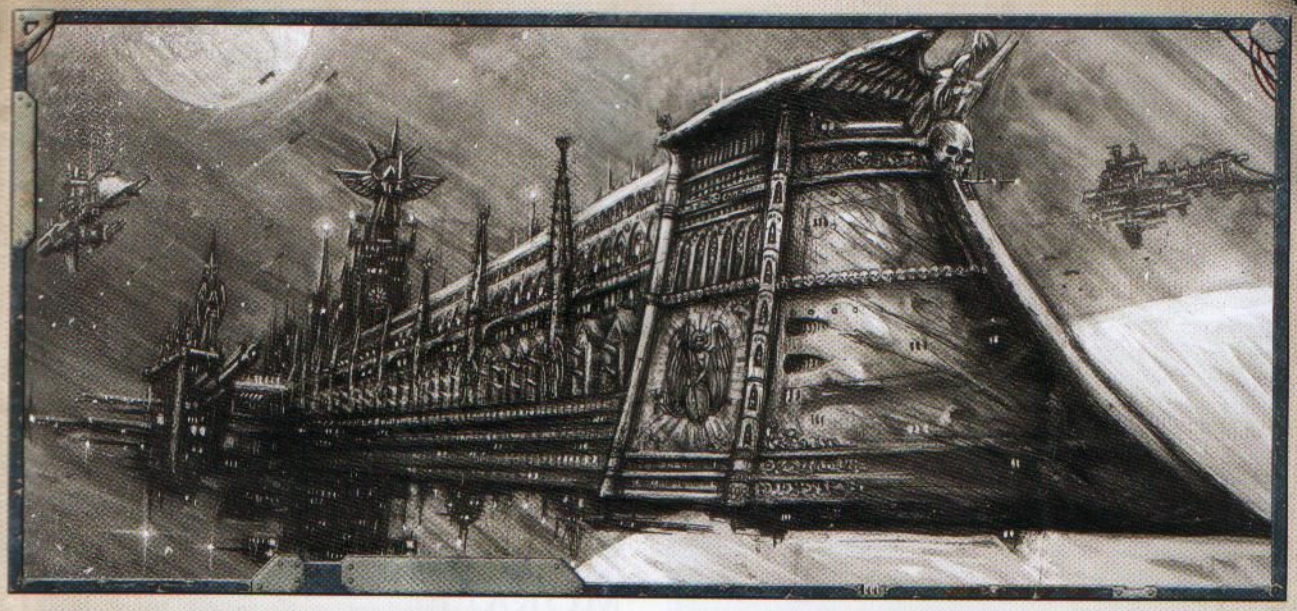
Quite a number of things can go wrong on a starship. Crippling blows from enemy guns can depressurize compartments, failing generators can plunge cabins into darkness, and a

TABLE 8-12: CRITICAL HITS

Roll	Result
1	**Holed:** A lucky hit has wrenched open the ship's hull, exposing it to space. The attacker selects one Component (only choosing ones he knows of) that is not the bridge or plasma/warp drives. Emergency bulkheads slam into place to seal off the compartments, but this Component is depressurized.
2	**Internal Damage:** The force of the hit ruptures bulkheads and smashes machinery. The attacker selects one Component (only choosing ones he knows of) that is not the bridge or plasma/warp drives. This Component is damaged.
3	**Sensors damaged:** The ship's auspex arrays have been knocked out, leaving the vessel blind. Until the damage is repaired, all shooting tests suffer a –30 to hit, and all sensory tests to detect anything beyond the ship's immediate engagement range automatically fail. Additionally, as the arrays are located outside the hull, any repairs must be attempted in the void.
4	**Thrusters damaged:** The ship's manoeuvring thrusters are smashed, venting randomly and leaking fuel. Roll 1d10. On a 1-7, the ship can still manoeuvre, albeit slowly. Reduce the ship's Manoeuvrability bonus by –20. On an 8–10, the thrusters are completely damaged. The ship cannot turn. This damage can be repaired.
5	**Fire!:** Alarms scream through the hull as hungry flames roar though passageways and compartments. The blaze must be contained before it devours the entire ship! The attacker selects one Component (only choosing ones he knows of) that is not the bridge or plasma/warp drive—this Component is now on fire. The fire follows all the rules for shipboard fires.
6	**Engines Crippled:** Something pierces the immense drive tubes in the ship's stern, bleeding plasma into the void and leaving the vessel drifting in space. Roll 1d10. on a 1-7, the plasma drives are still usable, though heavily damaged. Reduce the ship's Speed by half. On an 8–10, the drives are completely wrecked. Reduce the ship's Speed to 1. This damage can be repaired.
7	**Surly Techsprites:** Something has jarred and shocked the ship's machine spirits, awakening their anger. Massive electrical surges knock out systems across the ship. Roll 1d10 for every Component. On a 4 or higher, the Component now counts as unpowered. Each Component must be repaired individually before it can receive power again. Morale takes 1d5 damage from the spooky atmosphere.
8	**Decapitation:** A lucky hit strikes the ship's bridge, sending shrapnel scything across the compartment and opening it to space! All crewmembers on the bridge must make a Dodge reaction or be hit by shrapnel doing 2d10 Explosive damage. If the damage result is 12 or higher, the bridge Component is also depressurized. If the damage result is 16 or higher, the Component is damaged.
9–10	**Hull Breach:** The hull of the ship is ripped asunder by tremendous force, opening compartments to the void and doing massive structural damage. The attacker selects 1d5 Components (only choosing ones he knows of, and not including the bridge). Roll a d10 for each; on a 1-7 the Component is damaged and depressurized. On an 8–10 the Component is destroyed, and all crew inside are killed. Instead of rolling for Crew Population and Morale damage separately, the ship reduces both of its current values by half.
11	**Catastrophic Damage:** A succession of powerful blows and explosions rip through the ship, causing horrendous damage. Roll 1d10. On a 1-7, the ship is hulked. On a 8-9, the ship's plasma drive explodes. On a 10, the ship's warp drive explodes instead (if the ship does not have a warp drive, it suffers a plasma drive explosion).
Space Hulk	Catastrophic damage leaves the ship a drifting, smouldering wreck. Uncontrolled fires burn in some compartments, others are open to space, and the rest are choked with the dead and dying. Roll 1d10 for each Component. On a 1–2, it is miraculously untouched, but is unpowered. On a 3-7, it is depressurized and damaged. On a 9–10, it is completely destroyed, and all crew inside are killed. Reduce Crew Population to 1d10.
Plasma Drive Explosion	The starship's plasma drive explodes in a single, cataclysmic explosion. All starships within 1d10 VUs of the stricken craft must make a **Hard (–20) Pilot (Space Craft)+Manoeuvrability Test** or be struck by the flaming debris of the destroyed vessel. Treat this as 1d5 macrobattery hits doing 1d10+4 damage each, that void shields and armour will protect against normally.
Warp Drive Explosion	The starship's warp drive overloads and explodes, rending a seething hole in space, a maelstrom into the realm of chaos. Any starship within 2d10 VUs of the stricken craft must make a **Hard (–20) Pilot (Space Craft)+Manoeuvrability Test** or be struck by the chaos-storm, taking the equivalent of one lance strike doing 1d10 damage that void shields will not protect against. Additionally, every starship within 1d5 VUs of the stricken vessel must make a second **Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test**, or be sucked into the rift. What happens next is up to the GM, but should be suitably horrible. Mass possessions and manifesting daemons are the norm, while the crew frantically tries to activate the Geller Field. The survival of those onboard the ship should by no means be guaranteed.

careless galley-steward can light entire decks ablaze. These problems have an adverse effect on the ship as well as unfortunate characters caught in them.

A ship's Component is either intact, unpowered, damaged, or destroyed. Intact Components are fully functional, damaged Component are non-functional but can be repaired, and destroyed Components are nightmare mazes of twisted metal, raging infernos, and the bodies of the crew that once occupied them. Needless to say, a damaged Component cannot be used and



will not provide any bonuses to the ship until it is repaired. A destroyed Component cannot be repaired, only replaced at a forge world or stardock.

Unpowered Components have no gravity, no lights (besides emergency stablights), and any powered hatches and the like will not operate. A damaged Component is unpowered, but also contains other hazards, such as shorting electrical lines, ruptured bulkheads, and leaking pipes and air-lines. These can also create noxious vapors and, combined with failing air-purifiers, mean that character in the Component without a breathing aid such as a gas mask will suffer from suffocation (see page 261). Other environmental effects may exist in a damaged Component as well.

Destroyed Components are extremely hazardous, with nothing more than twisted, jagged metal shards, live electrical lines, no air, or raging fires. In game terms, the Component is considered to no longer exist, though the GM is free to invent a suitably nightmarish environment for any character who must enter the space the Component used to occupy.

Components may also have hazards present on them that may be mildly inconvenient, or are a danger to any characters exposed to them and possibly the entire ship.

Depressurisation

If a Component is depressurised, the air violently vents over a number of Rounds (the GM should determine a time depending on how big the hole—was it a micro-meteor or a lance strike?). Any characters attempting to exit the Component treat it as Difficult Terrain as they battle high winds within the compartment. Once all air has vented, all characters inside the Component suffer the effects of vacuum (see page 261). It is assumed airtight hatches will keep depressurisation confined to a single Component.

Depressurisation deals 1d10 damage to Crew Population, and 1d5 damage to Crew Morale, but does not make the Component Damaged (although a depressurised Component may be damaged for other reasons, and vice-versa). The Component may even be used, provided the crewmembers wear void-suits.

Depressurisation may be repaired by patching the hull, although the effects of vacuum on little details like the plumbing may linger for quite a while.

Fire

If a Component catches fire, it immediately deals 1d5 damage to Crew Population and 1d10 damage to Crew Morale (few things are as horrifying as a shipboard fire) and spreads through the entire Component (the GM should determine how long this takes, but it should be within 30 minutes or one Strategic Turn). Anyone occupying the Component is exposed to fire and suffers all of the appropriate adverse effects (see page 260). If the fire is not brought under control in one Strategic Turn, it consumes the Component (it now counts as damaged), and moves on. The GM selects a new Component, and treats it as catching fire (including the Crew Population and Morale damage). The GM should randomly select the new Component from among what he determines are a set of logical options—it is more likely a fire would spread from the plasma drives to the warp engines than to the prow weaponry.

To put out a fire, a character must organise a firefighting team of crew and make a **Difficult (–10) Command Test**. This counts as an Extended Action and therefore may only be attempted once per Strategic Turn. However, multiple characters may organise firefighting teams and attempt to put the fire out, and only one needs succeed. Alternatively, the ship's captain can choose to vent the burning compartments into the void. If he does so, the fire is immediately extinguished. However, the burning Component now counts as depressurised. Instead of the normal damage to Crew Population and Morale, the ship suffers only 1d5 Crew Population damage (most of the Crew already fled the Component) but 2d10 Morale damage (nobody likes seeing their comrades vented into the void deliberately).

Needless to say, if every Component is consumed by fire, the ship is reduced to a burned-out hulk and counts as destroyed.

TABLE 8-13: CREW POPULATION

Crew Population	Threshold/Effect
80	The ship increases all travel times by 1d5 days.
60	All Tests involving Boarding Actions, repulsing Hit and Run attacks, fighting fires, and making Emergency Repairs suffer a –5 penalty.
50	The ship suffers a –10 penalty to its Manoeuvrability.
40	The ship loses any bonus to Acheivement Points it would normally receive for its Components.
20	In combat, the ship counts as Crippled. If the ship actually becomes Crippled, it may only take a Strategic Turn on every other Strategic Round.
10	The ship may not perform Boarding Actions or Hit and Run attacks. Anyone attempting to repulse a Boarding Action or Hit and Run attack, fight fires, or make Emergency Repairs suffers a –20 to his Test.
0	The ship becomes an empty tomb, populated only by the dead. If any still live within its bowels, their only hope is to escape the vessel before they slowly suffocate or freeze. The ship cannot operate again without at least some crew to run it.

ZERO GRAVITY

Few forces are more essential to the everyday lives of humanity, yet gravity is something most take for granted. Those aboard starships do not have that luxury. Humanity developed the grav-plate during the mystical Dark Age of Technology, allowing them to simulate the effects of gravity in the chambers and passageways of their starships. However, these systems are fickle. Poor maintenance or battle damage can shut grav-plates off at inopportune times, leaving crewmembers stranded and drifting in mid-air. Additionally, if someone is forced to exit a ship and step into the blackness of the void, he will leave the effects of the grav-plates behind. It is imperative that every able-bodied void-man knows how to handle himself in such situations.

Zero gravity is considered Difficult Terrain, meaning that the movement of characters is halved while in it, and if they attempt to charge or run, they must succeed with a **Hard (–20) Agility Test** or drift out of control (treat as falling prone). Certain factors may mitigate this—a Void Born character, for example, does not treat zero gravity as Difficult Terrain and therefore ignores the above penalties. Additionally, a character beginning a movement action in zero gravity must be adjacent to a floor, wall, ceiling, or other secure object, so he has something to push off from.

CREW POPULATION AND MORALE

"Regulation 284.7: Mutiny. Any and all crew and officers found to be involved in the plotting of treason, sedition, or wilful disobedience of their superiors shall be jettisoned from the ship's airlock."

–Imperial Navy Code of Conduct: Calixis Sector edition

The health and well-being of a starship's crew is measured in two ways—its Crew Population and its Morale. Crew Population measures how many people are aboard a starship, indicated by a percentage of 100. Therefore, if a Crew Population was 98, that means 98 percent of the ship's original crew complement is still alive. All ships' Crew Populations begin at 100, though they may be modified by situations or the ship's Components.

Morale is also measured on a 1 to 100 scale, starting at 100 and dropping as the starship encounters situations that test its crew's loyalty and commitment. With both Morale and Crew Population, higher values are better.

As both values drop, they affect their starship adversely, as depicted in the following charts. The charts list a threshold number and the effect when the value drops below that

TABLE 8-14: MORALE

Morale Number	Effect
100	Normal operations.
80	All Command Tests involving the ship or its crew suffer a –5.
60	All Ballistic Skill Tests made to fire the ship's weapons suffer a –5.
50	All Command Tests involving the ship or its crew suffer an additional –10 (–15 total).
40	The ship suffers a –10 penalty to Manoeuvrability. All Ballistic Skill Tests made to fire the ship's weapons suffer an additional –5 (–10 total).
20	The ship may no longer perform Boarding Actions or Hit and Run attacks (too few of the crew can be trusted to follow orders or wield weapons). The ship may still attempt to resist Boarding Actions as normal. Whenever the ship reaches a port, lose 1d5 Crew Population to deserters.
10	All Command Tests involving the ship or its crew suffer an additional –15 (–30 total). The ship also suffers an additional –10 penalty to Speed, Manoeuvrability, and Detection.
0	The ship's crew rises up like a single, enraged organism, killing anybody in authority they can catch. Unless every single crewmember is put to the sword, they will take control of the ship and elect new officers from amongst their ranks.

number.

The effects of Crew Population loss and Morale are unavoidable, but the effects are reversible if the Crew Population or Morale are later brought above the threshold. All effects are cumulative, even Crew Population and Morale effects. The effects of Crew Population loss represent the ship becoming harder to operate as there are fewer hands to crew it, while the effects of Morale loss represent the crew actively malingering or doing other activities to hamper the ship's operations.

In addition, whenever Morale drops below 70, 40, and 10, the Captain must make a Command Test. If he fails, some portion of his crew rebels against his rule and a mutiny begins.

Note: If the ship is in combat when Morale drops below a threshold, wait until after the combat ends to test for a mutiny. If it drops below multiple thresholds during a single combat, only test once.

To represent the mutiny, the GM should choose one NPC crewmember to lead the mutiny (or invent basic stats for a general crewmember). The mutiny can be fought or suppressed through opposed Command, Charm, or Intimidation Tests, chosen by the players. One character (who does not have to be the captain) should be chosen to suppress the mutiny and make the selected opposed Skill Test.

- If the characters chose to use Command, they are leading armsmen to suppress riots, posting guards at critical spaces, and generally waging war against the mutineers directly. If the characters win the opposed Skill Test, the ship suffers 1d5 Crew Population damage and 1d5 Morale damage, but the mutiny ends.
- If the characters use Charm, they are meeting with the mutiny's ringleaders, addressing their demands, and trying to placate them. If the characters win the opposed Skill Test, the ship suffers 1d10 Morale damage (the characters are viewed by the crew as weak), but the mutiny ends.
- If the characters use Intimidate, they are threatening to open crew quarters into space, shooting ringleaders, holding hostages, and generally showing the crew the dire consequences of their actions. If the characters win the opposed Skill Test, the ship suffers 1 Crew Population damage and 1d10 Morale damage (the crew fears and mistrusts their ruthless commanders), but the mutiny ends.

If the mutineers win any of these tests, another opposed Skill Test is performed. If the mutineers win again, the cycle continues. If, however, the mutineers ever win one of these tests by three or more degrees of success, the mutiny succeeds. The characters lose control of their ship, and will likely be forced to flee quickly lest they be killed by their former crew.

Adventuring Aboard Ship

Most of the rules provided in this chapter treat the actions performed aboard a ship in abstract terms. For example, a boarding action or hit and run attack is resolved with a few Command Tests, as are mutinies. Repairing a damaged Component requires a single Tech-Use Test. This is done because the characters are leading whole cohorts of their crew to accomplish actions, and because to break it down into individual actions would greatly slow down the game.

If the GM wants to, however, he can expand on these, turning them into adventures in their own right. Perhaps the players have encountered a heavy cruiser, and have no conceivable way of destroying it. Instead of throwing themselves at the mercy of their foes, they hatch a daring plan to board the opposing ship in a shuttle, haul an ordinatus shell from one of their macrocannons to the ship's warp engines, and attempt to destroy it from the inside.

If the GM chooses to do this, however, he should have a clear-cut goal defined, and the characters should understand how to accomplish it. It is also be a good idea to refrain from trying to have the characters fight large-scale battles, or have the players slog through the entire crew of an enemy ship (which, remember, numbers in the thousands). To suppress a mutiny, for example, the players could sneak through the ship's lower bilge decks and assassinate the mutineer leader, or fight their way to the life sustainer controls and vent the rebelling compartments into space. Perhaps they could even establish communications with the mutineers and strike a deal with them, though such capitulation should stick in the craw of any true captain...

Example

The **Measured Response** *has just come through a hard fight, losing a substantial amount of crew—and even more Morale. After the fight ends, the ship's Morale is at 65. Since Morale has dropped below 80, all characters aboard will suffer –5 to any Command Tests. Additionally, the captain must make a Command Test to check for mutiny. He rolls against his Command Skill of 60 (taking into account the –5 penalty for his low Morale) and gets an 87. A mutiny has broken out aboard the ship! In the subsequent struggle to regain control, the captain will suffer –5 on any opposed Command Tests.*

Replenishing Morale and Crew Population

Restoring a ship's Morale is often surprisingly simple. The low-decks dregs that make up the majority of a starship crew are an easily satisfied lot, often content with life's simple pleasures—or the promise of Thrones in their pocket.

If the starship is currently involved in attempting to complete an Endeavour, the captain can bribe the crew with gelt (or the promise of gelt). At any point during a shipboard journey, the ship's captain—or another authority figure—can attempt to restore Morale by losing 50 Achievement Points (from those going towards his current Endeavour) and making a **Routine (+20) Charm Test**. Success means he has quieted the crew's concerns (or distracted them with their greed). Frigates, transports, and raiders regain 1d10 Morale, while light cruisers and cruisers (being larger) regain 1d5. The captain may do this as many times as he wishes, however the difficulty of the test should increase by one degree each time he does. After all, Thrones are only so good when you have no place to spend them.

A captain or another authority figure can also make a **Difficult (–10) Charm or Intimidate Test** to rally the crew, regaining 2 Morale for every degree of success. This will only work once per game session, however.

Of course, the best way to restore a crew's Morale is to put into port. If a starship reaches a habitable planet with no traces of civilisation, the ship can spend three weeks at orbital anchor, replenishing supplies and allowing the crew to travel to the surface. This will restore a ship's Morale to maximum. If the planet (or asteroid settlement) is inhabited by a human civilisation, this process will only take two weeks. If the captain is willing to spend some gelt, (making a **Routine (+20) Acquisition Test** to represent money distributed and reimbursements for damage caused to local drinking dens and brothels), he can restore his ship's Morale in a single week, and completely restock his supplies as well.

Restoring Crew Population can only occur at a planet inhabited by humans. The captain can make an Acquisition Test to restore his Crew Population to maximum, hiring on new crew members from among the locals. The availability of the crew should be considered Common (+20), though this can depend on the world. A hive world may have a large enough population that crew are considered Abundant (+50), while an isolated outpost may put a premium on manpower (Scarce or even Rare). The GM can choose to add bonuses or penalties due to the scale and quality (craftsmanship) of the crew being hired as well. Failure, of course, means the Explorers must look elsewhere for their crew. See page 271 for more information.

However, if he prefers, he can send teams of press-gangs into the planet's less savoury locales (be they slave camps, slums, or the underhive) to 'recruit' new crew members. If he does this, a character who is skilled in subterfuge and has contacts with the criminal underworld must make arrangements if the press-gangs are to be successful. The details are up to the GM, but at the very least a Common Lore (Underworld) Test will be required to find the right contacts, and a Barter Test must be made to secure the deal. Failure could mean that other criminal elements take violent exception to the rogue trader's plans, the local magistratum might step in to arrest all of the characters, or the planet's general population might violently rise up against the Rogue Trader and his party. The benefits, of course, are paying a few press-gang crews will not cut into a Rogue Trader's finances.

A third option is to strike a deal with planetary authorities that will allow the rogue trader to empty their prisons to serve as his crew. If he does this, he restores his Crew Population without cost. However, he immediately loses 1d10+10 points of Morale—which cannot be restored while he remains at this planet.

No attempts to restore a starship's Crew Population or Morale can increase these values above the starship's maximum Crew Population or Morale values. Any Acquisition Tests made to restore Crew Population or Morale do not count against the number of Acquisitions an Explorer may make in a game session.

SPACE TRAVEL OUTSIDE OF COMBAT

Outside of combat, space travel should be treated abstractly. The distances between a planet and one of its moons can be farther than a man in a land-crawler can drive in a year—the distance between two planets (or two stars) can be orders of magnitude further. An Imperial starship can generally travel the distance between a planet such as Holy Terra and its moon in little more than an hour, while that same starship could take two weeks to travel between the same planet and its star. In general, it shouldn't take much longer than that to get from one location in a star system to another; however, faster starships should take less time, while mass conveyors and other bulk transports may take far longer. In the end, travel times should be left up to the GM.

Enemy vessels are only one hazard a starship may encounter in its travels. Asteroid fields, gravity tides, ice rings, and nebula are all potential threats to be avoided—or in some cases, exploited.

Asteroid Field

The shattered remains of planets or the leftover debris from stellar nurseries, asteroid fields are vast expanses of drifting rock. A successful **Routine (+10) Pilot (Space Craft)+Manoeuvrability Test** is required to navigate an

asteroid field. Success means the ship passes through the asteroid field unharmed, but for every degree of failure errant chunks of space rock strike the ship, doing 1d5+1 damage. The damage is cumulative, so if there are four degrees of failure, the ship will take 4d5+4 damage, ignoring void shields. Any Tests using a ship's auger arrays within an asteroid field are made one step more difficult.

Gravity Tides

Though planet-dwellers consider gravity a universal constant, experienced voidsmen know that it can be a harsh and fickle force. In systems with multiple stars or large gas giants, gravity can behave strangely—sometimes in seeming defiance to the laws of physics. The most feared phenomena are the gravitational rip-tides found near gas giants during the conjunction of their larger moons, or at the midpoints of binary star-systems. Most avoid them, but a skilled—or insane—helmsman may try and use the flux to his advantage.

It takes a **Hard (–20) Scrutiny+Detection Test** to spot a gravitational rip-tide on the ship's auger arrays, and a **Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test** to avoid one. If a helmsman chooses, however, he can pilot his ship into the tide's gravity well while making a **Hard (–20) Pilot (Space Craft)+Manoeuvrability Test**. Success means the helmsman has built up enough speed for his vessel to "shoot the rapids"—using the speed generated by the tide's pull to shoot out the other side at tremendous velocity. For every degree of success, the GM should subtract a day from the travel time to the starship's destination. If the helmsman fails the test—or the starship fails to spot and avoid the tide—the ship takes 1d5 damage to its Hull Integrity ignoring armour or void shields, and must make a **Hard (–20) Pilot (Space Craft)+Manoeuvrability Test** to break free. If it fails it takes another 1d5 damage and must make another test. This continues until the ship escapes or is destroyed.

Ice Rings

The rings of gas giants are especially dangerous for ships, as they combine the aspects of an asteroid field and a nebula. To navigate them, a ship must make a **Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test** and a **Challenging (+0) Navigation (Stellar)+Detection Test**. Failing the first test by two or more degrees means the ship has blundered upon a particularly large chunk of ice—it takes 3d10 damage ignoring void shields. Failing the second test means the ship is delayed by a day. Any Tests using a ship's auger arrays within an ice ring are made two steps more difficult.

Nebulae

A nebula is a vast, dense cloud of gas and dust drifting in space. A successful **Difficult (–10) Navigation (Stellar)+Detection Test** is required to pass through a nebula on a proper course. Success means the ship makes its way through the nebula quickly, but failure means the ship is delayed. For every degree of failure, the ship must spend an extra day getting to its destination. In addition, the maximum weapon range for ships in a nebula is limited by the nebula's density (roll 3d10 at the start of battle, this is the furthest that all ship's sensors and weapons will operate). A ship making a Silent Running Manoeuvre gains +30 to its Manoeuvre Tests. Any Tests using a ship's auger arrays within nebula are made three steps more difficult.

The Deep Void Run

"We set out from Footfall the day after the Sanguinala, well stored and stocked for a long run spinward to Lucien's Breath. Then the warp-storms blew up and left us lost, blind, and adrift in an unnamed nebula. We ate our stores, the cargo, and were down to boot leather when ol' Three-Eye spotted the Astronomicon's glow. Good thing too, 'cause my mate Grax was starting to look mighty tasty!"

–Gunner's Mate Paytor Zoln of the trader-transport Reliant

Though the Imperium of Man claims that vast swaths of the galaxy are subservient to the Golden Throne of Terra, it would be more accurate to describe mankind's dominion as tiny islands adrift in an enormous ocean. The space between stars is so huge that any claim of control is laughable, and so the majority of the Imperium remains safe, huddled around the fires of their stars.

However, it is through these uncharted depths that mankind's ships must travel. Even with the help of warp drives—and the immaterium is a fickle ally at best—travel between star systems can take as long as months, or even years. Beyond the bounds of the Imperium, where the fires of civilisation are even farther apart, the journeys could even take decades.

Generally, a starship stocks at least six month's food and supplies in its lockers—although some vessels may cram an extra month's supplies on board if they anticipate a long journey. These stores can be stretched to last longer, although at a cost to the crew. As rations dwindle, fresh water grows scarce, and even the very air becomes thick and stale, sickness spreads easily and the tempers of the crew flare.

The consequences of long journeys are varying, and the GM is encouraged to invent hardships appropriate to the situation. Generally, for each month spent beyond the six month limit, the ship loses 2 Morale, and should suffer a misfortune such as the ones listed below:

Shipboard Sickness: The stale air and water ensure the easy spread of disease. A successful Medicae Test (difficulty at the GM's discretion) can contain sickness; otherwise the ship will suffer 1d5 damage to Crew Population and Morale as it runs its course.

Scurvy: Scarce food makes for poor nutrition. Little can be done about the lack of proper nutrients, and the loss of some of the weaker and sicker members of the crew will do 1d5 damage to Crew Population.

Weary Machine Spirit: Long voyages strain the systems of a starship, sometimes

to the breaking point. Without a full shipyard, repairs are often temporary. The GM should select a Component. For every month the ship spends at space without visiting a shipyard or civilised planet for proper repairs, a character must make a Tech-Use Test or the Component becomes damaged. These tests should become progressively harder.

Starvation: Few things are as worrying as a starship's food stores running low, both because of the threat of starvation and because it is likely to make the crew desperate and rebellious. Starvation is not something that should happen unless a ship has been at space for longer than a year or had its food stores drastically reduced for some reason. Once it begins, however, the ship will suffer 1 damage to Crew Population and 2 to Morale every day it does not find a habitable planet or other means to refill its food stores.

Of course, the threat of mutiny is also present when crews are confined within iron bulkheads without the warm sun or fresh air for months or years on end. This is represented by the Morale loss a ship suffers, but the GM should feel free to expand on this, inventing mutinous low-decks plots or even treacherous mid-rank officers scheming to take the starship away from the characters.

EXTENDED REPAIRS

To survive amongst the deep void, starships must be largely self-sufficient. Nowhere is this more apparent than in the case of repairs and maintenance. Any true void-faring vessel has bunkers full of fuel and storage holds with additional supplies and ship components, from delicate cogitator circuitry to massive adamantine plates to weld over hull breaches. Though the supplies are seldom enough to completely repair a starship (especially if it has just come through a truly nasty engagement), they are enough to let the crew patch up the worst of their ship's injuries.

To perform extended repairs, a starship should locate a suitable anchorage, perhaps high orbit around a gas giant in a deserted star system or nestled against a large asteroid to avoid detection. It's crew will then spend several weeks on the repairs, determined beforehand by the ship's captain. For each week at repairs, the member of the crew directing them must make a Tech-Use Test, tallying the degrees of failure and success. If the degrees of failure outnumber the degrees of success at the end of the specified time period, the repairs have failed. If the reverse is true, however, the repairs succeed, and the ship regains 1d5 points of Hull Integrity. This cannot take the ship's Hull Integrity above its maximum. In addition, a successful repair attempt restores all damaged, depressurised, and unpowered Components to full working order. Destroyed Components must be repurchased and replaced.

For a more thorough repair job, the starship will need to find an inhabited planet or space station —preferably a world with a reasonably advanced level of civilisation (cavemen or feudal peasants will not be much help in repairing a starship). Once a suitable world has been located, the crew can pay to have their starship repaired. If any Hull Integrity is repaired, any damaged, depressurised, and unpowered Components are restored to working order a well.

Stellar Phenomena in Combat

Although a GM can simply use the rules as presented above to represent stellar phenomena in combat, a simpler way to do it is to simply increase the difficulty of all Manoeuvre Tests by one step (and making the helmsman perform a **Routine (+10) Pilot (Space Craft)+Manoeuvrability Test** whenever his starship makes the default Manoeuvre Action). Failure imposes the penalties already listed for each phenomena, meaning that a simple ship duel in an asteroid field can suddenly become even more dangerous for those involved.

For every full five points of Hull Integrity restored, the Explorers must make an Acquisition Test at a –10 penalty (this takes into account the rarity and quantity of materials and supplies). These tests are made sequentially – once one is failed, the the Explorers have temporarily exhausted their available funds and must either wait 1d5 weeks until more money is available or seek repairs elsewhere (preferably where there is a better deal). Any Acquisition Tests made to repair Hull Integrity do not count against the number of Acquisitions an Explorer may make in a game session.

For every point in Hull Integrity restored, the ship must spend one day being repaired. New Components (whether to upgrade existing Components or replace destroyed Components) are purchased as normal, and require 1d5 additional days to install per Component.

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Chapter IX: Playing the Game

"To voyage alongside a Rogue Trader is to know great honour and even greater opportunities. First, however, there are some basics you must learn..."

–Master Seneschal Nathin Tsanthos

Rogue Trader provides a rich game experience where players use creative thinking, tactics, strategy, teamwork, and imagination to overcome a huge breadth of challenges. Life aboard a Rogue Trader ship can be very lucrative, but it is seldom easy. Innumerable dangers, from untimely mechanical failures and bloodthirsty aliens to treacherous warp storms and the corrupting taint of Chaos, await those daring enough to explore the cold, uncharted regions of deep space. This chapter discusses the fundamental rules of how such situations (and many others) are resolved.

Tests

Tests are the basic way of determining success or failure in a game of Rogue Trader. When an explorer performs any task that could have dramatic consequences—affecting the story, a character's health, a leader's reputation, the safety of the ship, and so on—a test must be performed.

Skill Tests

The most common type of test an explorer performs during the game is Skill Tests. Each Skill is governed by a characteristic. For example, the Dodge Skill is governed by the Agility Characteristic. To make a Skill Test, add any relevant modifiers to the skill's governing Characteristic, then make a percentage roll. If the result is equal to or less than the modified Characteristic, the test succeeds. If the result is greater than the modified Characteristic, the test fails.

Success is more likely to occur in a Skill Test where the character has training in the Skill. An explorer can still attempt a Skill Test with an Untrained Basic Skill, but in such cases, the governing Characteristic is halved (round down). If a Untrained Basic Skill Test involves situational modifiers, those modifiers are applied after the governing characteristic is halved. A character cannot attempt a Skill Test with an Untrained Advanced Skill.

Table 9-1: Skill Tests

Type of Skill	Effect on Skill Test
Untrained Basic Skill	Test at half Characteristic (round down)
Untrained Advanced Skill	Cannot perform a test with this Skill
Trained Basic or Advanced Skill	Test at full Characteristic
Mastered Basic or Advanced Skill	Test at full Characteristic +10 or +20

Example

Drake wants to slip past a guard so he can gain access to a high-security area. The GM declares that Silent Move is most appropriate for this situation, which is a Skill governed by Agility. Drake's Agility is 34, but he doesn't have training in Silent Move. Since Silent Move is a Basic Skill, Drake can still make the attempt at half his normal Agility, which is 17. Drake's player makes a percentile roll and gets a 29, which is higher than 17, so the test fails.

The guard, now alerted to Drake's presence, hits Drake with a shock maul. Drake has one chance to avoid the attack by attempting a Dodge Test. Dodge is a Basic Skill governed by Agility, and Drake has Training in Dodge, so he gets to use his full Agility score for the test, which is 34. Drake's player makes a percentile roll and gets a 33—a narrow success! Drake dodges the attack just in time.

Characteristic Tests

Sometimes an explorer wants to attempt something not covered by a Skill. In such cases, a Characteristic Test can be used instead of a Skill Test. The GM determines the most appropriate Characteristic for the test, and then the player makes a percentage roll. If the roll is equal to or less than the Characteristic, the test succeeds. If the roll is greater than the Characteristic, the test fails.

It is important to note that, despite their names, both Weapons Skill and Ballistics Skill are Characteristics.

Table 9-2: Characteristics Tests

Characteristic	Example Tests
Weapon Skill	Make an attack with a melee weapon.
Ballistic Skill	Make an attack with a ranged weapon.
Strength	Break down a door, restrain a captive, push over a Grox.
Toughness	Resist poison or disease, tolerate temperature extremes, stave off hunger.
Agility	Maintain balance on a narrow surface, navigate treacherous terrain.
Intelligence	Recall an important detail, identify a familiar face, solve a puzzle.
Perception	Notice a hidden enemy, locate a secret door, gauge another person's attitude.
Willpower	Resist a Psychic Power, torture or Fear.
Fellowship	Make a good impression, inspire confidence, seduce a target.

The Core Mechanic

- Determine the Skill or Characteristic to test
- Add or subtract any relevant modifiers to the Skill or Characteristic
- Make a percentile roll (1d100)
- If the percentile roll is less than or equal to the Skill or Characteristic being tested, the test succeeds
- If the percentile roll is greater than the Skill or Characteristic being tested, the test fails

DEGREES OF SUCCESS AND FAILURE

For most tests, it is enough to know whether a character succeeded or failed. Sometimes, however, it is useful to know how well a character succeeded, or how badly he failed. This is particularly important with social Skills, such as Charm and Inquiry, as well certain combat situations, such firing a gun capable of a semi-automatic or fully automatic burst.

Measuring degrees of success and failure in a Skill or Characteristic Test is straightforward. After the percentage roll is made, compare the roll with the modified Characteristic score. For each full 10 points by which the Characteristic was exceeded, one degree of success is achieved. Conversely, for each 10 full points by which the test failed, one degree of failure is gained.

Example

Yolanda's freighter has been intercepted by patrol ships from a nearby planet who are demanding a hefty 20% of Yolanda's precious cargo as a "safety tax." Yolanda doesn't want stir up a lot of trouble, so she tries to negotiate with the patrol. The GM calls for a Barter Skill Test. Yolanda's Fellowship is 42, and she has Barter trained. Her player makes a percentage roll and gets an 18! Yolanda not only succeeds, she achieves two degrees of success (success because her roll was 42 or less, one degree of success because her roll was 32 or less, and a second degree of success because her roll was 22 or less). The GM rules that Yolanda manages to talk the patrol into reducing their taxx to only 5% of the cargo.

EXTENDED TESTS

Some tasks are quite complicated and may take extra time or effort to finish. In these cases, the GM may decide that

it takes more than one successful Skill Test to complete the task. This is known as an Extended Test. Generally, the Skill in question describes whether it requires an Extended Test, though the GM may adjust the time represented by each test depending on what is in fact being attempted.

OPPOSED TESTS

Sometimes an explorer needs to test himself against an opponent. This is known as an Opposed Test. For example, if an explorer needed to hide from a guard, he could test his Concealment Skill against the guard's Awareness Skill.

In an Opposed Skill Test, both participants make tests normally. Whoever succeeds at his test wins. If both participants succeed, the one with the most degrees of success wins. If the both degrees of success are the same, the highest Characteristic Bonus wins. If the result is still a tie, the lowest dice roll wins.

Should both parties fail, one of two things occurs. Either there is a stalemate and nothing happens or both parties should re-roll until there is a clear winner.

Example

Drake is trying to convince a planet's security director that his cargo load of high explosives is for the iron mining conglomerate, and in no way will the cargo fall into the hands of the local rebels. The GM knows Drake's true intentions and calls for a Drake to make a Deceive Test, which will be opposed by the security director's Scrutiny Test. Drake's player rolls and succeeds. The GM rolls for the security director and succeeds with one degree of success, which causes him to win the Opposed Test. The security director doesn't buy Drake's story and has the cargo impounded.

TEST DIFFICULTY

Not all tests are equal. A routine landing at a spaceport and navigating a dense asteroid field at high speed may both require Piloting Tests, but the latter is clearly harder than the former. This is where test difficulty and the roll of the GM both come into play.

In some cases, the difficulty of a test is pre-determined by the rules; in other cases, the GM should decide the difficulty and consult **Table 9-3: Test Difficulty** to determine the appropriate modifier. The difficulty modifier is applied to the governing Characteristic associated with the test.

Example

*Yolanda has discovered some ancient documents that could be a clue in her search for lost Imperial technology, if only she can parse the content. The GM calls for a **Hard (–20) Scholastic Lore: Legend Test**. Yolanda's Intelligence is 44, and she has Scholastic Lore: Legend trained, but because of the difficulty of the test, she subtracts 20 from her Intelligence, which means she needs to roll 24 or less on her percentage roll to succeed.*

ASSISTANCE

In some situations, multiple characters working together have a better chance of completing the task than if a character attempts it alone. With the GM's permission, a character can assist another character that is performing a test. Only the character that is actually performing the test rolls dice. Each character assisting reduces the difficulty by one step. If the test succeeds, the character performing the test gains an extra degree of success.

Limits on Assistance

Characters can assist each other in most tasks but there are limits:

- To give assistance on a Skill Test, a character must have training in the skill
- The assisting character must be adjacent to the character performing the test
- Assistance cannot be given for Reactions or Free Actions
- Assistance cannot be given on tests made to resist disease, poison, Fear, or anything else the GM deems inappropriate
- No more than two characters may attempt to assist another on a single test

Example

Deavon is locked in a cell and his companion Drake wants to set him free. The lock on the cell is old and not particularly sophisticated, but Drake doesn't have the Security Skill trained, so he is unlikely to succeed at the test on his own. Deavon does have the Security Skill trained, so he lends assistance by talking Drake through the whole process. The GM declares the normal difficulty for this test is Ordinary (+10), but with Deavon's Assistance, the test becomes Routine (+20). Furthermore, if Drake succeeds at the test, he will automatically gain an extra degree of success.

Table 9-3: Test Difficulty

Difficulty	Test Modifier
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	–10
Hard	–20
Very Hard	–30
Arduous	–40
Punishing	–50
Hellish	–60

The Role of Fate

Explorers are unusual people, individuals with abilities, backgrounds, and experiences well beyond those of ordinary citizens of the Imperium. More than anything, the role of Fate in an explorer's life is what separates him from the masses. All explorers begin play with a number Fate Points, which are determined at character creation. For some, these Fate Points represent destiny, a sign that the Emperor has marked them for greatness. For others, Fate represents simple luck.

USING FATE POINTS

Fate Points allow an explorer to manipulate situations by mitigating bad results or turning a mishap into fortune. Among other things, this allows players to take more risks, which makes the game faster and far more exciting. An explorer has a limited pool of Fate Points, and when a Fate Point is spent, that pool is reduced by one. Spent Fate Points are restored at the beginning of the next gaming session, or possibly under special circumstances in the middle of a game session that the GM deems appropriate. A Fate Point can be used at any time, either on the character's own turn or in reaction to the action of another character. Spending a Fate Point is a Free Action.

Spending one Fate Point allows for one of the following:

- Re-roll a failed test once. The results of the re-roll are final.
- Gain a +10 bonus to a test. This must be chosen before dice are rolled.
- Add an extra degree of success to a test. This may chosen after dice are rolled.
- Count as having rolled a 10 for Initiative.
- Instantly remove 1d5 Damage (this cannot affect Critical Damage).
- Instantly recover from being Stunned.

BURNING FATE

Sometimes a re-roll or an extra degree of success is not going to be enough to save an explorer's life. In these instances, the explorer may choose to burn a Fate Point and permanently reduce his Fate Points by one. The result is that the character survives whatever it was that would have killed him, but only just. For example, if the explorer was shot with a lascannon and suffered a Critical Hit that would have killed him, instead he is only hideously burnt and rendered unconscious with zero Wounds. In more extreme circumstances, such as being trapped on a space ship during a warp drive implosion, it is up to the player and the GM to work out just how the explorer makes his escape.

A Fate Point may be burnt even if it has already been used for that gaming session.

Starships and Burning Fate

One of the hazards of battles in deep space is that the losing side is in a very precarious position. Many times the battle ends with at least one ship a burning wreck or merely scattered debris where once a proud vessel existed. In the case of a starship's destruction, Explorers who are on board the ship can choose to burn a Fate Point permanently in order to avoid certain death. However, the Explorers who burn Fate Points in this manner do so collectively—this means that each and every character on the ship must burn a Fate Point at the same time! The manner of the starship's survival is up to the GM. Typically, the ship is fortunate enough to disengage from the combat and limp away for repairs, but the GM may work out another method at his discretion.

GAINING ADDITIONAL FATE POINTS

Explorers are awarded additional Fate Points (or allowed to replenish those that have been burnt) at the GM's discretion. Such rewards can be given out as the main adventure reaches certain milestones, or for particular acts of heroism, cunning, or good roleplaying.

Combat

The galaxy is a dangerous place, especially for those who choose to leave behind the relative safety of established Imperial worlds and explore the unknown. Over the course of their travels, explorers aboard a Rogue Trader ship are bound to encounter all manner of people, aliens, and worse that would see them dead. Unless the explorers plan to spend their lives running away from their enemies, they will have to fight. As a result, combat can form a key component to a **Rogue Trader** game.

This section refers specifically to combat between a pair or small group of characters. Ship and vehicle combat is explained in **Chapter VIII: Starships & Vehicles**. Suggestions for resolving large-scale combats involving dozens, hundreds, or thousands of combatants are presented in **Chapter X: The Game Master**.

Narrative Time vs. Structured Time

The passage of time is flexible in a game of Rogue Trader and subject to the GM's discretion based on the needs of the story and the choices the players make. Sometimes the GM only needs to convey a very loose sense of time, which is known as narrative time. In other situations, especially combats, more precise time keeping is necessary, and the GM should adopt what is known as structured time.

Narrative Time

Many situations in a game of **Rogue Trader** do not require precise time keeping. It is usually enough to know if a certain action takes a few minutes, or about an hour, or several weeks, or anything in between. Narrative time is most often used outside of combat and other situations where the precise order of actions is unimportant.

Structured Time

In contrast to the abstract approach of narrative time, structured time is important for resolving complex encounters, such as combat, when every second counts and the order in which things happen is crucial. Structured time is divided into Rounds, Turns, and Actions.

Rounds

A Round consists of every character participating in the encounter taking one Turn each. It assumed that characters act more or less simultaneously in an encounter, so a Round is approximately five seconds long, regardless of how many characters are involved.

Combat Abstractions

Combat in **Rogue Trader** is fast and furious, designed so games don't become bogged down with minutia. As such, the rules take certain licenses with reality and assumptions must be made about what is really going on during a fight. One such assumption is that nearly all combatants are at least somewhat concerned for their own safety and are constantly side-stepping, twisting, and ducking, to avoid attacks or assume more favourable combat positions. With this in mind, the default difficulty for all combat tests is Challenging (+0), unless a specific rule states otherwise.

Turns

Each character in an encounter gets one Turn each Round. During a character's Turn, he can perform one or more Actions. While characters' Turns overlap each other slightly, Turns are resolved in a specific order known as Initiative Order (see page 236).

Actions

A character can perform one or more Actions on his Turn. If a character is performing multiple Actions during his Turn, the order in which they are resolved may or may not matter. For example, a character could draw his pistol and then move a few metres, or he could move first and then draw his pistol, and either way the end result is the same. But, if the same character wants to shoot his pistol, he obviously needs to draw it first. Actions are described in detail on page 238.

Combat Overview

Combat is usually resolved using structured time divided into Rounds, Turns, and Actions. Each character, including NPCs, takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order. When a new combat begins, follow these steps to determine what happens.

Step 1: Surprise

At the beginning of a combat, the GM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there will be many combats where nobody is Surprised. A Surprised character loses his Turn on the first Round of combat because he has been caught unawares by his enemies. If no one is Surprised, move immediately to Step Two.

Step 2: Roll Initiative

At the start of the first Round, each character rolls for Initiative. Each character rolls 1d10 and adds his Agility Bonus (the tens digit of his Agility characteristic). The result of the roll applies for all successive Rounds in the combat.

Step 3: Determine Initiative Order

The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their Turns during each Round of combat.

Step 4: Combatants Take Turns

Starting with the character at the top of the Initiative Order, each character takes a Turn. The character currently taking his Turn is known as the active character. During his Turn, the active character can perform one or more Actions. Once his Actions have been resolved, the next character in the Initiative Order becomes the active character and takes his Turn, and so forth.

Step 5: Round Ends

Once each character has taken a Turn, the Round is over. Any lingering effects that specify a duration of "until the end of the Round" now end.

Step 6: Repeat Steps 4–5 as Needed

Continue to play successive Rounds until the combat is complete or until the event that triggered the switch from narrative time to structured time is resolved.

Tactical Combat Maps (Optional)

During large combats, some players may want visual references to help keep track of enemy positions, as well as their own. The GM can accomplish this by sketching out simple overhead maps on paper. Many game stores also sell large game mats that you can draw on with wet-erase markers. These mats are usually pre-printed with squares grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large-scale maps with miniatures where a one inch square represents one square metre.

While tactical combat maps can be very useful, they are not necessary to play **Rogue Trader**. Many roleplayers prefer to use rich narrative descriptions to allow fellow players to simply imagine all the action. This requires players to keep a snapshot of the relative positions of all combatants in their heads, but it also allows for greater freedom in detailing the events of a combat.

SURPRISE

Surprise only affects the beginning of a new combat. It is up to the GM to decide if any of the combatants are Surprised. Ultimately, this comes down to a judgement call on the GM's part, based on the circumstances and the Actions of the various combatants leading up to the encounter. The GM should take the following into account when determining Surprise:

- Is anyone hiding? Successful use of the Concealment Skill before the combat may mean that some combatants are hidden. Extremely wary characters may oppose this with an Awareness Test.
- Is anyone sneaky? Successful use of the Silent Move Skill may have positioned some characters for an ambush. Again, wary opponents may oppose this with an Awareness Test.
- Are there any unusual circumstances that would mask the approach of attackers? This can cover nearly anything, from pouring rain to whining engines to nearby explosions.
- Are there any distractions? It's possible that something quite distracting is going on. A cultist's attention may be so fixated on the sermon of his confessor that he doesn't notice his attackers approaching.

Bearing all of this in mind, the GM must decide which combatants are Surprised. Whilst it's often the case that one entire side or the other is Surprised, there can be individual exceptions.

If no one is Surprised, proceed with the combat as normal.

A Surprised character loses his Turn in the first Round. He can do nothing except stand dumbfounded. Furthermore, a non-Surprised attacker receives a +30 bonus to Weapon Skill and Ballistic Skill Tests made to attack a Surprised target. After the Surprise Round completely resolves, all Surprised characters recover their wits and can act normally. All combatants then roll for Initiative and the combat proceeds normally.

Example

Castella and Ramirez are being followed by a group of unsavoury thugs. Rather than waiting for the situation to take a turn for worst, Castella and Ramirez decide to quickly plan an ambush. Turning the corner into a shadowy alley, Castella hides using her Concealment Skill. Ramirez remains visible, and when the thugs enter the alley, he attempts to create a distraction with a bit of roguish charm and fast-talk nonsense. The GM has Ramirez make a Blather Test, which is opposed by the thugs' Willpower scores. Ramirez wins the Opposed Test and the thugs are sufficiently distracted, allowing Castella to leap out of the shadows and strike. The GM rules that thugs are all Surprised, allowing both Castella and Rameriez to take any Combat Actions they wish for one Round. Additionally, any Weapon Skill and Ballistic Skill Tests they make to attack the thugs receive +30 bonuses. After the Surprise Round is resolved, everyone involved in the combat, including Rameriez and Castella, rolls for Initiative.

INITIATIVE

Initiative determines the order in which participants act during each Round. To determine Initiative, roll 1d10 and add the result to the character or NPC's Agility Bonus. The GM rolls the Initiative for any NPCs and creatures present. To keep things simpler, it is recommended that the GM make one Initiative roll for an entire group of similar enemies.

Example

Drake, Deavon, and Yolanda are three explorers who have just been attacked by a group of four gangers. The three players controlling Drake, Deavon, and Yolanda each determine their own Initiatives by rolling 1d10 and adding their explorer's Agility Bonus. Drake ends up with an Initiative of 8, Deavon also gets 8, and Yolanda gets 11. Since the four gangers all have similar Characteristics, the GM makes one Initiative roll for all of them and gets 9.

After each combatant (or group of combatants) has determined his Initiative, the GM makes a list and places them in order, from highest to lowest. This is known as the Initiative Order, which is the order the combatants act in each Round, until the combat is over.

If more than one character has the same Initiative, they act in order from the highest Agility to the lowest. If they also have the same Agility then each should roll a die, with the highest going first.

Example

Using the Initiative rolls in the above example, the GM ranks them in order from highest to lowest. Yolanda will act first with her Initiative of 11, followed by all of the gangers with their Initiative of 9. Drake and Deavon both ended up with 8 for Initiative, but Drake's Agility Bonus is higher, so he will act third, followed by Deavon who will act last.

Most combats last for multiple Rounds, but each combatant's Initiative is only determined once at the start of the combat. Once the Initiative Order has been established, it usually remains the same from Round to Round. If new combatants join in the middle of the fight, simply determine their Initiatives normally and insert them into the Initiative Order.

ACTIONS

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions. There are five types of Actions in **Rogue Trader**, and every action also has one or more subtypes.

Types of Actions

Every Action is categorised into one of the following types: Full Actions, Half Actions, Reactions, Free Actions, and Extended Actions.

Full Actions

A Full Action requires a character's complete attention to accomplish. A character can take one Full Action on his Turn and cannot take any Half Actions. Grappling an opponent is an example of a Full Action.

Half Actions

A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire Turn. A character can take two different Half Actions on his Turn instead of taking one Full Action. A character cannot take the same Half Action twice in the same Turn. Readying a weapon or making a Standard Attack are both examples of Half Actions.

Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round, which may only be used when it is not his Turn. Examples include making a Dodge Test or Parrying an attack.

Free Actions

A Free Action takes only a moment and requires no real effort by the character. Free Actions may be performed in addition to any other Actions on a character's Turn, and there is no formal limit to the number of Free Actions one character can take. The GM should use common sense to set reasonable limits on what can be done in a few seconds. Examples of Free Actions include dropping an item or speaking a few words.

Extended Actions

Some Actions take more time than a single Round to complete. Once a character commits to an Extended Action, he is considered to be working towards completing it for as long as necessary. If the character abandons the Extended Action, or is interrupted, all progress towards completing the Extended Action is lost.

Example

Zaddion, an arch-militant, needs to reload his meltagun in the middle of a combat. A meltagun's reload time is two Full Actions. On his Turn, Zaddion shouts for his companions to cover him (a Free Action) and then declares Reload as his Full Action. On his following Turn, he finishes the reloading by spending another Full Action. If he had chosen to abandon his reloading efforts after the first Round, the Extended Action would have been aborted and he would need to start the whole process over again, if he still wanted to reload.

Action Subtypes

Into addition to its type, every Action is also categorised into one or more subtypes. Action subtypes don't do anything in of themselves, but they are used to clarify what a character is

Table 9-4: Combat Actions

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
All Out Attack	Full	Attack, Melee	+20 to WS, cannot Dodge or Parry.
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.
Called Shot	Full	Attack, Concentration, Melee or Ranged	Attack a specific location on your target with a –20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer –20 to WS.
Delay	Half	Miscellaneous	Before your next Turn take any Half Action.
Disengage	Full	Movement	Break off from melee and move.
Dodge	Reaction	Movement	Test Dodge to negate a hit.
Feint	Half	Attack, Melee	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a Psychic Power.
Full Auto Burst	Full	Attack, Ranged	+20 to BS, additional hit for every degree of success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Attack	Full	Attack, Concentration, Melee	–10 WS, +10 to Parry and Dodge.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock-Down	Half	Attack, Melee	Try and knock an opponent to the ground.
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if you win, move enemy 1 metre.
Move	Half/Full	Movement	Move up to your movement as a Half Action or twice your movement as a Full Action.
Multiple Attacks	Full	Attack, Melee or Ranged	Attack more than once in the same round—requires two weapons or a talent.
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone, –20 to BS.
Parry	Reaction	Defence, Melee	Test Weapon Skill to negate a hit.
Ready	Half	Miscellaneous	Ready a weapon or item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move triple, enemies –20 BS and +20 WS.
Semi-Auto Burst	Full	Attack, Ranged	+10 to BS, additional hit for every two degrees of success.
Stand/Mount	Half	Movement	Stand up or mount a riding animal.
Standard Attack	Half	Attack, Melee or Ranged	Make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, –20 to BS.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Concentration, Miscellaneous	You may use a Skill.

and is not allowed to do in a variety of special circumstances. For example, a character that is Immobilised cannot perform any Actions with the Movement subtype.

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make a charge attack (Full Action) or aim and shoot (two Half Actions). It's important to remember that a Round is only a few seconds long, so the character's Turn within that Round is but a few moments.

Any Action can be combined with talking, banter, battle cries and other short verbal expressions—these are considered Free Actions. It is left to the GM to decide what a player might be able to say in that amount of time. A wry aside to a companion or a terse insult of an enemy is always reasonable, but recounting the intimate details of one's seven duels-to-the-death between swings of a power sword should probably count as something more than just a Free Action.

Most Actions are started and completed within the active character's same Turn. For example, a character does not begin a Charge on one Turn and finish it on a later Turn or a later Round; he performs the entire Charge (which is a Full Action) at once on his Turn. But, there are two broad exceptions. Reactions are always performed when it is not the reacting character's Turn, and Extended Actions always take more than one Round to complete.

ACTION DESCRIPTIONS

These Actions provide players with a variety of options in combat.

Aim

Type: Half Action or Full Action **Subtype:** Concentration
The active character takes extra time to make a more precise attack. Aiming as a Half Action grants a +10 bonus to the character's next attack, while aiming as a Full Action grants a +20 bonus to the character's next attack. The next action the Aiming character performs must be an attack or the benefits of Aiming are lost. Aiming benefits are also lost if the character performs a Reaction before making his attack. Aiming can be used with both melee and ranged attacks.

All Out Attack

Type: Full Action **Subtypes:** Attack, Melee
The character makes a furious melee attack at the expense of personal safety. He gains a +20 bonus to his next Weapon Skill Test, but he cannot Dodge or Parry until the start of his next Turn.

Brace Heavy Weapon

Type: Half Action **Subtype:** Miscellaneous
Heavy weapons must be braced before they can be fired accurately. Bracing a Heavy weapon can involve using a bipod or tripod, propping the weapon up on a windowsill or sandbags, or simply assuming a wide stance or kneeling. When a Heavy weapon is fired without being braced, the attacker suffers a –30 to his Ballistic Skill Test. Once a Heavy weapon has been braced, the firer cannot move without losing the benefits of bracing. However, the firer can still traverse his weapon 45 degrees or more depending on the type of bracing. Melee, Thrown, Pistol, and Basic weapons gain no special benefit from bracing.

Called Shot

Type: Full Action **Subtypes:** Attack, Concentration, Melee or Ranged
The active character attempts to attack a specific or vulnerable area on his target. The attacker declares a location on his target (e.g., Head, Body, Left Arm, Right Arm, Left Leg, or Right Leg) and makes a **Hard (–20) Weapon Skill Test** or a **Hard (–20) Ballistic Skill Test**. If he succeeds, he skips the Determine Hit Location step of the attack and instead hits the declared location.

Charge

Type: Full Action **Subtypes:** Attack, Melee, Movement
The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move (see **Table 9-31: Structured Time Movement**). The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +10 bonus to his Weapon Skill Test made at the end of the Charge.

If the Charging character is unarmed, he can attempt to Grapple his opponent instead of inflicting damage. See **Grappling**, page 246.

Defensive Stance

Type: Full Action **Subtype:** Concentration, Melee
The character makes no attacks and instead concentrates entirely on self-defence. Until the start of his next Turn, the character can make one additional Reaction, and all opponents suffer a –20 penalty to Weapon Skill Tests made to attack him.

Delay

Type: Half Action **Subtype:** Miscellaneous
Instead of acting immediately, the character waits for an opportunity. When a character chooses Delay, his Turn ends, but he reserves a delayed Half Action for later use. Any time before the start of his next Turn, the character can perform a delayed Half Action of his choice. If the delayed Half Action is not used before the start of the character's next turn, it is lost. If two or more characters both attempt to perform delayed Half Actions at the same time, they must make an **Opposed Agility Test** to see who acts first.

Example

It is Castella's Turn in the Initiative Order, and she wants to shoot the mutant that is currently Grappling her friend Ramirez. If Castella shoots now, she will suffer a –20 penalty to her Ballistic Skill Test for Shooting into Melee Combat. But, she thinks Ramirez has a good chance of breaking free of the mutant's Grapple on his Turn, so she chooses to Delay, which takes a Half Action and ends her Turn. Later in the same Round, it is Ramirez's Turn. He breaks free of the Grapple and moves away from the mutant, which is exactly the opportunity Castella was hoping for. Castella now performs her Delayed action, which must be a Half Action since that is all she has remaining, so she chooses Standard Attack and shoots the mutant.

Disengage

Type: Full Action **Subtype:** Movement
The character breaks off from melee combat and may take a Half Move. Opponents that were engaged with the character do not gain any free attacks. See the Fleeing sidebar for more details.

Dodge

Type: Reaction **Subtype:** Movement
Dodge is a Reaction that a character can perform when it is not his Turn. After a character is hit, but before Damage is rolled, the character can attempt to avoid the attack by making a **Dodge Test**. A character must be aware of the attack in order

Fleeing

Sometimes the best course of action in combat is to get away from danger by any means necessary. A character can voluntarily flee from an opponent or be forced to flee because of Fear, a Psychic Power, or some other effect. When a character flees under his own control, he may take any of the following actions: Disengage, Move, or Run. When a character flees against his will, he must perform the Run action. If a character is engaged in melee with one or more opponents and he flees without using the Disengage action, each of his opponents gets a free Standard Attack against the fleeing character. Such a free attack is made in addition to any other attacks the combatant receives during his Turn.

to make the test. If the test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no Damage is rolled). If the Dodge Test fails, the attack connects and deals Damage normally. Dodge can be used to avoid both melee and ranged attacks.

Dodging Auto-Fire and Area Effect Attacks

Some attacks, such as those made with grenades, flamers, or guns firing semi-automatic or fully-automatic bursts are especially difficult to avoid.

When Dodging an area effect weapon (such as a flamer), a successful Dodge Test moves the character to the edge of the area of effect, as long as it is no further away than the character's Agility Bonus in metres. If the character would need to move further than this to avoid the attack then the Dodge Test automatically fails.

When Dodging Fully-Automatic or Semi-Automatic Bursts, each degree of success on the Dodge Test negates one additional hit.

Example

Confessor Varn, a missionary, has just finished beheading a heretic in the name of the Emperor when he is shot at by a brute with an autogun. The brute fires a Full Auto Burst and gets two degrees of success on his Ballistic Skill Test for a total of three hits on Confessor Varn. Being wise in the ways of the galaxy, Confessor Varn decides to use his Reaction to attempt to Dodge the attack. His Agility is 38 and he has Dodge trained, so he needs to roll 38 or less on his Dodge Test. He rolls a 15 and gets two degrees of success. He has avoided all hits from the Full Auto Burst and escaped all damage—a miracle!

Feint

Type: Half Action **Subtype:** Attack, Melee

The character attempts to use guile and combat training to trick his opponent into a mistake. The character and his target make an **Opposed Weapon Skill Test**. If the active character wins, his next melee attack against that same target cannot be Dodged or Parried. If the active character's next Action is anything other than a Standard Attack, the advantage of Feinting is lost.

Focus Power

Type: Half, Full, Free, or Extended Action (Varies by Power)
Subtype: Varies by Power

This Action is used to manifest Psychic Powers in combat. Every Psychic Power specifies an action type and one or more subtypes. For more information, see **Chapter VI: Psychic Powers**.

Full Auto Burst

Type: Full Action **Subtype:** Attack, Ranged

The character hurls a roaring burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. If the character has a pistol in each hand, both capable of fully automatic fire, he may fire both with this action (see **Two-Weapon Fighting**, page 246).

The attacker makes a **Ballistic Skill Test** with a +20 bonus. A dice result of 94 to 00 indicates the weapon has Jammed. If he succeeds, the attack scored a hit normally. Furthermore, each degree of success scores an extra hit. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic rate of fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 9-5: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the test (see **The Attack**, page 244). A character using this Action with a Pistol- or Basic-class weapon may also move up to his Agility Bonus in metres. However, if he does so, he gains no bonus to his Ballistic Skill Test and instead suffers a –10% penalty.

Table 9-5: Multiple Hits

First Hit	Second Hit	Third Hit	Fourth Hit	Fifth Hit	Additional Hits
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

Example

Grak fires a Full-Auto Burst with his heavy stubber (which he earlier Braced) at a vicious alien. The heavy stubber has a full-auto Rate of Fire of 10, so regardless of what else happens, Grak expends 10 rounds of ammo. Grak's Ballistic Skill is 45 +20 for firing a Full-Auto Burst for a modified total of 65. He rolls a 32 on his Ballistic Skill Test and succeeds with three degrees of success (65, 55, 45, 35). Grak scores one hit because he succeeded and three extra hits because of his three degrees of success. The first hit strikes the alien's left arm, which is determined by reversing his Ballistic Skill Test roll (32 becomes 23). Table 9-5: Multiple Hits is then consulted which indicates that the second hit also strikes the alien's arm, the third hit strikes its body, and the fourth strikes its head. Grak would then make four damage rolls, one for each hit.

If the weapon has the Scatter special quality and is fired with a Full-Auto Bust at Point Blank Range, any extra hits from Scatter and Full-Auto Burst are calculated separately and both applied.

Example

Quint fires a Full-Auto Burst with a rare xeno artefact weapon at a rogue psyker who is at Point Blank Range. The xeno artefact weapon has a full-auto Rate of Fire of 6 and has the Scatter special quality. Quint's Ballistic Skill is 38 +20 for firing a Full-Auto Burst, +30 for being at Point Blank Range, and –20 because he does not have training with the weapon for a modified total of 68. Quint rolls a 37 on his Ballistic Skill Test and succeeds with three degrees of success (58, 48, 38). He scores one hit on the rogue psyker because he succeeded and three extra hits thanks his three degrees of success. Furthermore, the Scatter special quality grants an extra hit for every two degrees of success when the weapon is fired at Point Blank Range, which means Quint scores another extra hit for a grand total of five hits. Things are not looking good for the rogue psyker!

Grapple

Type: Half or Full Action **Subtype:** Attack, Melee

This action is only used when a character is already engaged in a Grapple. See **Grappling**, page 246, for rules on starting a Grapple.

If the active character is controlling the Grapple, the first thing he must do on his Turn is declare Grapple as a Full Action in order to maintain the Grapple; if he does not declare Grapple as a Full Action, the Grapple immediately ends. After that, he can choose one of the following Controller Grapple Options:

Controller Grapple Options

- **Damage Opponent:** The controller of the Grapple can attempt to damage his opponent with brute force by making an **Opposed Strength Test** with the Grappled opponent. If the active character wins, he inflicts unarmed Damage (1d5–3+SB, Primitive) to his opponent's body location and one level of Fatigue. If the grappled opponent wins the Opposed Strength Test, no damage is dealt, but he is still grappled. This action can benefit from Assistance. There are certain Talents and Traits that may modify these numbers.
- **Throw Down Opponent:** The controller of the Grapple can attempt to wrestle his Grappled opponent to the ground by making an **Opposed Strength Test**. This test can benefit from Assistance. If the active character wins, the Grappled opponent becomes prone.
- **Push Opponent:** The controller of the Grapple can attempt to force his Grappled opponent to move. This is resolved with an **Opposed Strength Test**, which can benefit from Assistance. If the active character succeeds, he pushes his opponent one metre in a direction of his choice, plus one additional metre for each degree of success. This pushed distance cannot exceed the active character's Half Move distance. The active character must move with his Grappled opponent in order to maintain the Grapple, or he can choose to let go of his opponent, which ends the Grapple, but allows the active character to keep his ground.
- **Ready:** The controller of the Grapple can ready one of his own items. Or if the GM allows, he can use the Ready Action to grab an item belonging to his Grappled opponent.
- **Stand:** If both Grappling participants are on the ground, the controller of the Grapple can regain his feet with this action. He can also attempt to drag his Grappled opponent up with him by making an **Opposed Strength Test**. This test can benefit from Assistance. If the controller of the Grapple wins, both participants stand.
- **Use Item:** The controller of the Grapple can use a readied item.

Grappled Target Options

If the active character is the target of the Grapple the first thing he must do on his Turn is declare Grapple as a Half Action—this is part of the penalty for being Grappled. After that, he can choose one of the following Grappled Target Options:

- **Break Free:** The Grappled target can attempt to break free of the Grapple by making an **Opposed Strength Test** with the controller of the Grapple. This test can benefit from Assistance. If the active character wins, he breaks free and may perform any Half Action.
- **Slip Free:** The Grappled target can attempt to wriggle out of the Grapple by making a **Challenging (+0) Contortionist Skill Test**. If he succeeds, he slips free and may perform any Half Action.
- **Take Control:** The Grappled target can attempt to take control of the Grapple by making an Opposed Strength Test with his Grappling opponent. This test can benefit from Assistance. If the active character wins, he becomes the controller of the Grapple and his opponent becomes the Grappled target. The active character may then immediately perform one of the Controller Grapple Options, but he cannot take any other Half Actions.

Example

Brutis, a seneschal, is Grappling a mercenary named Eli atop an elevated platform. It is Brutis's Turn in the Initiative Order, and since he is in control of the Grapple, he decides to attempt to push Eli toward the edge of the platform. The GM calls for an Opposed Strength Test. Brutis has a Strength of 40 and rolls a 34—a success. Eli has a Strength of 37 and rolls a 68—a failure. Brutis wins the Opposed Test and pushes Eli one metre toward the edge of the platform. Brutis also moves with Eli because he wants to maintain control of the Grapple.

On Eli's Turn, he decides to attempt to take control of the Grapple by making an Opposed Strength Test with Brutis. Eli rolls a 22 and gets one degree of success, and Brutis rolls a 39 and gets a success. Eli wins the Opposed Test because he counted more degrees of success than Brutis. Eli is now in control of the Grapple and will have more options on his next Turn.

Size Differences

If one participating Grappler is larger than the other (see **Size**, page 249), the larger Grappler counts an extra degree of success per size category difference on all successful Opposed Tests performed within the Grapple.

Example

Brutis is being Grappled by an Ork freebooter. Both combatants have Strengths of 40, but the Ork's size is Hulking, which is one size category larger than Brutis's Average size. On his Turn, Brutis attempts to break free of the Grapple by making an Opposed Strength Test. Brutis rolls a 26 and gets one degree of success. The Ork rolls a 22 and also gets one degree of success, plus another for his size difference, for a total of two degrees of success, which is enough to win the Opposed Test. Brutis remains held fast by the Ork.

Guarded Attack

Type: Full Action **Subtype:** Attack, Concentration, Melee
The character performs a careful attack, making sure he remains well poised to defend himself. The character suffers a –10 penalty to his Weapon Skill Test, but he gains a +10 bonus to all Dodge and Parry Tests until the start of his next Turn.

Jump or Leap

Type: Full Action **Subtype:** Movement
The character can Jump vertically, or Leap horizontally. If the character is engaged in melee, each opponent he is engaged with can make a free Standard Attack against the character. See **Movement**, page 264, for details on Jumping and Leaping.

Status Conditions

During combat, a character in Rogue Trader can often end up in various states, usually not to his benefit! A brief overview of some common conditions includes:

Helpless (See page 248): Helpless characters can take no actions. A Helpless character is no longer Helpless at the GM's discretion (when a sleeping character wakes up, when a trapped character breaks free, etc.).

Stunned (See page 249): Stunned characters can take no actions. A Stunned Character is no longer Stunned after a set duration (usually one or two Rounds). Also, a Stunned Character can spend a Fate Point to no longer be Stunned.

Unaware (See page 249): Unaware characters can take no actions. An Unaware Character is no longer Unaware after he has been attacked (successfully or otherwise!).

Knock-Down

Type: Half Action **Subtype:** Attack, Melee
The attacker smashes his opponent in the hopes of knocking him off his feet. Make an **Opposed Strength Test**. If the attacker wins, the target is knocked prone and must use a Stand Action on his Turn to regain his feet. If the attacker succeeds by two or more degrees of success, the target also suffers 1d5–3+SB damage, with armour counting as double, and one level of Fatigue.

If the target wins the Opposed Strength Test, he keeps his footing. If the target wins by two or more degrees of success, the attacker is knocked prone instead.

If the attacker spent a Half Action to move before performing the Knock-Down attack, he gains a +10 bonus to the test.

Manoeuvre

Type: Half Action **Subtype:** Attack, Melee, Movement
By using superior footwork and aggression, the attacker can force his opponent to move one metre in any direction by succeeding at an **Opposed Weapon Skill Test**. If desired, the attacker can advance one metre as well. The opponent cannot be forced into another character or some other obstacle (such as wall).

Move

Type: Half or Full Action **Subtype:** Movement
The active character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance. If the Active character ends his movement adjacent to an opponent, he may engage that opponent in melee. If the active character moves away from an opponent with whom his in engaged, that opponent may make a free Standard Attack against the active character.

Multiple Attacks

Type: Full Action **Subtype:** Attack, Melee or Ranged
This action allows the active character to make more than one attack on his Turn, provided he has the Swift Attack or Lightning Attack Talent, or is wielding a weapon in his secondary hand. See **Two-Weapon Fighting**, page 246.

Overwatch

Type: Full Action **Subtype:** Attack, Concentration, Ranged
The active character guards a specific area or target, poised to shoot at an opportune moment. When Overwatch is declared, the active character establishes a kill zone, which is any general area, such as a corridor or tree line, which encompasses a 45 degree arch in the direction that active character is facing.

The active character then specifies either Full Auto Burst, Semi-Auto Burst, or Suppressing Fire, along with the conditions under which he will perform the chosen attack. At any time the specified conditions are met before the start of the character's next Turn, he can perform that attack. If this attack occurs at the same time as another character's

Action, the character with the higher Agility Bonus acts first. If both characters have the same Agility Bonus, they make an **Opposed Agility Test** to see who acts first.

Additionally, targets caught in the kill zone must make a **Hard (–20) Pinning Test** or become Pinned (see **Pinning** on page 248).

If a character on Overwatch performs any Actions or Reactions, such as Dodge, his Overwatch immediately ends. Note this does not include Free Actions, such as speech.

Parry

Type: Reaction **Subtype:** Defence, Melee

If the active character is wielding a melee weapon capable of parrying, he can attempt to thwart an incoming melee attack by making a **Challenging (+0) Weapon Skill Test**. If the test succeeds, the incoming attack is considered to have missed. If the test fails, the attack connects and damage is rolled normally. Parrying requires no special Skill or Talent, but Parry can only be used to negate a melee attack.

Ready

Type: Half Action **Subtype:** Miscellaneous

The active character draws a weapon or retrieves an object stowed in a pouch or pocket. A weapon or item can also be properly stowed away with this action (but note that simply dropping an item is considered a Free Action). This Action can also be used to do things such as apply a medi-patch, inject stimm or some other kind of drug, coat a blade with poison, and so forth. Ready can be declared twice in the same Turn if it is used on two different weapons or items.

Reload

Type: Half, Full, or Extended Action (Varies by Weapon)
Subtype: Miscellaneous

The active character can reload a ranged weapon. The amount of time the Reload Action takes depends on the weapon. See **Chapter V: Armoury** for details. Note that any Reload Action that is spread across more than one Round is an Extended Action.

Run

Type: Full Action **Subtype:** Movement

The active character runs, covering a distance equal to his Run Movement (see **Table 9-31: Structured Time Movement**). This makes the character harder to hit with ranged weapons, but easier prey for melee attacks. Until the beginning of the character's next turn, ranged attack made against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks gain a +20 bonus to Weapon Skill Tests.

Semi-Auto Burst

Type: Full Action **Subtype:** Attack, Ranged

With cold precision, the active character shoots a burst of semi-automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of semi-automatic fire to take this action. If the character has a pistol in each hand, both capable of semi-automatic fire, he may fire both with this action (see **Two-Weapon Fighting**, page 246).

The attacker makes a **Ballistic Skill Test** with a +10 bonus. A dice result of 94 to 00 indicates the weapon has Jammed (see **Weapon Jams**, page 249). If he succeeds, the attack scores a hit normally. Furthermore, every two degrees of success scores an extra hit. The number of extra hits scored in this manner cannot exceed the weapon's semi-automatic rate of fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 9-5: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the test (see **The Attack**, page 244). A character using this Action with a Pistol- or Basic-class weapon may also move up to his Agility Bonus in metres. However, if he does so, he gains no bonus to his Ballistic Skill Test.

Example

Titus fires a Semi-Auto Burst with his lasgun at a mutant. The lasgun has a semi-auto Rate of Fire of 3, so regardless of what else happens, Titus expends three shots from his charge pack. Titus's Ballistic Skill is 42 +10 for firing a Semi-Auto Burst for a modified total of 52. He rolls a 23 on his Ballistic Skill Test and succeeds with two degrees of success (52, 42, 32). Titus scores one hit because he succeeded and one extra hit because of his two degrees of success. The first hit strikes the mutant's left arm, which is determined by reversing his Ballistic Skill Test roll (52 becomes 25). ***Table 9-5: Multiple Hits*** *is then consulted which indicates that the second hit also strikes the mutant's arm. Titus would then make two damage rolls, one for each hit.*

If the weapon has the Scatter special quality and is fired with a Semi-Auto Bust at Point Blank Range, any extra hits from Scatter and Semi-Auto Burst are calculated separately and both applied.

Example

Brutis fires a Semi-Auto Burst with his Crux Beam Gun at a pirate who is at Point Blank Range. Brutis's Ballistic Skill 46 +10 for firing a Semi-Auto Burst, and +30 for being at Point Blank Range, for a modified total of 86. Brutis rolls a 17 on his Ballistic Skill Test and succeeds with an amazing six degrees of success (76, 66, 56, 46, 36, 26). He scores one hit because he succeeded and two additional hits thanks to four of his extra degrees of success. Even though he rolled enough extra degrees of success for another hit, Brutis's Crux Beam Gun has a semi-automatic Rate of Fire of three, so he cannot score more than three hits with a Semi-Auto Burst no matter how well he shoots. However, the Crux Beam Gun also has the Scatter special quality, which grants an extra hit for every two degrees of success when fired at Point Blank Range. Brutis therefore scores three more extra hits for a total of six hits on the pirate, who is almost certainly reduced to a bloody mist.

Stand/Mount

Type: Half Action **Subtype:** Movement
If the active character is on the ground, he can stand. If he is already standing, he can mount a riding beast or a vehicle.

Standard Attack

Type: Half Action **Subtype:** Attack, Melee or Ranged
The active character makes either one melee attack by testing Weapon Skill, or one ranged attack by testing Ballistic Skill.

If the attacking character is unarmed, he can attempt to Grapple his opponent instead of inflicting damage. See **Grappling**, page 246.

Stun

Type: Full Action **Subtype:** Attack, Melee
If the active character is unarmed or armed with a melee weapon, he can strike to Stun instead of attempting to land a killing blow. The attacker makes a **Hard (–20) Weapon Skill Test**. If the attack succeeds, roll 1d10 and add the attacker's Strength Bonus. The target then rolls 1d10 and adds his Toughness Bonus +1 per Armour Point protecting his head (if the attack is unarmed, or if the attacking weapon is Primitive, the Armour Points are doubled). If the attacker's roll is equal or higher, the target is stunned for a number of rounds equal to the difference between the rolls and gains one level of Fatigue.

Suppressing Fire

Type: Full Action **Subtype:** Attack, Ranged
The active character unleashes a devastating hail of firepower to force his opponents to take cover. This action requires a weapon capable of fully automatic fire (see **Rate of Fire,** page 114) When Suppressing Fire is declared, the active character establishes a kill zone (or uses one previously established, see **Overwatch**, page 241), which is any general area, such as a corridor or tree line, that encompasses a 45 degree arch in the direction the active character is facing. Then, the active character fires a fully automatic burst and expends the appropriate ammo.

All targets within the kill zone must a Hard (–20) Pinning Test or become **Pinned** (see page 248).

Additionally, the active character must make a Hard (–20) Ballistic Skill Test to determine if his wild spray of gunfire hits anyone, friend or foe, within the kill zone. A roll of 94–100 on the test indicates the weapon has Jammed (see **Weapon Jams**, page 249). If the Ballistic Skill Test succeeds, the GM assigns the hit to a random target within the kill zone. Furthermore, every two degrees of success scores an extra hit against another random victim. Use of the Suppressive Fire action does not affect the defensive benefits of armour or cover. The number of hits scored may not exceed the weapon's fully automatic Rate of Fire. Use **Table 9-5: Multiple Hits** to determine Hit Locations for f against the same target. The active character cannot choose to fail this Ballistic Skill Test.

Note that Suppressing Fire is a separate Full Action from Full Auto Burst and therefore does not benefit from +20 attack bonus Full Auto Burst provides.

Tactical Advance

Type: Full Action **Subtype:** Concentration, Movement
The active character moves from one position of cover to another position of cover. In so doing, he may cover a distance up to his Full Move. For the duration of the move, he is considered to benefit from the cover he left, even though he is moving in the open for a brief time.

Use a Skill

Type: Half, Full, or Extended Action (Varies by circumstance)
Subtypes: Concentration, Miscellaneous
The active character may use a Skill. This usually involves making a Skill Test. This can be an Extended Action, depending on the Skill and the circumstances.

Other Actions

If a player wants to do something not covered by the Actions described here, the GM should make a judgement about how long something might take and what type of Action it would be. Generally, most Actions should be resolved with some sort of test: Characteristic Test, Skill Test or Opposed Test. Keep in mind that a Round is only a few seconds long, which is a very limited amount of time to accomplish a task.

THE ATTACK

The most common Action in combat is the attack—the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before an attack is made, the GM should verify that the attack is even possible by checking the basic requirements for the attack.

Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol class weapon. In either case, the attacker must be aware of his target. See the **Spray and Pray** sidebar for additional information.

Assuming the attack is possible, follow these steps:

- Step One: Apply Modifiers to Attacker's Characteristic
- Step Two: Attacker Makes a test
- Step Three: Attacker Determine Hit Location
- Step Four: Attacker Determines Damage
- Step Five: Target Applies Damage

Step One: Apply Modifiers to Attacker's Characteristic

A melee attack requires the attacker to make a Weapon Skill Test. A ranged attack requires the attacker to make a Ballistic Skill Test. There are many instances where one or more factors make performing an attack easier or more difficult than normal. For example, using the Full Auto Burst attack action grants a +20 bonus to the attacker's Ballistic Skill Test.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the appropriate Characteristic.

The maximum total bonus that can be applied to a test is +60. Conversely, the maximum total penalty that can be applied to a test is –60.

When adjudicating difficulty, common sense should prevail. Regardless of the usual limits on test penalties, some actions are simply impossible.

Table 9-6: Hit Locations

Roll	Location
01–10	Head
11–20	Right Arm
21–30	Left Arm
31–70	Body
71–85	Right Leg
86–00	Left Leg

Example

Grak wants to use a Standard Attack action to shoot his laspistol at a ferocious creature that is trying to eat his friend Titus. Grak's Ballistic Skill is 45 and he is at short range, which grants him a +10 bonus. Grak spends a Half Action to Aim, granting him another +10 bonus. However, there is a lot of heavy mist in the area so Grak will suffer a –20 penalty for that, and his target, the creature, is engaged in melee with Titus, so Grak will also suffer –20 penalty for shooting into melee combat. After all bonuses and penalties have been combined, Grak will need to roll 25 or less on his Ballistic Skill Test to hit the creature (45 + 10 + 10 – 20 – 20 = 25).

Step Two: Attacker Makes a Test

After the modified Characteristic has been determined, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if performing a ranged attack. Both of these are resolved like any other test. If the roll is equal or less than the modified Characteristic, the attack hits (but see **Dodge and Parry Reactions**, below).

Example

Grak makes a Ballistic Skill Test by rolling percentile dice and gets 14, which is less than his modified Ballistic Skill of 25. His attack hits the ferocious creature.

Dodge and Parry Reactions

When a target is hit by an attack, it may have a chance to negate the hit with a Dodge (see page 238) or Parry (see page 242) reaction. If the Dodge or Parry attempt is successful, the attack is negated and no damage is dealt.

Example

After Grak's laspistol shot hits the ferocious creature, the GM rules that the creature will attempt to dodge the attack. The creature's Agility is 30, but it does not have the Dodge Skill trained, so it can only use half its Agility score of 15 for the Dodge Test. The GM rolls for the creature and gets a 57. The creature fails to dodge the attack.

Step Three: Attacker Determines Hit Location

On a successful hit, the attacker needs to determine where the hit landed. Using the percentile dice result from the attacker's Weapon Skill or Ballistic Skill Test, reverse the order of the digits (e.g., a roll of 32 becomes 23, a roll of 20 becomes 02, and so on) and compare this number to **Table 9-6: Hit Locations**.

Spray and Pray

One of the basic requirements for making an attack is that the attacker needs to aware of his target. But why can't someone just blast away into the darkness in hopes of hitting whatever might be hiding there? This is possible of course, but it shouldn't be treated as a normal attack. Instead, the GM should simply decide the likely outcome of such an action, taking all appropriate factors into consideration. For example, if the GM knows there is a hulking xenos monstrosity lurking in the darkness, it makes sense that it would be hit by a random volley of gunfire shot in its general direction.

Example

Grak's Ballistic Skill Test to hit the ferocious creature resulted in a percentile dice roll of 14. He reverses these digits and gets 41. Consulting ***Table 9-6: Hit Locations****, he sees he as hit the creature's body.*

Step Four: Attacker Determines Damage

After the hit location has been determined, the attacker determines the damage dealt by his attack. Each weapon has a damage listing, which is usually a die roll, plus or minus a number. Roll the appropriate die and apply any indicated modifiers. Finally, if the attack involved a melee weapon, add the attacker's Strength Bonus. The result is the damage total. For all attack rolls, count the degrees of success. The attacker may choose to replace the result on a single damage dice with the number of degrees of success from his attack roll. If the attack inflicts more than one dice of damage, the attacker may replace the result on one dice of his choice with the degrees of success from the attack roll.

If a natural 10 is rolled on any damage die, there is a chance of **Righteous Fury**.

Righteous Fury

When rolling damage after a successful attack, if any die rolled results in a natural 10, there is a chance the Emperor's favour is with the attacker. (This also includes a result of 10 when rolling 1d5 for damage.) This calls for a second attack roll that is identical, all modifiers included, to the original attack. If that second attack hits, the attacker may make an additional damage roll and add it to the damage total.

If the additional damage roll also results in a natural 10, the Emperor has indeed smiled upon the attacker and the attacker may make yet another damage roll and add it to the damage total. This process continues as long at least one damage die results in a natural 10.

Example

Grak has hit the ferocious creature with his laspistol and proceeds to make his damage roll. A laspistol deals 1d10+2 points of damage. Grak rolls 1d10 and gets a 10, a possible Righteous Fury! Grak then makes a second attack roll identical to his first, which is a Ballistic Skill Test using Grak's modified Ballistic Skill of 25. Grak makes a percentile roll and gets 22, which is a hit! Grak now makes a second damage roll of 1d10+2 and gets 4+2 for 6. Grak's damage total for this attack is 18 (10 + 2 + 4 + 2 = 18). The Emperor has truly smiled upon Grak this day.

Step Five: Target Applies Damage

From the damage total, the target subtracts his Toughness Bonus and any Armour Points that protect the location hit by the attack. If this reduces the damage to zero or less, the target shrugs off the attack. Any remaining damage is recorded by the target as Damage. If the target's Damage equals or exceeds his Wounds, he notes any excess damage as Critical Damage and the GM consults the appropriate table based on the type of damage, the location hit, and the amount of Critical Damage accumulated. See **Critical Damage** on page 250 for more information.

Example

Grak's laspistol shot has struck the ferocious creature's body for 18 total damage. The GM notes the creature's Toughness Bonus is 3 and it does not have any Armour Points protecting its body. He subtracts three points from the total damage, leaving 15. The creature has only 12 Wounds, so it thuds to the ground dead.

UNARMED COMBAT

Not every fight in **Rogue Trader** requires bolters and power swords. Some conflicts can be settled the old-fashioned way with fists (not to mention feet and, if you're a dirty scummer, teeth).

To make an unarmed attack, the attacker must be engaged in melee with his opponent. The attacker then makes a **Challenging (+0) Weapon Skill Test**, or if his opponent is armed with a weapon, a Hard (–20) Weapon Skill Test.

If the unarmed attack hits, it deals 1d5–3 Impact Damage, plus the character's Strength Bonus. Normal unarmed attacks are Primitive (see page 116). In addition, a successful hit that inflicts damage equal to or greater than the target's Toughness Bonus also inflicts one level of Fatigue.

During unarmed combat, if a 10 is rolled on a die for damage, the rules for Righteous Fury apply with 10s counting as 5s in terms of damage caused.

As with most melee attacks, an Unarmed attack can be Parried.

Grappling

Instead of inflicting damage with an unarmed attack, a character can attempt to Grapple his opponent. Attempting a Grapple is a melee attack that uses either a Charge Action or a Standard Attack Action. The attacker makes a Weapon Skill Test as normal. The target of the Grapple may use a Reaction, if able, to avoid the attack. If the attack is successful, the attacker and the target are Grappling, with the attacker controlling the Grapple. The controller of the Grapple can end it any time as a Free Action.

In a Grapple, all of the following apply:

- Participants in a Grapple cannot use Reactions.
- Participants in a Grapple are considered to be engaged in melee combat.
- Participants in a Grapple can only use the Grapple Action.
- As a Free Action, the controller of the Grapple can voluntarily end the Grapple on his Turn.
- Other attackers gain a +20 bonus to Weapon Skill Tests to hit any target engaged in a Grapple.

Only two characters can be engaged in the same Grapple, but up to two other characters can lend Assistance to each Grappler in certain situations. See the **Grapple Action** on page 240 for details.

TWO-WEAPON FIGHTING

Many warriors fight with a weapon in either hand. There are advantages and disadvantages to this style of fighting. While it offers some improved opportunities to make attacks, it reduces the chances of successfully striking a target. Unless the a two-weapon fighter has the Ambidextrous talent, it important to consider which hand is his primary hand and which is his secondary hand; players should have these details noted on their Explorers' character sheets.

The following apply when a character is fighting with two weapons:

- The character may use any melee weapons or ranged weapons that can be reasonably used in one hand.
- The character may use either hand to make an attack. Attacks made using the character's secondary hand suffer a –20 penalty to Weapon Skill or Ballistic Skill Tests.
- If the character has the Two-Weapon Wielder Talent, he may use the Multiple Attacks combat action to attack with both weapons, but each suffers a –20 penalty to the Weapon Skill or Ballistic Skill Test. If the character has the Ambidextrous Talent, these penalties drop to –10.
- If the character is wielding at least one melee weapon he may perform a Parry Reaction once each Round as normal with this weapon, though he still may not Parry more than once in a Round. This Weapon Skill Test is not an attack, and therefore it does not suffer the standard penalty for attacks made using a secondary hand.
- If a character with the Two-Weapon Wielder talent is armed with a melee weapon in one hand and a pistol in the other, he may attack with both whilst engaged in melee combat using the Multiple Attacks combat action. Resolve each attack separately by testing Weapon Skill for the melee weapon and Ballistic Skill for the pistol.
- When firing a ranged weapon with each hand, the character may fire each weapon on a different mode, for example, one on full automatic and one on semi-automatic. When firing a full automatic weapon in each hand, the character may only lay down one area of suppressive fire.
- The character may fire two weapons at different targets, though the targets must be within 10 metres of each other.

COMBAT CIRCUMSTANCES

Rogue Trader offers endless potential for gripping, dramatic, white-knuckle action. Combat is essential element for such action, and each combat, from simple corridor shoot-outs to titanic civilisation-crushing battles, should offer unique experiences. The combat circumstances described in this section offer many ways to help make every combat exciting, varied, and dangerous.

Combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Many circumstances alter the difficulty of tasks by providing bonuses or penalties to tests, while others provide opportunities for characters to leverage good fortune, or exploit misfortunes that befall their enemies. Explorers should make as much use of beneficial circumstances as possible. A good plan, suitable equipment or skilful use of tactics can often make the difference between life and death for an Explorer. The following circumstances are some of the most common ones encountered in combat. For situations not covered here, use these as a guide. Remember, the GM has the final say about the Difficulty of any particular test or the outcome of any unusual situation.

Cover

Cover is a vital part of surviving a firefight and a good Explorer knows that you go for your cover first and then draw your gun. There are no penalties to Ballistic Skill Tests made to attack targets standing partly behind cover. However, there is a chance that the shot may hit the cover rather than the target. It is up to the Explorer to decide which parts of his body he is exposing when behind cover, but as a general rule, a character firing around or over cover will have his body and legs concealed. If the shot would hit a body location that is concealed behind cover, work out the Damage against the Armour Points of the cover instead, with any excess being applied to the target as normal (see **Table 9-7: Cover Examples** for a guide to the Armour Points of different kinds of cover).

Table 9-7: Cover Examples

Cover Type	AP
Armour-glas, Generatoria pipes, thin metal	4
Flakboard, storage crate, sandbags, ice	8
Cogitator bank, stasis pod	12
Rockcrete, hatchway, thick iron, stone	16
Armaplas, bulkhead, Plasteel	32

Table 9-8: Combat Difficulty Summary

Difficulty	Skill Modifier	Example
Easy	+30	Attacking a Surprised or Unaware target. Shooting a Massive target. Shooting a target at Point Blank Range.
Routine	+20	Melee attacks against a foe who is outnumbered three to one or more. Attacking a Stunned opponent. Shooting an Enormous target.
Ordinary	+10	Melee attacks against a foe who is outnumbered two to one. Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hulking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack.
Difficult	–10	Any test whilst Fatigued. Attacking or Dodging whilst in the mud or heavy rain. Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target.
Hard	–20	Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent. Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target. Using a weapon without the correct Talent.
Very Hard	–30	Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a Minuscule target. Shooting a target at Extreme range. Shooting at a completely concealed target. Shooting at a target in darkness.

Damaging Cover

Cover is not invulnerable. Attacks can damage or destroy the protection afforded by cover. Each successful hit against cover that deals any amount of damage in excess of the Armour Points it provides reduces the cover's Armour Points by 1.

Example

Titus has taken cover behind a small pile of sandbags while a gun servitor blasts at him with its twin autoguns. The gun servitor fires a Full Auto Burst and hits Titus three times for 8, 11, and 8 points of damage. Fortunately for Titus, all of the hits would have struck either his legs or body, so they are absorbed by the sandbags instead. The first hit is fully absorbed by the sandbags to no effect because they provide 8 Armour Points of protection. The second hit's damage is reduced by 8, leaving 3 points of excess damage, which reduces the sandbag's AP to 7. The third hit's damage is reduced by 7, leaving 1 point of excess damage, which further reduces the sandbag's AP to 6.

Darkness

Weapon Skill Tests made in darkness are regarded as Hard (–20), while Ballistic Skill Tests are regarded as Very Hard (–30). While a Character is concealed by darkness, Concealment Skill Tests are Routine (+20).

Difficult Terrain

Weapon Skill and Dodge Tests made whilst standing in difficult terrain, such as mud, are Difficult (–10). Tests made whilst standing in arduous terrain, such as deep snow or slick ice, are Very Hard (–30).

Engaged in Melee

If an attacking Character is adjacent to his target, both the Character and his target are considered to be engaged in melee.

Shooting into Melee Combat

Ballistic Skill Tests made to hit a target engaged in melee combat are Hard (–20). If one or more Characters engaged in the melee is Stunned, Helpless, or Unaware, this penalty is ignored.

Extreme Range

Targets that are at a distance of more than three times the range of a character's weapon are at Extreme Range. Ballistic Skill Tests made to hit targets at Extreme Range are Very Hard (–30).

Stray Shots (Optional Rule)

GMs keen on reinforcing the merciless nature of the 41st Millennium may rule that if a character shooting into a melee combat misses his target by a small margin (one degree of failure or less), the attack instead hits another target engaged in the same melee. The GM might also rule that anyone shooting into a melee combat with a Semi-Auto Burst or Full Auto Burst must allocate multiple hits to different targets engaged in the melee.

Fatigued

When a character is Fatigued all his tests, including any Weapon Skill and Ballistic Skill Tests, suffer a –10 penalty.

Fog, Mist, Shadow or Smoke

Ballistic Skill Tests made to attack targets concealed by fog, mist, shadow, or smoke are Hard (–20). While a character is concealed by fog, mist, or shadow, Concealment Skill Tests are Ordinary (+10).

Ganging Up

A character has an advantage when he and his allies engage the same foe in melee combat. If a group of characters outnumber their opponent two to one, their Weapon Skill Tests are Ordinary (+10). If a group of characters outnumber their opponent by three to one or more, their Weapon Skill Tests are Routine (+20).

Helpless Targets

Weapon Skill Tests made to hit a sleeping, unconscious or otherwise helpless target automatically succeed. When rolling damage against such a target, roll twice and add the results. If one die rolled results in 10, there is a chance of Righteous Fury as normal, but if two dice come up as 10, a Righteous Fury is automatic (no second attack roll necessary).

Higher Ground

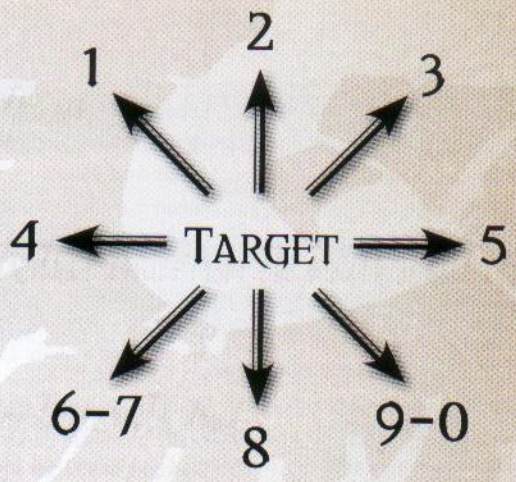
Characters standing on higher ground, such as standing on a table, hill, or atop of a mound of dead comrades, have an advantage. Weapon Skill Tests made by these characters are Ordinary (+10).

Long Range

Targets that are at a distance of more than double the range of a character's weapon are at Long Range. Ballistic Skill Tests made to hit targets at Long Range are Difficult (–10).

Missing

Sometimes, when flinging a thrown weapon, it's important to know where the weapon lands should the attacker fail his Ballistic Skill Test. On a failed roll, the GM rolls 1d10 and consults the following Scatter Diagram. Roll 1d5 to determine the number of metres the weapon travels in the indicated direction.



Scattering in Zero Gravity

The consequences of throwing dangerous objects in a zero gravity environment can be both amusing and deadly. One way of determining exactly where that errant krak grenade floats after it bounces off the bulkhead is to roll twice on the scatter diagram, once for the X axis and once for the Y axis.

Pinning

Being shot at is a terrifying experience at the best of times, and even the most inexperienced Explorers know to keep their heads down when the bullets and bolt shells start flying. Pinning represents a character's survival instincts telling him to stay in cover. While he may want to charge headlong into a storm of bullets, he first needs to steel his nerves. When a character is on the receiving end of suppressive fire, even if the shot struck a Hit Location that is behind cover or the character suffers no damage, he must make a **Hard (–20) Pinning Test**. This is a Willpower Test. On a success, the character may act normally. On a failure, the character becomes Pinned.

Being Pinned

A Pinned character may only take Half Actions. Additionally, he suffers a –20 penalty to all Ballistic Skill Tests. If a Pinned character is in cover relative to the attacker that Pinned him, he may not leave it except to retreat (provided he can remain in cover while doing so). If he is not in cover when Pinned he must use his next Turn to reach cover. If there is no cover nearby, he must move away from the attacker that Pinned him.

A character can test Willpower at the end of his Turn to escape Pinning, in which case he may act as normal on his next Turn. This test is Easy (+30) if the character is no longer under fire (i.e., no one tried to shoot him since his last Turn). A character engaged in melee combat automatically escapes Pinning. There are some special Talents, Skills and Psychic Powers that can also free a character from the effects of Pinning, as well as such things as combat drugs and terrifying commissars.

Point Blank Range

When a character makes a ranged attack against a target that is two metres away or closer, that target is at Point Blank Range. Ballistic Skill Tests made to attack a target at Point Blank Range are Easy (+30). This bonus does not apply when the attacker and the target are engaged in melee combat with each other. For weapons with a short range of less than 3 metres, point blank range is 1 metre less than the weapon's short range.

Prone

A character is considered Prone any time he lying on the ground. Weapon Skill Tests made to attack Prone targets are Ordinary (+10), but Ballistic Skill Tests made to hit Prone targets are Difficult (–10) unless the attacker is at Point Blank Range. A character who is Prone suffers a –10 penalty to Weapon Skill Tests and a –20 penalty to Dodge Tests.

Unless a character is engaged in a Grapple, he can drop Prone as a Free Action.

Short Range

Targets that are at a distance of less than half the Range of a character's weapon are at Short Range. Ballistic Skill Tests made to attack targets at Short Range are Ordinary (+10).

Size

Size is an important factor when shooting ranged weapons because it's usually easier to hit a larger target. All characters and creatures in **Rogue Trader** have a defined size category, and it should be relatively easy for the GM to assign appropriate size categories to objects as needed. Use **Table 9-9: Target Size Modifiers** for determining bonuses and penalties based on a target's size.

Table 9-9: Target Size Modifiers

Size	Modifier
Minuscule (autoquill, knife)	–30
Puny (bolt pistol, servo-skull)	–20
Scrawny (Gretchin, Human child)	–10
Average (Human, Eldar)	+0
Hulking (Ork Nob, combat servitor)	+10
Enormous (Sentinel Walker, Krootox)	+20
Massive (Battle Tank, greater daemon)	+30
Immense (Land Raider, Great Knarloc)	+40
Monumental (Squiggoth, Baneblade)	+50
Titanic (Reaver Battle Titan)	+60

Stunned Targets

Weapon Skill and Ballistic Skill Tests made to attack Stunned targets are Routine (+20).

Unaware Targets

When a character has no idea that he about to be attacked, he is considered an Unaware target. Usually, this happens at the beginning of a combat when one or more characters are Surprised (see page 235). Weapon Skill or Ballistic Skill Tests made to attack Unaware targets are Easy (+30).

Weapon Jams

So capricious is the whim of the 41st Millennium that many of the ranged weapons Explorers use will have an unfortunate tendency to malfunction, either through extreme age, maltreatment of their machine spirit, or just plain poor design. To represent these unfortunate occurrences, an unmodified result of 96 to 00, in addition to being an automatic miss, also indicates the weapon has jammed. A Jammed weapon cannot be fired until it is cleared. Clearing a Jam is a Full Action which requires a Ballistic Skill Test. If the test is successful then the Jam has been cleared, though the weapon needs to be reloaded and any ammo in it is lost. If the test is failed, the weapon is still Jammed, though the character can attempt to clear it again next Round.

Note: Some weapons, such as plasma guns, grenades and missiles, are particularly dangerous to use. For these weapons, refer to their descriptions and Weapon Special Qualities (see **Chapter V: Armoury**). Semi-automatic and fully automatic fire also increases the likelihood of Jamming. This is described within the Semi-Auto Burst, Full Auto Burst and Suppressing Fire Actions.

Weather and Unnatural Conditions

Weapon Skill and Ballistic Skill Tests made to attack whilst enduring harsh weather or unnatural conditions, such as heavy rain, an ash storm or knee-deep in waves of fungus, are considered Hard (–20).

Injury

A natural consequence of pushing one's luck in far reaches of the galaxy is getting hurt. Explorers can get into fights with an endless array of enemies, machinery can malfunction, pilots can fail to perform manoeuvres, and careless psykers can invite all manner of Warp horrors to show up and ruin everyone's day.

Common physical injuries to **Rogue Trader** characters are represented by Damage and Fatigue. Additionally, characters can also experience several types of Conditions and Special Damage such as fire, suffocation, being stunned, and the amputation of limbs. With all these different types of punishment waiting to befall characters, it's important to know how much physical abuse a character can take and a key measurement of this is how many Wounds he possesses.

Wounds

Wounds are a measurement of how much punishment a character can take before suffering debilitating effects and ultimately, death. Every character in Rogue Trader has specified number of Wounds. A character can often increase his Wounds by spending experience points. Wounds do not normally deplete. Even when a character is injured, that injury does not decrease his Wounds. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on his character sheet as Damage. When a character's Damage exceeds his Wounds, he is in real trouble.

Damage

Damage is physical trauma dealt to a character. Characters can suffer Damage a number ways including being shot by a boltgun, lacerated by daemon claws, falling into a lava-filled crevasse, exposure to the hard vacuum of space, and so forth.

When a character suffers Damage, record the amount on his character sheet. That Damage remains with the character until it is removed over time by natural healing, or the character receives medical attention (see page 262). Damage is cumulative; each time a character suffers Damage, the amount is added to any previous Damage he had.

Each time a character is dealt Damage, there may be an opportunity for him to reduce it before it is applied to his total. By default, a character reduces incoming Damage by an amount equal to his Toughness Bonus. Armour can also help further reduce Damage. If the source of the Damage struck a body location protected by armour, the incoming Damage is reduced by an amount equal to the Armour Points provided by the armour. It is important to note that some sources of Damage ignore armour and/or Toughness; such cases are always detailed in the description of the Damage source.

As long as a character's total Damage is equal to or less than his Wounds, his body still functions normally. If a character's Damage ever exceeds his Wounds, he begins to take Critical Damage.

Example

Titus has eight Wounds and a Toughness Bonus of three. He is also wearing light carapace armour that provides five Armour Points of protection to his arms, body, and legs. He is shot by a stub revolver that deals 11 points of Damage to his body. His armour reduces the Damage by five, and his Toughness Bonus reduces it by another three, leaving three points of Damage. Titus's player records three Damage on his character sheet.

Later, Titus is nicked by a chainsword that deals seven points of Damage to his head. Titus reduces the incoming Damage by three, thanks to his Toughness Bonus, but his since he wasn't wearing a helmet, that's as much reduction has he's going to get. Titus therefore suffers four Damage, which is recorded on his character sheet by adding it to his previous Damage. Titus has now suffered a total of seven Damage, which is one less than his eight Wounds. Another hit would likely inflict Critical Damage!

Damage Types

All Damage is divided up into five types: Energy (lasers, fire, plasma), Explosive (grenades, bolt rounds), Impact (clubs, bullets, falling), and Rending (swords, claws). If a source of Damage does not specify a type, treat it as Impact. Damage Type is usually only important for determining Critical Effects resulting from Critical Damage.

Critical Damage

Whenever a character's total Damage exceeds his Wounds, he begins to take Critical Damage. Each time a character suffers Critical Damage, he also suffers one or more Critical Effects. These are determined by consulting the appropriate Critical Effect Table based on the affected body location (Arm, Body, Head, or Leg) and the type of Damage (Energy, Explosive, Impact, or Rending).

As with normal Damage, Critical Damage is cumulative and remains with the character until he either heals naturally over time or receives medical attention (see page 262). Each Critical Effect also has its own duration (including permanent). If a Critically Damaged character suffers more Damage, the amount is added to his existing Critical Damage and a new set of Critical Effects are applied based on his total Critical Damage (assuming he is still alive).

Sudden Death Critical Damage (Optional Rule)

To speed up combat involving a large number of enemies, the GM can adopt Sudden Death Critical Damage instead of detailing every Critical Effect. With this method, all minor foes, minions, nameless goons, and so forth simply die as soon as they take any amount of Critical Damage. Sudden Death Critical Damage should not be used for Explorers or important villains—they deserve to savour every gory detail offered by the full array of Critical Effects.

Table 9-10: Effects of Zero Characteristic Scores

Characteristic	Effect
0 Weapon Skill	The character may not make tests based on this Characteristic.
0 Ballistic Skill	The character may not make tests based on this Characteristic.
0 Strength	The character collapses into unconsciousness.
0 Toughness	The character dies.
0 Agility	The character is paralysed, helpless, and can take no Actions.
0 Intelligence	The character slips into a dreamless coma and is treated as helpless.
0 Perception	The character is bereft of his senses and suffers a –30 penalty to all Tests (except Toughness) until he recovers.
0 Willpower	The character collapse into a nightmare filled sleep. When he awakens, he gains 1 Insanity Point.
0 Fellowship	The character withdraws into a catatonic state. He may not speak or make Tests based on this Characteristic.

Example

Titus is hit by a boltgun shell to his right arm. After accounting for his Toughness Bonus and armour, Titus suffers 10 points of Explosive damage. Since he only has eight Wounds, he suffers two points of Critical Damage to his right arm. The GM consults the Critical Damage 2 line of ***Table 9-22: Explosive Critical Effects—Arm*** *which says that Titus's arm has been fractured, forcing him to drop anything he was holding, and Titus suffers two levels of Fatigue.*

In a later combat round, Titus is hit by a lasgun blast to his left leg. After accounting for his Toughness Bonus and armour, he suffers three points of Energy damage. Since Titus has now suffered five total points of Critical Damage, the GM consults the Critical Damage 5 line of ***Table 9-16: Energy Critical Effects—Leg*** *and determines that Titus has suffered a horrific burn that imposes one level of Fatigue (for three levels of Fatigue total) and reduces Titus to half speed for 2d10 Rounds.*

Removing Damage

Characters automatically remove Damage (both ordinary and Critical Damage) over time through natural healing. Medical attention and some psychic powers can also remove Damage. Regardless of the method however, the rate of Damage removal depends on several factors and is fully explained in Healing, page 262.

FATIGUE

Not all injuries in **Rogue Trader** are lethal. Exhaustion, combat trauma, or swapping licks with bare fists can all leave a character battered, but more or less intact. Fatigue measures the amount of non-lethal injury a character can take over the course of game play. Characters gain Fatigue from certain types of attacks, Grappling, some Critical Effects, and other Actions that push them beyond safe limits.

Fatigue is measured in levels. A character can take a number of levels of Fatigue equal to his Toughness Bonus and still function, albeit with some side-effects. Should a character take a number of levels of Fatigue in excess of his Toughness Bonus, he collapses, unconscious for 10–TB minutes; after the character awakens, his levels of Fatigue revert to a number equal to his Toughness Bonus.

Characters suffering from any level of Fatigue suffer a –10 penalty to all Tests.

Example

Grak has a Toughness Bonus of four. He suffers one level of Fatigue that imposes a –10 penalty to all of his tests. Grak can continue to take additional levels of Fatigue until he has four total levels of Fatigue. These additional levels of Fatigue do not impose any further penalties beyond the –10 to all tests. But, when Grak suffers a fifth level of Fatigue, he collapses unconscious for six minutes (10 – 4 (Grak's Toughness Bonus) = 6). After six minutes of unconsciousness, he'll awake and have four levels of Fatigue.

Removing Fatigue

Fatigue goes away with time. Each hour of normal rest (not counting states of unconsciousness) that includes no combat, no Psychic Powers, and no other strenuous activity, removes one level of Fatigue. Eight consecutive hours of rest remove all levels of Fatigue.

CHARACTERISTIC DAMAGE

Some Psychic Powers, poisons, diseases and other hazards circumvent a character's Wounds and deal Damage directly to a Characteristic. Characteristic Damage cannot reduce a Characteristic below zero. Characteristic Damage may also affect the corresponding Characteristic Bonus. **Table 9-10: Effects of Zero Characteristic Scores** summarises what happens when a particular Characteristic is reduced to zero.

Removing Characteristic Damage

Unless otherwise specified, Characteristic Damage is never permanent. A character automatically recovers one point of Characteristic Damage each hour, regardless of his activity level. The GM may allow certain types of medical attention to remove Characteristic Damage at a faster rate.

Table 9-11: Energy Critical Effects - Arm

Critical Damage	Critical Effect
1	A blast to the arm leaves it all numb and tingly. Tests made involving the arm are at –30 for 1 Round.
2	The attack smashes the arm, sending currents of energy crackling down to the fingers and up to the shoulder. The arm is useless for 1d5 Rounds and the character takes 1 level of Fatigue.
3	The attack burns the target's arm leaving him Stunned for 1 Round and inflicts 2 levels of Fatigue. The arm is useless for 1d5 Rounds.
4	The shock of the attack makes the target vomit. He is Stunned for 1 Round and takes 3 levels of Fatigue. The arm is useless for 1d10 Rounds.
5	The arm suffers superficial burns inflicting no small amount of pain on the target. The target's WS and BS are halved (round down) for 1 Round and the target takes 1d5 levels of Fatigue.
6	The attack wreathes the arm in flame, scorching clothing and armour, and temporarily fusing together the target's fingers. The target halves WS and BS for 1d10 Rounds, takes 1d5 levels of Fatigue, and must successfully Test Toughness or lose the use of the hand permanently.
7	With a terrible snapping sound, the heat of the attack boils the marrow in the target's arm, causing it to shatter. The target's arm is broken and until it is repaired the target counts as only having one arm. The target is Stunned for 1 Round and also takes 1d5 levels of Fatigue.
8	Energy sears through the arm at the shoulder, causing the limb to be severed from the body. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target takes 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one arm.
9	Fire consumes the target's arm, burning the flesh to a crisp right down to the bone. The target must make an immediate Toughness Test or die from shock. If he survives, however, the target takes 1d10 levels of Fatigue and is Stunned for 1 Round. The target now only has one arm.
10+	The attack reduces the arm to a cloud of ash and sends the target crumbling to the ground where he immediately dies from shock, clutching his smoking stump.

Table 9-12: Energy Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals a breath from his lungs. The target can take only a Half Action on his next Turn.
2	The blast punches the air from the target's body, inflicting 1 level of Fatigue upon him.
3	The attack cooks the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and leaving the target Stunned for 1 Round.
4	The energy ripples all over the character, scorching his body and inflicting 1d10 levels of Fatigue.
5	The fury of the attack forces the target to the ground, helplessly covering his face and keening in agony. The target is knocked to the ground and must make an Agility Test or catch fire (see Special Damage). The target takes 1d5 levels of Fatigue and must take the Stand Action to regain his feet.
6	Struck by the full force of the attack, the target is sent reeling to the ground, smoke spiralling out of the wound. The target is knocked to the ground, Stunned for 1d10 Rounds, and takes 1d5 levels of Fatigue. In addition, he must make an Agility Test or catch fire (see Special Damage on page 210).
7	The intense power of the energy attack cooks the target's organs, burning his lungs and heart with intense heat. The target is Stunned for 2d10 Rounds and reduces his Toughness by half (round down).
8	As the attack washes over the target, his skin turns black and peels off while body fat seeps out of his clothing and armour. The target is Stunned for 2d10 Rounds and the attack halves his Strength, Toughness and Agility. The extensive scarring permanently halves the target's Fellowship characteristic.
9	The target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.
10+	As above, except in addition, if the target is carrying any ammunition, there is a 50% chance it explodes. Unless they can make a successful Dodge Test, all creatures within 1d5 metres take 1d10+5 Explosive Damage. If the target carried any grenades or missiles, one round after the Damage was dealt they detonate where the target's body lies with the normal effects.

Table 9-13: Energy Critical Effects - Head

Critical Damage	Critical Effect
1	A grazing blow to the head frazzles the target's senses, imposing a –10 penalty to all Tests (except Toughness) for 1 Round.
2	The blast of energy dazzles the target, leaving him blinded for 1 Round.
3	The attack cooks off the target's ear, leaving him Stunned for 1 Round and inflicting 1 level of Fatigue.
4	The energy attack burns away all of the hairs on the target's head as well as leaving him reeling from the injury. The attack deals 2 levels of Fatigue and the target is blinded for 1d5 Rounds.
5	A blast of energy envelopes the target's head, burning his face and hair, and causing him to scream like a stuck Grox. In addition to losing his hair, he is blinded for 1d10 Rounds and takes 3 levels of Fatigue.
6	The attack cooks the target's face, melting his features and damaging his eyes. The target is blinded for the next 1d10 hours and permanently reduces his Fellowship characteristic by 1d10 points. The target also takes 1d5 levels of Fatigue.
7	In a gruesome display, the flesh is burned from the target's head, exposing charred bone and muscle underneath. The target is blinded permanently and takes 1d10 levels of Fatigue. Also, roll 1d10. This is the target's new Fellowship, unless their Fellowship is already 10 or less, in which case nobody really notices the difference.
8	The target's head is destroyed in a convocation of fiery death. He does not survive.
9	Superheated by the attack, the target's brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby. The target is no more.
10+	As above, except the target's entire body catches fire and runs off headless 2d10 metres in a random direction (use the Scatter Diagram on page 248). Anything flammable it passes, including characters, must make an Agility Test or catch fire (see Special Damage, page 260).

Table 9-14: Energy Critical Effects - Leg

Critical Damage	Critical Effect
1	A blow to the leg leaves the target gasping for air. The target gains 1 level of Fatigue.
2	A grazing strike against the leg slows the target for a bit. The target halves all movement for 1 Round.
3	The blast breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds.
4	A solid blow to the leg sends electric currents of agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	The target's leg endures horrific burn Damage, fusing clothing and armour with flesh and bone. The target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.
6	The attack burns the target's foot, charring the flesh and emitting a foul aroma. The target must successfully Test Toughness or lose the foot. On a success, the target's movement rates are halved until he receives medical attention. In addition, the target takes 2 levels of Fatigue.
7	The energy attack fries the leg, leaving it a mess of blackened flesh. The leg is broken and until repaired, the target counts as having lost the leg. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d5 levels of Fatigue. The target now only has one leg.
8	Energy sears through the bone, causing the leg to be severed. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one leg.
9	The force of the attack reduces the leg to little more than a chunk of sizzling gristle. The target make a **Challenging (+0) Toughness Test** or die from shock. The leg is utterly lost.
10+	In a terrifying display of power, the leg immolates and fire consumes the target completely. The target dies in a matter of agonising seconds

Table 9-15: Explosive Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack throws the limb backwards, painfully jerking it away from the body, inflicting 1 level of Fatigue.
2	The attack sends a fracture through the limb. The target drops anything held in the hand and takes 2 levels of Fatigue.
3	The explosion takes 1d5 fingers from the target's hand. The target takes 3 levels of Fatigue and anything carried in the hand is destroyed. If this is an explosive, it goes off. Messy.
4	The blast causes the target to howl in agony. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and the limb is useless until medical attention is received.
5	Fragments from the explosion tear into the target's hand, ripping away flesh and muscle alike. He must immediately Test Toughness or lose the hand. Even on a success, the hand is useless until medical attention is received. The target takes 1d5 levels of Fatigue.
6	The explosive attack shatters the bone and mangles the flesh turning the target's arm into a red ruin, inflicting 1d5 levels of Fatigue. The target's arm is broken and, until repaired, the target counts as having only one arm. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	In a violent hail of flesh, the arm is blown apart. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d10 levels of Fatigue, and suffers Blood Loss. He now only has one arm.
8	The arm disintegrates under the force of the explosion taking a good portion of the shoulder and chest with it. The target is sent screaming to the ground, where he dies in a pool of his own blood and organs.
9	With a mighty bang the arm is blasted from the target's body, killing the target instantly in a rain of blood droplets. In addition, if the target was carrying a weapon with a power source in his hand (such as a power sword or chainsword) then it explodes, dealing 1d10+5 Impact Damage to anyone within two metres.
10+	As above, except if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres (this is in addition to Damage caused by exploding power weapons noted above). If the target is carrying any grenades or missiles, these too detonate on his person.

Table 9-16: Explosive Critical Effects - Body

Critical Damage	Critical Effect
1	The target is blown backwards 1d5 metres and takes 1 level of Fatigue per metre travelled. He is Prone when he lands.
2	The target is blown backwards 1d10 metres, taking 1 level of Fatigue per metre travelled. If he strikes a solid object, he takes 1d5 additional levels of Fatigue.
3	The explosion destroys whatever armour protected the body. If the target wore none, the target is blown backwards 1d10 metres, as above but the target takes 2 levels of Fatigue for every metre travelled.
4	The explosion sends the target sprawling to the ground. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and must spend a Full Action to regain his feet.
5	Concussion from the explosion knocks the target to the ground and tenderises his innards. The target falls down Stunned for 1 Round and takes 1d10 levels of Fatigue.
6	Chunks of the target's flesh are ripped free by the force of the attack leaving large, weeping wounds. The target is Stunned for 1 Round, takes 1d10 levels of Fatigue and is now suffering Blood Loss.
7	The explosive force of the attack ruptures the target's flesh and scrambles his nervous system, knocking him to the ground. The target falls down, is Stunned for 1d10 Rounds and takes 1d10 levels of Fatigue. In addition, he now suffers Blood Loss and can only take Half Actions for the next 1d10 hours as he tries to regain control of his body.
8	The target's chest explodes outward, disgorging a river of partially cooked organs onto the ground, killing him instantly.
9	Pieces of the target's body fly in all directions as he is torn into bloody gobbets by the attack. In addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.
10+	As above, except anyone within 1d10 metres of the target is drenched in gore and must make a **Challenging (+0) Agility Test** or suffer a –10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round as blood fouls their sight.

Table 9-17: Explosive Critical Effects - Head

Critical Damage	Critical Effect
1	The explosion leaves the target confused. He can take only a Half Action on his next Turn and takes 1 level of Fatigue.
2	The flash and noise leaves the target blind and deaf for 1 Round. The target takes 2 levels of Fatigue.
3	The detonation leaves the target's face a bloody ruin from scores of small cuts. The target takes 2 levels of Fatigue.
4	The force of the burst knocks the target to the ground and Stuns him for 1 Round. The target takes 2 levels of Fatigue.
5	The explosion flays the flesh from the target's face and bursts his eardrums with its force. The target is Stunned for 1d10 Rounds and is permanently deafened. The target takes 1d5 levels of Fatigue and can only take Half Actions for 1d5 hours. Finally, the target's Fellowship drops by 1d10 due to hideous scarring.
6	The target's head explodes under the force of the attack, leaving his headless corpse to spurt blood from the neck for the next few minutes. Needless to say this is instantly fatal.
7	Both head and body are blown into a mangled mess, instantly killing the target. In addition, if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to any creatures within 1d5 metres. If the target was carrying grenades or missiles, these too explode on the target's person.
8	In a series of unpleasant explosions the target's head and torso peel apart, leaving a gory mess on the ground. For the rest of the fight, anyone moving over this spot must make a **Challenging (+0) Agility Test** or fall prone.
9	The target ceases to exist in any tangible way, entirely turning into a kind of crimson mist. You don't get much deader than this, except...
10+	As above, except such is the unspeakably appalling manner in which the target was killed, that any of the target's allies who are within two metres of where the target stood, must make an immediate **Challenging (+0) Willpower Test** or spend their next Turn fleeing from the attacker.

Table 9-18: Explosive Critical Effects - Leg

Critical Damage	Critical Effect
1	A glancing blast sends the character backwards one metre.
2	The force of the explosion takes the target's feet out from under him. He lands Prone and takes 1 level of Fatigue.
3	The concussion cracks the target's leg, leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	The explosion sends the target spinning through the air. The target travels 1d5 metres away from the explosion and takes 1 level of Fatigue per metre travelled. It takes the target a Full Action to regain his feet and he halves all movement for 1d10 Rounds.
5	Explosive force removes part of the target's foot and scatters it over a wide area. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot, inflicting 1d5 levels of Fatigue. On a success, the target takes 1d5 levels of Fatigue and halves his movement until he receives medical attention.
6	The concussive force of the blast shatters the target's leg bones and splits apart his flesh, inflicting 1d10 levels of Fatigue. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	The explosion reduces the target's leg into a hunk of smoking meat. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a successful Test, the target is still Stunned for 1d10 Rounds, takes 1d10 levels of Fatigue and suffers Blood Loss. He now has only one leg.
8	The blast tears the leg from the body in a geyser of gore, sending him crashing to the ground, blood pumping from the ragged stump: instantly fatal.
9	The leg explodes in an eruption of blood, killing the target immediately and sending tiny fragments of bone, clothing, and armour hurtling off in all directions. Anyone within two metres of the target takes 1d10+2 Impact Damage.
10+	As above, except in addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.

Table 9-19: Impact Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack numbs the target's limb causing him to drop anything held in that hand.
2	The strike leaves a deep bruise. The target takes 1 level of Fatigue.
3	The impact inflicts crushing pain and the target takes 1 level of Fatigue and drops whatever was held in that hand.
4	The impact leaves the target reeling from pain. The target is Stunned for 1 Round. The limb is useless for 1d5 Rounds and the target takes 1 level of Fatigue.
5	Muscle and bone take a pounding as the attack rips into the arm. The target's Weapon Skill and Ballistic Skill are both halved (round down) for 1d10 Rounds. In addition, the target takes 1 level of Fatigue and must make an Agility Test or drop anything held in that hand.
6	The attack pulverises the target's hand, crushing and breaking 1d5 fingers (for the purposes of this Critical, a thumb counts a finger). The target takes 1 level of Fatigue and must immediately make a **Challenging (+0) Toughness Test** or lose the use of his hand.
7	With a loud snap, the arm bone is shattered and left hanging limply at the target's side, dribbling blood onto the ground. The arm is broken and, until repaired, the target counts as having only one arm and takes 2 levels of Fatigue.
8	The force of the attack takes the arm off just below the shoulder, showering blood and gore across the ground. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is still Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and is suffers from Blood Loss. He now only has one arm.
9	In a rain of blood, gore and meat, the target's arm is removed from his body. Screaming incoherently, he twists about in agony for a few seconds before collapsing to the ground and dying.
10+	As above, except as the arm is removed it is smashed apart by the force of the attack, and bone, clothing and armour fragments fly about like shrapnel. Anyone within 2 metres of the target suffers 1d5–3 Impact Damage to a random location (see Table 9-8: Hit Locations).

Table 9-20: Impact Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals the breath from his lungs. The target can take only a Half Action on his next Turn.
2	The impact punches the air from the target's body, inflicting 1 level of Fatigue.
3	The attack breaks a rib and inflicts 2 levels of Fatigue. The target is also Stunned for 1 Round.
4	The blow batters the target, shattering ribs. The target takes 1d5 levels of Fatigue and is Stunned for 1 Round.
5	A solid blow to the chest winds the target and he momentary doubles over in pain, clutching himself and crying in agony. The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
6	The attack knocks the target sprawling on the ground. The target flies 1d5 metres away from the attacker and falls prone (if the target strikes a wall of other solid object, he stops). The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
7	With an audible crack, 1d5 of the target's ribs break. The target can either lay down and stay still awaiting medical attention (a successful Medicae Test sets the ribs) or continue to take Actions, though each Round there is a 20% chance that a jagged rib pierces a vital organ and kills the character instantly. The target takes 1d5 levels of Fatigue.
8	The force of the attack ruptures several of the target's organs and knocks him down, gasping in wretched pain. The target suffers Blood Loss and takes 1d10 levels of Fatigue.
9	The target jerks back from the force of the attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.
10+	As above, except the target is thrown 1d10 metres away from the attack. Anyone in the target's path must make a **Challenging (+0) Agility Test** or be Knocked Down.

Table 9-21: Impact Critical Effects - Head

Critical Damage	Critical Effect
1	The impact fills the target's head with a terrible ringing noise. The target must make a **Challenging (+0) Toughness Test** or suffer 1 level of Fatigue.
2	The attack causes the target to see stars. The target takes 1 level of Fatigue and suffers a –10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round.
3	The target's nose explodes in a torrent of blood, blinding him for 1 Round and dealing 2 levels of Fatigue.
4	The concussive strike staggers the target, dealing 1d5 levels of Fatigue.
5	The force of the blow sends the target reeling in pain. The target is Stunned for 1 Round.
6	The target's head is snapped back by the attack leaving him staggering around trying to control mind-numbing pain. The target is Stunned for 1d5 Rounds and takes 2 levels of Fatigue.
7	The attack slams into the target's head, fracturing his skull and opening a long tear in his scalp. The target is Stunned for 1d10 Rounds and halves all movement for 1d10 hours.
8	Blood pours from the target's noise, mouth, ears and eyes as the attack pulverises his brain. He does not survive the experience.
9	The target's head bursts like an overripe fruit and sprays blood, bone and brains in all directions. Anyone within 4 metres of the target must make an Agility Test or suffer a –10 penalty to their WS and BS on their next Turn as gore gets in their eyes or on their visors.
10+	As above, except that the attack was so powerful that it passes through the target and may hit another target nearby. If the hit was from a melee weapon, the attacker may immediately make another attack (with the same weapon) against any other target they can reach without moving. If the hit was from a ranged weapon they may immediately make another attack (with the same weapon) against any target standing directly behind the original target and still within range of their weapon.

Table 9-22: Impact Critical Effects - Leg

Critical Damage	Critical Effect
1	A light blow to the leg leaves the target gasping for air. The target takes 1 level of Fatigue.
2	A grazing strike against the leg slows the target. The target halves all movement for 1 Round and takes 1 level of Fatigue.
3	The blow breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	A solid blow to the leg sends lightning agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	A powerful impact causes micro fractures in the target's bones, inflicting considerable agony. The target's Agility is reduced by –20 for 1d10 Rounds and he takes 1d5 levels of Fatigue.
6	Several of the tiny bones in the target's foot snap like twigs with cracking noises. The target must make an immediate Toughness Test or permanently lose the use of his foot. On a success, halve all movement until medical attention is received. The target takes 2 levels of Fatigue.
7	With a nasty crunch, the leg is broken and the target is knocked down mewling in pain. The target falls to the ground with a broken leg and, until it is repaired, he counts as only having one leg. The target takes 2 levels of Fatigue.
8	The force of the attack rips the lower half of the leg away in a stream of blood. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and suffers Blood Loss. He now only has one leg.
9	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as the target tries futilely to stop the sudden flood of vital fluid, he falls to ground and dies in a spreading pool of gore.
10+	As above, but such is the agony of the target's death that his piteous screams drowns out all conversation within 2d10 metres for the rest of the Round.

Table 9-23: Rending Critical Effects - Arm

Critical Damage	Critical Effect
1	The slashing attack tears anything free that was held in this arm.
2	Deep cuts cause the target to drop whatever was held and inflicts 1 level of Fatigue.
3	The shredding attack sends the target screaming in pain. He takes 2 levels of Fatigue and drops whatever was held in that hand.
4	The attack flays the skin from the limb, filling the air with blood and the sounds of his screaming. The target falls prone from the agony and takes 2 levels of Fatigue. The limb is useless for 1d10 Rounds.
5	A bloody and very painful looking furrow is opened up in the target's arm. The target takes 1d5 levels of Fatigue and vomits all over the place in agony. He drops whatever was held and the limb is useless until medical attention is received. The target also suffers Blood Loss.
6	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process (a roll of a 5 means that the thumb has been sheared off). The target takes 3 levels of Fatigue and must immediately make a **Challenging (+0) Toughness Test** or lose the use of his hand.
7	The attack rips apart skin, muscle, bone and sinew with ease, turning the target's arm into a dangling ruin and inflicting 1d5 levels of Fatigue. The arm is broken and, until repaired, the target counts as having only one arm. In addition, numerous veins have been severed and the target is now suffering from Blood Loss.
8	With an assortment of unnatural, wet ripping sounds, the arm flies free of the body trailing blood behind it in a crimson arc. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is Stunned for 1d10 Turns and suffers Blood Loss. He also takes 1d10 levels of Fatigue and now has only one arm.
9	The attack slices clean through the arm and into the torso, drenching the ground in blood and gore and killing the target instantly.
10+	As above. However, as the arm falls to the ground its fingers spasm uncontrollably, pumping the trigger of any held weapon. If the target was carrying a ranged weapon there is a 5% chance that a single randomly determined target within 2d10 metres will be hit by these shots, in which case resolve a single hit from the target's weapon as normal.

Table 9-24: Rending Critical Effects - Body

Critical Damage	Critical Effect
1	If the target is not wearing armour on this location, he takes 1 level of Fatigue from a painful laceration. If he is wearing armour, there is no effect. Phew!
2	The attack Damages the target's armour, reducing its Armour Points by 1. In addition, the target takes 1 level of Fatigue. If not armoured, the target is also Stunned for 1 Round.
3	The attack rips a large patch of skin from the target's torso, leaving him gasping in pain. The target is Stunned for 1 Round and takes 2 levels of Fatigue.
4	A torrent of blood spills from the deep cuts, making the ground slick with gore. All characters attempting to move through this pool of blood must succeed on an Agility Test or fall Prone. The target takes 1d5 levels of Fatigue.
5	The blow opens up a long wound in the target's torso, causing him to double over in terrible pain. The target takes 1d5 levels of Fatigue.
6	The mighty attack takes a sizeable chunk out of the target and knocks him to the ground as he clutches the oozing wound, shrieking in pain. The target is Prone and takes 1d10 levels of Fatigue.
7	The attack cuts open the target's abdomen. The target can either choose to use one arm to hold his guts in (until a medic can bind them in place with a successful Medicae Test), or fight on regardless and risk a 20% chance each turn that his middle splits open, spilling his intestines all over the ground, causing an additional 2d10 Damage. In either case, the target takes 1d5 levels of Fatigue and is now suffering Blood Loss.
8	With a vile tearing noise, the skin on the target's chest comes away revealing a red ruin of muscle. The target must make a **Challenging (+0) Toughness Test** or die. If he passes, he permanently loses 1d10 from his Toughness, takes 1d10 levels of Fatigue, and now suffers Blood Loss.
9	The powerful blow cleaves the target from gullet to groin, revealing his internal organs and spilling them on to the ground before him. The target is now quite dead.
10+	As above, except that the area and the target are awash with gore. For the rest of the fight, anyone moving within four metres of the target's corpse must make make a **Challenging (+0) Agility Test** or fall prone.

Table 9-25: Rending Critical Effects - Head

Critical Damage	Critical Effect
1	The attack tears skin from the target's face dealing 1 level of Fatigue. If the target is wearing a helmet, there is no effect.
2	The attack slices open the target's scalp which immediately begins to bleed profusely. Due to blood pouring into the target's eyes, he suffers a –10 penalty to both Weapon Skill and Ballistic Skill for the next 1d10 Turns. The target takes 1 level of Fatigue.
3	The attack tears the target's helmet from his head. If wearing no helmet, the target loses an ear instead and inflicts 2 levels of Fatigue.
4	The attack scoops out one of the target's eyes, inflicting 1d5 levels of Fatigue and leaving the target Stunned for 1 Round.
5	The attack opens up the target's face, leaving him Stunned for 1d5 Rounds and inflicting 1d5 levels of Fatigue. If the target is wearing a helmet, the helmet comes off.
6	As the blow rips violently across the target's face—it takes with it an important feature. Roll 1d10 to see what the target has lost. 1–3: Eye (see Permanent Effects on page 201), 4–7: Nose (permanently halve Fellowship), 8–10: Ear (permanently reduce Fellowship by 1d10; the wound can always be hidden with hair.) In addition, the target is now suffering Blood Loss and takes 1d5 levels of Fatigue.
7	In a splatter of skin and teeth, the attack removes most of the target's face. He is permanently blinded and has his Fellowship permanently reduced to 1d10, and also now has trouble speaking without slurring his words. In addition, the target is suffering from Blood Loss and takes 1d10 levels of Fatigue.
8	The blow slices into the side of the target's head causing his eyes to pop out and his brain to ooze down his cheek like spilled jelly. He's dead before he hits the ground.
9	With a sound not unlike a wet sponge being torn in half, the target's head flies free of its body and sails through the air, landing harmlessly 2d10 metres away with a soggy thud. The target is instantly slain.
10+	As above, except the target's neck spews blood in a torrent, drenching all those nearby and forcing them to make a **Challenging (+0) Agility Test**. Anyone who fails the Test, suffers a –10 penalty to his Weapon Skill and Ballistic Skill Tests for 1 Round as gore fills his eyes or fouls his visor.

Table 9-26: Rending Critical Effects - Leg

Critical Damage	Critical Effect
1	The attack knocks the limb backwards, painfully jerking it away from the body. The target takes 1 level of Fatigue.
2	The target's kneecap splits open. He must make a **Challenging (+0) Agility Test** or fall prone. Regardless, he takes 1 level of Fatigue.
3	The attack rips a length of flesh from the leg, causing blood to gush from the wound. The target takes 1 level of Fatigue and suffers Blood Loss.
4	The attack rips the kneecap free from the target's leg, causing it to collapse out from under him. The target moves at half speed until medical attention is received. In addition, he takes 2 levels of Fatigue.
5	In a spray of blood, the target's leg is opened up, exposing bone, sinew and muscle. The target takes 1d5 levels of Fatigue and halves his movement for 1d10 hours.
6	The blow slices a couple of centimetres off the end of the target's foot. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot. On a success, movement is halved until he receives medical attention. In either case, the target takes 1d5 levels of Fatigue.
7	The force of the blow cuts deep into the leg, grinding against bone and tearing ligaments apart. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the level of maiming is such that the target is now suffering from Blood Loss. He also takes 1d10 levels of Fatigue.
8	In a single bloody hack the leg is lopped off the target, spurting its vital fluids across the ground. The target must immediately make a Toughness Test or die from shock. On a success, the target is Stunned for 1d10 Rounds, takes 1d10 Fatigue and suffers Blood Loss. He now has only one leg.
9	With a meaty chop, the leg comes away at the hip. The target pitches to the ground howling in agony, before dying moments later.
10+	As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone making a Run or Charge Action within six metres of the target this Turn must make a **Challenging (+0) Agility Test** or fall over.

CONDITIONS AND SPECIAL DAMAGE

Common injuries are far from the only forms of bodily harm facing those who dare to venture into the unknown. Explorers may find themselves set on fire, suffering from massive loss of blood, broken bones, or facing a permanent amputation. All of these, and more, are collectively known as Conditions and Special Damage.

Amputated Limbs

A character that loses body parts (except for his head, which almost certainly means death) is also affected by Blood Loss and must be treated for it quickly. If the character lives, someone with the Medicae Skill must be found to adequately treat the stump to ensure that it heals well. If no medic is available, there is only a 20% chance that the stump will heal over. If it does not, the amputee dies a horrible death from infection after 1d10 days. Whether or not it heals naturally or a medic treats it, the character does not start removing Damage for 1d10+2 days. Assuming the character survives all of the above, he'll also have to cope with the disagreeable side-effects of the lost limb, which are explained below.

Lost Hand

The character suffers a –20 penalty on all Skill and Characteristic Tests that rely on the use of two hands and he cannot wield two-handed weapons. A shield can be strapped to the injured arm, however. Should this be the character's primary hand, he must cope with the customary –20 penalty to Weapon Skill Tests made to attack with weapons using his secondary hand. For every 100 xp he spends, he can reduce this penalty by 10.

If a character loses both hands, he should either secure at least one replacement or get someone to sharpen his teeth.

Lost Arm

As with a lost hand, but a character cannot strap a shield to the arm since he no longer has it. Losing both arms is just as bad, plus it's a bit difficult to reach those hard-to-clean spots. Once again, either look into replacement limbs or consider rolling up a new character.

Lost Eye

Losing one eye permanently reduces a character's Ballistic Skill by –10. In addition, he suffers a –20 penalty to all Skill and Characteristics Tests that rely on sight. Should a character have the misfortune to lose both eyes, he becomes blinded (see below).

Lost Foot

The character permanently reduces all his movement by half (round up) and suffers a –20 penalty to all movement Actions as well as Skill and Characteristic Tests that rely on mobility, such as Shadowing. Losing both feet makes it hard to walk. Perhaps the ship's Engineseer has some spare wheels lying around...

Lost Leg

Treat this as a lost foot, but the character cannot use the Dodge Skill. Losing both legs renders the character half the person he was, but the good news is he also becomes half the target for his enemies.

Blinded

A blind character automatically fails all tests based on vision and automatically fails all Ballistic Skill Tests. He also suffers a –30 penalty to Weapon Skill Tests and most other tests that ordinarily benefit from vision. Needless to say, most Explorers find blindness very inconvenient, but any member of the Inquisition will tell them they don't need their eyes to see the truth.

Blood Loss

Blood Loss is a Critical Effect that can result from Critical Damage. Characters suffering from Blood Loss have a 10% chance of dying each Round unless treated in some way. If the suffering character is conscious, he may attempt a **Difficult (–10) Medicae Test** each Round to staunch the bleeding. If the character is also trying simultaneously engage in strenuous activity, such as running away from whatever caused the Blood Loss, attempts to staunch the bleeding instead requires a **Very Hard (–30) Medicae Test**. If the suffering character is not conscious, or doesn't fancy his chances, another character may attempt the test.

Deafened

The character cannot hear at all, or at least not well enough to communicate with others. Until the character recovers or has his disability repaired, he automatically fails any Skill or Characteristic Test that relies on hearing. Apart from having trouble communicating with his fellow Explorers, the GM is free to decide what effects a deaf character will have on the game.

Fire

A character suffers Damage from fire each Round he is exposed to it. At the beginning of each Round after the first in which a character is exposed to the same source of flames (or if he is hit by a weapon with the Flame special quality or suffers certain Toxic Critical Effects), he must make a **Challenging (+0) Agility Test** or catch on fire.

Once a character is on fire, he suffers 1d10 Damage (with no reduction from armour) and takes 1 level of Fatigue each Round until the fire is extinguished. All Damage from fire is treated as Energy Damage for the purpose of determining Critical Effects—if the location is not otherwise specified,

use the body location. While on fire, a character must make a **Challenging (+0) Willpower Test** at the beginning of each of his Turns in order to be able to take Actions normally; otherwise, he may only run around and scream, which counts as a Full Action. A character that is on fire may try to extinguish the flames himself by dropping prone and making a **Hard (–20) Agility Test**, which counts as a Full Action. The GM can make this test easier or harder depending on environmental conditions and whether the blazing character is able to receive any help from nearby allies.

Falling

Characters can fall off things for all manner of reasons, though the results are usually the same. To work out Damage from falling, simply roll 1d10 and add +1 per metre the character fell. Use **Table 9-8: Hit Locations** to determine which part of the body hits the ground first. Armour offers no protection against falls. Damage from falling is treated as Impact Damage for the purposes of determining Critical Effects. The GM may adjust the damage depending on the type of surface landed upon as well abnormal gravity conditions, and so forth.

Stunned

In addition to Damage and Fatigue, characters may also become Stunned. A character can become Stunned due to the effects of some Psychic Powers, Critical Damage, or the Takedown talent. Weapon Skill and Ballistic Skill Tests to hit Stunned characters are considered Routine (+20). In addition, Stunned characters cannot take Actions or Reactions such as Dodge. A Stunned character is not helpless or unaware.

Suffocation

There are many ways to suffocate, including drowning, smoke inhalation, and exposure to certain toxins. The rate of suffocation depends on the character's activity level. If a character is actively trying to conserve oxygen, he can hold his breath for a number of minutes equal to his Toughness Bonus. If a character is instead engaged in strenuous activity (combat, swimming, and so forth) he may hold his breath for a number of Rounds equal to twice his Toughness Bonus.

While holding his breath, a character must make a **Challenging (+0) Toughness Test** each minute (if conserving oxygen) or each Round (if engaged in strenuous activity). If he fails, he suffers one level of Fatigue. Remember, any amount of Fatigue imposes a –10 penalty to all Tests, and if a character ever has a number of levels of Fatigue in excess of his Toughness Bonus, he immediately falls unconscious for 10–TB minutes. If the character has not gained a fresh source of oxygen by the end of the allotted time he automatically falls unconscious regardless of his levels of Fatigue.

If a character is both unconscious and deprived of a fresh source of oxygen, he suffers 1d10 Damage each Round until he dies. Armour and Toughness cannot reduce this damage.

Unconsciousness

Unconsciousness is usually a temporary state that typically results from excessive levels of Fatigue or Critical Damage. The duration of a state of unconsciousness is usually included in the description of the effect that caused it, but if no other duration is given, unconsciousness lasts for 10–TB minutes.

An unconscious character is completely unaware of his surroundings and cannot take any actions. He is also treated as a helpless target (see page 248).

If a character falls into unconsciousness due to excessive levels of Fatigue, he recovers some of that Fatigue when he awakens. See Fatigue, page 251.

Useless Limbs

Certain Critical Effects indicate a risk of permanently losing the use of a limb unless the affected character succeeds at a **Challenging (+0) Toughness Test**. Should a character with the Medicae Skill be present and assisting the injured character, the victim gains a +20 bonus to such a test. Even if the test is successful, the limb must be held in a sling for 1d5+1 weeks and is useless during this time.

Should the Toughness Test fail, the limb must be removed, requiring a character with the Medicae Skill to succeed at a **Difficult (–10) Medicae Test**. Should this fail, the limb still comes off, but the surgery inflicts 1d10 Damage to the limb—almost always Critical Damage. Should the amputee live, the limb comes off, but he suffers Blood Loss and must be treated for it. Once this has been dealt with, the Chirurgeon must treat the wound as if it were an amputated limb (see above).

Vacuum

There is nothing good about being exposed to vacuum. There are two main ways this unfortunate event could occur: a character can be suddenly thrust into an airless, pressureless environment (such as being expelled from an airlock), or they can be slowly affected (such as being trapped on a star ship as its atmosphere is vented into space).

If suddenly exposed to vacuum, a character may survive unharmed for a number of Rounds equal to his Toughness Bonus. Unless he has an oxygen source, he will also begin to suffer from the effects of suffocation. At the end of each Round after this, he suffers 1d10+3 Explosive Damage from depressurisation. If he is in the vacuum of space, at the end of each Round make a **Challenging (+0) Toughness Test**. A failure indicates he also suffers 1d10 Energy Damage from the extreme cold. In both cases, any armour worn does not reduce the Damage incurred.

If a character dies in space, it takes five Rounds for his corpse to freeze. If a frozen corpse suffers any Damage, it shatters into thousands of blood-red ice shards. There is precious little, except perhaps a Daemonic pact, which can bring a character back from such a fate.

If a character is trapped in a gradually worsening atmosphere, he may survive unharmed for a number of Rounds equal to twice his Toughness Bonus. At the end of this time, he will begin to

experience suffocation and will also begin to feel the effects of depressurisation. From that point onwards, at the end of each Round he must make a Toughness Test with a cumulative –10 penalty. Success indicates that he only suffers 1d5 Explosive Damage. Failure means that he suffers 1d10 Explosive Damage. In both cases armour cannot reduce the Damage incurred.

HEALING

A character will inevitably suffer Damage during his explorations of the galaxy. As a character accumulates Damage, he progresses through three different states: Lightly Damaged, Heavily Damaged, and Critically Damaged. Characters naturally recover from Damage at a slow rate that varies depending on the character's Damage state. Rest, medical attention, and a few psychic powers can speed up Damage recovery.

Lightly Damaged

A character is considered Lightly Damaged if he has taken Damage equal to or less than twice his Toughness Bonus. A Lightly Damaged character removes 1 Damage per day through natural healing. If a Lightly Damaged character devotes an entire day to bed rest, he removes an amount of Damage equal to his Toughness Bonus.

Example

Grak has a 4 Toughness Bonus. After a tussle with a pair of hive world thugs, Grak has suffered 5 Damage. This is amount of Damage is less than twice Grak's Toughness Bonus of eight, so Grak is only Lightly Damaged. He will naturally heal 1 Damage per day, but if he devotes an entire day to rest and recovery, he can remove 4 Damage.

Heavily Damaged

A character is Heavily Damaged whenever he has taken more Damage than twice his Toughness Bonus. A Heavily Damaged character removes 1 Damage per week though natural healing. If a Heavily Damaged character devotes an entire week to complete rest, he removes an amount of Damage equal to his Toughness Bonus. Once a Heavily Damaged character's Damage is equal to or less than his Toughness Bonus, he becomes Lightly Damaged.

Example

After a tough fight with a Bloodletter, Grak has suffered 12 Damage, which is more than twice his Toughness Bonus of four. Grak is now Heavily Damaged and decides to spend an entire week in sickbay. At the end of that week, he removes 4 Damage because his Toughness Bonus is four. Because he now has 8 Damage (twice his Toughness Bonus) he is now only Lightly Damaged.

Critically Damaged

A character is Critically Damaged whenever he has taken Damage in excess of his Wounds. Critical Damage does not heal on its own—it requires medical attention. With rest and medical attention, a character removes 1 point of Critical Damage per week. After all Critical Damage has been removed, a character becomes Heavily Damaged instead.

Example

After a gruelling battle with a mob of Ork priates, Grak has suffered three points of Critical Damage. Fortunately, his comrades managed to return him sickbay where he spends three weeks resting under the constant supervision of ship's Chirurgeon. At the end of these weeks, Grak has removed all three points of Critical Damage and is now only Heavily Damaged.

Medical Attention

Medical attention is any Action taken to treat injuries. Such efforts can range from the application of healing drugs, to a successful Medicae Test, or even using Psychic Powers. Medical attention can provide immediate recovery or can speed the process of natural healing. For additional information, see the Medicae Skill on page 83.

Cybernetic and Bionic Replacements

It is possible to restore lost limbs with bionic replacements; in fact, sometimes a character may prefer to lop off a perfectly good arm or leg to gain the benefits of having a cybernetic replacement. The rules for both removing and attaching cybernetic, bionic, and bio-enhanced limbs, implants and weapons are detailed fully in Chapter 5: Armoury.

Exploration

Rogue Trader is a story-driven game that involves lots of travel, exploration, and hopefully, the acquisition of wealth. This section explains additional rules for conducting the business of a Rogue Trader organisation—to venture into the unknown, explore, exploit, and conquer.

There are two main groups of Skills characters are likely to rely on heavily during their travels, Exploration Skills and Investigation Skills. Both groups provide many interesting opportunities for individuals to grab a few moments in the spotlight. However, Skill Tests should not be used to replace roleplaying—instead they should be used to augment roleplaying and encourage total group participation.

Using Exploration Skills

Exploration Skills can help achieve a multitude of objectives, from prowling the remains of a derelict space hulk in search of ancient technology to surveying a planetary surface for rich mineral veins. Exploration Skills differ from Investigation Skills in that Exploration Skills tend to focus on searching or examining locations in order to find out what is there.

Exploration Challenges

When a group of characters wishes to apply their collective specialities to an exploration task, the GM can create an Exploration Challenge. This is simply an expanded version of a Skill Test where multiple characters can attempt to contribute to the success of the challenge over an extended period of time. To create an Exploration Challenge, the GM considers the nature and overall complexity of the challenge and assigns a total number of degrees of success necessary to complete the challenge. **Table 9-27: Exploration Challenges** provides some example guidelines.

During an Exploration Challenge, each participating character can make a Skill Test using any Exploration Skill he possesses, though the GM may rule that certain Skills provide no meaningful help to task at hand. The same character can make multiple tests, but each time he must chose a different Exploration Skill. Likewise, the same Exploration Skill can be tested multiple times, but only if it is attempted by a different character each time. It is up to the players to decide the order of the Exploration Skill Tests.

The default difficulty of each individual Exploration Skill Test is Challenging (+0), but this can change depending on the outcome of previous tests made in the challenge. On a success, the difficulty of the next Exploration Skill Test has its difficulty reduced by one step. Furthermore, each degree of success contributes an equal number of degrees of success toward completing the Exploration Challenge. Conversely, a failure on an individual Exploration Skill Test increases the difficulty of the next Exploration Skill Test by one step. Furthermore, for each degree of failure remove one degree of success toward completing the Exploration Challenge.

Explorers can use Fate Points to affect the outcome of Exploration Challenges if they wish.

Example

Jericus and Mira have traced an unidentified signal to the surface of a barren planet. Due to magnetic interference affecting their instruments, finding the signal's source will take considerable time. The GM rules this is a Taxing Exploration Challenge, requiring a total of six degrees of success to complete.

After some discussion, it is decided that Mira will attempt her test first, so she makes a ***Challenging (+0) Navigation (Surface) Test*** *and gets a success (but no degrees of success). In this case, Mira's knowledge of Navigation is helpful enough to make the next test made in this challenge a little easier. Knowing this, Jericus decides to attempt an* ***Ordinary (+10) Awareness Test****. Jericus makes the test and gets two degrees of success.*

The group now needs only four more degrees of success to complete the Exploration Challenge, plus Jericus's success also makes the next test in the challenge even less difficult. Now, Mira decides to make a ***Routine (+20) Awareness Test****. Unfortunately, she makes a terrible roll and gets one degree of failure! Mira's hasty mistake costs the group one degree of success; furthermore, the next test made in this challenge will be a little more difficult.*

Mira attempts to redeem herself with a Search Test of her own at a Difficulty of Ordinary (+10). She makes an excellent roll and gets four degrees of success! She then decides to spend a Fate Point to add one additional degree of success, allowing the group to complete the Exploration Challenge. The GM explains that Orlean notices some distant shapes. The group originally mistook them for rock formations, however they are actually ancient ruins—clearly this is the source of the strange signal.

Failing an Exploration Challenge

If the explorers collectively test all of their Exploration Skills without accumulating enough degrees of success to complete the Exploration Challenge, they fail the challenge and are delayed. The exact consequences of such a delay are largely up to the GM, but the explorers should never be faced with a permanent, insurmountable failure. Instead, the explorers could be forced to return their ship or base of operations and formulate a new strategy, or they could be temporarily stuck in a dangerous environment where their very survival is at stake. Whatever the consequences, the GM should eventually give them another chance to tackle the Exploration Challenge.

Table 9-27: Exploration Challenges

Challenge Complexity	Degrees of Success Needed
Simple	3
Taxing	6
Involved	12

Table 9-28: Investigation Benchmarks

Complexity	Difficulty	Modifier	Time	Example
Simple	Easy	+30	1 hour	Uncovering the local gossip
Basic	Routine	+20	6 hours	Finding a famous commissar's major victories
Drudging	Ordinary	+10	24 hours	Locating a famous commissar's service record
Taxing	Challenging	+0	72 hours	Identifying an obscure toxin
Arduous	Difficult	–10	14 days	Tracing the genealogy of an obscure Rogue Trader dynasty
Involved	Hard	–20	1 month	Translating an entire book
Labyrinthine	Very Hard	–30	1d5 years	Cataloguing a datacrypt, surveying an entire planet

USING INVESTIGATION SKILLS

In many cases, exploration begins with a lead, clue, or tip that requires further investigation or research before the information can be trusted. Expeditions into the unknown are dangerous business, and the wise Rogue Trader does all he can to mitigate the risks. Investigation techniques might include tracking down key individuals and extracting information—whether through charm, intimidation, or bargaining—or using personal contacts to uncover data on a famous figure in the history of the Imperium. Other methods of investigation could involve canvassing the local populace for rumours, translating ancient tablets, or retracing the path of a failed expedition. Ultimately, a successful bit of investigating comes down to knowing where to look, who to talk to, and where to go once the information has been obtained. Investigation Skills differ from Exploration Skills in that Investigation Skills tend to focus on answering questions, or seeking specific information, without knowing where to look.

All Investigation Skill Tests require a character to have access to an Investigation Skill. The difficulty of the test depends on the complexity of the task, which also determines the base time it should take to get a reliable answer. A success on the test allows the character to roll 1d10 and add the appropriate Characteristic bonus (as determined by the Investigation Skill's governing characteristic) and subtract the value in hours from the time it takes to uncover the information. A failure indicated no progress is gained. Failing by three or more degrees indicates a setback, adding 1d10 hours to the total time required by the test. Failing by five or more degrees means the investigation has come to a complete halt and any further investigation on the topic has its difficulty increased by two steps. After the investigating time has elapsed, the investigating character gets the information he was seeking.

Table 9-28: Investigation Benchmarks offers a selection of example difficulties for conducting investigations of varying complexity.

Hastily Conducted Investigations

The investigation benchmarks described above assume that characters conducting an investigation desire to acquire information that is as complete and reliable as possible and are willing to invest as much time as necessary to achieve that goal. Of course, there are bound to be times when characters would like to conduct a complex investigation, but simply don't have enough time to conduct it thoroughly no matter how many lucky breaks come their way. In such cases, characters may simply want to get the best information they can within a limited time frame. This type of hasty investigation tends to either return very few details, or a great deal of information that is contradictory, potentially misleading, incomprehensible, or simply irrelevant. Nevertheless, sometimes that is the best the investigators can hope for.

When conducting a hasty investigation, a character first decides how much he is willing to devote to the task, and then he makes an Investigation Skill Test as normal. If the test is successful, he gets some information, but its reliability is suspect—the GM can consult **Table 9-29: Reliability of Hastily Gathered Information** for some guidelines for adjusting the results of a complex investigation performed in much less than the recommended time.

Movement

In many game situations, it is unnecessary to worry about how fast a character can run or how long it takes him to walk from his private quarters to the ship's armoury. On the other hand, there are also many situations that come up during a game, such as a combat, where knowing how far a character can move over a given period of time becomes very important.

During a combat Round, a character may take a specific Action to move at one of four speeds: Half Move, Full Move, Charge, or Run. The number of metres a character travels per

Table 9-29: Reliability of Hastily Gathered Information

Complexity	1 hour	6 hours	24 hours	72 hours
Taxing	10% Reliable	25% Reliable	50% Reliable	100% Reliable
Arduous	No Result Possible	10% Reliable	25% Reliable	50% Reliable
Involved	No Result Possible	No Result Possible	10% Reliable	25% Reliable
Labyrinthine	No Result Possible	No Result Possible	No Result Possible	10% Reliable

Table 9-30: Structured Time Movement (Metres/Round)

AB	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60

Round at these various speeds is determined by his Agility Bonus. See **Table 9-30: Structured Time Movement** below for details. Traits can modify some or all movement speeds.

In some situations, it may be important to note how fast a character can travel in Narrative Time. **Table 9-31: Narrative Time Movement** describes the standard speeds a character can move at a leisurely pace under ideal circumstances. Environment (see following) can affect these speeds, hindering the characters as they travel.

NARRATIVE MOVEMENT AND TERRAIN

Terrain conditions affect how fast a character can cover ground during Narrative Time. Obviously, slogging through a waist-deep death world swamp is far more laborious than strolling through the steel corridors of an orbital space station.

Halve distances when moving through tightly packed foliage, dense urban areas, or similarly difficult terrain.

The Game Master will determine what, if any, modifiers apply to Narrative Time caused by the environment.

Hurrying

A character can pick up the pace, moving up to double his movement in Narrative Time for a number of hours equal to his Toughness Bonus. At the end of this time, he must make a **Challenging (+0) Toughness Test** or take 1 level of Fatigue. In addition, a hurrying character is less likely to pay attention to his surroundings and thus suffers a –10 penalty to all Perception-based Tests.

A character may push on, even with these penalties, but he must continue to make progressively more difficult Toughness Tests to avoid accumulating additional levels of Fatigue. He suffers a –10 penalty to his Toughness Test after the second time period, a –20 penalty after the third period, and so forth.

Running and Narrative Time

Characters can run during Narrative Time, but doing so is tiring. When running, a character triples his rate of movement, but each hour of sustained running requires the character to make a Toughness Test, with a cumulative –10 penalty per hour after the first, to sustain the pace. On a failed test, the character takes 1 level of Fatigue. Characters moving at this brisk pace are focused on running and watching their steps, so they take a –20 penalty to all Perception-based Tests. As with hurrying, characters can continue running after a failed test, but penalties gained from multiple failed tests are cumulative.

Forced Marching

There's nothing stopping characters from pushing themselves beyond the standard ten hours of marching. Characters may safely push themselves for a number of extra hours equal to their Toughness Bonus. Beyond this, a character must make a Toughness Test, with a cumulative –10 penalty per hour, for each hour he travels beyond his Toughness Bonus. A failed test indicates that the character takes a level of Fatigue. It is possible to march oneself into unconsciousness. Fatigue taken from forced marching is removed after the character has rested for two hours for each hour they marched beyond their Toughness Bonus.

MOVEMENT AND ENVIRONMENT

The movement rates for characters described on **Table 9-36: Structured Time Movement (Metres/Round)** assume a relatively clear battlefield. There may be a few minor obstacles, but characters can still move at their standard rates. There are, however, some circumstances that reduce a character's speed. These can include rubble-strewn hallways, deep snow, dense fog, thick underbrush and a variety of other conditions that make it tough to navigate. In such environments, a character's movement is halved. If a character charges or runs, he must succeed at **Challenging (+0) Agility Test** or fall prone. The difficulty of this test can be modified based on the terrain.

Table 9-31: Narrative Time Movement

AB	Per Minute	Per Hour	Per Day†
0	12m	0.75km	7km
1	24m	1.5km	15km
2	48m	3km	30km
3	72m	4km	40km
4	96m	6km	60km
5	120m	7km	70km
6	144m	9km	90km
7	168m	10km	100km
8	192m	12km	120km
9	216m	13km	130km
10	240m	14km	140km

† *Assumes 10 hours of walking.*

Table 9-32: Agility Modifiers for Running Through Treacherous Environments

Condition	Difficulty
Fog or Smoke	Ordinary (+10)
Mud	Challenging (+0)
Shallow Water	Challenging (+0)
Darkness	Difficult (–10)
Snow	Difficult (–10)
Underbrush	Difficult (–10)
Dense Crowds	Hard (–20)
Zero Gravity	Hard (–20)
Rubble	Hard (–20)
Tremors	Hard (–20)

See **Table 9-32: Agility Modifiers for Running Through Treacherous Environments** for suggestions.

CLIMBING

There may be times during a character's explorations when he wants to scramble over a low wall, descend into a crevasse, climb to an ideal rooftop sniper position, or shinny up a tree to escape the claws of vicious xenos. Climbing is divided into two general categories: simple climbs and sheer surfaces.

Simple Climbs

Simple climbs can include fences, steep hills, boulders, trees, and anything else that requires effort and concentration, but no real Skill to accomplish. Any character with both hands free can automatically accomplish a simple climb, provided he takes his time and is not being distracted (such as being shot at).

If a character is trying to climb quickly, is being attacked, or is otherwise distracted, he needs to make a Strength Test or Climb Test to perform a simple climb. On a success, the character ascends or descends at a rate of one-half his Half Move speed (round up). For each degree of success, the character climbs an extra metre. On a failed test, the character falls from his starting climbing position.

The GM can adjust the difficulty of the test based on the nature of the climb and other conditions, but the default difficulty is Challenging (+0).

Note that some acts of climbing, such as ascending a sturdy ladder, are so basic that no test should be necessary.

Sheer Surfaces

Many surfaces are beyond the means of ordinary characters to climb. A sheer cliff with overhangs and no visible hand-holds, an icy crevasse, and the exterior walls of most buildings all require Skill to climb successfully. Such efforts always require a test.

A character may attempt to climb a sheer surface by making a Climb Test. On a success, the character ascends or descends at a rate of one-half his Half Move speed (round up). For each degree of success, the character climbs an extra metre. On a failed test, the character falls from his starting climbing position.

Climbing difficulty varies with the nature of the climbing surface, though most tests should be Challenging (+0). Characters can receive bonuses to Climb Tests if they use special climbing gear (see **Chapter V: Armoury**).

Abseiling

A character can descend a sheer surface more quickly by abseiling. This requires some kind of climbing gear, such a drop harness, or at the very least some long rope. An abseiling character makes a **Challenging (+0) Agility Test**. On a success, he descends at a rate of 10 metres per Round. On a failure, his descent rate is only five metres per Round. Failure by two or more degrees requires to the character to make a **Challenging (+0) Strength Test** or lose his grip—if he is not wearing a drop harness, he falls.

JUMPING AND LEAPING

A Jump is a controlled vertical ascent or descent where a character attempts to either jump as high as he can, or jump down safely without suffering damage. If a character is pushed over an edge, or is otherwise not in control of a descent, he is not Jumping, but Falling (see page 261). A Leap is a horizontal jump where a character attempts to cover as much distance as possible. Both Jumping and Leaping can benefit from a running start. Performing any kind of Jump or Leap is treated as a Full Action.

Standing Vertical Jumps

From a standing position, an average character can jump about half a metre straight up (measured from the ground to the bottom of his feet). Jumping distance depends as much on a character's body mass as it does his Strength and Agility, so this distance tends to vary only slightly between characters. A character can jump up to reach an overhead ledge, or similar object, that is as high as his own height, plus about one metre for average arm length, plus another half a metre for an average standing jump. Usually, no test is required to make such a jump, though pulling oneself up onto a grabbed ledge requires a **Challenging (+0) Strength Test**.

A character can attempt to safely jump down a number of metres equal to his Agility Bonus by making a **Challenging (+0) Agility Test**. If he succeeds, he lands on his feet and takes no damage. If he succeeds, but the jump is a greater distance than his Agility Bonus, he must take Falling Damage (see page 261) equal to the distance jumped in metres beyond his Agility Bonus and ends his Turn prone. If he fails the Agility Test, he suffers Falling Damage for the entire distance of the jump and ends his Turn prone.

Running Vertical Jumps

If a character gets a running start by moving at least four metres in a straight line, he can jump higher. At the end of his movement, he must make a **Challenging (+0) Agility Test**. If he succeeds, he can add half his Strength Bonus (rounded

up) in metres to his normal vertical jump distance (see above), plus an additional half metre for each degree of success. If he fails the test, he stumbles, which ends his Turn. For every four additional metres beyond the first four that a character runs before making a Jump, he receives a +10 bonus to his Agility Test (maximum +30).

Standing Horizontal Leaps

To make a Standing Horizontal Leap, a character must make a **Difficult (–10) Agility Test**. On a success, he leaps a number of metres equal to his Strength Bonus, plus another half metre for each degree of success. On a failure, he only Leaps a number of metres equal to half his Strength Bonus (round up), and each degree of failure further reduces this distance by another half metre (to a minimum of one-half metre).

The height attained while leaping is equal to one quarter the distance in metres travelled (round up).

Running Horizontal Leaps

When performing a Running Horizontal Leap, a character must move at least four metres in a straight line before making the Leap. At the end of his movement, he makes a **Challenging (+0) Agility Test**. On a success, he Leaps number of metres equal to his Strength Bonus, plus another half metre for each degree of success. On a failure, he only Leaps a number of metres equal to half his Strength Bonus (round up), and each degree of failure further reduces this distance by another half metre (to a minimum of one-half metre). For every four additional metres beyond the first four that a character runs before making a Leap, he receives a +10 bonus to his Agility Test (maximum +30).

The height attained while leaping is equal to one quarter the distance in metres travelled (round up).

SWIMMING

A character doesn't need to make a Swim Test under ideal circumstances, but hazardous conditions such as rough waters, hands being tied, or swimming whilst fighting all require Swim Tests to move. To swim under hazardous conditions, a character must make a **Challenging (+0) Swim Test** as a Full Action. A success indicates that the character moves in any direction up to a number of metres equal to one-half his Strength Bonus, or simply tread water at his option. A failed Test means that he makes no progress and cannot move.

A character can choose to swim underwater, but he must hold his breath do so. A character that is unable to swim for some reason (unconsciousness, paralysis, etc.) automatically goes underwater. While underwater, a character risks Suffocation due to drowning (see page 261).

Heavy equipment, especially armour, makes swimming extremely difficult. If a character is wearing armour or is otherwise weighted down, all Swim Tests are Very Hard (–30) and a failed Swim Test automatically imposes one level of Fatigue.

Swimming and Narrative Time

Prolonged swimming can be exhausting. A character may swim for a number of hours equal to your Toughness Bonus. After that point, he must make a Toughness Test each hour with a cumulative –10 penalty per hour. On a failed test, he takes one level Fatigue. If a swimming character falls unconscious due to Fatigue, he goes underwater and begins to Suffocate (see page 261).

To determine the distance covered for each hour of Swimming, use **Table 9-31: Narrative Time Movement** and swap the character's Strength Bonus for his Agility Bonus.

CARRYING, LIFTING, AND PUSHING OBJECTS

Under normal circumstances, characters in Rogue Trader do not need to precisely calculate how much they can carry. Common sense can serve as a guide for most purposes. In general, most characters can reasonably carry one main weapon (such as a boltgun, lasgun, or flamer), plus one or two secondary weapons (such as pistols or melee weapons), plus a few clips of extra ammo and several pieces of miscellaneous equipment in a backpack, satchel, or similar container. On the other hand, it would not be at all reasonable for a character (even a very strong one) to be walking around with three different heavy weapons and several thousand rounds of ammo for each, or for a character to have a backpack with one of everything from the equipment section in **Chapter 5: Armoury**. However, there are likely to be instances when it is useful to know how much a character can lift or carry.

The amount of weight a character can move depends on the sum of his Strength Bonus and Toughness Bonus. Compare the total to **Table 9-33: Carrying, Lifting, and Pushing Weights** to find out the limits of a character's might. Note that certain Traits may increase these values.

Carrying Weight

A character's Carrying Weight is how much he can comfortably carry without suffering any penalties to his movement. If a character carries more that this weight, he is Encumbered (see below).

Lifting Weight

A character's Lifting Weight represents the maximum amount of weight he can pick up off the ground. A character can attempt to move whilst holding a heavy load, but if the load exceeds his Carrying Weight, he is Encumbered (see below). Lifting a heavy load is treated as a Full Round Action.

A character can attempt to lift more than his usual limit by making a **Challenging (+0) Strength Test**. Each degree of success adds a +1 bonus to the sum of the character's Strength Bonus and Toughness Bonus for the purpose of determining limits. If the test is failed by two degrees or more, the character suffers one level of Fatigue.

Table 9-33: Carrying, Lifting & Pushing Weights

Sum of SB and TB	Maximum Carrying Weight	Maximum Lifting Weight	Maximum Pushing Weight
0	0.9 kg	2.25 kg	4.5 kg
1	2.25 kg	4.5 kg	9 kg
2	4.5 kg	9 kg	18 kg
3	9 kg	18 kg	36 kg
4	18 kg	36 kg	72 kg
5	27 kg	54 kg	108 kg
6	36 kg	72 kg	144 kg
7	45 kg	90 kg	180 kg
8	56 kg	112 kg	225 kg
9	67 kg	135 kg	270 kg
10	78 kg	157 kg	315 kg
11	90 kg	180 kg	360 kg
12	112 kg	225 kg	450 kg
13	225 kg	450 kg	900 kg
14	337 kg	675 kg	1,350 kg
15	450 kg	900 kg	1,800 kg
16	675 kg	1,350 kg	2,700 kg
17	900 kg	1,800 kg	3,600 kg
18	1,350 kg	2,700 kg	5,400 kg
19	1,800 kg	3,600 kg	7,200 kg
20	2,250 kg	4,500 kg	9,000 kg

Pushing Weight

A character's Pushing Weight represents the maximum amount of weight he can shove across a smooth surface, such as metal floor. Difficult Terrain can make pushing objects much more difficult. Pushing a heavy object is treated as a Full Round Action.

A character can attempt to push more than his usual limit by making a **Challenging (+0) Strength Test**. Each degree of success adds a +1 bonus to the sum of the character's Strength Bonus and Toughness Bonus for the purpose of determining limits. If the test is failed by two degree or more, the character suffers one level of Fatigue.

Encumbered Characters

If a character attempts to carry more than his normal carrying limits (but less thank his lifting limit), he is Encumbered. An Encumbered character takes a –10 penalty to all movement-related tests and reduces his Agility Bonus by one for the purposes of determining movement rates and Initiative. In addition, after a number of hours equal to his Toughness Bonus have passed while carrying this weight, he must make a **Challenging (+0) Toughness Test** or take one level of Fatigue.

Throwing Objects

Chapter V: Armoury describes several weapons designed to be thrown at targets, but a character can attempt to throw just about any object that weighs up to half the character's normal Lifting Weight (as indicated by **Table 9-33: Carrying, Lifting, and Pushing Weights**).

To throw an object, a character makes a **Challenging (+0) Strength Test**. A successful test means that the object flies a number of metres equal to his Strength Bonus. For each degree of success, this distance increases by a factor of one, so one degree means that the character throws the object a number of metres equal to twice his SB, two degrees means that the object is thrown a number of metres equal to your three times his SB, and so forth. On a failed test, the object flies a number of metres equal to half his Strength Bonus (round down; a result of 0 means it fell at his feet). If the object hits a hard surface such as a wall, it takes 1d10+SB Damage plus one for every degree of success on the test. These rules do not apply to aerodynamic throwing weapons and grenades. Such weapons have a range given on the weapons tables and have range brackets like other weapons.

If the object is being thrown at a specific target, it is treated as an improvised weapon and the throwing character makes a Ballistic Skill Test instead of a Strength Test.

A character can attempt to throw an object that weighs more than half his Lifting Weight, but such tests are Hard (–20).

Lighting

Many adventures in **Rogue Trader** take place under the cover of night, in the shadowy depths of caves, or in the dank and foetid underhive. As a result, the oppressive darkness becomes a constant enemy, concealing countless terrors and monstrous threats in its depths. For these reasons, light sources are of paramount importance when exploring the dark places of the Imperium.

For simplicity, **Rogue Trader** uses three levels of light: Bright, Shadow and Darkness. Bright light is any light that allows normal vision, such as sunlight or being within the radius of a torch, glo-lantern, and so on. Shadow conditions occurs during pre-dawn and twilight hours on Earth-like planets, whenever a character or object is just beyond the range of a normal light source, or when that source is obscured by an effect such as fog. Darkness, naturally enough, is the absence of light.

Aside from the obvious effects of Darkness and Shadow—being the inability to see, areas of Shadow and Darkness can interfere with a character's movement and combat capabilities. Characters may move through areas of Shadow at no penalty, but may move at only half speed or less through Darkness. Exceeding this speed means that the character may drift in a random direction unless the character succeeds on a **Hard (–20) Perception Test**. For the effects of lighting on combat, see **Darkness**, page 247, and **Fog, Mist, or Shadow**, page 248.

Flying

This section describes rules for flying creatures, or characters with specific technology that grants flight capability.

Altitude

On a typical Earth-like planet, there are three broad altitude levels: Hovering, Low Altitude, and High Altitude. A flying creature can change altitude by one level (up or down) during each Move Action taken. If a creature is using a Charge or Run Action, it can change altitudes by two levels.

Hovering Altitude

Hovering means that a creature is skimming just above the ground, no higher than two metres. It can move over low obstacles with ease. A hovering creature can both attack and be attacked by other creatures and characters on the ground.

Some creatures are capable of hovering, but incapable of flying at other altitudes. Such creatures have the Hoverer trait (see **Chapter XIV: Adversaries and Aliens**). A creature with the Hoverer trait always stays at the same height above ground (usually within two metres) even if it descends into low terrain, such as a pit. Such creatures will not willingly descend into an area that cannot get out of, no more so than any normal creature would willingly jump into a hole in which they could not escape.

Low Altitude

This altitude indicates that a creature is flying at height that is beyond the melee attack range of other creatures or characters on the ground, but is still within the range of most ranged attacks from such creatures or characters. A Low Altitude flier takes no penalties for shooting downwards, but those firing up at it suffer a –10 penalty to their Ballistic Skill Tests in addition to any normal penalties for range.

High Altitude

When a creature is flying at High Altitude, it is far above the ground beyond the range of all attacks, even those coming from Low Altitude. A High Altitude flier can only attack or be attacked by other creatures flying at High Altitude.

Flying Movement

Flying creatures and characters are broken up into two categories, each of which is a Trait: Hoverers and Flyers (see **Chapter XIV: Adversaries and Aliens**). Hoverers can move through the air, but are incapable of gaining more than two metres of altitude. A Flyer can ascend or descend to any altitude.

Each Trait has an associated number in the creature's description. This number describes the character or creature's Flying Movement. This works just like regular movement, but applies only when the creature is flying. While flying or hovering, a creature must devote a Movement Action to maintaining its flight each Turn, or it falls. Half Move, Full Move, Charge, and Run are all valid Actions for maintaining flight.

If the creature at Hovering Altitude suddenly stops flying (by not devoting a Move Action or being Stunned, for example), it simply lands on the ground unharmed. If it is instead at Low Altitude, it suffers Falling Damage (see page 261) as if it fell 15 metres. If it is instead at High Altitude, it suffers Falling Damage as if it fell 25 metres, or more at the GM's discretion.

The Effects of Gravity

Although the inhabited worlds of the Imperium may vary slightly in terms of gravity, the effects on game play are minimal. Only when characters explore High Gravity or Low Gravity worlds are movement, lifting and other factors affected.

Low Gravity Worlds

On worlds of low gravity, all characters increase their Agility Bonus by two for the purposes of movement and determining Initiative. In addition, characters add four to the total of their Strength Bonus and Toughness Bonuses for the purpose of determining carrying, lifting and pushing limits. Characters also add two to their Strength Bonus for determining how far they can throw objects. All Jumping and Leaping distances are doubled.

High Gravity Worlds

On worlds of high gravity, all characters decrease their Agility Bonus by two (to a minimum of one) for the purposes of movement and determining Initiative. In addition, characters subtract four (to a minimum zero) from the total of their Strength Bonus and Toughness Bonuses for the purpose of determining carrying, lifting and pushing limits. Characters also subtract two from their Strength Bonus (to a minimum of 0) for determining how far they can throw objects. Finally, halve all Jumping and Leaping distances.

Zero Gravity

Explorers are most likely to encounter zero gravity conditions in outer space when there has been a serious technological failure. Zero gravity is considered Difficult Terrain, meaning that a character's movement is halved while in it, and if he attempts a Charge or Run Action, he must succeed at a **Hard (–20) Agility Test** or drift out of control (treat as falling prone). Additionally, a character beginning a movement action in zero gravity must be adjacent to a floor, wall, ceiling, or other secure object, so he has something to push off from.

Profit Factor

"A thief is only a thief by virtue of having restrained his larceny to a lesser plateau. Steal more and he would be hailed a Lord-captain, granted a Warrant, and sent out to the Halo Stars."

–Captain Alembid of the *Dominus Kalimidae*

A Rogue Trader's wealth and power are vast indeed, stretching across the stars themselves. In a Rogue Trader's time, even the least of the dynasties will touch dozens of worlds and shape the fate of their civilisations, transforming the lives of millions and altering the fortunes of entire star systems. Even in a galactic empire that sprawls across tens of thousands of light years, a Rogue Trader has power that only a handful of humanity can imagine.

To represent this mighty wealth and influence, the Rogue Trader game uses Profit Factor. This value, more than anything else, is a measure of the Explorers' rising or failing fortunes. As the PCs' Profit Factor grows so to will their access to rare and powerful items, unique retainers, and exclusive organisations. Beyond personal power, Profit Factor also maps the rise of the Explorers' dynasty and over time will allow them to acquire legions of elite warriors, sprawling solar settlements, and even the favour of Imperial Adeptus. **Table 9-34: Profit and Power** provides an example of Profit Factor and corresponding power within the Imperium.

Table 9-34: Profit and Power

Profit Factor	Examples
5	Hive Gang, Outcast Sect
10	Common Labour Guild, Struggling Merchant House
15	Manufactory Combine, Weak Hive Guild
20	Minor Ministorum Sect, Hab Collective
25	Hive Guild, Merchant House, Disgraced Subsector Noble House
30	Powerful Hive Guild, Impoverished Noble, Outcast Rogue Trader
40	Planetary Noble, Planetary Merchant House, Lesser Rogue Trader, Weak Imperial Governor
50	Greater Planetary Noble of a Wealthy World, Lesser Inquisitor, Cartel of Free Traders
70	Wealthy Rogue Trader
90	The Machenko Dynasty, Scion of a Great House of the Calixis Sector
100	Legendary Rogue Trader, Lesser Navis Nobilite House, Potentate of the Navis Nobilite
120	Great Houses of the Calixis Sector, Lord Inquisitor
130	Great House Krin, Illustrious Navis Nobilite House, Lord-Sector Hax, High Archmagi of the Lathes
150+	The Mightiest of Imperial Organisations and Rulers

Profit Factor does not, however, represent any one thing, but rather is a combination of all the aspects of wealth and power at the Explorers' command. This means that Profit Factor is all at once the amount of coins in their coffers, their standing in Imperial society, and their complex web of loans, favours, and debts. As such, Profit Factor is used whenever the Rogue Trader wishes to exert the power of his dynasty or expand his dominion within the Imperium. In this section, we will cover the two most common uses of Profit Factor—Acquisition and Influence:

Acquisition: Profit Factor is used by the Explorers to determine which equipment, resources, and rights they may acquire and maintain.

Influence: Profit Factor can also be used by the Explorers to influence Imperial society, call in favours, and enforce loyalty among their followers.

Starting Profit Factor

A new Rogue Trader group begins play with a Profit Factor equal to the amount generated using **Table 1-5: Starting Profit Factor and Ship Points** (see page 33) plus any additional the modifiers obtained during character creation. This amount generally places the group on a level with a planetary noble house, a free trader cartel, or a minor multi-world Ministorum sect.

Gaining and Losing Profit Factor

Profit Factor rises and falls as a result of the actions of the Explorers. There are three things that affect Profit Factor: Awards, Endeavours, and Misfortunes.

Awards: These are a bonus that the GM gives the Explorers as a reward for their actions during play—in much the same way as Experience Points. Awards only ever raise the Explorers' Profit Factor by a single point.

Endeavours: Unlike Awards, Endeavours are major undertakings by the PCs, involving such tasks as settling worlds, mining star systems, and charting warp routes. Endeavours are the main way in which Profit Factor is increased, and completing a substantial Endeavour can significantly raise the group's score.

Misfortunes: Profit Factor is not normally expended when it is used—it represents wealth and power far too great to be dented by the purchase of simple equipment or by commanding the favour of local merchants. It can, however, be reduced by Misfortunes. These are events that inevitably befall the Explorers through the course of their adventures and enterprises and need to be countered by Awards and Endeavours or dealt with as required.

For details on Awards see page 278 and for more details on Misfortunes see page 283.

Acquisition

"We are the lords of the void, shaping the fate of worlds as lesser men would herd cattle to the slaughter."

–Grand Patriarch Gorlos Fel of the Fel Dynasty

Perhaps the most important aspect of Profit Factor is Acquisition. This is the means by which the Explorers purchase new equipment, resources, and retainers. This can cover almost anything, from boltguns to boarding torpedoes, and is at the heart of the expansion of their dynasty. While part of the Rogue Trader's dynasty, all the Explorers "share" the group's Profit Factor—reflecting their intertwined destinies and dependence on the wealth of the dynasty. Typically, this means that all of the Explorers have the same level of access to personal equipment and services. However, in rare cases individual levels of access might be higher or lower depending on certain Talents, Skills, and Gear.

When an individual Explorer, or the group as a whole, wants to buy a new item or commandeer a new resource, he must make an Acquisition Test. This is a 1d100 roll against the Explorer's Profit Factor—made in much the same way as a Characteristic Test. This Test is modified based on the acquisition's Availability, Craftsmanship, and Scale. Success means the acquisition has been secured, while failure means the Explorer must wait until later to try again. Such is the wealth and power of even a fledgling Rogue Trader, however, that all but the rarest and most powerful of personal weapons and armour will be within his grasp.

Acquisition Tests

To succeed in an Acquisition Test, the Explorer must roll equal to or less than his Profit Factor on 1d100. This roll is modified depending on the Availability, Craftsmanship, and Scale of the acquisition:

- If the roll is equal to or less than the Explorer's Profit Factor, then he has acquired the item.
- If the roll is greater than the Explorer's Profit Factor, then he has not acquired the item and it remains out of reach or beyond his means for the time being (see Frequency of Acquisition for details on retrying failed Acquisition Tests).

Availability will either be set by the GM or can be found in **Chapter V: Armoury**, while Craftsmanship and Scale are usually chosen by the Explorer.

A Matter of Scale

Most items and resources can be obtained in varying amounts and sizes—a group of mercenaries could be hired as as a squad, company, or regiment, for example. There are seven Scale categories ranging from Negligible to Vast. The effects of Scale on Acquisition Tests can be found on **Table 9-35: Acquisition Modifiers**.

Acquisition as a Plot Device

A failed Acquisition Test does not need to mean that the item is completely out of reach of the Explorers. The GM can work such events into the plot—perhaps the item the PCs were trying to acquire has just been bought by a rival Rogue Trader and they must try to steal it back, or maybe they received what they believed were genuine goods only to discover them flawed or fake and they must try to track down the dodgy merchant they bought the goods from to get the real merchandise.

The GM may require the Explorer to spend time seeking out the item or waiting for it to be constructed or trained before he can make an Acquisition Test. In this case, refer to the rules for Availability and Time on page 111.

Example

Master-at-arms Herodor is looking for a new sidearm after his previous one was devoured by a Dusk Stalker. Looking for both reliability and power, he selects a Lucius Pattern Hellpistol (Rare Availability –10). Herodor is also looking for something worthy of his rank and so chooses to seek out an above average example of the firearm (Good Craftsmanship –10). Since he only wants a single pistol, this is considered a very small cost for his dynasty (Negligible Scale +30). Adding these together gives him a total Acquisition Modifier of +10. Herodor's Profit Factor is 40, so he must roll 50 or less to acquire his pistol.

Combining Acquisitions

Some items can be upgraded or modified to combine two or more items together, such as a laspistol with a red-dot laser sight. In this case, when testing to acquire the combined item, compare the Availability of the item's components and use the greatest penalty to determine a base Availability Modifier. Each additional component then results in an additional –5 penalty to the base Availability Modifier.

Example

Herodor wants to acquire an autogun with a fire selector. To work out this weapon's Availability Modifier, he first finds the Availability of the autogun (Average +10) and then compares it to the Availability of the fire selector (Scarce +0). Since the fire selector has the higher Availability (Scarce +0), this becomes the base Availability Modifier. This base is then modified by –5 for each addition component beyond the first. In this case, the autogun has one additional component (the fire selector), giving the acquisition a final Availability Modifier of –5.

Automatic Success and Failure

Some items are out of the reach of the Explorers, while others are ridiculously easy for them to acquire given the wealth and resources of their dynasty. In these instances, no die roll is made.

- If bonuses to the Explorer's Acquisition Test ever increases his Profit Factor to 100 or more before rolling, then the Test is automatically passed.
- If penalties to the Explorer's Acquisition Test ever reduces his Profit Factor to 0 or less before rolling, then the Test is automatically failed.

Example

Herodor wishes to acquire a stub automatic for himself after a mishap involving decompression and his prized hellpistol. This is an easy weapon to find (Plentiful +30) and he is settling for an off the rack version (Common +0). He also only requires one (Negligible +30). This gives a modifier of +60, which when added to his Profit Factor of 40 increases it to 100. As he cannot fail the Acquisition Test, he automatically acquires this fine example of Imperial weaponry.

Acquisition and Starting Characters

When a player creates a new character, he may make a single "free" acquisition to represent personal equipment that has been collected painstakingly over time or perhaps gifted to the character by the dynasty. Starting characters may therefore be equipped using the following guidelines:

- They may choose a single item with a total Acquisition Modifier of +0 or more without the need to make an Acquisition Test.
- In the case of weapons, a character may only choose those which he can use. i.e., he must have a corresponding Weapon Training Talent.

As always, the GM has the final say in which personal acquisitions a player may select in this way—possibly limiting certain weapons, armour, or gear based on his own setting for the game or for the purposes of the plot.

Unscrupulous Traders

Acquisition Modifiers assume that the merchant or trader that the Explorers are dealing with is giving them a fair price based on the item's true value. This is not always the case, and in some instances a trader may pass on goods at greatly increased—or in some rare cases reduced—prices. The GM can represent this by changing the total Acquisition Modifier by between –30 to +30 points to give a final altered modifier. For their part, Explorers can use the Evaluate Skill (see page 81) to gauge an item's true Acquisition Modifier.

Table 9-35: Acquisition Modifiers

Availability	Modifier	Example
Ubiquitous	+70	Ration Pack
Abundant	+50	Knife
Plentiful	+30	Void Suit
Common	+20	Lasgun
Average	+10	Micro-bead
Scarce	+0	Demolition Charge
Rare	–10	Krak Grenade
Very Rare	–20	Heavy Bolter
Extremely Rare	–30	Digital Weapon
Near Unique	–50	Tempest Bolt Shells
Unique	–70	Archeotech Power Armour
Scale	Modifier	Example
Negligible	+30	Single Man
Trivial	+20	Squad (3–5)
Minor	+10	Platoon (10–30)
Standard	+0	Company (50–100)
Major	–10	Regiment (500–1,000)
Significant	–20	Division (2,000–5,000)
Vast	–30	Army (10,000+)
Craftsmanship	Modifier	Example
Poor	+10	Corpse Starch Ration Pack
Common	+0	Typical Clothing
Good	–10	Finely Crafted, Forge World Bolter
Best	–30	Exquisite Power Sword with Noble Family Crest

Frequency of Acquisition

It is up to the GM as to when and how often the Explorers may make Acquisition Tests to acquire goods. As a general rule, he should restrict acquisition to appropriate junctures (such as visits to mercantile districts, time at port, and when dealing with local traders) and to downtime between play such as at the start or end of a gaming session. For important or large acquisitions, the GM may also require the completion of a series of in game conditions such as finding a specific seller or travelling to a certain locale where the items can be procured.

Example

Lady Fane is seeking to equip her personal regimental bodyguard with artificer carapace armour. The GM decides that before her player can make an Acquisition Test Lady Fane must travel to the remote forge world of Scranthos—the only place in the sector where this kind of armour is manufactured. Once there, the Lady will need to speak at length with the local tech-priests, make observances to the Machine God, and perhaps even offer future promises of aid and support. Only then can the true mercantile wrangling begin and an Acquisition Test be made.

Acquisition is a tool for the GM to map the aspiration of the Explorers and measure their mercantile power, and it should not become a stumbling block every time an Explorer wants to find a new suit of flak armour. Therefore, the GM should relax these rules for personal items, especially those with Average Availability (or more) and Common Craftsmanship (or less). Explorers should be able to buy personal weapons, armour, and gear as often as they like—provided they have access to the goods they seek and the time to acquire them.

If an Explorer fails an Acquisition Test, then it is up to the GM to decide when he may make it again—taking into account access to resources, merchants, and markets. Typically, however, the Explorer should have to spend time looking for new vendors or traders or possibly travelling to a new location before attempting to acquire the same kind of item. By the same token, if one Explorer in the group fails to acquire an item during a mercantile foray, it stands to reason that attempts by other Explorers will also meet with failure—if an item is not available, then it is not available.

Example

Lady Fane has failed to acquire the suits of artificer carapace armour from the forge world of Scranthos. The GM, therefore, decides that she can either travel farther afield, or she can drop anchor at Scranthos for a month or two and see if prospects improve, possibly causing her outstanding contracts or endeavours to suffer. The GM might even decide that the tech-priests would be more than willing to renegotiate—provided of course the Lady takes care of a little problem for them...

COMMERCE AND ACQUISITION

In addition to using his dynasty's raw wealth, an Explorer can also employ personal Skills to try to improve prices, outwit traders, and ease mercantile transactions. An Explorer may use the Commerce Skill (see page 79) to improve his Profit Factor prior to making an Acquisition Test. This is a contest of the Explorer's Commerce Skill versus the Commerce Skill or Scrutiny Skill of the person or organisation he is trading with. For each degree the Explorer beats his opponent, he may increase his Profit Factor by 2 points. For each degree his opponent beats him, however, he must decrease his Profit Factor by 2. Both increases and decreases to Profit Factor only apply to a single Acquisition Test made immediately with that trader.

This use of Skills works both ways, and when the Explorers deal with canny merchants, the GM may force them to make a contest of Commerce Skills even if they don't want to.

Ammo, Drugs, and Grenades

Many items that an Explorer owns are disposable, such as special ammunition, drugs, and grenades. Once an Explorer has acquired such an item, then he is considered to have a steady supply of it and can take as much or as little of it as he wishes (restricted only by weight and common sense) when he leaves his vessel. Then when he returns to his vessel, he can replenish his supply. So for example, if an Explorer has purchased man-stopper bullets, he has a constant supply that he can top off with whenever he returns to base. This assumption also applies to standard ammunition for weapons as well.

If the Explorers don't want to keep track of every round of ammo or exactly which consumables they are carrying, the GM can use the Rule of Three. This simply means that each Explorer will have three reloads for each of their weapons, three grenades of each type they carry, three doses of their chosen drugs, and so forth for the current situation until they can resupply.

Finally, the GM can also choose to disrupt the flow of disposable items, either to reflect events in the Explorers' locale or if he feels they might be using too much of a particular resource and thus depleting its supply. This disruption can be most easily achieved by using the rules for Availability and Time, forcing the Explorers to find shipments of goods and then wait for them to arrive.

Example

Lady Fane is now looking to acquire a quiet retreat in the Gas Clouds of Webrune. Tracking down the owner of an abandoned observation platform, she begins haggling over the price. Rolling against Lady Fane's Commerce Skill, her player fails the roll by 10. However, the owner does even worse and fails his roll by 27. These results mean that Lady Fane has beaten him by one degree of success and increases her Profit Factor by 2 for the following Acquisition Test.

The GM may also allow the use of the Command, Charm, or Barter Skills to be used in place of Commerce should the situation seem appropriate. These should be used rarely, however, and always specific to the person or organisation being traded with.

Example

Herodor has alighted on the shrine world of Pryticus where he is looking to acquire medical supplies for his vessel. The dour monks of this grey world have little interest in money or wealth, so if he wishes to improve his chances of gaining his supplies he must try to convince them of his devotion to the Emperor. The GM decides that to convince the monks of his piety, Herodor must use the Charm Skill instead of Commerce—time for Herodor to sing the praises of the God-Emperor.

Acquisition of Starship Components

Few things acquired or maintained by the Explorers' dynasty compare to the astronomical value of their void-ships. When the Explorers wish to acquire new components for their vessel, or commandeer a new vessel, the GM should work out the Acquisition Modifier as normal using Availability and Craftsmanship (Availabilities for Starship Components can be found in **Chapter VIII:Starships**). However, in place of the Scale Acquisition Modifier, he should use the modifiers detailed in **Table 9-36: Starship Component Acquisitions** based on the kind of system being acquired.

Example

Lord-captain Brevarn of the Armsmaiden wishes to refit the great fore macrocannons Primus and Secondus—upgrading them from Common Craftsmanship (+0) to Good (–10). As a War component, an additional modifier of –30 is added, giving a final Acquisition Modifier of –40.

Acquiring a Starship

In rare cases, the Explorers may even wish to acquire a whole starship rather than just starship components. To find the base Acquisition Modifier for a new vessel, the modifier is based on the size of its hull. A ship's Hull Modifier is equal to the hull's worth in Ship Points (see **Chapter VIII: Startships** for details on hulls and their Ship Point value). Because starships are extremely rare and powerful, only one warp-capable vessel may be acquired at a time. In addition, no additional modifiers aside from those gained by a successful Commerce Test may assist with Acquisition Tests to acquire a starship—the fact that a Rogue Trader "is only buying one!" does not make things any easier.

It is important to note that building a brand-new starship is an exacting task requiring many years (often decades) and much toil. Normally, building new starships is reserved to the Imperial Navy. Rogue Traders are far more likely to acquire a recomissioned Naval vessel or repair and refit a salvaged derelict.

Table 9-36: Starship Component Acquistions

Component	Modifier
War (macrobatteries, lances, torpedoes)	–30
Etheric (auspex, vox-networks, communications)	–20
Power (warp drive, generatorium, void-shields)	–10
Structure (holds, observatories, armour, special structures)†	+0

† If a component does not obviously fall into any one category then it should use the Modifier for Structure.

Example

Sarvus Trask is a Rogue Trader with a Profit Factor of 50. He wishes to acquire a new Havoc-class Raider to protect his interests. The Havoc-class costs 35 Ship Points, and thus Sarvus suffers a –35 modifier to his Acquisition Test.

Unusual Acquisitions

Chapter V: Armoury covers the Availability and Craftsmanship of equipment and retainers, while **Chapter VIII: Starships** covers Starships and their components, but these represent only a small fraction of the potential resources that the Explorers can acquire. A resource can be pretty much anything the GM can imagine and the Explorers place value on. Most resources provide a tangible benefit, such as the favour of the High Born of Scintilla or landing rights to the Drusian Shrine Worlds. However, some can simply be trophies that the Explorers are willing to pay for—like artefacts of the Astartes or the preserved remains of a perished xeno species. The GM should set an acquisition's Availability based on its rarity using **Table 9-38: Acquisition Rarity** as a guide.

In addition to Availability, an acquisition also has a level of Craftsmanship—either Poor, Common, Good, or Best. The GM can use **Table 9-37: Acquisition Quality** as a guide to assigning Craftsmanship to an acquisition.

Finally the GM can assign a Scale to the acquisition using A Matter of Scale (see page 271) as a guide.

Table 9-37: Acquisition Quality

Craftsmanship	Example
Poor	Ill-functioning devices of limited use, ugly and broken materials, fit only for lesser Imperial citizens or the junk-heap, lazy, irresponsible, or disloyal retainers who have little pride in the outcome of their toil.
Common	Functioning, well-maintained equipment, adequate artistry, professional, skilled, and responsible labour—the very least an Imperial noble is prepared to accept.
Good	Excellent craftsmanship, equipment kept in superb shape, superior performance, highly professional and conscientious workers, the best in a city, the elite of a local military force.
Best	Fit for a great noble, ancient and superlative Imperial technology, breathtaking and renowned artistry, a renowned master in his field, a group with absolute and unbreakable loyalty, the greatest warrior band of an entire world.

TABLE 9-38: ACQUISITION RARITY

Availability	Example
Unique	The rarest of things and most difficult of services to acquire such as fabled artefacts of the Dark Age of Technology, the services of a Temple Assassin, or a complete set of charts of the Near-Expanse.
Near Unique	Things practically unheard of within the Imperium or of staggeringly high cost such as xenos or heretek technology and devices, the favour of a major Adeptus, or the blessing of Saint Drusus himself.
Extremely Rare	The highest level of Imperial goods or the favour and services of the most profitable enterprises and organisations such as objects of forgotten Archeotech or the respect of each of the nine tribes of Klandarka.
Very Rare	Very difficult to acquire objects and resources or services in short supply or high demand within the Imperium such as arcane devices crafted by Adeptus Mechanicus or a complete set of Genestealer bones.
Rare	Common high end resources and the favour of moderately powerful Imperial organisations such as Imperial Guard issue fabricated base structures or the cogitating power of a minor wing of the Calixis Administratum.
Scarce	Standard but still reasonably profitable resources and above average costing services such as promethium, refined plasteel, machine fluids blessed by a skilled tech-priest, or a month's docking rights at an Imperial outpost.
Average	Commonly traded commodities and the most frequently used services such as most kinds of useful ores and raw minerals, as well as bulk labour and the use of indentured servitude for semi-skilled tasks.
Common	The low end of the commodities market and the services of small or weak organisations such as bulk corpse starch, contracts to convey pilgrims along the holy paths, or a bribe for a squad of local enforcers.
Plentiful	The least of goods and commodities, easily acquired rights, and very minor services such as weak, impure minerals and raw waste or berthing rights for a day at a remote fuelling station.
Abundant	Easily acquired objects, cheap raw materials of low value, trivial services, scrap and scavenged materials, or the unskilled labour of mutants, convicts, or slaves.
Ubiquitous	The lowest valued goods and services, of little worth and available in any port in the Imperium for little cost, such as most primitive devices and technology or common gossip.

EXAMPLE

Having grown tried of her property in Webrune, Lady Fane is looking to acquire a mansion on the fourth moon of Grace—a far more prestigious location. Considering the difficulty in finding such a dwelling in the Grace system—not to mention specifically on the fourth moon of its primary world—the GM decides that this acquisition has an Availability of Very Rare. He then decides that as a mansion—a dwelling fit for a noble—it falls under the category of Best Craftsmanship. Finally, he sets its Scale as Standard, deciding that as a mansion it is at least 50 times larger that a normal citizen's hab dwelling.

UPKEEP TESTS

Even after the Explorers have acquired an item, it may still be a drain on the resources of the dynasty—requiring fuel to run, dues to be paid, or careful maintenance and repair. At certain times (see below), the GM may require the Explorers to make an Upkeep Test to see if they lose their acquisition or it is diminished or degraded in some way. An Upkeep Test functions in the same way as an Acquisition Test, using all the same modifiers and factors involved in acquiring the original item—in effect, the Explorers are acquiring the item or resource again. If they pass the Test, then their acquisition is unaffected, otherwise they have encountered a shortfall in funds or a waning of favour or influence and must choose one of the following options:

- **Discard the item or resource:** The Explorers cannot use the acquisition until it is repaired, reloaded, or purchased anew. An acquisition lost in this way cannot be reacquired until the Explorers' Profit Factor increases.
- **Downgrade the item or resource:** The acquisition's Craftsmanship is reduced by one level (i.e., Best to Good, Good to Common, etc.). If the acquisition is already of Poor Craftsmanship, then this option may not be selected.
- **Downsize the item or resource:** The acquisition's Scale is reduced by one level (i.e., Major to Standard, Minor to Trivial, etc.). If the acquisition is already of Negligible Scale, then this option may not be selected.
- **Overstretch Profit Factor:** The Explorers incur a –5 penalty to all Acquisition Tests until either the Explorers' Profit Factor increases or they choose to discard, downgrade, or downsize the acquisition.

EXAMPLE

Lady Fane has run into some financial difficulties concerning her mansion in the Grace system. The GM requires Lady Fane's player to make an Upkeep Test to maintain the property, which given its high expense she fails. The player now has a choice of whether to discard the property, downgrade—allowing it to fall into disrepair, downsize—selling off some of the land, or overstretching her Profit Factor.

WHEN TO MAKE AN UPKEEP TEST

The GM can require the Explorers to make Upkeep Tests whenever they suffer a reduction in their fortunes or commit to a massive expenditure of wealth. He can also call on them to make a Test when an item is at risk of damage or destruction. Some examples of when the GM can require the Explorers to make an Upkeep Test include:

- **When an acquisition is expended, damaged, or destroyed:** Such as a suit of armour worn by an Explorer that suffers massive damage, a planetary settlement bombarded from orbit, or a supply of rare ammunition used

excessively.

- **When a rival or adversary attacks the Explorers' holdings or tries to steal their goods or retainers:** Such as a mass kidnapping of crewmen on shore leave or when a treacherous adept is skimming off their profits for ship repairs, leading to the forfeiting of valuable components.
- **When fate plays a hand in the Explorers' dynasty:** Such as when a hired mercenary company with divided loyalties gets a better offer or there is a system-wide plague that threatens the Explorers' local promethium suppliers.

Ultimately, it is up to the GM to decide when the Explorers should make Upkeep Tests, and he should use them as a tool to both remind the PCs that their worldly possession can be tenuous and that there are often consequences for their actions.

Example

Herodor sends a company of armsmen into battle during a vicious boarding action in the deeps of the Koronus Passage. Because of the ferocity of the fighting, the GM decides that once the battle is over the Explorer will need to make an Upkeep Test to see what is left of his men.

Unique and Near Unique Scale

Scale is not always appropriate for all acquisitions, especially those that are either Unique or Near Unique in Availability. This is mostly because such things are almost never acquired in bulk or perhaps because only one or two actually exist. In these cases the GM should grant no bonuses for Scale, factoring in only Availability and Craftsmanship to find the Acquisition Modifier.

Influence

"It is in the nature of the Imperium to bow down before thrones—be they golden or otherwise."

–Orloss the Unkind, Lord-captain of the *Pauper's Legacy*

The Imperium runs as much on wealth and force of arms as it does favours, debts, and obligations. Throughout the dark corners of hive markets and orbital trading posts, citizens of the Imperium spend influence like currency—using it to prise favours, gifts, and Throne Gelt from their fellow man. Rogue Traders especially embrace this shadowy world of handshake deals and conditional promises. For the Explorers, it is a means to sway people to their cause or gain additional support or equipment in the form of favours by using the weight of their wealth and power to get their own way. Profit Factor can be used in this fashion though Influence Tests. These Tests are contests against the Profit Factor of those whom the Explorers wish to influence, with success granting universal bonuses to interaction when dealing with the influenced party.

Influence Tests

An Influence Test is a way for the Explorers to use their Profit Factor to sway powerful organisations or gain favour from the wealthy and powerful of the Imperium. Naturally, the higher their Profit Factor the more likely people are to take notice of them.

To make an Influence Test, the Explorers must make a contest of their Profit Factor versus the Profit Factor of the person or organisation they wish to influence. This contest is treated as an Opposed Test (see page 232). The GM can modify this roll using **Table 9-3: Test Difficulty** (see page 232).

For every degree that the Explorers beat their opponent on this Opposed Test, the GM can grant them a +5 on all Interaction Skill Tests with the organisation or person for the remainder of their immediate dealings (the bonus lasts until the end of the current encounter or even longer at the GM's discretion). For every degree their opponent beats them, however, a –5 penalty on Interaction Skill Tests is levied instead.

Alternatively, the GM can use an Influence Test as a one off roll to try to convince the person or organisation to grant the Explorers a favour, free passage, or give them some important information.

Example

Lady Fane is seeking to gain the favour of one of the High Houses of Scintilla. Approaching representatives of the house with her own representatives, she begins a delicate social dance in an attempt to win favour. Lady Fane's Profit Factor is 60, while that of the noble house she seeks to influence is 80. Making an Opposed Test, she rolls against her Profit Factor and gets a 37, beating it by 23. Meanwhile, the GM rolls for the noble house, getting a 69, beating its value by 11. This means that Lady Fane has scored two degrees of success compared to the noble house's one degree of success—thus winning the Opposed Test by one degree and gaining a +5 on Interaction Skill Tests for the remainder of her immediate business with the house.

Endeavours

"We are more than mere men; ours is a destiny that calls out to the stars—and if you listen carefully you can hear them calling back."

–High Captain Feldran Carn of the Myriad Dynasty

In Rogue Trader, the Player Characters take on the role of interstellar traders, adventurers, and explorers, pushing back the boundaries of the dark frontier and claiming the wealth of whole worlds. Theirs is a destiny far removed from the common citizens of the Imperium which will take them across the stars and grant them wealth and power on an unprecedented scale. Capturing this grandeur can be challenging for the Game Master, as can bringing to life the layers of servants, holdings, and obligations that the Explorers

inherit as part of their dynasty. Also, unlike many roleplaying games, the Player Characters are not lone adventurers or even servants of a greater power out solely for personal gain. They are part of something much greater—beginning play as already part of a powerful stellar trading family and in command of a near priceless void-ship.

Endeavours are a process intended to help aid the GM in bringing this world of solar cartels and void-faring traders to life and to allow the PCs to undertake truly impressive feats worthy of their status as Rogue Traders. Core to the concept of the Explorers' wealth is their Profit Factor which charts the power, influence, and raw wealth of their dynasty. An Endeavour is an undertaking intended to increase this wealth, geared toward a particular aspect of the Rogue Trader's mission—be it exploration, trade, or conflict. While an Endeavour can become an adventure in itself, it can also exist in the background with the PCs offering limited input while pursuing other things.

CREATING AN ENDEAVOUR

The best way to think of an Endeavour is as a business venture by the Explorers—an investment of time, resources, and sometimes direct influence all intended to turn a profit. Endeavours can come about in two ways: either as a result of the plans of the Explorers or as a set scenario created by the GM. In both cases, all Endeavours have a number of things in common.

Requirements

All Endeavours have essential components that the Explorers must have before they can begin. Some of these will need to be acquired using their Profit Factor. The requirements for an Endeavour can be pretty much anything the GM deems vital to its completion. For instance, if the Explorers were undertaking an Endeavour to transport cargo from one system to another, they would require two things: a cargo and a warp-capable ship. Some requirements the Explorers will already have—like their vessel—while others will need to be either found or acquired. Sometimes gathering together the perquisite requirements for an Endeavour can be a mission in itself, as the Explorers chase contracts, seek out ancient warp routes, or haggle over rare cargos. How easy or difficult the GM makes meeting the requirements is up to him, but he should remember not to allow the acquiring of requirements to overshadow the Endeavour itself.

Endeavour Size

For convenience' sake, all Endeavours are placed into three broad rankings: Lesser, Greater, and Grand. This serves as a guide for both the GM and players as to how difficult the Endeavour will be to complete and how much it will increase their Profit Factor. These varying sizes are, of course, only presented as a guide, and the GM should feel free to scale Endeavours as he sees fit, setting his own difficulty, duration, and Profit Factor increase.

Lesser: These Endeavours should only last a session or two and should be relatively simple to complete—such as completing a cargo run or scouting a small and relatively harmless world. Completing a Lesser Endeavour should increase Profit Factor by 1 or 2 points.

Greater: These Endeavours are proportionally more difficult and will require at least a few sessions to complete—such as purging a system of xeno influence or charting a new warp route. Completing a Greater Endeavour should increase Profit Factor by 3 or 4 points.

Grand: These are the most challenging of Endeavours and will always have numerous parts and obstacles to overcome—such as restoring a Calixis noble house to glory or settling an entre star system. Completing a Grand Endeavour should increase Profit Factor by 5 points or more.

Objectives

To make the GM's job easier, Endeavours can be broken down into parts called objectives. Each objective is a waypoint or minor goal within the greater undertaking, each of which must be overcome by the Explorers before the Endeavour is complete. For example, an Endeavour requiring the rescue of an Explorator Mission on a remote death world might be broken down into finding the world, braving the death world to find the Mission, and escaping the system with the Mission on board. Typically, an Endeavour is divided into three objectives—though this is just a guide and the GM can either increase or decrease this amount to suit his purposes.

ACHIEVEMENT POINTS

To help the GM determine when the Explorers have successfully completed an objective—and by extension an Endeavour—he can use Achievement Points. These points are awarded for completing individual tasks and overcoming obstacles toward resolving the Endeavour. Each Endeavour has an overall amount of points required to complete it, which in turn are divided amongst its objectives. When the Explorers have amassed enough points within an objective, they will have completed it and may move on to the next objective—until they complete the last one and complete the Endeavour. **Table 9-39: Endeavour Scale** details the number of Achievement Points a group of explorersneeds to accumulate based on the size of an Endeavour.

Once the GM knows how many Achievement Points an Endeavour is worth, he should divide them equally among its objectives—so for example, for a Greater Endeavour with three objectives, each one would be worth 400 points. If he chooses, the GM can "stack" Endeavour Points into certain objectives, making them harder and longer to complete to represent their importance. Thus, the same Greater Endeavour could have three objectives worth 200, 600, and 400 points, respectively, reflecting comparatively how involved they are.

Example

The GM creates an Endeavour involving the destruction of a corsair raiding fleet and their hidden base. This Endeavor is broken into three objectives: finding the fleet, combating the fleet, and then finding and destroying their hidden base. The GM decides that this is a Grand Endeavour (1200 Achievement Points) and divides the points required to complete it based on the difficulty of each part—finding the fleet (300), combating the fleet (300), and then finding and destroying their base (600).

Awarding Achievement Points

During the course of an Endeavour, the GM awards Achievement Points whenever the Explorers overcome a challenge or encounter related to the Endeavour. The amount of points they receive is based on the difficulty of the encounter or challenge. The GM should use **Table 9-40: Achievement Point Awards** as a guide for awarding Achievement Points to the Explorers.

As a benchmark, an encounter that requires some effort on the part of the Explorers but places them in no real peril is counted as Ordinary. It falls to the GM, however, to decide the difficulty of each encounter based on the amount of resources, danger, and effort required on the part of the Explorers.

Example

In an objective worth 300 Achievement Points to rid an Imperial colony of a Slaugth infiltrator, the GM decides that finding each of the Human Slaugth Thralls counts as an Ordinary Challenge worth 50 points to the Explorers. Finding and defeating the Slaugth Infiltrator itself—a more daunting prospect—the GM deems Very Hard, thus netting the Explorers 300 points.

Objective Themes

Objective themes act as a guide for the GM and players as to the nature of the objective and the kinds of resources the Explorers will need to accomplish the objective. Themes also have an effect on the amount of Achievement Points earned when an objective is completed by Explorers with certain Talents or Ship Components keyed to the objective.

The five most common objective themes include:

Military: Military objectives have to do with combat, confrontation, defence, or any involvement of an organised military force such as the Imperial Guard.

Criminal: Criminal objectives are often associated with underworld contacts, such as pirates, underhive scum, corrupt officials, and smugglers.

Exploration: Exploration objectives have to do with the uncharted reaches of the galaxy. Discovering a new warp route, plotting the location of bizarre celestial phenomena, or recording the passage through a particularly dangerous asteroid field are all examples of Exploration objectives.

Trade: Trade objectives rely upon economics. Supply and demand, providing services or goods that no one else can or will, or convincing polar region natives to purchase cryo-vaults all fall under this heading.

Creed: Creed objectives are focused on religion. Spreading the faith of the Ministorum, erecting a massive idol for a feral tribe's worship, or serving the interests of a radical sect are all examples of this theme.

Table 9-39: Endeavour Scale

Size	Achievement Points Needed
Lesser	900
Greater	1,200
Grand	1,500

SETTING UP ENDEAVOURS

An Endeavour can come about through the actions of the Explorers, or it can be set up by the GM. For example, the PCs might decide they want to increase the wealth of their dynasty and, as a result, decide to seek out worlds to exploit within the Koronus Expanse. This desire would then prompt the GM to create an Endeavour to help them realise their ambition. Equally, the GM might come up with a plot that revolves around the Cold Trade between the Expanse and the Calixis Sector and decide to create an Endeavour which will then be presented to the PCs through the course of play. However the seed of an Endeavour is planted, the GM can cultivate it using the elements and guidelines presented in this section. Use the following checklist when developing an idea into an Endeavour:

- **Determine the size of the Endeavour (Lesser, Greater, or Grand):** This is the point where the GM decides how time-consuming, difficult, and ultimately rewarding the Endeavour will be.
- **Set any requirements such as goods, allies, or worlds:** Requirements should represent the bare minimum that the Explorers need to embark on the Endeavour.
- **Divide the Endeavour into objectives:** Most Endeavours naturally fall into equal parts; however, the GM may want to single out special sections of an Endeavour as particularly hard or challenging.
- **Tally up Achievement Points:** These can either be based on the size of the Endeavour or can be set by the GM. The points are then divided among the objectives either equally or based on each objective's importance.
- **Assign any appropriate themes to the Endeavour's**

Table 9-40: Achievement Point Awards

Encounter Difficulty	Points Awarded
Easy	10
Routine	30
Ordinary	50
Challenging	100
Difficult	150
Hard	200
Very Hard	300

objectives: These will help set the tone for the Endeavour and its parts, giving a broad feel for what kind of approach the Explorers will need to take.

Once these basic elements are in place, the GM can flesh out the Endeavour as required for his purposes.

RUNNING ENDEAVOURS

There are two ways for the GM to run an Endeavour: either in the foreground as a full-blown adventure or in the background as part of the workings of the Explorers' dynasty with NPCs handling most of the legwork and heavy lifting.

Endeavours run in the foreground are much like any other kind of adventure with the Explorers directly involved in the action and making decisions as challenges arise to thwart them. These kinds of Endeavours can, therefore, be treated as adventures and centred around the PCs (for more details on creating and running adventures in Rogue Trader see **Chapter X: Game Master**).

By contrast, Endeavours run in the background occur during downtime—either at the start or end of a play session or between the action of the Explorers' own adventures. These kinds of undertakings are run by NPCs, allies, and the faceless legions of the PCs' dynasty, with only a small degree of direction from the players themselves. As a general rule, Endeavours run by subordinates will always be more problematic—a fact the Explorers should learn during the course of their dynasty's rise to glory. They should also take longer and be less profitable than those that the Explorers take a hand in personally—after all, if you want a job done right…

Regardless of how the GM chooses to run an Endeavour, he should remember that it is a tool intended to help him capture the scale and grandeur of what it means to be a Rogue Trader and deal in the fates of worlds. It should not supplant the GM's own plots or the PCs' own style of play. For this reason, each group should decide amongst themselves how they want to use Endeavours.

RESOLVING ENDEAVOURS

An Endeavour is completed when the Explorers have resolved each of the Endeavour's objectives as a result of earning enough Achievement Points. Excess Achievement Points earned in one objective carry over into the next. It is possible that the Explorers will fail to complete an objective within an Endeavour for one reason or another—perhaps a colony they were meant to save is destroyed or a shipment of rare cargo lost to the warp. In these cases, the GM can allow the Explorers to still complete the overall Endeavour by gaining enough Achievement Points from the remaining objectives. It can be imagined that they shift their efforts and adapt to the changing situation—exploiting new avenues of profit or shifting their direction of attack.

At the end of an Endeavour, it is possible that the Explorers have amassed more Achievement Points than they require. In this case, excess Achievement Points can be converted into Profit. For every full 100 Achievement Points they have beyond what is necessary to accomplish the Endeavor, they gain an additional +1 to their Profit Factor.

COMMON ENDEAVOURS

While no Endeavour can really be said to be common—given the scale and power at the Explorers command—there are a number of undertakings and enterprises to which Rogue Traders frequently gravitate. A selection of these Endeavour types and their requirements, as well as a number of specific Endeavours for each, is presented here for the GM to either use as is or to draw inspiration from.

ESTABLISH AN IMPERIAL COLONY

A Rogue Trader can provide what others cannot: passage into the Halo Stars. Incidental passengers are easy to find, but an Endeavour requires greater diversity of effort. The Rogue Trader needs a suitable colony world, connections with beast hunters, explorers, and nobles, signed pilgrim-compacts with sects of the Imperial Cult, and agreements with the Great Houses.

Example Requirements:

- A suitable world
- Preliminary surveys to confirm viability for habitation
- Colony hab-installations
- Atmosphere-machines or other protective devices
- A binding compact with the Machine Cult to support colony machinery
- A partnership with high functionaries in the Calixis Sector, such as leaders in the Ministorum or a Great House, who desire a colony established in their name
- An organisation of negotiators and brokers to accept Thrones for passage for would-be colonists and to negotiate a wide range of one-time transport compacts with Imperial organisations.

The First Colony of Grace

Greater Endeavour, +4 Profit Factor

The Lady Aspyce Chorda used her connections with the Cold Guild and other shadowy organisations to ferry wealthy fugitives from Imperial justice to the Foundling World of Grace. The fugitives themselves paid for their fortified, palatial colony structures, whilst Chorda provided slaves from a variety of unsavoury sources. She profited greatly until the ravening Orks laid waste to Grace.

Objective 1: Confirm Grace as a Suitable Colony World

Themes: Exploration

Explorers and surveyors must descend like thistledown from the Rogue Trader's vessel, and all signs of toxins, taint, and unholy

presences investigated. Who knows what might be missed if hirelings are left to complete these tasks unsupervised.

Objective 2: Establish Dominance Over the Cold Guild

Themes: Criminal, Trade
The fiercely independent Cold Guild representatives must be made to bow to the Rogue Trader's will, either through respect or terror of the consequences of resistance.

Objective 3: Cleanse the Near Voids of Pirate Scum

Themes: Exploration, Military
No Foundling World is safe whilst reavers of Iniquity roam its system voids with impunity. Their vessels must be found and their leaders made to fear the Rogue Trader's presence.

The Second Colony of Grace

Lesser Endeavour, +2 Profit Factor
At some point in time, the ruins of Grace become attractive to a different Rogue Trader, one who sees Profit Factor in raising up a more holy colony in the God-Emperor's name.

Objective 1: Crush the Feral Orks Who Infest the Ruins

Themes: Military
The Imperial ruins of Grace are overrun with tribes of feral Orks, the cast-off seeds of past battles. They must be purged from this world and their spores charred from the ground where they lie.

Objective 2: Forge an Alliance with a Ministorum Cult

Themes: Creed
The Rogue Trader must obtain allies and succeed in negotiations such that the Drusians or Vitrian Covenant open their coffers in support of the Rogue Trader's goals and exhort their followers in pilgrimage to this new world.

Objective 3: Raise up the Pilgrim Horde

Themes: Creed, Trade
From the faithful of Port Wander and Footfall, the Rogue Trader must gather a pilgrim horde to fill great-holds with prayer and find Ecclesiarchs to lead them. The Rogue Trader must convince them to empty their purses for passage,carry them to Grace, and settle them in new colony-habs and shrines.

Exploit a Resource World

Uncharted worlds host strange xenos beasts, rare ores, gems, and a hundred other natural riches. To exploit such a resource, the Rogue Trader must set down workers and installations from orbit and later return to the world to carry away the riches. Connections must be set up with factors and merchant houses of the Drusus Marches to obtain the best price for the materials brought back to civilisation.

Example Requirements:

- A resource world
- Wide-ranging survey expeditions carried out to identify and characterise resources
- Mineheads, refineries, macroharvesters, hunting bases, or other appropriate resource installations
- Bulk lift transports to carry material to orbit
- A binding compact with the Machine Cult to support necessary machinery
- A population of labourers and specialists
- A small organisation of brokers and scribes to manage the flow of resources
- Secure storage vaults in Port Wander
- Compacts of trade struck with factors and influential merchant houses of the Drusus Marches, or a trade alliance with a great organisation, such as the Machine Cult of a forge world, a Great House, or Departmento Munitorum.

Establish a Beast Trade from the Unvisited World of Tvalde IV

Greater Endeavour, +3 Profit Factor
Imperial circuses and Magi-Xenobiologis of the Machine Cult are ever hungry for new xenos beasts. The death worlds of Burnscour and Valcetti's Salvation are known now, if not completely catalogued. New and unexpected horrors must be found on unexplored worlds of the Koronus Expanse if greater profit is to be made.

Objective 1: Locate Tvalde IV and Catalogue Its Worst Horrors

Themes: Exploration
Mentioned only once in the logs of Parsimus Dewain and nowhere else, this dread and rumoured deathworld must be located in the voids. Thence, explorers, factors, and hunters experienced in the beast trade can be carried there to assess the vile, deadly xenos and determine from what regions and breeds the best profit can be made.

Objective 2: Gain Powerful Beast Trade Allies

Themes: Criminal, Trade
The beast trade of the Drusus Marches is as much criminal as legitimate. The black markets and forbidden forms of xenos are where the greatest reward—and the greatest risk—lie. Profit demands that alliances be made on both sides of Imperial

justice, and they must be influential, perhaps dangerous, figures in order to provide the level of recompense a Rogue Trader desires: Imperial Governors, Archmagi, crime barons of the Kasballica, and others.

Objective 3: Cull the Dread Herds

Themes: Exploration, Military
In the company of many hunters and other militants, protected by Imperial tech-devices, the Rogue Trader's mission must slaughter and capture terrifying beasts to fill great-holds many times over. Further, the bases for future expeditions must be established and the results of this grand hunt brought back to Imperial space for the profit they will bring.

Enter the Nephium Trade of Lucin's Breath

Lesser Endeavour, +2 Profit Factor
The Winterscale lineage has for centuries benefited from pure nephium found on the frozen resource world of Lucin's Breath, using it to gain favour with forge world Archmagi. Vast refineries, drill-machinery, and bulk-lifter ruins from years long past litter Lucin's Breath, and tens of thousands of serfs and slaves toil within presently active installations. Yet there is still room for a new Rogue Trader to violently establish a refinery zone.

Objective 1: Make Your Mark and Clear the Zone

Themes: Military
Clear a new sinkhole refinery zone of frozen battle-debris, and burn down incursions by the slave-forces of Winterscale and Chorda to establish that this Rogue Trader is here to stay.

Objective 2: Tame the Lucinite Xenos

Themes: Criminal, Trade
Forcing the Lucinite breed to toil in the frigid gas-snow outside Imperial installations is a great advantage and is necessary to success on Lucin's Breath now that Rogue Traders vie for its treasure with such great violence. The secrets of their slavery must be wrested from other Rogue Traders' servants, and a cadre of xenos-trainers established.

Objective 3: Challenge the Rival Rogue Traders

Themes: Military, Trade
Unless partnership, dominance, respect, or fear is established, then the new installations will soon enough be destroyed from orbit by the void-ships of Lady Aspyce Chorda or Lord-captain Calligos Winterscale. The Rogue Trader must seek out these rivals and force a better outcome.

Establish a Cold Trade from Dead Xenos Worlds

The "Cold Trade" is the name given to the black market in xenos materials, much of it illegal despite the terms of a Rogue Trader's Warrant of Trade. Xenos artefacts are rarer than common resources, but also more dangerous to trade within the Imperium. A Rogue Trader must make diligent efforts to develop a secure web of connections to smugglers and crime barons of the Cold Trade, as well as to wealthy collectors and xenosavants.

Example Requirements:
- Xenos worlds, usually long dead
- Initial archeoexcavations and site surveys to identify potentially valuable artefacts
- Base installations and exploration vehicles
- A few orbital shuttle vehicles
- A binding compact with the Machine Cult to support necessary machinery
- Well-equipped groups of explorers and savants
- Secure relationships with a few highly placed and influential collectors or savants of xenos works, or with diverse Cold Trade smugglers and collectors of the forbidden.

A Cold Trade from the Blasted Cineris Malificum

Grand Endeavour, +5 Profit Factor
In the 5th century M41, Balastus Irem established a fantastically lucrative Cold Trade in horrid artefacts recovered from cyclopean ruins upon dead worlds of the Cineris Malificum. His coffers swelled enormously as a result of this Endeavour. Little is known of the details of Balastus Irem's allies, trade partners, voyages, and archeoexcavations, for Ordo Xenos forces expunged the Irem lineage and all their works in 443.M41, on suspicion of the most dire heresy.

Objective 1: Establish Promising Archeosites

Themes: Exploration
The ruins of the Cineris Malificum worlds are so ancient and vast they have become hills and valleys. Past archeosites are visible from orbit, some blasted in unknown assaults. New dig sites must be located, and a horde of explorers and savants unleashed upon these dread worlds to find the most promising locations for new discoveries. Dangers and eldritch horrors of an ancient xenos past that have claimed previous expeditions must be evaded or overcome. Eldar may appear and attempt to warn off, assassinate, or threaten explorers.

Objective 2: Develop a Cold Trade Network of Wealthy Clients

Themes: Criminal, Trade

There is great risk attendant on entering the Cold Trade, even for a Rogue Trader. Potential buyers of great wealth and influence must be approached with caution—lest the Imperial authorities hear of these activities and lest the shadowy powers of the Drusus Marches underworld intervene. There are guides through this dangerous underworld, such as the Kasballica representatives of Footfall, but even they are difficult to approach.

Objective 3: Defeat the Treacherous Eldar

Themes: Military

The Eldar have some unknown interest in the dead worlds of the Cineris Malificum, and their ghost-vessels have been known to assault Rogue Traders who mine xenos tombs for artefacts and strange sigils. The Eldar must be driven back when they appear in force.

A Cold Trade in Materials of the Egarian Dominion

Greater Endeavour, +3 Profit Factor

The strange hive-ruins of the deserted Egarian worlds are formed of a strange material that can generate great wealth when provided to the right organisations. Sometimes artefacts are found in the empty, wind-wracked structures, and these rare items can be yet more lucrative. A number of Rogue Traders have participated in the Egarian Cold Trade over the centuries, enough for established buyers and traditions to exist at the edges of Imperial society.

Objective 1: Establish a Warp Route to the Egarian Worlds

Themes: Exploration

The shifting warp of Winterscale's Realm and the obsessive secrecy of those who harrow xenos worlds leaves navigation to the Egarian Dominion an uncertain proposition. A route must be established through the dangers of the Empyrean of the Expanse and the strange warp-phenomena that surround the Egarian stars. There are ugly currents in these voids that few Rogue Traders are willing to speak of, and some voidfarers believe them haunted.

Objective 2: Develop a Cold Trade Network of Wealthy Clients

Themes: Criminal, Trade

The trade in Egarian materials is presently accepted as falling within the bounds of a Warrant of Trade, and so has far less attendant risk than selling other xenos artefacts. Nonetheless, few potential buyers stand on the right side of Imperial authority. A Rogue Trader will often find himself forging an unwilling compact of trade with the Kasballica to generate the profit he desires.

Objective 3: Seek Out Value in the Hive-ruins

Themes: Exploration

Led by rare savants of Egarian lore, the Rogue Trader's mission must enter or even tear apart the hive-ruins of an Egarian world in search of the shards, sheets, and artefacts valued by the Cold Trade. This is dangerous toil, wherein explorers are under threat of becoming lost forever in the crumbling hive-mazes, or crushed and sliced apart by falling shards. Expeditions past have vanished utterly upon these worlds, leaving only deserted camps behind them, and no one knows what has become of such unfortunate souls. Something preys upon those who come here; that much is certain.

ESTABLISH A TRADE ROUTE

Establishing a reliable path through the treacherous warp is but the first part of building a trade route. Desirable goods must be identified, which usually requires local knowledge, and trade must be supported by compacts negotiated with rulers, merchants, and law-wrights; that process can be costly. The Degree of the Endeavour depends on what is traded, the level of competition from other traders, and the terms of the compacts: no potentate will stand idle whilst traders make wealth for themselves. A large cut is always expected, one way or another.

Example Requirements:

- Two or more human worlds
- Identified warp routes between the worlds
- Compacts of trade negotiated with leaders upon each world
- A modest organisation of factors and negotiators upon each world
- A small organisation of brokers and scribes
- Secure storage vaults upon each world
- A compact of partnership with a great organisation, such as a Great House or the Munitorium, who will benefit from this trade

Create a Macrocannon Trade Route from Zayth

Grand Endeavour, +5 Profit Factor

Given time, Jonquin Saul—or perhaps another Rogue Trader—will establish a profitable trade route to the Heathen Stars. Perhaps it will involve the weapon manufactories of Zayth that produce vast macrocannons of a pattern unknown to the Calixis Sector. Saul is still in the early stages of establishing allies amongst the heathens of that world, however. It is a delicate process, for the coming of outsiders has roiled the heathen cultures.

Objective 1: Establish a Warp Route to Zayth

Themes: Exploration

Long routes through the turbulent warp of the Koronus Expanse are a dire and terrifying prospect, and the Heathen

Stars are far indeed from Footfall, far even from the better known worlds of Winterscale's Realm. A route must be established, however, and potential dangers and layover worlds along the way explored. These are treacherous, unknown voids, and almost anything might emerge to threaten an exploring fleet.

Objective 2: Gain Allies Amongst the Zaythi Powers

Themes: Creed, Military, Trade
Gaining the trust of any Zaythi faction is a grand challenge. Their world is roiled, its hive vehicles set against one other, and the old ways falling apart. Perhaps a deal can be struck in propping up a losing faction, in creating zealots of the Imperial Creed amongst forsaken Zaythi, in striking down an enemy hive vehicle, or in overturning a hated organisation.

Objective 3: Aid the Zaythi Against the Orks

Themes: Military
To seal the compacts of trade, it is necessary to perform a great deed of vengeance against the greenskinned demons who fall from the sky—the terrible Orks. Zathyi allies wish to accompany the Rogue Trader's force away from Zayth to witness a strike against the Ork foe in the name of the Silvered God of War.

Forge a Guilder's Route from Port Wander to the Drusus Marches

Lesser Endeavour, +2 Profit Factor
When needs must, a Rogue Trader can act in the manner of a common Free Trader or Chartist Captain and use his influence to carry rarities from the storehouses of Port Wander to the churning markets of Drusus Marches hives. He will be scorned by his peers, and mocked behind his back by the very merchants he associates with, but a path to wealth is a path to wealth.

Objective 1: Ally with Greater Rogue Traders

Themes: Trade
To ensure a great enough flow of rarities and favoured pick of strange goods, the Rogue Trader must go before his peers for assistance. Some Rogue Traders are reluctant to enter into such compacts, either through suspicion or a misplaced sense of loyalty to the ideal of the Warrant of Trade.

Objective 2: Establish a Hive World Market

Themes: Criminal, Trade
The Rogue Trader and his factors must descend upon a hive world of the Drusus Marches and there forge a reliable market of buyers and client organisations for this trade. Hive worlds are vile nests of devious law-wrights, scheming nobles, and guilders who think nothing of ruining all who leave themselves open to assault. Treachery and well-dressed thieves must be overcome in order to find those whose remnant honesty or greed will keep them loyal.

Objective 3: Defend the Reputation of the Lineage

Themes: Creed, Trade
Bold action must be taken in Port Wander to ensure that the Rogue Trader does not become an outcast amongst Imperial nobility and the high functionaries of the Port. The Rogue Trader's name is threatened by undertaking common trade between worlds. Other Rogue Traders, like Jonquin Saul, have overcome a Free Trader's origins and gained respect—so it can be done. Largess, obtaining noble allies through means fair and foul, and many other strategies are possible.

Misfortunes

"Defeat is all too often the fate of the bold—clawing victory from the jaws of defeat is a fate we make for ourselves."

–Excerpt from "A Cold Trader's Tale"

Where there is opportunity and glory, so to will there be pitfalls and perils to assail the Explorers at every turn. This is where Misfortunes rear their ugly heads. These are plot hooks and obstacles that represent events which damage the Explorers' Profit Factor. They are devices—much like Endeavours—that the GM can use to simulate the vast and varied interests, allies, and influence of the Explorers' dynasty. They help to capture the feel of a sprawling organisation with power spread across the stars. The GM can use Misfortunes in one of two ways: either as a method of representing an event, player-generated or not, in which harm befalls the power and wealth of the PCs' dynasty or as part of complications arising around an Endeavour. In both cases, when the GM feels that the Explorers are at risk of a Misfortune, he can use **Table 9-41: Misfortunes** to determine if one occurs and its level of severity. To keep the players on their toes the GM may choose to roll once on this table at the start of any session in which they are involved in one or more Endeavours—representing the myriad of perils faced by their dynasty.

If a Misfortune occurs, regardless of its size, the GM should then roll on **Table 9-42: Misfortune Details** to find the nature of the problem. Alternately, the GM can choose whether a Misfortune occurs and the details of the Misfortune to reflect his own plots and adventures.

The Cost of Misfortunes

As soon as a Misfortune is created, Profit Factor is reduced by the amount shown in **Table 9-41: Misfortunes**. The worse the Misfortune, the more Profit Factor is lost. If the players act rapidly to overcome a Misfortune, however, some or all of this loss can be restored—so it is important for the Game Master to record the amount of Profit Factor lost with each new Misfortune.

OVERCOMING MISFORTUNES

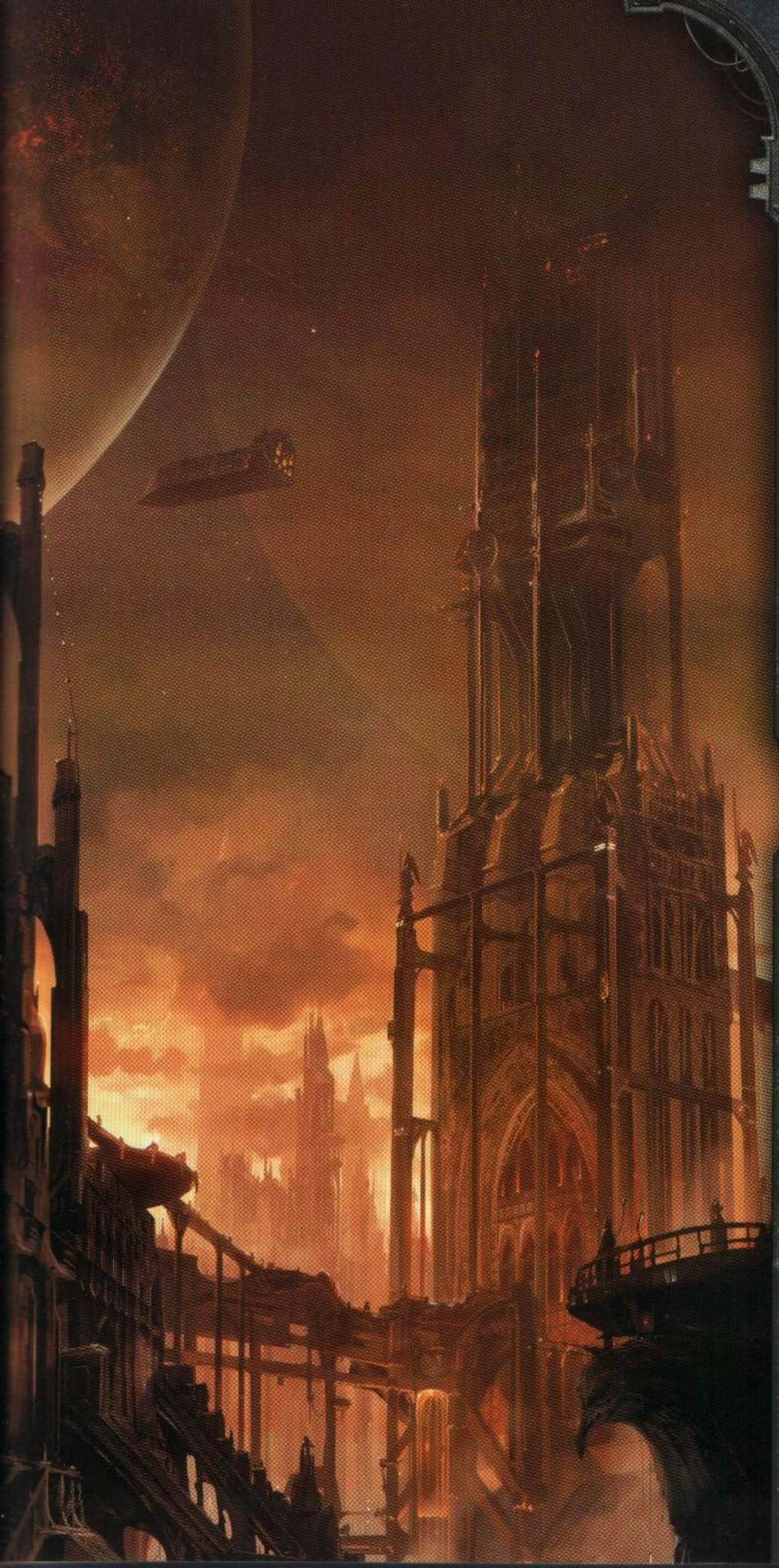
When a Misfortune occurs, the Explorers are faced with two choices: they can deal with it or ignore it. Ignoring a Misfortune means that the Profit Factor lost to it is permanent, and at the GM's discretion, there may be other consequences as well, as plagues are allowed to run rampant, charges are gathered against the Explorers, or worlds slowly fall into chaos. If the Explorers choose to deal with the Misfortune, then they must allocate time and resources to combating it—perhaps at the expense of current Endeavours or missions. It then falls to the GM to decide if they have acted both swiftly enough and decisively enough to overcome the Misfortune. If they have, then he should allow them to recover any Profit Factor lost to the Misfortune.

TABLE 9-41: MISFORTUNES

d100	Result	Profit Factor Lost
01-49	Fate smiles upon the Rogue Trader: no Misfortune	—
50-65	Nuisance Misfortune	1
66-90	Grim Misfortune	2
90-00	Calamitous Misfortune	1d5

TABLE 9-42: MISFORTUNE DETAILS

1d100	Misfortune Details
01–05	Administratum tithe clerks flock for an assessment, empowered by their superiors to bleed the Rogue Trader a little more in the name of the God-Emperor.
06–10	Departmento Munitorum officers have come into evidence that the Rogue Trader has siphoned materiel from their Port Wander vaults, and are pressing upon him with the full force of Imperial law. The evidence is all false, of course, but what motivation is behind this outrage?
11–15	A setback in the tending of coffers: ledgers are errant and Thrones are lost. Is this a careless accident or hidden embezzlement?
16–20	A dire plague is abroad, and the merest threat of it is enough for quarantines and panic. Even places unaffected by the plague are disrupted by the havoc it wreaks many worlds away.
21–25	An accident fells many skilled hirelings, leaving too few possessing a rare talent in a vital position. Is it really an accident, however?
26–30	A corruption takes hold in one of the Rogue Trader's interests: cultists of the Dark Gods, a wayward Imperial Cult, or an unruly Crew Brotherhood act to sow toil and make trouble.
31–35	Zealots amongst the Rogue Trader's interests are stirring up the workers to make pilgrimage to the shrine worlds of the Drusus Marches. Toil is slackening, and servants are slipping away or rising up to petition the Rogue Trader to grant them leave to be pilgrims.
36–40	An ambitious Magos demands a new compact of tech-ritual and prayer, one much more favourable to Machine Cult coffers.
41–45	A Grand Assemblage of the Omnissiah's Grace is called by an Archmagos, and all Tech-Adepts pledged to the Rogue Trader are much withdrawn, the Machine Cult distant from what its Magi perceive as trivial responsibilities towards compacts and Imperial brethren.
46–50	The sub-sector trade market enters one of its doleful periods of crisis, loss, and hand-wringing. Merchant houses suffer and cut short their endeavours.
51–55	A new dictate of mercantile law has come to the Drusus Marches from Scintilla, and the upheaval that attends it is dire indeed. Many important guilders are ruined or driven to other lines of commerce, and many compacts are now worthless.
56–60	Pirates from Iniquity, thought broken and scattered, strike at the Rogue Trader's interests, assaulting vessels and raiding resource worlds.
61–65	The vile Ork emerges to loot and destroy the Rogue Trader's interests in the Koronus Expanse.
66–70	Calixian leaders of a great Imperial organisation suddenly display far less respect for Rogue Traders. This change of opinion will spread from the top down and out into the broader Imperial class if not stopped.
71–75	The Rogue Trader is supposed by some to be an adherent of one of the unseemly Imperial cults of Footfall, placing him well on the outside of civilised Imperial society in Port Wander and the Drusus Marches.
76–80	An influential noble or powerful Imperial hierarch chooses to denigrate the Rogue Trader, and all the sycophants follow that lead. This disrespect will spread from the top down into the broader Imperial class if not stopped.
81–85	The Rogue Trader is rumoured to have died. Administratum adepts now move slowly and inexorably towards the legal annulment of his Warrant of Trade.
86–90	Adeptus Arbites find, or are provided with, evidence of rebellion fomented amongst the Rogue Trader's hirelings. A lord perceived to hold an unruly estate will suffer in the eyes of his peers.
91–95	A rival's hatred for the Rogue Trader becomes well known, and many lesser figures prefer not to become involved with either side whilst such an enmity exists. Now, the rival has begun to strike openly against the Rogue Trader's interests.
96–100	The Rogue Trader receives an unexplained and unexpected visitation from highly ranked members of the Inquisition, an event guaranteed to harm his prospects when word gets out.



X

The Game Master

The Dark Frontier

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Interaction

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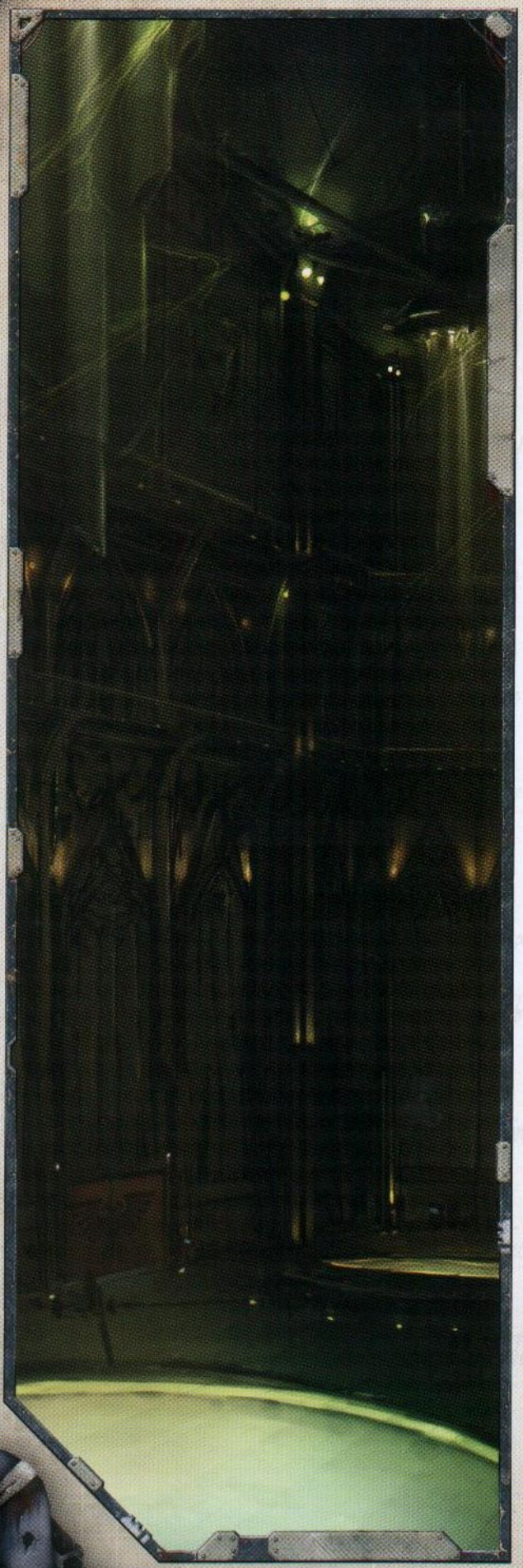
Fear and Damnation

•

Going Insane

•

Corruption



Chapter X: The Game Master

"A ship has but one master and he is lord aboard his vessel, second only to the God-Emperor Himself."

–First line of the Strictures of the Navis Nobilite

The Warhammer 40,000 universe is a dark and deadly place filled with wonders and horrors that stretch the very limits of human imagination. It is a world of violent and terrible extremes where humanity struggles beneath the cold light of uncaring stars amid the trackless eternity of the void. Only the bold, the brave, and the blessed have the right to wander the vast distances between the worlds of the Imperium, given mandate by the Emperor himself to expand His realms and bring profit and wealth to His domain. In **Rogue Trader**, the players take up this mantle as daring explorers and traders, pushing back the veil of darkness that shrouds the Imperium. And guiding them is the Game Master, spinning the world around them to create opportunities, obstacles, and memorable adventures.

THE ROLE OF THE GAME MASTER

In **Rogue Trader**, as in many roleplaying games, one of the players will take on the role of Game Master (GM). The GM's role is a vital one, as he is charged with creating, maintaining, and describing the world in which the player characters (PCs) will be living. It is the role of the GM to set the scene, guide the plot, and decide the outcome of the player's actions. In many ways the GM is like the director of a film, setting the scene and telling the players (who are like the lead actors) where they are and what they are doing. Unlike a film however, a roleplaying game is a collaborative effort between players and Game Master, and while the GM may set the scene, it then falls to the players to decide the actions of their characters.

This is where the other key role of the GM comes into play. In addition to being the director and storyteller of the game, he is also its referee. As a game, **Rogue Trader** uses rules to adjudicate the actions of the PCs and determine their success in many of their endeavours. The GM helps to decide when and where these rules are used and also how they are interpreted, making sure that the game runs as smoothly as possible. It is the Game Master's job, however, to be fair and impartial, like any referee, and ensure that everyone is having a good time.

Finally, because the GM sets the scene and describes the action, this also means that he creates the story or plot that

the players will follow. In roleplaying games these plots are commonly known as adventures or scenarios. Everything the players know or want to know about their world will be described by the GM, and he will also play the part of the other inhabitants of the universe, from the lowliest bilge hand to the most powerful planetary governor, deciding how they react to the PCs and the actions they will take within the adventure.

While at first glance the GM has a lot more work than the players, his job can also be one of the most rewarding, as he gets the satisfaction of bringing enjoyment to the players and seeing his stories come to life.

The Basics

Since it is the role of the GM to shape and lead the story, he needs to be more prepared than the other players. Before the GM accepts the mantle of running the game, he should consider three key things.

Know the Rules

It is important that the GM know the rules better than, or at least as well as, the other players. This means that the GM should read as much of this book as possible before he runs his first game. **Chapter IX: Playing the Game** is particularly relevant, as these are the core mechanics of the game and are fundamental to its workings. Knowing the rules is also important for the GM, as he will be required to make judgments and adjudications on the actions of the PCs. Helping the Game Master in this area is what the rules are designed to do.

Know the Plot

In a roleplaying game the players and their characters are the heroes confronting the dark and forbidding universe of the 41st millennium. However, it is the Game Master who creates the plot they will follow and controls the enemies and villains they will face. Roleplaying is a collaborative process, and the GM does not tell the players everything that happens, but rather sets the scene and reacts to their actions. This means that the GM doesn't need to know every detail of the scenario—but he should know at least where it will begin and where it is heading.

A plot can be as simple as taking a rare cargo of Corvenos Fleshcloth to the shrine world of Fasillica past a renegade Imperial fleet captain, or as complex as working to undermine the authority of each of the planetary governors of Seven Systems so as to destabilise the entire region and create a market for cheap off-world weapons. A more detailed plot will typically make the GM's life easier during the game, as he is required to make up less on the spot and can keep the game running at a good pace. Complex or basic, however, any work the GM puts in before the game is seldom wasted.

Game Masters can also make use of pre-designed and published adventures, such as the one detailed in **Chapter XV: Into the Maw.**

Choosing the GM

When organising a game of Rogue Trader, one player will need to be nominated as the GM. It is always a good idea if the GM can volunteer for the job, as the game will be better if the person running it is enthusiastic about what he is doing. Usually, however, the Game Master is decided before the players get together for their first session. The role of the GM is usually taken up by the person who has organised the game in the first place—probably also the person who bought this book.

It is also common that over time several of the group's players may take on the role of the GM, sharing the work and creating their own adventures. This allows players a chance to make their own stories and can be very rewarding as GMs tag-team adventures, leading to plots and campaigns with more depth and detail.

Delegating to Players

There is little doubt that the Game Master has the lion's share of the work when it comes to running a roleplaying game. He does not need to do all the work, however, when it comes to organising the adventure and getting together all of the ingredients for a successful game. This is where some of the players can also help out, doing such things as bringing miniatures, dice, pencils and paper, or snacks.

The most important contribution players can make to a game is in helping the GM to add detail and depth to his setting. For example, rather than the GM creating the details of the dismal hive world of Cesti Gros that one of the players' characters hails from, he could ask the player to write up a little about it. This means that the player is adding to the world and the GM also has some extra detail that he can add into one of his plots later. These are also the kinds of tasks that players really enjoy, and by allowing them to create these kinds of background details, the GM's task is made easier and the group's adventures made richer.

The advantage of these kinds of adventures is that much of the Game Master's work will have already been done and they are ready to run right away.

Be Prepared

It often falls to the GM to make sure that the group has access to anything extra (in addition to this book) that they might need to play. This usually means a supply of dice, some paper and pencils and perhaps figures for helping to work out combats. Some GMs also like to keep the players' characters between game sessions lest they go astray…

A list of basic roleplaying supplies can be found on page 8.

The Dark Frontier: Evoking the Setting

"Captains talk about the dangers of the Expanse, the horrors of the Halo Stars, and the perils of walking the very edge of the galaxy itself. Of course, man's fear of the void existed long before he had the means to travel it."

–Captain Zygir Gith of the Helois Wanderer

Rogue Trader is a game of adventure, exploration, and glory set against the dark backdrop of the 41st millennium. As the crew of a Rogue Trader's starship, the players are uniquely powerful individuals with a destiny and power far beyond that of most ordinary citizens. Theirs is the chance to make a name for themselves among the stars, pushing back the boundaries of the Emperor's domain and perhaps turning a tidy profit at the same time. Should they be successful, they also stand to win more than mere riches, claiming whole worlds and even influence over systems and sectors. With luck, courage, and ambition there are few things a Rogue Trader cannot aspire to.

It is one of the tasks of the Game Master to bring this universe to life for his players and offer them the chance to realise the dreams and ambitions of their characters. Part of achieving this, and adding the spark of life to a game of Rogue Trader, is in understanding the themes that make it the unique setting it is.

Themes in Rogue Trader

The Warhammer 40,000 universe, and the Rogue Trader game which resides within it, are different from any other science fiction setting. To better evoke this universe and weave its flavour and colour into his games, the Game Master should become familiar with its key themes. Being able to add these themes to a game will help to make it undeniably set within the realms of the 41st millennium—and, by extension, help the players to better sink into the roles of their characters.

A License for Profit

Rogue Traders exist for a single purpose: the accumulation of wealth and power. Given license by the Administratum of Holy Terra itself, they can travel freely and seek profit both within and beyond the borders of the Imperium. This gives them incredible power within Imperial society as they stand both above and beyond the teeming masses of humanity that live and die bound by class and duty. To be a Rogue Trader is to covet power and constantly seek to increase wealth and influence. When the endless dark of the universe is yours to explore and exploit, there can be no ambition too great.

The Ancient and the Forgotten

The Imperium is an ancient empire that has endured for thousands of years against an uncaring and capricious universe. It is filled with mysticism, fear, and superstition and survives by keeping its eyes firmly averted from the shadows that circle in the void. Even for a Rogue Trader, who treads the stars astride an ancient starship, both technology and the void are shrouded in mystery. He relies on the enigmatic and esoteric apparatus of the Adeptus Mechanicus, stagnant technology that is barely understood but has served man for centuries uncounted. Likewise, few charts exist that show even a fraction of the Imperium and its worlds. Those who navigate its boundaries must brave almost as many perils as those who travel beyond it, and even travel along well-established warp routes is not without danger. Such is the nature of the Rogue Trader's life.

Into the Unknown

As part of a Rogue Trader's quest for lucrative trade routes, new markets, and exotic goods, they also become prolific explorers. This makes them a unique breed within the Imperium, a society built on the censure of knowledge and the restriction of travel. It takes a brave soul indeed to leave his home world and take the perilous journey between the stars, and it take a braver soul still to voyage into the

What if no one wants to be the Rogue Trader?

It is possible that none of the players will want to take on the role of the Rogue Trader, either because they don't want the responsibility or there are other careers and character concepts that interest them more. While it is advantageous to have a player controlling the Rogue Trader, it is not essential, and there are a few way to get around this. For instance, the crew's Rogue Trader could be somehow crippled or incapacitated but still hold the title, such as if he is encased upon his bridge in a stasis well or bedridden in his cabin, barely conscious much of the time. In this case, the command would fall to one of the other players, who would have to interpret the Rogue Trader's wishes through whatever esoteric means of communication were still open to him. Alternatively, the Rogue Trader might not even be on board the players' vessel, either commanding his fleet from the comfort of some conquered world or a seldom-seen command ship.

In either case, the Game Master should be careful to use the Rogue Trader's influence sparingly and leave much of the party's decisions in their own hands.

unknown. Such is the vast scope of the galaxy that entire empires of xenos, never-before-seen celestial phenomena, and lost human worlds have all been found either hidden within the folds of the Imperium or clinging to its edges. These are the prizes that await a Rogue Trader and his crew as they travel to parts of the void that no other Imperial citizen will ever see. It is said that the expanse of space is large enough to contain anything the human mind can conceive—and plenty of things it cannot.

Fear the Void

There is a good reason that most citizens of the Imperium look up at the night sky with fear, trying not to dwell on just what horrors lurk between the stars or gaze hungrily down upon them from the nightmare of the warp. Those who travel the Imperium know too well that while humanity may claim to be the masters of the galaxy, with dominion over worlds uncounted, theirs is but a feeble flickering light surrounded by an infinity of blackness. Rogue Traders know that the void holds many perils; beyond the deadly cold of vacuum and the hard radiation of stars are things that no man was ever meant to see. Of course, it is these very factors that make Rogue Traders the larger-than-life individuals they are, as they set off into the black with often only their courage to keep them safe.

HOW TO RUN A ROGUE TRADER ADVENTURE

The player characters in **Rogue Trader** are the crew of a starship with the means and licence to travel between Imperial worlds and beyond. This means that finding reasons for adventures will not be hard for the Game Master, as simply sailing off into the void is very much an adventure in itself. Of course, the GM still needs to think about what kinds of things Rogue Traders are likely to get up to and plan his adventures accordingly.

The focus of most **Rogue Trader** adventures will be on profit and the acquisition of wealth, though equally they might also centre on exploration—usually with a mind to opening trades routes or exploiting natives and the like. Within this framework of exploration and trade (spiced up with a fair measure of conflict, combat, and peril) there is a great deal of scope and styles of play for the Game Master to explore.

Styles of Play

There are a number of styles of play that lend themselves to **Rogue Trader** and focus on the different kinds of adventures the Game Master might like to run. None of these styles is exclusive, of course, and they can be mixed and matched as required by the unfolding plot.

Exploring the Calixis Sector

While much of the background for the **Rogue Trader** setting is focused on the Expanse and its wild frontiers, there remains ample opportunities for exploration and adventure within the Calixis Sector itself. Like much of the Imperium, the Calixis Sector is home to vast stretches of uncharted void, and places like the Adranti Nebula and the Hazeroth Abyss offer exciting and interesting locales for **Rogue Trader** adventures. The presence of the Tyrant Star can also provide a catalyst for investigation, as Rogue Traders risk life and sanity to pick over the dead worlds it leaves in its wake.

Trade

The core of most **Rogue Trader** adventures is the concept of trade. At its simplest, this is taking a cargo of something from one place to another and selling it at a profit, usually to buy a new cargo and then take it on to a new destination to repeat the process. Scenarios centred on trade offer lots of possibilities for adventure, as the Rogue Trader and his crew must brave the perils of the void as they make epic journeys across the length and breadth of the galaxy. Some worlds may be hard to get to located in parts of space plagued with pirates, xenos, or worse. It is also a safe bet that if a place is hard to get to, then the price of transporting goods there will be satisfyingly high. Trade-focused adventures also have the advantage of providing an easy motivation for the group. No need to try and sell them on the righteousness of their cause when simple greed will suffice.

Going hand in hand with trading is the practise of smuggling. With so many worlds and local laws within the Imperium, there is a veritable plethora of places smugglers can make a huge fortune. Smuggling can also be a good springboard into darker plots and perils, as many forbidden goods are taboo for a reason…

Exploration

The Imperium is a dauntingly vast place, and much of it remains uncharted and unknown. Worlds can be lost for millennia, only to be rediscovered and brought back into the fold of the Emperor's light. Likewise, forgotten resources can lay untapped and hidden within the very boundaries of the Imperium. For the bold souls who can find such things, vast riches and glory can be theirs for the taking. Many worlds are only linked by dangerous warp routes, and visitors are forced to take huge detours to reach them. A Rogue Trader who can open up a shorter or safer path to such places can make a great deal of profit, claiming a cut of all who would use his route.

In addition to the quest for wealth in unknown places, a Rogue Trader might also accept a commission to chart new systems, open new warp routes, or even find lost ships. It has even been known for the Adeptus Mechanicus Explorator fleets to employ Rogue Traders from time to time, usually to draw upon their local knowledge.

What If More Than One Person Wants to Be the Rogue Trader?

The **Rogue Trader** game is based on the idea that one character takes on the role of the Rogue Trader and the other players take on the roles of his most trusted counsellors, who have power in their own right. However, there will be times when more than one player wish to take the Rogue Trader Career.

When this happens, the GM has several options as to how he can handle the situation.

First, if multiple players insist upon being Rogue Traders in a single campaign, the GM can simply say that the Rogue Traders are siblings, cousins, or have some similar familial bond—making them all part of the same dynasty. In this option, the holder of the Warrant of Trade might be an NPC patriarch Rogue Trader, or one of the players may agree to be the actual holder of the Warrant whilst the others are considered both assistants and heirs apparent.

Another option is to allow the group to have multiple ships, with each Rogue Trader character possessing his own Warrant and captaining his own unique vessel. This option means that the group is actually split amongst a small fleet of Rogue Trader vessels, perhaps part of a cartel of allied families seeking their fortune together. Sometimes, an arranged marriage between two Rogue Trader families is part of the agreement!

Finally, the GM may simply rule that the Rogue Trader characters, hard up for independent resources, have pooled their lots together to purchase a single vessel and that each of the Rogue Traders is a "shareholder" in the overall venture. Perhaps, in this case, the player characters are all younger sons and daughters of well-established Rogue Trader lines who would otherwise have no prospects at all and have banded together in order to seek their fortunes as a group rather than individually. Or, perhaps they are survivors of some failed venture, war, or crusade. They have had much of what was theirs or what they were once heir to (including perhaps their own vessels and forces, etc.) stripped from them by past adversity, but they refuse to be defeated!

The Great Game

One of the most exciting aspects of the **Rogue Trader** game is that it allows the players to become truly awesome individuals with power and influence that can span whole sectors of space. Though they may start with dominion only over their own vessel, an empty hold, and perhaps a questionable legacy, they can rise to greatness though the actions they take. Typically, this will mean seeking out sponsorship, joining guilds. and currying the favour of powerful Imperial officials. It will also mean amassing truly vast sums of wealth with which to acquire mercenaries, ships, and even the control of whole worlds.

For this kind of game to work, however, the players really have to be into it. While such a vast kind of game does mean a lot more work for the GM, it is really the players and the ambitions of their characters that will drive it. Of course, when players are keen to rise above simple trading, exploration and conquest, it can lead to some truly memorable and rewarding games.

Conquest and Piracy

Some Rogue Traders are less subtle about their quest for wealth, and rather than creating trading relations with newly discovered worlds or transporting goods, they would rather prey on Imperial and planetary shipping or launch full-blown planetary assaults. Piracy and conquest are risky and expensive undertakings at best, and they are seldom a path to true wealth and power. While these themes can make for fun and exciting games, as the PCs blast and loot their way across the void, alone they do not truly encompass the scope or power that is a Rogue Trader's birthright. That is not to say, however, that they cannot be adequately incorporated into all the other kinds of themes—after all, what is the life of a Rogue Trader without a little danger?

ROGUE TRADER DYNASTIES

A Rogue Trader and his team are more than merely a ship's captain and his crew; they are a grand legacy, which often stretches back hundreds or even thousands of years. The first Rogue Traders were given mandates to ply the stars and expand the control and reach of the Emperor, and in exchange, they could harvest the wealth such freedom would bring. The player characters are the descendants of these first Rogue Traders and the many that have come after. All of the PCs, not just the Rogue Trader, will be part of this dynasty. This legacy is important for the players to remember, as they need to know that they are more than the ordinary Imperial citizen—rare individuals, chosen for greatness, who possess power to shape the very destiny of the Imperium itself.

This is also an important distinction for the Game Master to bear in mind, as many of the people the players come into contact with will be aware of their heritage. It can also be a source of pride for the players to know that they are a cut above the average citizen, gifted with special rights and blessed with a favoured role in the Emperor's grand designs. Part of this status that all the players share also means that to a degree they are all equally important. Though only one player controls the Rogue Trader, all of the players' characters are equally essential in playing a role in the destiny of his dynasty. To this end the Games Master should spread the focus of his adventures and plots across the characters rather than focusing solely on the Rogue Trader himself.

The Role of the Crew

On a Rogue Trader's ship, as on any vessel in the Imperium, everyone has a role to play. For the players this means that their character will perform some vital part of the running

of the ship. When planning adventures the Games Master should consider the skills of each of the PCs and if possible make use of them during the session. This is important, as every player should have a chance to enjoy the spotlight as their skills come into the fore. Additionally, an adventure is far more rewarding for a player if he feels his character was challenged and required to overcome an obstacle or two.

NPC Crew Members

The ancient and powerful ships of the Imperium often boast many thousands (if not tens of thousands) of crewmembers. Many of these crewmen toil endlessly in the lowest decks maintaining one of the vessel's millions of arcane systems and machines, and though they are seldom seen, their presence is still vital to the running of the ship. As part of the Rogue Trader's vessel it is likely that the players will only make up a very small part of the functioning crew, with many others filling out the ranks. It can therefore be worthwhile if the Game Master creates a list of the more important Non-Player Character (NPCs) crew members, especially if they will be permanent fixtures aboard the players' ship. For most the GM will not need names or descriptions, though for the more important crew these details can add interesting depth and detail to his adventures.

REWARDS: THE MEASURE OF SUCCESS

Why do Rogue Traders take such terrible risks? The answer, of course, is for the rewards.

As a roleplaying game, **Rogue Trader** is designed to reward the players as they complete objectives, overcome obstacles, and make names for themselves among the stars. These rewards come in several forms: experience points that allow players to increase the skills and abilities of their characters, profit rewards that add to the crews' wealth, and game rewards that can lead to rank, privilege, and title. It falls to the Game Master to hand out these rewards. Presented here are some guidelines to help him decide when and how much of each of these kinds of rewards to give to his players.

Experience Points

The most common rewards are experience points (xp). More than anything else, xp measures a character's personal power. Players use experience points to buy new Skills, Talents, and Advances to improve their characters. The more xp a character possesses, the better he will be at dealing with challenges in play, such as overcoming foes in combat, solving problems, or dominating social encounters. Because xp relate directly to a character's power, how much and how often the GM awards experience points to his players will determine how quickly their characters rise to power and how able they will be at defeating any challenges he should throw at them.

There are two main ways for the GM to award experience to his players: the Abstract Method and the Detailed Method.

Table 10-1: Encounter Difficulty

Difficulty	XP Award
Easy	50
Routine	70
Ordinary	100
Average	130
Challenging	170
Hard	200
Very Hard	250

Abstract Method

This is the easiest and recommended (certainly for beginning GMs) way to award experience. It relies simply on the amount of time spent gaming and ensures a steady and smooth rise in power for the characters. For each game session each player should receive 500 xp.

This method assumes a game session lasts about 4 hours. For longer or shorter sessions, the GM can adjust the xp rewards accordingly.

Detailed Method

A more detailed method of awarding experience is also possible, in which each reward is broken down on a case-by-case basis, and players gain experience for completing specific tasks. For this method to work, however, the GM must assign a value to each encounter. For example, he might have a session that includes a dangerous journey through the warp, a space battle against orks, and a tense negotiation with some hostile natives. In this case, each of the three encounters would be worth a set amount of xp that would be awarded to the players when the encounters were completed or overcome.

Table 10–1: Encounter Difficulty gives examples of encounters based on difficulty. To work out the difficulty of an encounter, consider how much it taxes the resources f the group and what it costs them in wounds, equipment, or time.

When using this method, it is important to remember to award experience for only meaningful encounters and obstacles, lest the players embark on the wholesale slaughter of worlds simply for the 'experience.' Likewise, as the player characters gain in power, some challengers will be so easily overcome as to be worth little or no experience.

Roleplaying Awards

The GM may also offer experience for good roleplaying. These awards can be as large or small as the GM feels is fair, typically anywhere between 100xp and 500xp, and are given to players that the GM felt did a good job in portraying their characters. The GM should be careful however only to give out these awards when he feels they are really deserving and usually only when the player does something beyond the norm, such as taking an action that he knows may place his character in danger because it is 'what his character would do.'

Profit Factor Rewards

In the same manner as Experience rewards, the GM may decide that the individual actions of the Explorers merit a Profit Factor award. Typically, however, all gains by the PCs to Profit Factor will be as a result of Endeavours (see page 276) as such vast sums of wealth or increases in influence and power take time and planning to amass. The option is available if the GM decides that either as the result of the plot or through outstanding actions of the Explorers they warrant such an award. As a guideline, Profit Factor awards should be used sparingly and only ever increase Profit Factor by 1 point.

Game Rewards

In addition to awarding experience and Profit, the GM can also award in-game things such as influence, power, and rank. Typically these are things earned through the completing of specific quests or missions set out by powerful NPCs or through actions that alter the very fabric of the game world. Because these kinds of rewards are more difficult to adjudicate it is up to the GM to decide when and how they are used. They can, however, be more valuable that any of the other kinds of rewards, giving the characters things that skill with a bolter or a bigger ship could not achieve.

Awarding Fate Points

Finally, it is also possible that the Game Master may reward players with a permanent Fate Point for truly remarkable deeds. The GM should use such rewards sparingly and only award them for something incredible.

When to Use Rewards

Most rewards are awarded at the end of a game session, when the GM can tally up the PCs' achievements for that session. The GM may wish to wait until the start of the next game session to hand out rewards, giving himself the time between games to work out what the PCs have accomplished. Some rewards, however, like Profit and game rewards, might be handed out during play as they are earned. Profit and other such benefits will fluctuate greatly during the course of a Rogue Trader's adventures and awarding these as they crop up in play can make progress easier to track.

MASS COMBATS

Rogue Trader can be a game of sweeping plots and epic encounters where the fate of worlds and the wealth of entire systems can rest in the hands of the player characters. As a result, it is likely that at one time or another the PCs will find themselves engaged in a pitched battle. There a two ways for the GM to handle mass combats: the detailed method and the simple method.

The Detailed Method

This method allows the GM to orchestrate combat encounters as he would normally, matching the strength of the antagonists against the strength of the characters and allowing control over tactics and individual combat actions. To use this method, the GM should group similar combatants on both sides into 'units.' A unit should comprise of between 3 and 20 combatants. For example, if the characters where accompanied by an Imperial Guard company of 40 guardsmen with lasguns, 6 guardsmen heavy bolter weapon teams, and 20 guardsmen veterans with shotguns, these would be divided into four units. A unit functions just like a single individual armed with the most common weapons and armour of the unit and with Wounds equal to its number of members plus a damage bonus equal to +1 for every 4 members—so in the example above, this would count as: 2 guardsman with lasguns and 20 Wounds each with a +5 damage bonus, a guardsman with a heavy bolter with 12 Wounds and a +3 damage bonus, and a veteran guardsman with a shotgun and 20 Wounds and a +5 damage bonus. The GM can then play out the combat using the normal rules for combat with the following exceptions:

- Units always go after individuals (PCs, powerful creatures, etc.) in the Initiative order.
- All units act simultaneously in the Initiative unless a unit has surprise or some other special advantage.
- When a unit is reduced to 0 wounds it can no longer fight (though at the GM's discretion some of its members might still be alive).
- Individuals cannot fight units and vice versa—in this case single members of a unit can make attacks on individuals, and individuals can pick out members of a unit.
- In addition to combat rolls, units make all other tests as a single entity, i.e. fear tests. Likewise, PCs can use social and influence skills on a unit as if it were an individual.

The Simple Method

This method quickly resolves mass combats with a single dice roll for each PC and focuses more on the actions of the PCs than their allies. The GM should pick an appropriate skill for each PC to test based on their role in the battle. For example a PC wading into the thick of the fighting with a chainsword would make a Weapon Skill Test, while a PC barking orders over a vox would make a Command Skill Test. The difficulty of this test is up to the GM and can be based on the strength of the enemy, the nature of the battlefield, or anything else he thinks might be relevant. The results of these rolls are then handled like any other tests. So the GM might require a combined total of 10 successes for the PCs to win the battle, while 5 successes result in a lesser victory and 0 successes a draw. Failure on a roll might also indicate that the PC takes Damage, such as 1d5 for each degree of failure for example. Note that this arbitrary Damage should never kill the character, only render them severely wounded or incapacitated. If the GM wants to include the effects of the PCs allies in the outcome of the battle, he can make a single appropriate skill roll for them in the same fashion.

Interaction

"A good Rogue Trader will win as many battles with his tongue as with his ship."

–Ezekiel's Proverbs

Much of **Rogue Trader** centres on dealing with the many and varied peoples that inhabit the worlds of the Imperium. From the greedy port merchants of the Expanse and the soulless bureaucrats of the Administratum to wide-eyed natives, knowing how to deal with the peoples of the 41st millennium can give a Rogue Trader a decided advantage in his quest for profit and glory.

Interaction Skills

Chapter III: Skills presents a number of Interaction Skills such as Charm, Command, Deceive, and Intimidate. These are basic Fellowship skills, meaning any characters can employ them, albeit at a reduced rate if they don't have the Skill. To befriend another, a player would use Charm; to issue an order, he would use Command; to fool or dupe, he would use Deceive; and to frighten, he would use Intimidate. Together, these Skills offer the discreet tools for interacting with the people of the Imperium.

Using Interaction Skills

Usually, a player doesn't need to Test Skills to interact with other characters. He simply plays the role of his character. The interactions between the player, in the role of his character, and the GM, in the role of the NPC, determine the outcome of the conversation. As in any situation with dramatic consequences, though, a player should make an appropriate Test if there are consequences for failure. For example, if he is trying to convince an NPC to do something that he or she would ordinarily not do—spilling information about a secret, accept a bribe, and so on—or if success would advance the plot in a considerable way, a Test should be required. Ultimately, when a player does or does not make a Test is up to the GM. He will have final say about the circumstances of the encounter.

Example

Lord-Captain Rylar Mane is trying to convince a local PDF Excise-Captain to allow him to unload his cargo planetside without a full inspection. Because this is not in the interests of the Excise-Captain (not to mention potentially illegal) the GM decides that Mane will need to make a Charm Skill Test to convince him.

Dispositions

When Testing an Interaction Skill, circumstances can dictate the Difficulty of the Test. Such situations include atmosphere, situation, and an NPC's particular circumstances. However, the most important factor is the NPC's disposition toward the player character—how the character regards him and what feelings or lack of feelings the NPC displays. The NPC's disposition, which is always set by the GM, determines the base Difficulty. Other factors can adjust the Difficulty up or down as the situation demands. **Table 10–2: Dispositions** provides sample dispositions based on the Test a player is attempting and the corresponding Difficulty.

On a successful Test, the target's disposition improves by one step, plus one step per Degree of Success. On a failed Test, the target's disposition remains unchanged and worsens by one step for each Degree of Failure.

Generally, a target must at least be Indifferent to do as requested, and then the target will only do what the player wants 50% of the time if left to his own devices. Each step above Indifferent indicates that the target is 10% more likely to do as requested. Under supervision, the base chance increases by 20%.

Interaction and Groups

When a player uses an Interaction Skill against a group of individuals, he resolves the Test in the way already described, but the GM sets the disposition based on the overall attitudes of the group. The player makes the Test as normal, but if he succeeds, he can affect a number of individuals equal to his Fellowship Bonus. The total indicates the number of targets the player affects with his successful Test. Note that certain Talents can increase the number of targets a player can affect.

Table 10-2: Dispositions

		—Dispositions by Skill—			
Difficulty	**Modifier**	**Charm**	**Command**	**Deceive**	**Intimidate**
Easy	+30	Infatuated	Fanatical	Gullible	Terrified
Routine	+20	Affectionate	Devoted	Trusting	Frightened
Ordinary	+10	Favourable	Loyal	Accepting	Startled
Challenging	+0	Indifferent	Indifferent	Indifferent	Indifferent
Difficult	–10	Disdainful	Resentful	Suspicious	Brave
Hard	–20	Contemptful	Disloyal	Sceptical	Courageous
Very Hard	–30	Disgusted	Mutinous	Disbelieving	Foolhardy

Fear and Damnation

The 41st millennium is a dark and terrible place where mankind's billions inhabit a universe filled with unnumbered horrors and countless dangers. Murderous aliens stalk the cold stars, rebellion and treachery fester within the shadow of the Imperium's decaying might, and nightmarish forces eternally claw at the very fabric of reality from beyond, seeking both to feast and to corrupt. A Rogue Trader and his allies must deal with all of these perils as they voyage across the void in their quest for fortune and glory.

The rules presented here reflect these many threats to the mind and soul, and how the player characters interact with them. They are separated into three distinct, interlinking sections: Fear covers a character's immediate reaction to frightening events and creatures, Insanity details with the long-term effects of mental trauma on a character, while Corruption deals with the insidious influence of the warp and forbidden knowledge. During combat encounters, the only rules that will be used from this chapter are those for Fear. The effects of Insanity and Corruption are dealt with in the aftermath of a battle rather than during it.

Table 10-3: Fear Test Difficulties

Severity of Fear	Test Mod	Example Adversaries
Fear (1) Disturbing	0	Rak'Gol Marauder
Fear (2) Frightening	(–10)	Ebon Geist
Fear (3) Horrifying	(–20)	Yu'vath Bone Warden
Fear (4) Terrifying	(–30)	The Walking Nightmare

Table 10-4: The Shock Table

Roll a d100 and add 10 for every degree of failure.

Roll	Result
01–20	The character is badly startled. He may only take a single Half Action in his next Turn, but afterwards he may act normally.
21–40	Fear grips the character and he begins to shake and tremble. He is at a –10 penalty on all Tests for the rest of the encounter unless he can recover his wits (see Shock and Snapping out of it, page 295).
41–60	Reeling with shock, the character backs away from the thing that confronts them. The character cannot willingly approach the object of his fear, but may otherwise act normally, with a –10 penalty on all Tests until the end of the encounter. The character gains 1 Insanity Point.
61–80	The character is frozen by terror. The character may make no Actions until he snaps out of it. After snapping out of it, the character will make all Tests with a –10 penalty for the rest of the encounter. The character gains 1d5 Insanity Points.
81–100	Panic grips the character. He must flee the source of his fear, if able, as fast as he can, and if prevented from doing so, he may only take Half Actions and is at a –20 penalty to all Tests. The character gains 1d5 Insanity Points. Once away from the danger, he must successfully snap out of it to regain control.
101–120	Fainting dead away, the character keels over and remains unconscious for 1d5 Rounds. Once he regain consciousness, he is still shaken and takes all Tests with a –10 penalty until the end of the encounter. The character gains 1d5 Insanity Points.
121–130	Totally overcome, the character screams and vomits uncontrollably for 1d5 Rounds. During this time he is helpless, may do nothing and drop anything he is holding. Afterwards, until the end of the encounter, the character may only take a single Half Action each Turn until he can rest. The character gains 1d5 Insanity Points.
131–140	The character laughs hysterically and randomly attacks anything near him in a manic frenzy, firing wildly or using whatever weapon he has to hand. This effect lasts until the character snaps out of it, or until he is knocked unconscious. The character gains 1d5 Insanity Points.
141–160	The character crumples to the ground for 1d5+1 Rounds sobbing, babbling, and tearing at his own flesh, and may do nothing. Even after he returns to his senses, he is a complete mess and at a –20 penalty on all Tests until the end of the encounter. The character gains 1d5+1 Insanity Points.
161–170	The character's mind snaps and he becomes catatonic for 1d5 hours and may not be roused. The character gains 1d10 Insanity Points.
171+	The character is so affected that he begins to see strange and terrible visions as his hold on reality shatters. The character suffers the effects of "acute hallucinations" (see Disorders, page 297) for 2d10 Rounds. After the hallucinations fade, the character will make all Tests with a –20 penalty while the encounter lasts. The character gains 2d10 Insanity Points and takes 1d10 points of permanent Willpower damage.

Very Bad Things

Fear Tests in non-combat situations are very much the GM's call as to when and where they occur and should not be considered to be automatic. They should instead be used to build dramatic tension, as their over-use will diminish their effectiveness and novelty, as well as grind down the player characters. That having been said, here are a few appropriate examples of events that can cause Fear:

- **Disturbing (0):** Viewing the scene of a gruesome murder, minor unknown supernatural or psychic phenomena—strange lights, spectral voices, or weeping statues, for example.
- **Frightening (–10):** Meeting someone known to be dead, being buried alive, major supernatural or psychic phenomena—the skies raining blood or a painting forming shrieking mouths, for example.
- **Horrifying (–20):** Sudden, shocking and inexplicable death (the man next to you on the shuttle suddenly dies, vomiting maggots), hideous moments of revelation (finding yourself covered in blood, surrounded by bodies with a meat cleaver in your hand and no memory of how you got there), the dead rising across a whole planet.
- **Terrifying (–30):** Experiencing a full-scale daemonic incursion, discovering your failure is responsible for the deaths of millions, staring unprotected into the warp.

INSANITY AND CORRUPTION POINTS

Insanity Points (IP) and Corruption Points (CP) are Characteristics that characters gain during play. Both of these scores begin at 0 when a player starts and increase over time as damage is done to a character's state of mind (IP) and the purity of his soul (CP). The higher these scores, the more twisted, damaged, and debilitated a character becomes, and should either of these scores ever reach 100, a character is hopelessly driven mad or tainted and his career and life come to a sudden and abrupt end, exactly as if he had been killed.

FEAR

Fear comes into effect when the characters are confronted with scenes of atrocity or horror, or when they are called on to battle against terrifying aliens, insane perversions of science, and nightmarish entities from the warp. When a PC is confronted by such a frightening event or adversary, he must take a Fear Test; this is a Willpower Test, modified by how frightening the thing is. If the PC passes this Test, then he may continue to act as normal. If he fails however, he succumbs to Fear.

Degrees of Fear

Some things are clearly more frightening than others; for a Rogue Trader, facing a boarding party of dishevelled human pirates, although obviously dangerous, is not sufficient to call for a Fear Test. However, facing the same boarding party comprised of ravening warp entities or hideously alien xenos would certainly warrant a test. **Table 10–3: Fear Test Difficulties**, offers some guidelines on the severity of Fear Tests.

Failing the Fear Test

If a character fails a Fear Test in a combat situation, he must immediately roll on **Table 10–4: The Shock Table**, adding +10 to the result for each Degree of Failure. The effects listed are applied immediately to the character.

If the character fails the Fear Test in a non-combat situation, the character becomes unnerved and suffers a –10 penalty to any Skill or Test that requires concentration on his part. This penalty lasts while the character remains in the vicinity of the object of his Fear (simply leaving and coming back again doesn't stop this!).

In addition, if a non-combat Fear Test is failed by 30 or more, the character also gains +1d5 Insanity Points.

Shock and Snapping Out of It

Characters may be able to shake off some of the effects of Fear after the initial shock has worn off. Where specified on **Table 10–4: The Shock Table** that a character may "snap out of it," a character can make a Willpower Test at the beginning of his next Turn. If this succeeds, then he regains his senses, shrugs off the effects, and may act normally from then on. If he fails this Test, the effect continues. A character may test again at the beginning of each of his subsequent turns until he succeeds.

Table 10-5: The Insanity Track

Insanity Points	Degree of Madness	Trauma Modifier
0–9	Stable	n/a
10–19	Unsettled	+10
20–29	Unsettled	+10
30–39	Unsettled	+10
40–49	Disturbed	+0
50–59	Disturbed	+0
60–69	Unhinged	–10
70–79	Unhinged	–10
80–89	Deranged	–20
90–99	Deranged	–20
100+	Terminally Insane—character retires from play	

Going Insane

Characters in **Rogue Trader** face things in their travels that the vast masses of humanity will forever remain unaware of: spending prolonged periods in the warp, visiting ancient and terrible worlds, and dealing with treacherous aliens are just a few of these. Such are the stresses and horrors of these tasks that the slow slide into insanity is a constant threat. No human mind, not even one hardened by the harsh rigours of life in the Imperium, is immune to the slow erosion of sanity by the horrors of the 41st millennium, and a Rogue Trader and his crew are no exception.

In **Rogue Trader**, these dangers are represented by Insanity Points. Insanity Points represent the strain put on a character's mind by his experiences; the more Insanity Points a character has, the more fragile his mind. The cumulative effects of gaining Insanity Points are divided into Traumas, which represent the short term after-effects of particularly terrible experiences, and Disorders, which are permanent mental afflictions that sign-post a character's slide into total madness.

Degrees of Madness

A character is classified as having a certain Degree of Madness depending on how many Insanity Points he has. This classification gives a player a broad idea of the state of a character's mind and how close to the edge he has become. A character's Degree of Madness also determines the modifier that will apply to Tests taken to avoid Mental Trauma.

Mental Trauma

Mental Trauma represents the relatively short-term damage to a character's state of mind that he suffers after experiencing a horrific or supernatural event. Each time the character gains 10 Insanity Points he must make a Trauma Test. This is a Willpower Test, modified in difficulty by how many Insanity Points the character has accrued in total (see **Table 10–5: The Insanity Track**). If the Test is passed, the character manages to cope with his experience without extra ill effect. If the Test is failed, roll d100, adding 10 for every Degree of Failure, comparing the result to Table **10–6: Mental Traumas**. The result is applied to the character in the aftermath of any encounter that inflicted the Insanity Points on him.

Gaining Mental Disorders

Mental disorders reflect the permanent, long-term effects on a character's mind of exposure to things horrific and unnatural. A character automatically gains a new disorder (or a more severe version of an existing disorder) each time he acquires a certain number of Insanity Points. A character gains one Minor Disorder when he gains 40 Insanity Points, one Severe Disorder when he gains 60 Insanity Points, and one Acute Disorder when he gains 80 Insanity Points. (This corresponds to becoming "Disturbed," "Unhinged," and "Deranged" according to **Table 10–5: The Insanity Track**.)

Disorders can be selected by the GM, or the GM can allow the player to select one if he prefers. A character must have the preceding severity of a disorder for it to get worse, (so for a disorder to have become "Severe" the character must have the "Minor" version of the disorder first, with the exception of "The Flesh is Weak" that has no Minor version).

Example

Rylar Mane has been captured by Eldar Corsairs and is being held aboard their vessel as they subject him to their alien tortures. This traumatic event increases Mane's Insanity Points to a total of 10, forcing him to make a Trauma Test by rolling against his Willpower with a penalty of –10. If he fails, he will then need to roll on the Trauma Table and suffer the results. Should he later gain another 10 Insanity Points, increasing his total to 20, he would need to test once more. If his total were to reach 40, in addition to testing he would also gain his first disorder—though it is doubtful the Eldar will keep him alive that long…

Only the Insane Shall Prosper...

The more insane a character becomes the less horrific things seem. After all, what are the monsters of reality compared to those one sees whenever one closes one's eyes? If the first digit of a character's Insanity total is double or more a thing's Fear Rating (see page 294) the character is unaffected by it and does not need to make a Fear Test.

DISORDERS AND THEIR SEVERITY

The effect a mental disorder has on a character is left largely up to the GM, though the descriptions presented below provide some guidelines. If a character fi nds himself in a situation or encounter where his disorder will be a detriment, he can test Willpower. Success means he is able to ignore the effects of the disorder for the remainder of the encounter. A character with a "fear of insects" for example, would have to test Willpower before entering a crypt full of beetles and spiders. Success means he could enter, while failure could mean anything from the character suffering penalties as long as he was inside, to him not being able to enter the crypt at all.

All disorders are rated as being Minor, Severe, or Acute in ascending order of effect.

- **Minor Disorder:** The effects of the disorder manifest rarely or are experienced only to a small degree. Any Test to overcome the effects of the disorder gain a +10 bonus.
- **Severe Disorder:** The effects of the disorder are stronger and may occur regularly. There is no modifier to Tests made to overcome the effects of the disorder.
- **Acute Disorder:** The effects of the disorder are very strong and occur at the slightest stimulation. Any Test to overcome the effects of the disorder take a –10 penalty.

TYPES OF MENTAL DISORDER

The variety of unpleasant and unwholesome disorders that might afflict a character is potentialy limitless, and a few examples are presented here. GMs should also feel free to invent their own to suit individual characters and the horrors they undergo.

The Flesh is Weak!

Seriousness: Severe, Acute.

The character sees his flesh as weak and will constantly blame it for his failures and problems. He will also try to change and/or remove his flesh, becoming increasingly obsessed with surgical modification as well as bionic replacement.

Table 10-6: Mental Traumas

Roll 1d100 and add +10 for every degree of failure.

Roll	Result
01–40	The character becomes withdrawn and quiet. The character is at –10 to all Fellowship-based Tests. This lasts for 3d10 hours.
41–70	The character must compulsively perform an action such as fevered praying, frantically cleaning a weapon, reciting verse, and so on, and pays little attention to anything else. All Tests that are based on Intelligence, Fellowship, or Perception suffer a –10 penalty. This effect lasts for 3d10 hours.
71–100	The character is constantly fearful, seeing danger everywhere, and is extremely jumpy. The character gains a +10 bonus to all Perception-based Tests and is at a –10 penalty to his Willpower for the next 1d5 days.
101–120	The character suffers from a temporary severe phobia (see Disorders, page 296). This effect lasts for 1d5 days.
121–130	The character reacts to the slightest stress or pressure by becoming extremely agitated. When performing any task that involves a Test, the character must first pass a Willpower Test or suffer a –10 modifier to the Test. If the character gets into combat, all Tests during combat automatically suffer a –10 modifier. This effect lasts for 1d5 days.
131–140	The character suffers vivid and extreme nightmares whenever he tries to sleep. The next day and for the next 1d10 days, the character will be exhausted by lack of sleep and gains a level of fatigue. This effect lasts for 1d5 days.
141–150	The character is struck dumb and is unable to speak. This lasts for 1d5 days.
151–160	Extremely distressed and unfocused, the character refuses to eat or drink and looks in a terrible state. The character takes a –10 penalty to all Characteristics (no Characteristic can be reduced below 1) for 1d10 days.
161–170	The character temporarily becomes hysterically blind or deaf. This effect lasts for 1d10 days.
171+	The character becomes completely traumatised and virtually unresponsive. He can't initiate actions but may be gently led. This effect lasts for 1d10 days.

Phobia

Seriousness: Minor, Severe, Acute.

The character has a deep dislike and fear for a particular thing or circumstance. A phobic character must succeed on a Willpower Test to interact with the focus of his phobia. Enforced or gratuitous exposure to the focus of his exposure may incur Fear Tests. Examples of this disorder are:

Fear of the Dead

The character has an abiding fear and loathing of corpses and the dead, possibly due to the fact that sometimes they don't stay dead...

Fear of Insects

Scuttling things with many legs are the character's waking nightmare: faceless, numberless, and hungry, forever hungry.

Obsession/Compulsion

Seriousness: Minor, Severe, Acute.
The character has a compulsion to perform a particular action or is obsessed with a particular thing. A character must make a Willpower Test not to act in a compulsive way or not pursue his obsession when the opportunity arises. Examples of this disorder include any of the following:

Kleptomania

The character compulsively steals small objects when he can. Often the character attaches no value to such objects.

Self-Mortification

The character must scourge and whip his flesh on a regular basis (or after a particular event such as killing), in order to purge away the sin of his actions through pain.

Visions and Voices

Seriousness: Minor, Severe, Acute.
The character sees things that are not there and hears things that others do not. Acute sufferers may be completely immersed within their visions.

Dead Comrade

The character hears the voice of an old friend now long-dead. At a Severe level, he may have visions of his friend. If his condition becomes Acute, they may even hold conversations.

Flashbacks

The character relives traumatic moments from his life. The length and vividness of these episodes vary according to the seriousness of his condition.

Delusion

Seriousness: Minor, Severe, Acute.
The character suffers from a particular false belief that he has to act on as if it were the truth, despite his better judgement or evidence to the contrary.

Invulnerability

The character believes that he will never get severely injured, either through luck or divine providence. Such a character would have to pass a Willpower Test not to enter a ganghouse and throw insults and punches instead of exercising due caution, for example.

Righteousness

The character believes his choices are right and justified, no matter what the cost. Such a character might refuse to act subtly where it would otherwise be prudent to do so.

Horrific Nightmares

Seriousness: Minor, Severe.
The character suffers from vivid and reoccurring nightmares: trying to run from a black sun in the sky, or being imprisoned in an endless machine, for example. After any stressful day, the character must pass a Willpower Test in order not to succumb to his terrors while asleep. If he fails, the character will suffer from a single level of Fatigue (see Fatigue, page 251) on the following day.

REMOVING INSANITY POINTS FROM A CHARACTER

With the GMs permission, a character may use xp to remove Insanity Points. It costs 100 xp to remove a single Insanity Point. A character may never go down a Degree of Madness and so will never lose his disorders. All buying back of Insanity Points should be properly represented as time and effort spent by the character in game. Possible ways of representing the removal of Insanity are:

- Prayer, fasting, penance, and mortification of the flesh.
- Long-term palliative care.
- Recuperation in quiet and pleasant surroundings.
- Contemplation of great holy works or other articles of faith (such as the Credo Omnissiah for Mechanicus characters).

Table 10-7: The Corruption Track

CP Total	Degree of Corruption	Malignancy Test	Mutation
01–30	Tainted	+0	—
31–60	Soiled	–10	First Test
61–90	Debased	–20	Second Test
91–99	Profane	–30	Third Test
0	Damned—Character removed from play		

Example

Having escaped the Eldar Corsairs, Rylar Mane is spending time on the shrine world of Chilautox as he is nursed back to health by the cloud-maidens of the Temple of Seven Virtues. The GM decides that this period of rest is suitable to repair some of damage done to Mane's mind and allows Mane's player to spend 500xp to reduce his character's IP by 5.

Corruption

The most insidious threat facing humanity, and indeed the very survival of the Imperium, is the corrupting taint of Chaos. Encounters with daemons, dark rituals, and even the knowledge that such things are possible are all paths to corruption. Quite aside from the malevolence and manipulation of daemons and their mortal followers, there is immense danger in exposure to the substance of the warp itself. The swirling tempest of psychoactive energies and pseudo-matter that make up the fabric of warp space is more deadly than any radiation. It can instantly destroy, but it can also inflict hideous transformations on material, body, and mind, far beyond anything found in a sane universe. To most, corruption is a doom to be avoided at all costs. However, some, once they find themselves walking the path to damnation, will seek to embrace the darkness.

CORRUPTION POINTS

Corruption Points (CP) operate almost exactly like Insanity Points, except that they are gained through exposure to the warp, dark rituals, cursed artefacts, and daemonic influence. The more Corruption Points a character has, the more afflicted he becomes; this is reflected in the rules by the risk of Malignancies and Mutation as shown on **Table 10–7: The Corruption Track**.

MORAL THREATS

The exact level of Corruption Points inflicted by a particular event, revelation, or encounter is determined by the GM. The following presents some guidelines:

Warp Shock

If a character suffers Insanity Points resulting from a failed Fear Test involving entities from the warp, the number of Corruption Points inflicted on him are equal to the being's Fear Rating score (i.e. Frightening 2 equals 2 CP).

Chaos and the Common Citizen

The rules for Corruption presented here are for use with Player Characters; Rogue Traders and their followers are men and women of destiny and purpose—exactly the sort of people that the Ruinous Powers seek to slowly corrupt. For most, the touch of Chaos brings summary destruction, madness, mutation, and death.

Rending the Veil

Characters caught in a full-blown intrusion of the warp into corporeal reality gain Corruption Points from the experience. Just how many depends on what occurs and the severity of the breach. This might be anywhere from a single point to several d10s in value.

Sorcery

The practice of sorcery, witnessing dread rituals, and invoking daemons are all causes of Corruption, regardless of the reason. Normally minor rituals cause 1d10 Corruption Points, and major ceremonies can cause many more.

Blasphemous Lore

Knowledge itself can corrupt, and the study of certain tomes, pict-logs, and even some debased artwork can cause Corruption in the viewer.

Dark Deeds

Evil acts done in the furtherance of a malignancy, or in pursuit of forbidden lore, or done to appease a daemon always cause Corruption Points.

Vile Persuasion

Many Daemons and cult leaders are masters of insidious temptation and of sowing the seeds of doubt in a faithful heart. Their words and arguments can corrupt where force alone would fail.

THE MALIGNANCY TEST

For every 10 Corruption Points a character gains, he must Test Willpower to see if his Corruption has manifested as literal damage to his body and soul. This roll is modified depending on the number of CP the character already possesses as noted on **Table 10–7: The Corruption Track**. If the Test is failed, the character's Corruption of spirit is given form. These metaphysical and psychosomatic scars are called Malignancies, and are randomly rolled on Table **10–8: Malignancies**. If a player rolls a result that he has previously suffered for failing a previous Malignancy Test, he must roll again.

MUTATION

A character's Corruption Points total is also used to determine the warping effects of Chaos upon his body. As his Corruption builds, his flesh may revolt, twisted by the Dark Gods. Of course, such is the insidious nature of Chaos that it is constantly hunting for weakness in mind and body, testing a character's defences until it can find a way into his soul. For

every 30 Corruption Points a character gains, he must make a Test against two Characteristics of his choice or suffer a random Minor Mutation (see **Chapter XIV: Adversaries & Aliens**). He may not Test against the same Characteristics twice to resist mutation. A player should make a note on his Character Sheet of which Characteristics he has already Tested to resist mutation.

Example

Ever ill fortune's plaything, Rylar Mane discovers that the cloud-maidens of Chilautox are in fact part of a vile Chaos cult and falls afoul of one of their dark rituals. Infused with the power of the warp, Mane gains enough Corruption Points to raise his total to 31. This means he must make his first Malignancy Test by rolling against his Willpower. If he fails this Test then he must roll on the Malignancy Table and suffer the results. Should he continue his descent into corruption, Mane will need to test again when he reaches 61 and again at 91.

In addition to his Malignancy Test, reaching 30 or more CP means Mane must also test to see if he gains a mutation. He chooses two Characteristics, Strength and Fellowship, to roll against. If he fails either roll he will gain a mutation (only one though, even if both tests are failed). Should he gain more CP later on, and have to take more mutation tests, he may never test against Strength of Fellowship again.

Table 10-8: Malignancies

Roll	Effect
01–10	**Palsy:** The character suffers from numerous minor tics, shakes, and tremors with no medical cause. Reduce his Agility by 1d10.
11–15	**Dark-hearted:** The character grows increasingly cruel, callous, and vindictive. Reduce his Fellowship by 1d10.
16–20	**Ill-fortuned:** Whenever the character uses a Fate Point roll, a d10. On a score of 7, 8, 9 or 10 it has no effect but is lost anyway.
21–22	**Skin Afflictions:** The character is plagued by boils, scabs, weeping sores, and the like. He takes a –20 penalty to all Charm Tests.
23–25	**Night Eyes:** Light pains the character, and unless he shields his eyes, he suffers a –10 penalty on all Tests when in an area of bright light.
26–30	**Morbid:** The character finds it hard to concentrate as his mind is filled with macabre visions and tortured, gloom-filled trains of thought. The character's Intelligence is reduced by 1d10.
31–33	**Witch-mark:** The character develops some minor physical deformity or easily concealable mutation. It is small, but perhaps enough to consign him to the stake if found out by a fanatical witch hunter. He must hide it well!
34–45	**Fell Obsession:** This is the same as the Obsession Disorder (see page 297). However, in this case the character is obsessed by a sinister or malign focus, such as collecting finger-bone trophies, ritual scarification, carrying out meaningless vivisections, etc.
46–50	**Hatred:** The character develops an implacable hatred of a single group, individual, or social class. The character will never side with or aid them without explicit orders or other vital cause, and even then grudgingly.
51–55	**Irrational Nausea:** The character feels sick at the sight or sound of some otherwise innocuous thing such as prayer books and holy items, bare flesh, human laughter, fresh food, shellfish, etc. When he encounters the object of his revulsion, he must Test Toughness or suffer a –10 penalty to all Tests as long as he remains in its presence.
56–60	**Wasted Frame:** The character's pallor becomes corpse-like and his muscles waste away. The character's Strength is reduced by 1d10.
61–63	**Night Terrors:** The character is plagued by daemonic visions in his sleep. See Horrific Nightmares, page 298 for details.
64–70	**Poor Health:** The character constantly suffers petty illnesses and phantom pains, and his wounds never seem to heal fully. The character's Toughness is reduced by 1d10.
71–75	**Distrustful:** The character cannot conceal the distrust and antipathy he has for others. He must take a –10 penalty to Fellowship Tests when dealing with strangers.
76–80	**Malign Sight:** The world seems to darken, tarnish, and rot if the character looks too long at anything. The character's Perception is reduced by 1d10.
81–83	**Ashen Taste:** Food and drink hold disgusting tastes and offer little sustenance for the character, and he can barely stomach eating. The character doubles the negative effects for levels of Fatigue.
84–90	**Bloodlust:** Murderous rage is never far from the character's mind. After being wounded in combat, he must Test Willpower to incapacitate or allow his enemies to flee, rather than kill them outright, even if his intent is otherwise.
91–93	**Blackouts:** The character suffers from inexplicable blackouts. When they occur and what happens during them is up to the GM.
94–00	**Strange Addiction:** The character is addicted to some bizarre and unnatural substance, such as eating rose petals, drinking blood, the taste of widows' tears, etc. This acts like a Minor Compulsion (see Disorders, page 296), but is freakish enough to cause serious suspicion if found out.

XI

The Imperium

Institutions of the Imperium

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The Imperium of Man

•

Planets of the Imperium

•

The Warp

•

The Stellar Fleets

•

Enemies of the Imperium

Chapter XI: The Imperium

For 10,000 years, the galaxy-spanning Imperium of Mankind has been the bastion of the human race. With over a million worlds and a population running into countless thousands of billions, it is the largest empire in the galaxy of the 41st millennium. For a hundred long centuries the Imperium has endured, surviving disasters, heresies, and invasions from alien races intent on the extinction of Humanity. It has resisted all of this through its greatest strengths—the immortal Beneficent Emperor of Mankind and His vast armies and fleets.

Though the Emperor is a shattered, withered creature, He still watches over and guides humankind from the restorative essences, elixirs, and billowing alchemical gases of the Golden Throne of Terra. Through His vast psychic powers, the Emperor directs the Imperium's warships through the nightmare realm of warp space. It is said that He foresees the many possible futures of the human race, and steers humanity so that it may overcome the many trials and challenges ahead.

Without the Emperor, the Imperium would be unable to move its armies and fleets to combat its enemies and enforce its rule. The Imperium would degenerate into a hundreds of small empires clamouring for power while aliens and other monstrous creatures devoured and destroyed Mankind.

The Imperium itself is inconceivably vast, spanning many thousands of light years, and it would require months, even years, of travel to traverse it. More than a million worlds with more than a million different cultures make up humanity, and the discovery of new star systems and new planets are forever expanding the Emperor's domains, fuelling mankind's eternal hunger for more resources, more space.

Even to systems close to Terra, the Emperor and the Imperium He embodies are but names for distant, almost supernatural forces, which are revered and praised from afar. Many citizens labour their entire lives, enduring strife and toiling hard to survive the adversity of life in the 41st millennium, without even being aware of the Imperium except as a children's story. For others, the Imperium is very real, the iron fist of control tight around their necks, instilling the law and order Mankind must have to prevail.

Harsh discipline and scant mercy are essential for survival in these turbulent times. It is an age of great upheaval for Humanity. With every passing year, more and more people display powerful psychic talents. If these so-called 'rogue psykers' are not controlled or purged, the erratic and awesome forces they can unwittingly unleash may destroy whole settlements, even worlds. Those with the necessary mental strength and fortitude can be trained by the forces of the Imperium to use their strange powers to benefit mankind.

As powerful as it is, the Imperium does not rule the entire galaxy. Mankind's worlds are spread thin across the 200 trillion stars that make up the galaxy. Within the Imperium's vague borders are rebellious enclaves of human worlds, domains ruled over by alien war leaders, or colonies of creatures too aloof or too basic to disturb Mankind or draw the attention of the war fleets. The Imperium is embroiled in a constant state of war, sometimes simply continuing its wars of expansion, other times fighting against foes who threaten the survival of the entire human race.

INSTITUTIONS OF THE IMPERIUM

The High Lords of Terra

Mankind's stellar empire is governed by a body of twelve of the most powerful leaders of the organisations in the Imperium. It is they who rule the Imperium in the Emperor's name. Out on the fringes they are a distant legend, but their reach is long, and their power can be felt even beyond the borders of the Imperium.

The Adeptus Terra

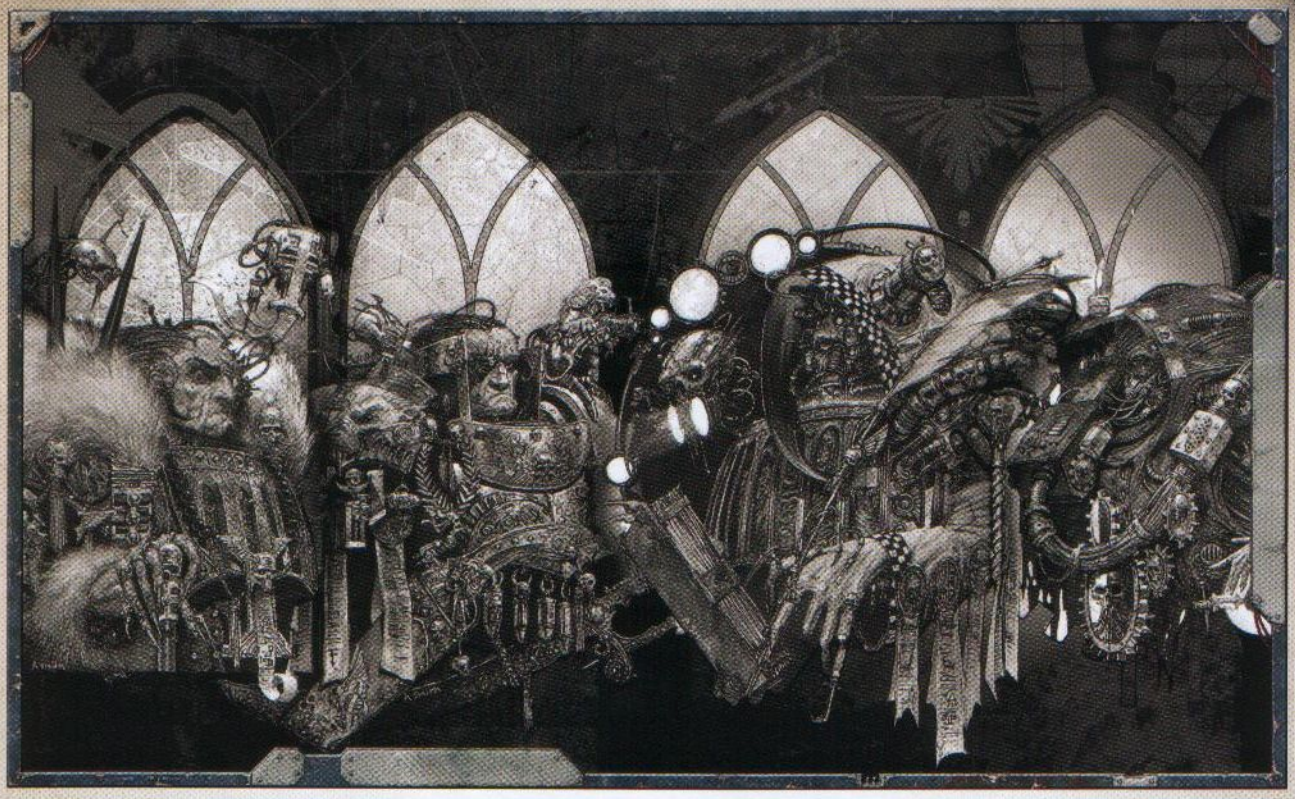
Also known as the Priesthood of Earth, or more simply as the Adeptus, the Adeptus Terra consists of many millions of dedicated servants and religious followers whose duty is to interpret and enforce the Imperial will, as passed down by the High Lords. It is the Adeptus Terra that actually controls the Imperium, including its armies and fleets. The Adeptus Terra is divided into many departments and sub-departments, some of which operate so secretly that their existence is unknown outside of their own membership.

The Administratum

This vast organisation is responsible for assessing and levying tithes, distributing Imperial resources, and countless other administrative functions. It is the largest of all the departments of the Adeptus Terra. Its members are for the most part scribes and petty officials, the hereditary slaves of a galaxy-spanning bureaucracy. The heart of the organisation lies within the Emperor's Palace, a vast complex whose soaring gothic towers cover much of the Terra's surface, and whose cavernous vaults extend far below ground. The Administratum is probably the most powerful organisation in the entire Imperium. It is divided into many departments, offices, and subordinate organisations.

The Adeptus Arbites

The Adeptus Arbites is empowered to enforce law in the Imperium. It is a galactic police force, but armed and equipped as a military force. Its troops, known as Arbitrators and Judges, are the fighting elite of the Adeptus: a core of fanatically loyal warriors devoted to the enforcement of government. If the Imperial Governor of a planet is late with his tithes, or sends too little, or if he is tardy in enforcing an Imperial decree, the Adeptus Arbites may be directed to honour him with a visit.



The Judges are equipped to wage a minor war, but their main objective is to maintain order.

The Adeptus Astra Telepathica

The job of the Adeptus Astra Telepathica is to recruit and train psykers for service throughout the Adeptus Terra. The organisation's most important role is to train Astropaths. The title of Astropath is an abbreviation of Astro-telepath—it refers to a psyker capable of sending a telepathic message over interstellar distances. The vast distance between the stars means that technological forms of communication are useless. A psychic message sent though the warp is not necessarily instantaneous, but it is sufficiently quick to be a practical means of communication. Only Astropaths have the power to send and receive psychic messages over interstellar distances.

The Adeptus Astartes

Otherwise known as the Space Marines, the warrior Chapters of the Adeptus Astartes are comprised of genetically adapted, surgically altered, psychologically conditioned super-humans. There are many different Chapters of Space Marines based throughout the Imperium. They are humanity's greatest warriors, and their deployment is reserved for the most deadly of enemies.

The Adeptus Custodes

The Emperor's Guard or Custodians are the palace guards of the Emperor, and their duty is to protect the Imperial Palace. As the Imperial Palace covers such a large area of Terra, the Custodians act as a defensive army. Only a select inner corps of three hundred, called the Companions, actually serve the Emperor as personal bodyguards.

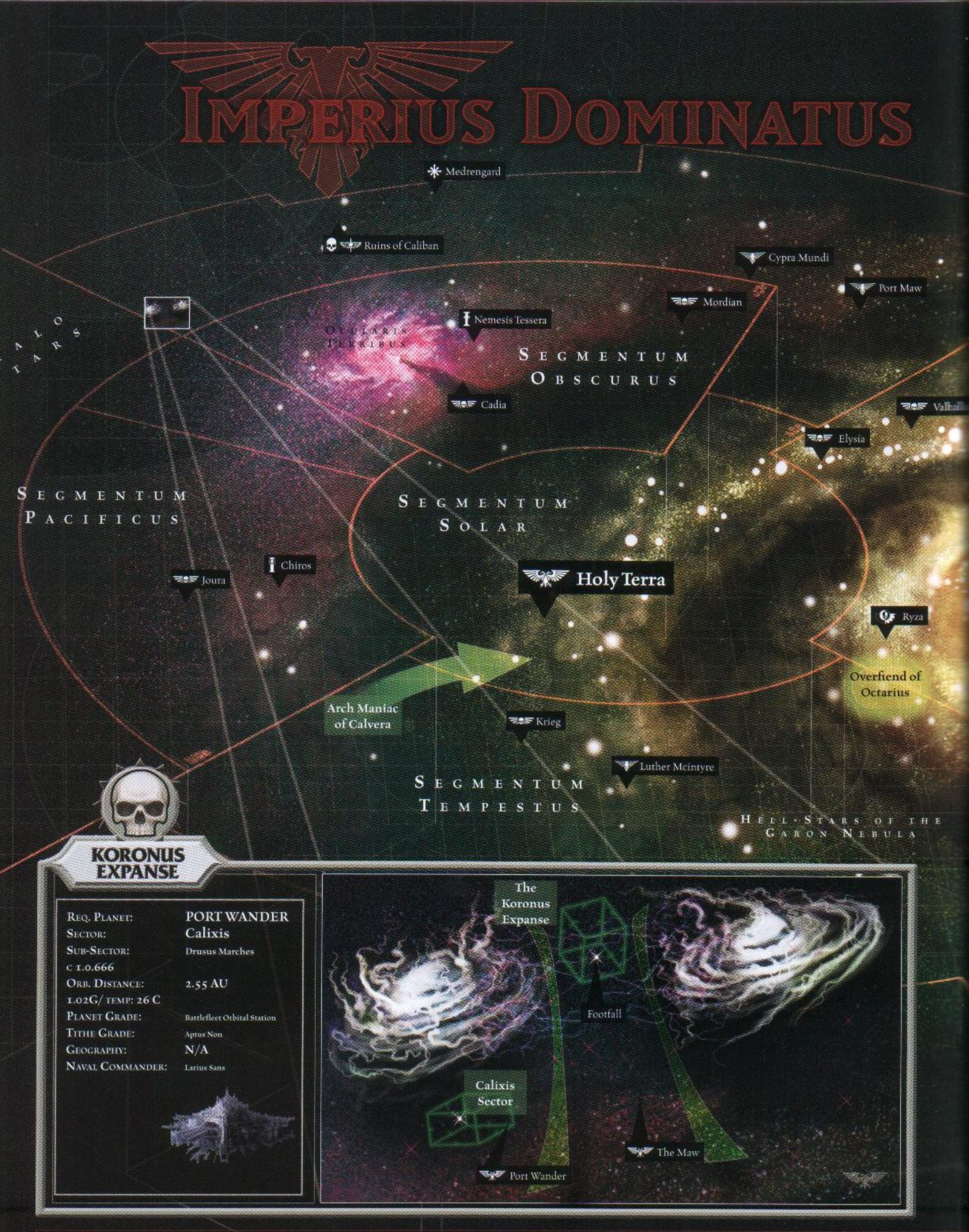
The Adeptus Mechanicus

The Tech-Priests of the Adeptus Mechanicus are the guardians of Earth's ancient knowledge. The order owns and administrates the factory planet Mars, whose vast orbital workshops turn out the majority of the weapons, spacecraft, and other technologically sophisticated machinery used in the Imperium. The Adeptus Mechanicus is as much an arcane cult as a scientific body, and its knowledge goes beyond mere technology into the realms of techno-arcana.

The Adeptus Ministorum

To countless billions, the Emperor is nothing less than a god to whom they devote their entire lives. Over the aeons, this faith has spawned a vast and powerful organisation devoted to His worship—the Adeptus Ministorum, more often known as the Ecclesiarchy, after its chief high priest, the Ecclesiarch. The Adeptus Ministorum is a very powerful organisation with its own crusading armies in the form of the Adepta Sororitas.

Imperius Dominatus



Koronus Expanse

Req. Planet:	PORT WANDER
Sector:	Calixis
Sub-Sector:	Drusus Marches
c 1.0.666	
Orb. Distance:	2.55 AU
1.02G/ temp: 26 C	
Planet Grade:	Battlefleet Orbital Station
Tithe Grade:	Aprus Non
Geography:	N/A
Naval Commander:	Larius Sans

Imperial World | Inquisition Stronghold | Space Marine Homeworld | Cardinal World

And henceforth be it known that the Imperium shall be divided into five fleet zones to be known as the Segmenta Majoris. These shall each have a Segment Fortress, from whence the orders of his glorious magnificience, the Emperor, shall be enacted. Imperialis Command Decoriatum shall reside in each and with just duty be issued over the realms within their boundaries.

For the Segmentum Solar, this shall be Mars, World of the Adeptus Mechanicus and this Segment shall extend about Mars. Beneficent Emperor's Imperium. In the north of our most majestic domains shall be Segmentum Obscurus, being in fiefdom to the world of Cypra Mundi. To the South it shall make Segmentum Tempestus, with overlordship residing with the planetary estates of the hereditary Bakka.

To the West shall be Segmentum Pacificus, under the auspices of the Lords of Hydraphur. The most turbulent East, a region of much strife and dissension and of many lost worlds shall have its overlordship known as Ultima Segmentum, and its guarantor of safety shall be on the planetary Governor Kar Duniash. The Segment Fortress of the Imperial official of the Administratum shall be known as the Master of the Segmentum Solar. Lastly, the rajahs of Segmentum Pacificus, and the Master of the Ultima Segmentum. In this the Emperor is most benevolent and thus shall the Emperor's charges be authority over such domains and reside with those who have the faith and temperament to dictate to the will of those others and take from them that which is the Emperor's due.

"Those of you who ask me why I persist on setting out with a tattered ship and worn crew fail to understand one fundamental truth. Here, amongst the herd, I am simply one more dumb beast. But out there, in the darkness, I am my own master."

-Rogue Trader Coros, prior to his ship's disappearance in the Hecaton Rift.

"...and in the last years of Angevin's Crusade, the most holy Saint Drusus did come to the far edges of Imperial space. There, he found his way blocked by vast and terrible storms that raged throughout the Immaterium, and he could go no further.

Then Drusus, unwilling to leave what lay beyond in the darkness of heathen unbelief, did order a Watch be set upon the worlds along the Rim. There, his servants would defend the Emperor's worlds from the predications of the dread Halo Stars. And Drusus did also grant a measure of his Authority and his Duty to a chosen few. They were empowered to travel beyond the bounds of Imperial space, to convert the Heathen, make war upon the Xenos, and carry forth the Light of the Aquila.

They would return with the bounty of a thousand worlds, and in the traditions of the Imperium, they would be known as Rogue Traders."

-Excerpt from A History of the Calixis Sector

Imperial Navy | Imperial Guard Homeworld | Forge World | Daemon World

The Imperial Guard

The Imperial Guard is divided into many armies stationed throughout the Imperium in order to protect it from alien invasion and internal rebellion. The Guard is the main fighting force of the Imperium, far outnumbering the more specialised Space Marines.

The Officio Assassinorum

The Office of Assassins is an important tool of Imperial government. If planetary governors prove rebellious, assassination may be the most practical remedy. Even the ranks of the Adeptus Terra are not safe from the attentions of the Assassins.

The Inquisition

The Inquisition is one of the most widely known, and feared, organisations of the Imperium. Its mandate is to investigate and stop any threat to the Imperium and mankind, and it will use whatever means it must to ensure this goal is met. Individual Inquisitors are free-roaming trouble-shooters bound by no laws or authority. There are no bounds to the Inquisitor's field of operation—alien plots, administrative inefficiency, corruption, mutations, crime, secret cults, heresy, and unauthorised psychic activities all come under his jurisdiction.

Inquisitors can act alone, but more often than not they are accompanied by an entourage of retainers and warriors who have been requisitioned to help them with the task at hand. Any of the Imperium's many fighting forces may be pressed into the service of an Inquisitor—the greater the perceived threat to humanity, the greater are the forces gathered to fight it.

No world, no organisation, no individual, is immune to the Inquisition's gaze; planetary governors, even the High Lords themselves, are subject to investigation and no treachery or betrayal of the Emperor is too petty to be left unpunished. However, it is the psyker that commands the majority of an Inquisitor's time. Untrained or deviant psykers represent a terrible threat to humanity, and it is the pursuit of these that has earned the Inquisitor the name of witch-hunter across the galaxy.

THE IMPERIUM OF MAN

The galaxy is a vast spiral, ninety-thousand light years across and fifteen-thousand light years thick, containing hundreds of billions of stars. Only a fraction of those stars have habitable planetary systems, and only a tiny fraction of these have been investigated by Humanity or any other spacefaring race.

The initial human colonisation of the galaxy lies in the distant past, lost, forgotten, and obscured by twenty thousand years of regression and rebuilding. Human worlds are scattered throughout the galaxy, but their distribution is far from even. The greatest concentration of human worlds is in the galactic west, centred on the cradle of Humanity itself: sacred Terra. On the fringes of the galaxy, human worlds are few and often far apart.

Many human worlds benefit from mutual contact and a comparable level of technology. Others have regressed to a primitive and barbarous state as a result of long periods of isolation. New human-populated worlds are being discovered all the time, and there remains an unknown number which have been isolated and forgotten for hundreds, if not thousands of years.

The Domains of the God-Emperor

Stellar empires can seldom be reckoned in terms of the spatial areas they occupy, but more often in terms of the star systems under their control. The Imperium is the largest empire in the galaxy, the million and more worlds that lie under its dominion spread throughout the entire galaxy. It extends to the limits of the Astronomican, the psychic beacon cast by the Emperor on Terra by which human vessels navigate. The Imperium cannot hope to control all of the star systems within this vast area, not even the majority of the inhabited systems within its borders. The galaxy also contains many alien races ruling smaller empires of their own, as well as empires ruled by humans who (often foolishly) consider themselves apart from the rule of Terra.

The Fringes

The fringes lie beyond the light of the Astronomican and so beyond the easy reach of the Imperium's forces. They are known to contain human planets settled in ancient times as well as many alien worlds. Some of these planets have populations which are feral or barbarous, but many shelter highly advanced cultures. Most worlds are self-governing or belong to small independent human or alien empires. Agents of the Imperium are continually exploring the fringes, spying out dangers, and fighting wars beyond the borders of the Imperium itself.

The Halo Stars

Beyond the Fringes lie the Halo Stars. The entire galaxy is ringed with a halo of the most ancient stars, the majority nigh extinguished and circled by long-dead worlds. The desiccated secrets and horrors lie entombed beneath the surfaces of these worlds are best left unexplored. Few visit these regions, and even Rogue Traders often steer clear.

Wilderness Space

Most of the stars in the galaxy remain uncharted, their systems unexplored. Whole areas of the galaxy are embroiled within warpstorms and are therefore inaccessible from other areas. Other systems are simply remote and await mapping and codification by the Imperium's explorator fleets. These largely unknown zones are known as wilderness space or wilderness zones. As warpstorms abate, previously inaccessible regions are explored, uncovering ancient human settlements as well as alien races and empires. Wilderness zones are spread throughout the galaxy, often separating more densely populated regions of space.

Alien Worlds

Humanity is but one of many races in the galaxy. However, few are so widely distributed or so numerous as humans. Most occupy only a single world or planetary system. The majority of aliens are comparatively primitive, peaceful or powerless, and of little interest to Humanity. Only a few alien races are powerful, aggressive and possess technology that rivals that of the Imperium. Among the most common are Orks and Eldar, though many more exist.

Planetary Governance

The worlds of the Imperium are governed by hereditary rulers called Imperial Commanders or Planetary Governors. The Imperial Commander holds his planet or system on behalf of the Emperor. In return for his oath of loyalty and regular planetary tithes, he controls the planet as his own. The Imperial Commander is free to administrate and defend his planet as he sees fit. Most worlds maintain fleets of interplanetary spacecraft—ships built to operate within their home system and in the vast majority of cases lacking the warp engines needed for travel between stars.

Interplanetary spacecraft are common on all technically advanced worlds. Even on primitive or feral worlds, the planet's governor and his associated staff and warriors would have access to spacecraft—the general population would remain either ignorant of or completely in awe of spacecraft and technology.

Interplanetary shipping is administered by the Imperial Commander of each system. Some Imperial Commanders keep a tight leash on space travel, while others are far more lax and allow the organisation and maintenance of independent space fleets to serve the system. Similarly, while some Imperial Commanders police their systems very thoroughly, others find it impossible or impractical to enforce controls on independent operatives. Some Imperial Commanders undoubtedly collude with anarchic or piratical groups, trading off the control of planets or asteroids, mining or transport rights, or even defence and policing concessions, in return for personal profit. These commanders may maintain that this is the only way they can control their worlds.

Each planet is responsible for its own defence. Imperial Commanders are obliged to build ground-based defences, spaceports, and what defence fleets they can. The number of weapons and ships in any individual system will vary, depending on the enthusiasm of its governor as much as the possible danger. In addition to ships under the control of the Imperial Commander, planets lying in vulnerable positions or having a history of trouble may also have an Imperial Navy base. Although Imperial Navy ships are independent of those of the Imperial Commander, both would be ready to meet an emergency. Imperial Navy ships may also be stationed in one system so that they can patrol a number of nearby star systems.

PLANETS OF THE IMPERIUM

The worlds claimed by the Imperium of Man are as diverse as the galaxy itself. Generally, only those planets that can support humanity, or be terraformed so they become habitable, are heavily settled, yet there are plenty of worlds where humans cling to life against nigh-impossible odds. Such worlds are those with natural resources of great value to the Imperium, or ones occupying a strategically vital location, perhaps near one end of a warp portal. In many cases, a tiny settlement might have existed for millennia, long forgotten or isolated, its inhabitants clinging on to a brutal subsistence level of life.

For convenience, the Adeptus Terra classifies the worlds of the Imperium into one or more broad types. In most cases these classifications describe the use to which the planet is put by the Imperium, while some describe the environment where this defines type. The sprawling bureaucracy of the Adeptus Terra classifies and sub-classifies planets according to a nigh-impenetrable system, often combining several features. Thus, a planet might be classified as a Hive World, because it is defined by its vast cities and astronomical industrial output, but its might also have as a secondary classification: Night World, Ocean World, or even Death World.

The major classifications are as follows.

Hive Worlds

The surfaces of Hive Worlds are generally inhospitable, even deadly, to human life after centuries of industrial processing. Urban conglomerations called hives, many miles in height, are the principle population centres. Factory, mining, and atmosphere processing are main industries, and the worker-populations are only maintained by a high import/export ratio, with the main import being foodstuffs and fresh water.

Agri-worlds

Agri-Worlds are almost entirely given over to the cultivation of crops, hydroponics, animal fodder, or animal husbandry. They have few conurbations, with the population spread widely across the planet's surface. They are often clustered around Hive Worlds, who cannot survive without the constant supply of food. Some Agri-Worlds are almost entirely serviced by slave-serfs, servitors, or ancient machinery, and some are so thinly populated that only a single company of troops are stationed there as deterrence against pirate attack.

Civilised Worlds

The majority of the Imperium's worlds are listed in this category, though the term could be misleading, for even on those worlds not touched by outright war in generations, most subjects carry firearms. Civilised Worlds are generally self-sufficient, possess starports, and are able to defend themselves against most threats they might be expected to face. Most of these worlds are further categorised as Cardinal Worlds, Garden Worlds, Mining Worlds, or any other of a thousand classifications.

Dead Worlds

Mankind has ever found the galaxy strewn with worlds with minimal, even non-existent, life traces, yet possessing clear signs of once having harboured civilisation. This often appears to be the result of ecological catastrophe or devastating internecine war, yet no Imperial or alien cause is discernable.

Death Worlds

Death Worlds are planets which are too dangerous to support widespread human settlement. The environments vary from world-wide jungles harbouring carnivorous plants and animals to barren rockscapes strewn with volcanoes and wracked by ion storms. These worlds are nearlyimpossible to colonise but must be properly explored—which necessitates the provision of outposts and other facilities. Some harbour rich mineral, vegetable, animal, or gaseous resources, and the Imperial Guard greatly values troops raised from these harsh places.

Research Stations

This category includes wide variety of locations, such as orbital stations, asteroid emplacements, and major facilities on Dead Worlds, Death Worlds, or on other planets. They are responsible for a wide variety of research, from animal breeding and domestication to weapons testing and gene-engineering. They also serve as listening and watch posts for planetary and system defence of major planets.

Feudal Worlds

The word 'feudal' refers not to a political system, for the entire Imperium is administered according to a feudal system, but instead to the world's technical base, which will be just prior or just post-black powder. This may be the case because the planet has been cut off by warp storms for many centuries and regressed in the meantime, or its society might be rebuilding following a long period of war or some other form of planet-wide disaster. In general, the Imperium will allow such worlds to progress at their own pace, and it may be many centuries until a Feudal World progresses to a level similar to the bulk of the Imperium.

Forge Worlds

Forge Worlds are the sovereign domains of the Adeptus Mechanicus, and most take the form of planet-wide factories. A Forge World often also serves as a base of operations for one of the Titan Legions. Forge worlds are essential for the supply of arms and armour to the Imperium's combat forces.

LANGUAGE

On almost every civilised world of the Imperium, the population speaks some version of Low Gothic, known also as Base Gothic or Common Tongue. This is the language in everyday usage by the vast bulk of the Imperium's peoples, and is derived from the speech of their distant ancestors. Low Gothic can vary widely from world to world, and even a single world may contain more than one accent or dialect. Although at first some versions of Low Gothic may appear incomprehensible to an off-worlder, there will be many rudimentary phases and words with which two individuals from different worlds might communicate.

On some worlds there are further debased forms of Low Gothic—the slang of Hive-bottom dwellers, the colloquialisms of asteroid miners—which require further study to master. Often obscure references to local customs and traditions,

beasts, and organisations, which appear nowhere outside of the locale, can on occasion be translated into a common frame of reference to aid communication.

While Low Gothic can, and has been, perverted and changed by local usage to the extent that meaningful conversation takes a long period of in-situ study, when dealing with educated or travelled individuals, travellers may find it beneficial to conduct exchanges in High Gothic. Also referred to a Principal Gothic, Archaic Gothic, and Prime Gothic, High Gothic is the ancient and highly evolved language used in ceremonies, consultations, and other situations when absolute clarity and definition are required. High Gothic has remained virtually constant and unchanged, its principles reinforced through education and refinement, so that speakers from very different cultures and background can effectively communicate complex ideas.

Another language a traveller will encounter is the Techna-Lingua of the Adeptus Mechanicus. Although rarely used outside of the order of Tech-Priests, elements of the Techna-Lingua may be found integrated into the Low Gothic of highly industrialised or technologically oriented cultures. Few outside the Priesthood of Mars can fully comprehend Techna-Lingua, and it is a language replete with internal seld-references and allusions to knowledge that remain unknown to those outside the Tech-Priests' closed orders. The Magi of the Adeptus Mechanicus have preserved this form of communication since the founding of their institutions in the Dark Age of Technology, and by lore none should speak its forbidden phrases who have not been sanctified by the Machine God.

CULTURE

There are at least as many ways of life in the Imperium as there are planets, and the most populous of worlds sport a staggering number of subcultures, from those steeped in rarefied nobility to those in grinding poverty. On many worlds the two live cheek by jowl, while on others the upper echelons of society maintain wilful ignorance of those outside their pampered existence. Each world has its own range of customs, traditions, lineage, and heritage. Those who travel amongst the stars must become accustomed to the many manifestations of Humanity's limitless variation.

MUTATION

Since the colonisation of space began, human populations have been exposed to all manner of extreme environmental conditions. Most long-established human worlds have populations with distinctive physical traits, such as a dominant hair colour, body shape, or height. Extreme cases of physical adaptation have produced mutant populations that are no longer human. Some are so heinously corrupt in mind and soul that the Inquisition considers them too dangerous to live, and ruthlessly purges whole worlds for resettlement.

The position of mutants varies within the Imperium from world to world. On many primitive worlds they are slain as soon as they are born. On more technically advanced worlds they may be permitted to live, but rarely enjoy the rights of the world's other subjects. On many worlds they are segregated from the normal population, outlawed, or forbidden to live in certain areas. Generally speaking, they form a huge downtrodden portion of the Imperium. Their dissatisfaction occasionally erupts as rebellion, and revolts occasionally allow the mutants to take control of planets or even groups of planets for a short period. Usually however, retaliation is swift and merciless.

Mutation is widely regarded as a mark of deviance that should be suppressed. However, some mutations are not apparent immediately, and in such cases a mutant may rise to a position of social or military prominence. When this happens, individuals may be powerful enough to maintain their position despite a generally known or widely rumoured mutation.

Abhumans

Abhumans are creatures evolved from human stock—but changed or mutated to a greater or lesser degree. They differ from ordinary mutants in that they conform to a recognisable physical standard, breed true, and are no more prone than normal humans to further mutation. There are many millions of these creatures living within the Imperium, and they are tolerated or exploited by the authorities very much like the rest of the population. It is rare for Abhumans to reach positions of power within the Imperium's hierarchy, and many forms are subject to popular derision, fear or prejudice. They are recruited into armies, fleets, and other services (although not the Space Marines). In the institutions such as the Imperial Guard, they are often placed within distinct groups and segregated from other humans.

COMMUNICATION

The only means of communicating over interstellar distances is afforded by the Astropaths. Astropaths are capable of sending telepathic messages across space, and they can receive messages sent by other Astropaths if their minds are correctly attuned.

The need for Astropaths is enormous. They are a common sight in the Imperium and are easily distinguished by their flowing, hooded robes. They do not mingle with ordinary men except when duty dictates, and the privacy of their sanctums on worlds and aboard ships are sacrosanct areas made inviolable by Imperial law. Astropaths serve in the Fleet as ship-board and planetary communicators. They also serve in the Imperial Guard, the Inquisition, the Adeptus Ministorum, the Space Marines, and throughout the Adeptus Administratum. Confidentiality can still be assured, as an Astropath need not understand a message to transmit it. In this way, with various secret languages, codes, and ciphers, covert orders and other sensitive information can be passed across the galaxy without anyone other than the intended recipient understanding its contents.

The Imperial Commanders of distant worlds must have Astropaths if they are to communicate with the rest of the Imperium. Similarly, Astropaths are an essential part of civilian life, working for commercial shippers and anywhere where interstellar communication is needed. The vast body of the Adeptus Astra Telepathica makes up a network covering almost the entire Imperium, facilitating the transfer of information from

one end of the galaxy to the other. Although the range of a single Astropath is not vast, only several light years, by means of re-broadcasting a message via a relay of other Astropaths, a communication can theoretically be sent from one corner of the Imperium to the farthest flung reaches.

However, as with everything associated with the warp, astrotelepathy is an erratic process. Like the Astronomican, an astropathic message is affected by the currents and storms of the warp. Messages may take days or weeks to traverse the distance or even wander off course and be picked up by the wrong receiving Astropath. It has been known for messages to be delayed by many years, even decades, so that a plea for help or a report of a war may only come to light long after any aid would be useful or a campaign has been lost.

No ordinary psyker could transmit a message through the warp, nor could he receive a telepathic message over such vast distances. Astropaths only gain this ability as a result of their many years training, culminating in a special ritual which combines some of the Emperor's own power with their own. This ritual, known as Soul Binding, brings the mind of the psyker close to the psychic greatness of the Emperor. In the process, some of the Emperor's vast energy is transferred to the Astropath.

The transference of energy is traumatic for the psyker—not all survive despite years of preparation, and not all those that survive retain their sanity. Even the survivors suffer damage to the sensitive nerves of the eyes, so that almost all Astropaths are blind. In fact, their increased psychic skills tend to make up for this loss of sight, so that they would not appear blind were it not for their distorted, sunken, and empty eye sockets.

THE IMPERIUM AND SPACE TRAVEL

Without space travel Mankind would have died millennia ago in the poisoned desolation of ancient Terra's sterile deserts. In the 41st millennium, interstellar spaceships form a frail lifeline enabling humanity to survive amongst the stars. The defence of the Imperium, trade, communication, and transportation are each dependent upon interstellar travel and ultimately upon interstellar spaceships.

Interstellar spaceships are equipped with warp drives enabling them to travel between the stars. A few of these craft are owned by Imperial Commanders, Navigator families, or other independent organisations or individuals. The vast majority belong to the Administratum, the administrative branch of the Adeptus Terra. All legally operating human ships, whether owned by the Imperium or not, are registered and policed by the Administratum.

The Warp

"For the warp is a strange and terrible place. You might as well throw a traveller into a sea of sharks and tell him to swim home as send him through the warp unprotected. Better it is not to let common man travel through the stars. Better still, let him not know such a thing is feasible."

–Fra Safrane, 5th aide to Navigator Da'el. Comment made prior to the departure of the second mission to search for the missing freighter *Pride of Angelis*.

Interstellar travel is entirely dependent on the warp. The material universe is just one aspect of reality.

There is a quite separate and co-existing immaterial universe. This is commonly known as the warp, warpspace, the immaterium, the empyrean, or the sea of souls. The study and exploitation of the warp is the preserve of warp technology, the most important achievement of which is warp travel.

Warpspace may be explained in terms of an endlessly broad and infinitely deep sea of raw energy. This energy carries within it the random thoughts, unfettered emotions, memory fragments, and unshakable beliefs of those who live in the material universe.

WARP TRAVEL

A spacecraft drops into the warp by activating its warp engines. As a ship leaves the material universe it enters a corresponding point in warpspace. The ship is then carried along by the tides and currents of the warp.

After travelling in this fashion for an appropriate time, the ship uses its warp engines to drop back into real space. Because the material universe and the warp move relative to one another, the ship reappears in a new position several light years from the starting point. This process is called a jump or a hop, and the process of entering or leaving is known as a drop, shift, or translation.

Journeys are undertaken in short jumps of up to four or five light years. Longer jumps are unpredictable and dangerous. The tides of warpspace move in complex and inconsistent patterns, and ships attempting longer hops often end up widely off course.

Were this limitation to apply to all warp travel, then Humanity would not have spread throughout the galaxy as it has. It is possible to make long jumps of many light years by steering a ship in the warp itself—sensing, responding to, and exploiting its currents and thereby directing the craft towards a corresponding point in the material universe. Only the strain of human mutants known as Navigators can pilot a craft through the warp in this way.

Some individuals are sensitive to the movements of warpspace. They can, for example, sometimes tell that a spacecraft is approaching even before it drops back into the material universe. Human sensitivity to the warp is not generally well developed. However, in a minority of people this sensitivity is far more finely tuned. These people are known as psykers, and they are able to consciously control

and use the energy of the warp to affect the material universe. Navigators possess gifts of a specialised kind who can use their powers to steer spacecraft in the warp.

The Astronomican and the Warp

The Astronomican is a psychic homing signal centred upon Terra. It is powered by the continuous mental concentration of a thousand psykers. The Astronomican cannot be detected in the real universe—only in the warp. It is by means of this signal that the Navigators can steer their spaceships over long distances.

The Astronomican's signal is strongest close to Terra and gets increasingly weaker further away. It extends over a spherical area with a diameter of about 50,000 light years. The Astronomican does not extend to the extreme fringes of the galaxy, and because Terra is situated in the galactic west, its signal does not reach a massive swathe of the eastern part of the galaxy at all. Nor is the extent or strength of the signal constant—it can at times be blocked by localised activity within the warp itself. Such activity may be compared to the hurricanes or storms of a terrestrial weather system and is known as a warpstorm. Warpstorms may be so bad, and so long-lasting, that entire star systems are isolated for hundreds of years at a time.

A warpstorm not only obscures the signal of the Astronomican, it is also dangerous for spacecraft travelling nearby. No spacecraft can venture within a warpstorm and expect to survive, although there are tales of miraculous escapes and of ships being thrown tens of thousands of light years off course. Warpstorms are not the only dangers within the warp. There are sentient energies and other immaterial life-forms that inhabit it, creatures formed from, and part of, the shifting stuff of the warp. Few are friendly and many are hostile. They are known to Mankind as daemons.

Time Displacement

The time differences between real space and warp space are quite drastic. Not only does time pass at different rates in both kinds of space, but it also passes at very variable rates. Until a ship finishes its jump, it is impossible for a ship's crew to know exactly how long their journey has taken. Time passing in real space is referred to as real time. Time passing on board a spacecraft is referred to as warp time.

Warp Navigation

Once a spacecraft activates its warp drives, it is plunged into a dimension very different from the material universe. It is convenient to imagine warp space as consisting of a relatively dense, almost liquid, energy, devoid of stars, light and life as it is commonly known.

Once within warp space a ship may move by means of its main drives, following powerful eddies and currents in the warp, eventually reaching a point in the warp corresponding to a destination in real space. The most difficult aspect of warp travel is that it is impossible to detect the spatial movement of warp space once a ship is in the warp. The ship can only blindly carry on, its crew trusting that it is going in the right direction. The longer a ship remains in warp space, the greater the chances of encountering some unexpected current that can turn it unknowingly off-course.

Navigation of warp space can be achieved in two ways: the calculated jump and the piloted jump.

All warp-drives incorporate navigational mechanisms. When the ship is in real space, these monitor the ever-shifting movements of that part of the warp corresponding to the ship's current position. It is a 'window' into warp space. By means of observing these movements in the warp it is possible to calculate a course, corrective manoeuvres, and approximate journey time to a proposed destination. Calculation relies on the assumption that the warp-currents observed from real space don't change significantly during flight. This method is known as a 'calculated jump'. It is not safe to make a calculated jump of more than four light years at one go. The longer the jump, the greater the chances of a significant change in warp current movement.

The second, and more efficient, form of warp-navigation is the piloted jump. This method relies upon two factors: the Navigators and the psychic beacon of the Astronomican. The Astronomican is centred on Earth and is not only controlled by, but is directed by, the psychic power of the Emperor. The Astronomican is a psychic beacon that penetrates into warp space. A Navigator onboard a ship in the warp is able to pick up these signals and can steer a spacecraft through warp space,

compensating for current changes as he does so. A piloted jump can cover a far longer distance than a calculated jump. Most piloted jumps are no more than 5,000 light years at a time, but longer jumps have been made.

A typical interstellar voyage might begin with a cargo ship lying in orbit around an Imperial world. Tiny shuttlecraft busily transfer precious minerals, foodstuffs, crew, and manufactured items from the world below. The loading procedure may take days or weeks, as the shuttles return time and time again to the huge ship. Once loading is complete, the colossal craft slowly accelerates out of orbit under the power of its main drives.

The ship heads outwards towards the rim of the solar system, carefully increasing speed by tiny increments as it does so. Although the vessel's engines are capable of terrific acceleration, the risk of collision with inter-planetary debris is high if the ship accelerates too quickly or too much. As the sun shrinks in the ship's wake, the density of debris lessens and the ship's speed reaches approximately one percent of light speed.

After several weeks of travel, the ship arrives at its first destination. This is the 'jump-point' lying around the star system like the circumference of a circle. This delineates the point at which inter-planetary debris falls below maximum warp density. Once this invisible line has been crossed, it is safe to activate warp engines. A crew careless or foolhardy enough to prematurely activate warp-drives would be lucky to find their ship hurled thousands of light years off course. More likely, the ship would be torn apart and destroyed, never to be heard of again.

With the safe activation of its warp-drives, the ship is plucked out of the real universe and enters the dimension of warp space. Its true interstellar journey has begun. Ships travelling in warp-space do so by means of jumps varying in length up to 5,000 light years. Only a long journey would involve more than a single jump. Even so, almost two weeks pass onboard ship before the craft is ready to end its jump. Meanwhile, because of time shifts in warp space, over a year has passed in the real universe.

The ship re-enters real space just beyond the jump-point of its destination solar system. If it is lucky, the ship will come out close to the jump-point, otherwise it may take many extra weeks to reach the inner planets. It is always wise to allow a safe margin when jumping towards a star. The results of re-entering space within the jump-point would be the same as prematurely activating warp drives on the outward journey, and would almost certainly end in disaster.

The ship is now ready for its final haul, beginning by broadcasting to its destination and establishing a new time coordinate. Time in warp space is so different from time in normal space that the crew has no idea whether their journey has taken a few months or years. Initially, the ship travels at approximately one percent of light speed, decelerating gradually through the denser inner regions. Eventually, the ship reaches its destination, where swarms of tiny shuttles once more make themselves busy loading and unloading cargo and passengers in preparation for the ship's next journey.

Warpspace Channels

In theory it is possible to travel anywhere through warp space. However, the shifting tides of the warp make it easier to travel from some systems to others, and short warp jumps are always more accurate than longer ones. This is particularly true when moving a large fleet, which may become spread out across several light years of space over an extended journey. Long established and well-charted warp space channels connect star systems and entire regions, providing relatively predictable conduits through which the majority of shipping passes.

Warp Gates

A warp gate is a point in real space which is linked to another point in real space by a tunnel through warp space. The tunnel somehow avoids the normal disturbances of warpspace, allowing a journey to be made within a fixed time and in perfect safety. The existence of warp gates represents something of a mystery, and much debate rages over whether they are natural or artificial. If artificial, then none can say who made them or for what purpose. Furthermore, some warp gates have been artificially enhanced, their entrances delineated by mechanical constructions whose exact function can only be guessed at. Other warp gates are mere black holes in space.

Warp gates occur in the depths of space, at the boundaries of solar systems, within solar systems, and even on planets. The largest are easily big enough to permit the passage of spacecraft

and are usually situated at the edge of a solar system or amongst its outer planets. Other gates are only large enough to permit the passage of small vehicles, or perhaps human-sized creatures. These occur mostly on planet surfaces and lead directly to other gates on the surfaces of other planets. All gates are rare, the smaller types extremely so. Planetary gates are often disguised, or respond only to electrical, psychic, or other signals, which would seem to indicate a certain amount of intended secrecy on the part of their builders.

All space-going races are prepared to utilise warp gates when they find them, although discovering where they lead can often be hazardous. Many gates appear to be defective, and can dump a ship randomly into warp space. Others can lead to places which may once have been stars or planets, but which are now no more than empty space. The possibility of emerging into a distant, hostile alien star empire also has to be considered. It may be that craft vanishing into warp space have been transported beyond the galaxy itself. Warp gates often become extremely important to whomever controls them, and many are of vital strategic value to the Imperium. Imperial Commanders and other interests vie for control of a warp gate in their sphere of influence, and these relics are often heavily defended against outside attack.

Warp Portals

A warp portal is a point in space where the warp and real space interface, forming a stable entrance into, and exit from, warpspace. It is not necessary to activate a warp drive to enter the warp in this manner, although any vessel not equipped with warp shields would be unlikely to survive for long within the empyrean. It does not lead to a tunnel, and a spacecraft entering a portal is cast to the chance currents of warp space. With careful manoeuvring it may be possible to re-enter normal space using the same portal from the other side. Again, the exact nature of the portals is not understood, and no one knows whether they are mere accidents or have some secret purpose. Some aliens use warp portals to travel between warp space and real space, specifically the creatures known as Enslavers, which live within warp space itself. Like warp gates, portals occur in all places and may appear on a planet's surface. Some have a definite physical constituent, whilst others are invisible or take the form of a hole in the ground or a dark cave mouth.

Warp portals do have their uses, for there are recorded instances of spacecraft with damaged warp drives, trapped within the warp and doomed to destruction, suddenly locating a warp portal enabling them to return to real space.

WARP CREATURES

Strange and dangerous creatures inhabit the empyrean. Some of these horrors are wholly confined to the warp, but they still present a significant threat to humanity. As well as contending with the normal hazards of warp travel, ships moving through warp space can come under attack from malicious beings intent on feeding upon the life force of the ship's inhabitants.

A vessel's Tech-Priests erect layers of wards, by way of a device known as a Geller Field generator, to defend against marauding predatory beasts. However, these protective fields are intricate and arcane, and their temperamental nature provides no sure defence against a determined assault. Ships that suffer a Geller Field collapse find themselves in serious trouble as their presence is detected and suddenly a swarm of malignant creatures converges on it. Such assaults can range wildly in ferocity, from incidental damage to the ship itself, to massive systems failure and attacks upon the crew and passengers.

An unprotected human in the warp may be possessed by alien creatures or driven insane by the phantasmal environment. People disappear without trace, while crazed mobs rampage through the decks living out their nightmares, leading to widespread murder and self-destruction. Sometimes a vessel emerges from the warp physically intact but with no trace of its crew. Many such ghost ships drift through the galaxy, and they are considered an ill omen by those who encounter them.

The power of some warp entities extends into the material universe. Some are mindless hunters, seeking the souls of the living in an eternal quest to quench an insatiable thirst for the life essence of mortals. Others possess a greater level of sentience and hunger after the material worlds, desiring the physical but unable to maintain it for any length of time. These creatures invade the minds of humans and turn them to their bidding, enslaving them to create the circumstance that will enable them to cross the bridge between realms and enter the material domain. Whole communities, even worlds, can become slaves to the whims of parasitic beings who thrive on supremacy and control. Imperial authorities must constantly seek out these strange creatures, destroying them when possible, weakening their grip on real space where they can.

CROSSING THE VOID

The whole structure of the Imperium is founded upon the craft that transport its armies and officials across the galaxy. The fleets are responsible for carrying vital food to the starving hive worlds and bringing technology and equipment to the agricultural planets. Without its fleets the Imperium would soon collapse and humanity would perish in many parts of the galaxy.

Interstellar craft may be privately owned, but most operate on behalf of one of the Imperial organisations. Of these, the Imperial Navy is the largest, numbering tens of thousands of uncounted warships and cargo vessels of varying sizes. In addition to its spacecraft the navy maintains military spaceports, space stations, mining and factory ships, various orbital research stations, and countless unmanned orbitals serving as early warning, exploration, and research satellites.

So vast is the Imperium that the Navy is divided into five main segmentums, and each functions as an independent administrative unit (although they cooperate by necessity). Most of the higher levels of Imperial Navy command would come directly from the ranks of the priesthood—principally from the Administratum. The overall fleet commander may also be a High Lord and resident on Terra.

The Adeptus Terra not only has ultimate control of the fleet, but also maintains a number of its own ships. These reside permanently on Terra, whilst many more are scattered throughout the galaxy at any one time, transporting Imperial

servants on missions of the greatest importance or secrecy. A further corps of ships lies under the direct control of the Adeptus Arbites, to be used for transportation and war.

The Space Marines have their own interstellar transports and battlefleets. Although not large in numbers, these vessels are manned by the most ferocious and highly trained warriors in the galaxy. Each Chapter has sufficient ships to act as a spacebound home base, including equipment transports and landing craft. Space Marine Chapter Masters are at liberty to commission new ships, or capture enemy ones, and use them how they will. Individual Space Marine Chapters use their own colour schemes and markings, and their ships are immediately identifiable

Interstellar ships, space stations, mines, and factory craft also owned by individuals, corporations or mercantile families make up a fairly small fraction of the total. As far as interstellar travel is concerned the Imperium is all–powerful; elements not controlled by the Imperium are only permitted to exist because their owners are cooperative and useful.

Most noteworthy of these privately owned ventures are the Rogue Traders and the great mercantile families of Navigators. Even the largest of these families owns a relatively small number of craft, but in terms of real wealth this represents a huge investment. Most of these ships are ancient—family possessions nurtured and maintained over the millennia—but they are generally large and well built.

Illegal Shipping

The Imperium is large, large enough to hide in if you really want to. The Administratum has a great deal of control over interstellar shipping one way or another, but even so, illegal interstellar craft still lurk on the fringes of society. These ships are owned and operated by unregistered merchants, smugglers, and even by pirates. They are taking a grave risk, because any unregistered ship would be automatically assumed to be hostile by Naval forces.

All illegal ships are at a considerable disadvantage compared to registered vessels. Navigators are, on the whole, loyal citizens. They are also quite rare. Interstellar travel without a Navigator is relatively slow because the maximum distance a ship can jump is only four light years—compared to 5,000 with a piloted jump. There are some Navigators who will work onboard illegal ships, but they are few and far between. The vast majority of illegal interstellar shipping is therefore locally based, usually operating within a group of close sub-sectors or from peripheral inter-sectors.

Unregistered Ships

There are many reasons why a captain may be tempted to run an illegal ship. Planets all have local laws governing what can and can't be imported and exported. Some planetary governments also charge an import duty or have complex quarantine laws. The cargos and passengers of official ships are always carefully checked and recorded. Many routes are the property of hereditary captains or are operated exclusively under a fleet charter.

There are all sorts of people, including Imperial Commanders, who may wish to circumvent one or other of these obstacles. Even registered ships may be tempted to break the law occasionally if the price is right, but they run a far greater risk because their craft are very easily identified and traced.

A typical unregistered ship operates out of a hidden supply dump near the solar system's jump point. It would be foolish for the captain to bring his ship into the solar system itself, so cargos are ferried to the supply dump by sub-stellar ships. The location of the ship's dump must be kept secret, and it is often necessary for a captain to change the base's location every few months. An Imperial Commander may take a lax attitude to illegal shipping if it suits his purposes to do so. The illegal trader's greatest enemy is treachery.

Pirate Ships

Interstellar pirate ships operate in a similar way to unregistered traders, but their intentions are far more sinister. Few Imperial Commanders will tolerate pirates in their system, so most pirate bases are within otherwise uninhabited systems. Some pirates operate exclusively against registered shipping, others are indiscriminate in their choice of victim. Pirates and unregistered traders often collaborate, sharing information and sometimes using the same facilities.

A pirate's usual mode of operation is to lie in wait just inside a system's jump point. If the target is leaving the system, the chances are that any accompanying sub-stellar craft will have now turned back. The pirate leaps upon the craft, aiming to board and remove cargo before the ship jumps. Although a pirate could attack and destroy a cargo vessel, little would be gained by doing so.

Enemy Raiders

Raiders are interstellar craft belonging to enemy forces. Exactly whose enemy they are depends on whose side you are on, of course. Imperial Commanders are prone to quarrel with their neighbours. In these quarrels one side may be prepared to hire illegal ships, even pirates, to attack and destroy a rival's shipping. Such fights are common, but are directed mainly against sub-stellar craft belonging to the foe. It would be extremely stupid for an Imperial Commander to attack Imperial Navy vessels—to do so would invite immediate and uncompromising retribution. Needless to say, mistakes do happen, and Imperial Commanders often find themselves on the wrong end of the Imperium's retribution.

THE SEGMENTAE MAJORIS

The Imperium is divided into five fleet zones known as the Segmentae Majoris. Although intended for purposes of fleet administration and shipping controls, the Segmentae have evolved into administrative divisions of the Adeptus Terra.

All shipping is supervised within the jurisdiction of one of the five Segmentae. Each Segmentum has a headquarters world called a Segmentum Fortress which forms the base of Imperial Navy operations within the Segmentum. The Segmentum Fortress is controlled directly by a high-

ranking official of the Adeptus Terra known as a Lord High Admiral. The Segmentum fortresses are located at Mars for the Segmentum Solar, Kar Duniash in Ultima Segmentum, Bakka in Segmentum Tempestus, Hydraphur in Segmentum Pacificus, and Cypra Mundi in Segmentum Obscura.

Sectors

Each Segmentum is divided into sectors varying in size according to local demands and stellar density. A typical sector might encompass seven million cubic light years, equivalent to a cube with sides almost 200 light-years long. The Imperium is not divided into a grid of sectors; rather, sectors are scattered throughout the vast reaches of the galaxy, forming small island chains of civilisation in the limitless ocean of the void. Sectors are connected to their neighbours by well-charted routes through the warp, but they are rarely adjacent and thousands of light years may separate one from the next.

Sub-sectors

Sectors are divided into sub-sectors, usually comprising between two and eight star systems within a ten-light-year radius, though some may encompass more systems. This size is governed by the practical patrol ranges of spaceships. Because sub-sectors are divisions of worlds rather than volumes of space, there are vast numbers of star systems within each sector, which do not fall within a sub-sector. These are referred to as inter-sectors, or more commonly as wilderness zones, forbidden zones, empty space, and frontier space. Inter-sectors may contain gas or dust nebulae, inaccessible areas, alien systems, unexplored systems, uninhabited systems, and uninhabitable worlds.

THE STELLAR FLEETS

The Imperium's interstellar ships comprise merchant vessels, warships, civil craft, and several other specialised types. These are organised into specific fleets: merchant fleets, battlefleets, and civil fleets. Each of the Segmentae Majoris has its own merchant, civil and naval fleets. So for example, Battlefleet Solar is the warfleet of Segmentum Solar; Merchant Pacificus is the merchant fleet of Segmentum Pacificus; Civilis Tempestus is the civil fleet of Segmentum Tempestus, and so on.

Segmentae Registration

All interstellar spacecraft are registered as belonging to one or more of the Segmentae fleets. Registration allows a ship to be identified and permits the fleet authorities to record and administrate shipping within each of the Segmentae. A ship that is not registered in a Segmentae may only travel to that Segmentae with the special permission of the fleet authorities. This is purely an identification measure. An unidentified and unregistered ship may be assumed to be hostile, and attacked or destroyed.

The Merchant Fleets

The combined merchant fleets comprise almost 90 percent of all stellar spacecraft in the Imperium. Each fleet is based in one of the five Segmentae Majoris, and its records and associated administrative staff operate from the Segmentum Fortress for that Segmentae. For example, the Solar fleet is based on Mars, whilst the fleet of the northern zone—Segmentum Obscura—is based on Cypra Mundi. Although these fleet bases are huge ports equipped with docks, shipyards, and repair facilities, their main function is to administrate the fleets operating within their area. Only a small proportion of ships ever travel to the Segmentum Fortress where they are theoretically based.

Each merchant ship serves its fleet under an arrangement called a Merchant Charter. Not all charters are the same; some confer more power and responsibility to the ship's captain than others.

There are different types of Merchant Charter. All types take the form of a feudal oath sworn to the fleet authorities on behalf of the Emperor. A captain may not register his vessel with the fleet authorities until this oath has been sworn and a record of it entered at the Segmentum Fortress for that zone and on the Segmentum Fortress on Mars.

A Fleet Charter is the least prestigious level of interstellar captaincy, and is also the least secure. A Fleet Captain may be deprived of his command and given a shore posting at anytime, and his ship reassigned to someone else. A Fleet Captain is appointed to his position in exactly the same way as a free captain, but plies fixed routes like the Hereditary Captain.

A more desirable form of merchant charter is the Free Charter. So-called Free Captains are appointed to command individual vessels by fleet officials. They are usually established fleet officials themselves, having worked their way up the ranks to a position of responsibility. Free Captains may trade as they wish within the fleet Segmentae, except that they are usually forbidden from trading along established routes. Instead, they roam the less densely populated and unexplored sectors, areas where regular services are either not needed or would be too costly to run.

Less common, but far more sought after, is the Hereditary Charter. A Hereditary Captain may nominate his successor, and that successor may swear the oath of allegiance and thereby becomes the new captain of the ship when its current captain dies or retires. As well as inheriting a ship, the captain inherits a route or routes, and is obliged to carry cargo and passengers only along this route. Some routes are more profitable than others and so are more highly regarded.

A Hereditary Free Charter is the most coveted and highly honoured form of captaincy. It is also the most ancient. A captain may be raised to a Hereditary Free Captain as a reward, but Hereditary Captains are no longer simply created as once they were. The captain is free in that he may trade freely within the confines of the Segmentae where his fleet is based. Most of these old captaincies are members of more than one Segmentae fleet, and some are registered in all five of the Segmentae Majoris. Although the Hereditary Free Captain is theoretically an imperial servant, his

obligations are relatively few. The ship may trade where and how it pleases within the confines of its charter.

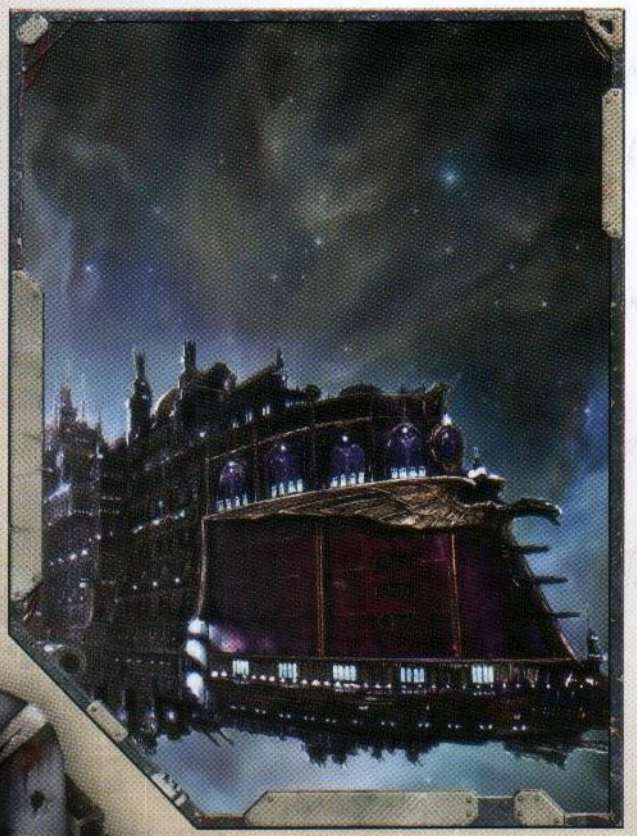
Civil Fleets

Although the vast majority of interstellar spacecraft are part of the merchant fleets, there are still many ships registered to individuals, families, or trading cartels. All privately owned interstellar craft operate along routes licensed to them by the fleet authorities responsible for shipping within that Segementum. These route licences must be bought, and must be renewed after a fixed time, usually a hundred years. This means few privately owned ships like to risk the effects of time dilation on long journeys. A licence may run out before the ship has completed its journey.

Civil fleets usually bid for route licences as they come up, the route going to the fleet prepared to pay the most for it. This system enables the Imperium to maintain routes, which, for whatever reason, it finds inconvenient to service from its own spacecraft. It is also a good way of raising revenue.

As well as route voyages, the fleet administration also issues one-off licences for single trips. Many of the smaller fleets manage to survive entirely in a hand-to-mouth fashion reliant upon one-off licences.

Civil fleets vary in size from a single vessel to several dozen. One of the largest is that of the Navigator family Redondo, numbering forty-seven registered interstellar ships. Most ship owners have only a single vessel. Exactly who captains a privately owned ship is entirely up to the ship's owners. In many cases the owner is also the captain. With the larger fleets, the owning body appoints a captain who is effectively an employee.



Spaceships of the Imperium

It is sometimes difficult for those born under the claustrophobic sky of a planet to appreciate the antiquity and dignity inherent in all old spacecraft. And indeed, most spacecraft are quite old. Open space, the most hostile environment to man, preserves the plastics and metals that spacecraft are made from. Space gives them the power to endure through generations of men. The Imperial fleets number many thousands of ships, the majority of which are at least a thousand years old. Some are as old as the Imperium itself, a full ten thousand years. A very few claim a pre-Imperial origin. It is not surprising therefore, that spacecraft vary tremendously in their detailed appearance, even where they belong to the same general class or type.

The spaceships of the Imperium are vast constructions that take many decades to build. Each craft represents a huge investment in time and resources. But once completed, fitted out, armed, and commissioned, a spaceship continues in service for centuries, even millennia. After that, it may be refitted, re-tasked, reconstructed and live on practically indefinitely. Barring a major accident or destruction in battle, a ship is immortal like a great city, its population and fabric existing in a constant state of decay and renewal. Hulls are damaged by battles, asteroid storms, and the ravages of the warp. Mechanical parts inevitably wear down. Electrical components fuse. Engine housings crack or melt away under the immense pressure and heat created by plasma and warp drives. To combat this constant process of decay, every interstellar spaceship has a maintenance crew of hundreds of thousands of dedicated craftsmen, continuously striving to repair and refit the ship. Inside a large Imperial warship there are factories and workshops, huge forges and plasma furnaces, even small refineries and ore smelting plants to provide raw materials for the work of reconstruction.

Interstellar spaceships are powered by plasma and warp drives. Plasma drives are used to move through star systems at sub-light speeds. They burn with the fierce energy of a star, converting their fuel into a super-heated gas plasma to provide the immense thrust needed to propel these gargantuan craft through space. As a large interstellar spaceship moves out of orbit towards the edge of a star system ready to jump into the warp, the fiery arc it traces across the night sky can clearly be seen from the planet it is leaving. It appears to be a great comet streaking through the heavens. On many worlds, the arrival or departure of a spaceship is read as an omen, a divine harbinger of joy or sorrow, prosperity, or doom.

Warp drives are altogether more esoteric and terrifying, understood by few even among a spaceship's crew. When the spaceship reaches a safe jump point at the edge of the star system it is leaving, its plasma drives are disengaged and its warp drives brought on line. These hurl the spaceship out of real space and into warp space, propelling it through the warp to a destination light years away. If a spaceship's warp drives were switched on while it was still within a star system, the huge rent in the very fabric of space that they create would be catastrophic for the population and planets of the system. The spaceship itself would be torn apart as the massive pull of the star's gravity reacted unpredictably with the energies released by the warp drives.

Fully one-third of a spaceship's bulk can be taken up by its

engines with their huge thruster ports, cavernous combustion chambers, generators surrounded by protective cladding and the miles of pipes, tunnels, corridors and ducts needed for control mechanisms, fuel supply, and access by service crews.

The living areas of a spaceship contain thousands of men who serve aboard. These areas are often built up from the ship's hull into huge blisters and spires that rise hundreds of meters into space. On some ships, they seem like the heart of a mighty city, immense towers rising to touch the stars, their sides glittering with lights, bridges spanning the void between them. On others they resemble a gigantic cathedral, to towers colonnaded and sculpted. Vast carved figures of legendary heroes recede into the darkness of space, huge horned gargoyles leap and leer from the highest pinnacles in mockery of the terrors of warp space, and golden domes blaze with the light of the stars.

On freighters and merchant vessels, the rest of the ship is taken up by holds containing the ship's precious cargo. On warships this space is filled by the colossal power generators that drive their weapon systems. These towering structures hum and crackle with the monstrous energies bound inside. The generators are housed within deep shafts which disappear from view into darkness, broken only by the crackling blue arcs of lightning that leap from the generators. When a laser battery is fired with a titanic unleashing of energy, its power well is filled with a thunderous roar. In battle, a warship echoes with the thunder of its weapons, its decks shuddering with the recoil of the furious discharges.

Sub-stellar ships

The vast majority of spacecraft in the Imperium are not interstellar ships at all, but sub-stellar ships which travel only within the confines of their own star system. The laws governing the ownership and operating of sub-stellar ships are the concern of the Imperial Commander of each system. The Imperial authorities take no great interest in what happens on this, galactically speaking, tiny level.

Sub-stellar ships have no warp drives and are equipped to operate within a single system. These ships divide into many kinds, from warships to industrial craft.

Most space warfare centres around planets, installations, and other important targets within a solar system. It is therefore sensible to maintain sub-stellar warships in the proximity of vulnerable systems. These craft may be Imperial Navy vessels operating out of a naval base, or they may be vessels belonging to the Imperial Commander of the system.

If a system has several inhabitable planets, it will need cargo ships of one kind or another. These may be owned and run by the planetary government or by private individuals, cartels, or companies. Most systems would have both government controlled and privately owned craft.

Industrial ships include all manner of vessels used for maintenance, manufacture and mining. Such craft may be owned by governmental or private groups in the same way as cargo ships.

Very few systems are fully explored, and there are always regions even in a settled solar system which have yet to be fully investigated. The exact nature of research or exploration varies from system to system. A common ship of this type is the mineral prospector which investigates potential mining areas.

It is not always possible to build bases or docking facilities on planets or asteroids, so space stations may be constructed instead. These huge constructs provide all the facilities normally available on a planet.

Beacons are small space stations that serve important roles in a system. They act as navigational beacons by broadcasting a local signal recognizable by ships in the area. Beacons also monitor passing spacecraft, receiving and relaying information regarding size, course, and registration signal. In an emergency, they act as deep-space lifeboats where the crews of crippled ships can survive until they can be rescued. Beacons usually have a small crew, though some are entirely automated. The position and number of beacons in a system varies from none at all to hundreds.

Imperial Navy Battlefleets

Each of the five Segmentae Majoris maintains its own Segmentum fleet, which further subdivided between sectors. Most space battles take place around installations or planets, which can be defended efficiently by sub-stellar craft and planet-based defences. Even so, it is impossible to provide total defence for every Imperial world. The battlefleets are highly mobile and extremely potent weapons, able to gather to meet large threats where necessary.

Although based in a Segmentae like merchant fleets, naval ships are universally registered—so a ship from one zone may be recognised in any other. This makes possible cooperation and coordination of naval forces, should the Imperium face such a threat that not even a Segmentum fleet can contain, and reinforcements must be called in from far and wide.

Naval captains are Imperial servants like their merchant brethren. However, all warship captains are appointed by the administrative officers of the Segmentum and have no rights of ownership regarding their vessels. The organisation of the fleets is far more rigid than that of the merchant fleet, with a hierarchy similar to that of the land-based armed forces of the Imperium.

Lord High Admiral

The highest ranking of the military officers is the Battlefleet Commander, or Lord High Admiral. He is in charge of the entire naval contingent of a Segmentum. There are, therefore, only five of these individuals. They rank equally, although command of the Battlefleet Solar is regarded as the more prestigious position. The Lord High Admiral formulates fleet-strategy throughout the entire zone, overseeing repair schedules, supervising construction programs, and ensuring the general space-worthiness of the fleet. His personal staff is divided into armament, maintenance, procurement, construction, and a thousand other working committees.

Sector Commander

Under the Battlefleet Commander are individual Admirals responsible for naval operations within each sector. The Admiral is based at the Segmentum Fortress, along with other sector-level administrative staff of the Administratum and other branches of the Adeptus Terra. He must answer not only to his naval superior, the Battlefleet Commander, but also to the Adeptus prefect in overall charge of the sector. The Sector Commander has direct command of a portion of the warfleet, and the duties of his ships are divided up into patrolling, permanently stationed and reserve fleets. The reserve fleet is usually stationed on the Segmentum Fortress. The remaining portions are placed under the command of Group Commanders.

Group Commanders

Group Commanders are Commodores and Rear Admirals in charge of a portion of a sector's fleet. They are sometimes based around the Segmentum Fortress, or more often, on one of the permanently manned docking stations in one of the sub-sectors. Group Commanders are responsible for patrolling and keeping order within sub- and inter-sectors around their base. A typical command consists of a sub-sector base, non-combatant staff, and a couple of squadrons of ships. One squadron might be a light patrol squadron, whilst the other would only fly to meet specific threats.

Squadron Leaders

Squadron leaders are in charge of squadrons in space. They are also captains. A typical squadron might be three spacecraft of which the Squadron Leader's ship is one.

Captains

Captains are in charge of individual ships. The term 'captain' is used to describe the officer in charge of a ship, but on the smallest of vessels the officer may in fact hold a rank such as commander or lieutenant-commander.

Temporary Battlefleets

Imperial space is so vast, with so many star systems and areas of wilderness space to be patrolled, that even the many thousands of spaceships in the warfleets must be spread thin, with individual ships and squadrons set out on their own assignments. The Imperium cannot maintain permanent fleets ready to respond to invasion or rebellion. Nor would it make sense to do so, for it would take so long for a fleet to get from its base to the warzone that the enemy would surely have moved on by the time it arrived.

Instead, temporary battlefleets are gathered together whenever they are needed. Warships within a relatively small area are summoned to join the battlefleet. It is rare for ships more than fifty light years from the battle zone to be included in the fleet, and more commonly only those within a dozen or so light years are summoned. Even with ships this close to the battle, it will take at least days and more often weeks for them to arrive.

Only during the very largest of wars, lasting for many decades, does the Imperium bring battlefleets together and dispatch them en masse to a warzone. Many such wars are currently underway, such as the conflict raging in the galaxy's south-eastern spiral arm. Here the Tyranid Hive Fleets are inexorably advancing, conquering and consuming every planet in their path. A massive campaign involving millions of men, thousands of ships, and whole chapters of Space Marines is being fought against the Tyranid invasion. Fleets are being mustered far and wide to undertake the long journey to the warzone. The journey will take decades, in some cases, and many of the crew will never see the battles they are heading towards. But the Imperium knows all too well that in mere decades the Tyranids might consume the entire Eastern Fringe.

Enemies of the Imperium

The battlefleets of the Imperium must combat many enemies—Ork raiders, Eldar pirates, the Tyranid Hive Fleets, and other alien invaders. It must also fight forces from within the Imperium itself. Most of these battles are small-scale and involve only sub-stellar craft in skirmishes with smugglers, brigands, and rebels. But occasionally, larger conflicts occur when whole systems or groups of systems must be brought into line. Sometimes these systems have their own fleets, and the Imperium must send its largest battleships and cruisers to crush the enemy. In these circumstances an Imperial Navy battlefleet will be facing an enemy containing ships exactly like its own.

These rebellions most often happen when an area of the Imperium is cut off by a warp storm. Warp storms are common occurrences and systems frequently lose contact for years at a time. When the storm passes, contact is re-established and little will have changed. Sometimes storms last for decades, even centuries, and systems cut off for this long can stray far from Imperial authority and orthodoxy. Once the warp storm has died down and travel to the system is feasible again, the Imperium may be rebuffed by an independent federation or find itself in the midst of a local war. A battlefleet will be assembled to return the system to Imperial control, and Imperial Navy spaceships will find themselves facing ships that perhaps once served alongside them in other wars.

It is also not unknown for squadron or fleet commanders to rebel and turn against the Imperium, using the awesome power they command to carve out their own petty empires on the fringes of the Imperium's space.

Worse still are such civil wars such as the Horus Heresy, when Warmaster Horus turned to the worship of the Ruinous Powers and led fully half of the Imperium's forces against the Emperor. Only the death of Horus himself and the banishment of his followers to the hellish regions of space called the Eye of Terror brought an end to the uprising. Even ten thousand years later, a constant vigil is kept around the Eye of Terror where the Chaos fleets remain, often launching small raids and occasionally major incursions into the Imperium.

Rogue Traders

- The Warrant of Trade
- Temperament
- The Trappings of Power
- Conditions
- Lineage
- Rewards

Chapter XII: Rogue Traders

"The armchair-admirals at the Navy academies will have it that combat in space is a predictable, scientific affair, akin to a game of regicide. They teach that you should only engage your enemy at this or that range, that it takes a particular number of escorts to engage one cruiser and a hundred other such nuggets of tedious, received wisdom.

What do they know? These academics and experts who have never felt the rush of blood as you close on your foe, his plasma containment failing as he bleeds out into the void? Who among them has closed to ranges that make the 'experts' splutter with indignation? Which of them know the visceral thrill that is the bloody murder of combat in space?

I have felt the frozen kiss of the void as my hull split, and lived. I have hurled my warship at my foe as if it were a torpedo, and defeated him utterly. And I will do so again, a thousand times, until the Emperor or the universe decides I've done it once too often."

–Rogue Trader Lucien Gherrit of the Clan Arcadius, at the victory banquet aboard the *Wotan* following the defeat of the traitor 88th Flotilla.

The Imperium is a vast, scattered realm, extending over almost the entire galaxy, impinging itself upon the more compact areas of alien settled space. The million or more inhabited worlds the Imperium controls are but a tiny fraction of the galactic whole. Then there are the fringes and halo zones, remote areas where the Astronomican does not reach, and where the only human settlers are renegades or pioneering groups whose ancestors were forgotten millennia ago. Most of the galaxy remains unexplored, unknown, and extremely dangerous.

The potential of new worlds, alien civilisations, and unimaginable resources made necessary a class of free-ranging Imperial agents known as Rogue Traders. Licensed and often equipped by the Adeptus Terra, the Rogue Trader is free to explore the far regions of the galaxy, the areas where the Astronomican does not reach, and those areas within its reach as yet unvisited. Rogue Traders have even attempted to cross the voids of interstellar space, but over such distances even the Astropaths' powers of communication are useless, and whether such missions have succeeded is unknown. Operating in isolation from the central authority of the Imperium, the Rogue Trader must decide how to react to alien cultures, new discoveries, and threats. If he judges a race to be potentially dangerous, he may attempt to destroy it or to gather as much information as he can so that others may do so. If he decides a race may be of use to humanity, he may attempt to make contact and establish relations. If merely rich in technology or minerals, a planet may be plundered, and the Rogue Trader will return to Terra laden with the treasure of space—alien artefacts, rare and precious minerals, and undreamed of technology.

Needless to say, the Rogue Trader requires a considerable resource in spacecraft, troops and other staff if he is to complete his mission. His total responsibility may extend to dozens of spacecraft, often huge, lumbering cargo vessels crammed with a small army, a full crew of technicians, and volunteer settlers to establish colonies on new worlds. Most important, however, are the fighting troops, for it is they who will have to deal with any potential threat.

Many Rogue Traders are individuals who have reached a position of power within the Imperium's hierarchy. These come from the ranks of the Adeptus Terra, the Imperial Navy and Imperial Guard, or even the Inquisition. A few are influential civilians, amongst whom the Navigators are the most famous. Politics sometimes obliges this course, for free of Imperial command the Rogue Trader is also conveniently out of the way, beyond the centre of real power. Rogue Traders have a reputation as outcasts; many are people whom the priesthood deems better kept at a safe distance.

Operating beyond Imperial control, Rogue Traders are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond His rule; others are nothing more than glorified pirates and scoundrels. Many Rogue Traders exude confidence and are highly charismatic, often charming

And Your Name is, Sir?

The Warrant of Trade is not just a title and its associated rights and responsibilities—it is an actual document, and perhaps the single most prised piece of parchment in the Imperium. It bears the signatures and seals of the most powerful individuals in the Imperium. In fact, some of the oldest Rogue Trader families claim that their Warrants are signed by the hand of the Emperor Himself, though most keep such documents safe in a stasis vault far from prying eyes and thieving hands. Much like the rosette carried by an Inquisitor, the Warrant is proof incontrovertible of a Rogue Trader's authority. Yet, of such value is the Warrant that few if any Rogue Traders openly bear it. So what stops just any old scoundrel claiming he's a Rogue Trader and demanding of unsuspecting Imperial Commanders all of the perks that come with the rank? The Imperium is a feudal society, in which few amongst the teeming masses would ever dare question their so-called 'betters', and where those who do soon learn their mistake. The likes of Rogue Traders, Inquisitors, and Imperial Commanders are simply used to being obeyed, and they carry themselves in such a way that most people they encounter will err on the side of caution just in case. Of course, there are those who will claim to be something they are not, but it is normally better to assume that the fellow with the fancy robes, rakish grin, hundreds-strong retinue, and large fleet in geo-stationary orbit over your palace is in fact a duly appointed representative of the Imperium. The alternative might be a lot worse!

Backing

Upon receipt of the Warrant of Trade, a Rogue Trader may be granted command of significant military resources. In many cases these are provided directly by the highest levels of the Imperium, but equally, they may be provided by backers with an interest in the profits the Rogue Trader might bring. As such, many Rogue Traders owe a portion of their profits to these investors. Of course, there are plenty of Rogue Traders who conveniently forget all about this as soon as they pass beyond the Imperium, though these explorers may well find substantial rewards placed for their subsequent capture.

and roguish, skilled diplomats (some would say confidence tricksters) and hardened killers when the situation demands. Rogue Traders will often gather an entourage of hangers-on and companions, and this may contain alien warriors, mutants, and other undesirables. Many in the Inquisition would take to marking the Rogue Trader out as a heretic. Many Rogue Traders have highly unstable personalities—some destroy worlds on a whim or experiment with alien species out of macabre curiosity.

In appearance Rogue Traders often dress extravagantly, even flamboyantly; each has his own style and manner. They carry the best weapons and equipment they can acquire, including all manner of alien weapons and gadgets. Jokaero digital weapons are popular with some—miniature lasers and needlers that are worn as rings but contain the same power as a pistol. They might be carrying alien phase weapons that can bypass armour, Ha'Kaidan neuro-stars, or one of a million other pieces of strange and bizarre wargear. If the Rogue Trader was once a high-ranking member of the Adeptus Terra, he might wear the finery of Imperial aristocracy mixed with garments from worlds beyond the Emperor's rule, often sporting a weapon from military service such as a Naval cutlass or officer's sabre. Some carry ornate duelling pistols in lacquered holsters, or archaic hunting rifles slung rakishly across the shoulder.

Rogue Traders usually return to Imperial space every few years, to unload their exotic wares and re-supply, recruit, and rest until the next foray into the darkness. During these periods they may come into conflict with members of the Adeptus Terra or the Inquisition. Rogue Traders wield incredible power, and it is easy for them to forget that once back within the Imperium, they do not have free rein to act as they wish. This strident attitude will draw attention from the authorities.

Many Rogue Traders dispute the right of the Imperium to exercise authority over them. As men who have wandered amongst alien stars and conversed with all manner of cultures, Rogue Traders are viewed as susceptible to all kinds of heresies, from wayward philosophies to infection by alien creatures or possession by warp entities that live in the darkness between stars. All of these factors can lead to violent confrontation, particularly if the Rogue Trader has knowledge or an artefact that others covet.

THE WARRANT OF TRADE

By dint of the fact that the vast majority of space travel is tightly controlled by the Segmentum Fortresses, the Imperium is able to impose a great degree of control over the movement of its subjects. The Imperium being spread out across such a vast region of the galaxy, it lacks discrete borders and is defined more by the warp routes that connect individual sectors. On the fringes of Wilderness Space, the populations of isolated or neglected worlds do interact with alien cultures, trading with them or taking up common cause against a mutual foe. For the most part, however, humanity is fearful and untrusting of the alien and non-Imperial cultures, taught from birth that Mankind is possessed of a manifest destiny to rule the stars, and that contact with outsiders brings at best moral pollution, and at worst world-razing devastation. Contact with proscribed cultures is therefore forbidden, by ancient decree, to be undertaken only at the very highest levels as sanctioned by the High Lords of Terra and their duly appointed servants.

Despite the general prohibition against dealings beyond the Imperium, the High Lords of Terra long ago recognised the value of expanding the borders of Humanity's domains. The Warrant of Trade issued to all Rogue Traders grants not only the permission to go beyond the Imperium's borders, but to deal with who or whatever might be out there with the full

The Battle of Jade Reach

In 691.M41, the Imperial Navy cruiser Wrote for Luck set out on a routine patrol of the zones near the Koronus Expanse, accompanied by a squadron of escorts. Near the Drusus Marches at the trailing edge of the Calixis Sector, the flotilla intercepted an Astropathic distress call from an Adeptus Mechanicus survey vessel and diverted to investigate. En route to the explorators' location, the Wrote for Luck received more distress calls, indicating a significant Ork incursion. Although he could discern only part of the situation, the ship's master determined that his small force would be insufficient to tackle the Orks, and so he issued a call for aid from any nearby Imperial forces. To his great surprise, three entire Rogue Trader flotillas answered his broadcast, and three days later, the combined force crushed the Ork fleet utterly in an action that has since become known as the Battle of Jade Reach. This was the first recorded instance of Imperial Navy and Rogue Trader forces working together in such a manner in over two centuries, and the after-action reports are required reading for Imperial Navy officer cadets in the Calixis Sector.

authority of the Senatorum Imperialis, the High Lords. The Warrant also elevates the recipient to the highest of ranks to which a servant may rise, granting him equivalent status with such men and women as Imperial Commanders, Inquisitors and Space Marine Chapter Masters. They are granted the power to deal with such peers of the Imperium as equals, and the Warrant allowing them to call upon what aid they can negotiate.

While the Warrant of Trade confers upon its bearer tremendous privileges, it is when the Rogue Trader passes beyond the borders of the Imperium that the true power of the Warrant becomes manifest. Within the Imperium, Rogue Traders move within the established power structures of the Imperium. Outside of the Imperium, Rogue Traders define those structures themselves. Indeed, it has been said that the Rogue Trader speaks with the authority of the Emperor Himself beyond the Fringes.

Furthermore, the Warrant of Trade grants enormous rights to the recipient, allowing him to claim by conquest whatever worlds and privileges he may obtain in whatever manner he wishes to do so. Many Rogue Traders use the Warrant to conquer or colonise newly discovered planets, taking up the role of Imperial Commander and thus pushing outwards the Imperium's borders. Others use the Warrant to gain exclusive trade rights with newly discovered cultures, earning for themselves unimaginable riches and establishing the foundation of powerful noble lines.

ROOTS

No two Rogue Traders are exactly alike, but all are exceptional individuals with a drive and personal ambition that sets them far above the teeming ranks of humanity. They come from a wide range of backgrounds, but all appear feted, or cursed, by the title they bear.

The Imperial Navy

A great many Rogue Traders have served in the Imperial Navy. This is hardly surprising, as they are expected to command entire armadas of spaceships, and few would wish to delegate such responsibility to a subordinate. As a consequence, many Rogue Traders are exceptionally skilled captains of their vessels and admirals of their fleets, able, even keen, to take on enemies the likes of which may never have been encountered by the Imperium, and emerge victorious. Many would have been considered mavericks by their contemporaries in the Imperial Navy, for their methods and tactics might run contrary to the doctrines of space combat taught at the Segmentum Fortresses. Those whose ideas genuinely are too extreme tend not to survive long, though the manner of their death might form the basis of legend and rumour for many centuries to come. Those with a genuine talent, even one based on ideas the Navy could never fully endorse, might go on to achieve great things once released from the service of the notoriously conservative military establishment.

Many Rogue Traders who once served in the Imperial Navy maintain a network of contacts across the sector in which they served, and beyond. As such, they might be able to call upon old friends, perhaps individuals they served beside as officer cadets. Such contacts can provide all manner of aid when really needed, from emergency supplies to help against pirate or alien attack. Most Rogue Traders prefer to get by on their own skills and only call in such favours when things get desperate. Many prefer not to call in a favour from an old contact recently made a commodore, when that same individual might one day be a high admiral and therefore able to provide even greater aid.

Rogue Traders from a Naval background often maintain the trappings of their former rank, ornamented with all manner of additional finery. Thus, a Rogue Trader might wear a formal dress coat similar to that worn by a high admiral (even if he had never attained such rank himself!), complete with rows of medals and awards, gold-braided epaulettes, and metres of elaborate piping. Yet, he might wear his hair braided in the fashion of some feral world tribe, or facial tattoos in the style of an anarchic hive gang. Alongside a treasured Naval cutlass he might carry a sword of unknown, yet unmistakably xenos manufacture, or bear other weapons traded with or stolen from any one of a hundred bizarre societies.

The Imperial Guard

The Imperial Guard is another institution from which Rogue Traders may be drawn. Those who have risen above service in a single regiment to lead the vast, diverse armies of the Imperial Guard might be granted a Warrant to take their crusade beyond the borders of the Imperium's space and out into the great unknown. These individuals are not only masters of ground-based combat, but gifted in the arts of strategy. Some become great admirals as well as great generals, while

others have the foresight to delegate command of their vessels to underlings, concentrating their own prodigious skills on the bigger picture.

Rogue Traders from such a background often amass huge ground forces and use their fleets to bring these to bear in devastating planetary assaults. Beyond the reach of the Imperium such individuals will be forced to husband their forces in a manner they may be unused to, lest they exhaust their finite resources with little or no hope of recruiting fresh troops. Should the ground forces suffer high losses, the Rogue Trader will be forced to recruit from those worlds he has conquered. In the case of human societies re-discovered after generations of isolation, he may establish a system of feudal duty, whereby the planet is required to send its warriors to serve in his fleets, or he may be forced to demand or coerce service in his armies. Some Rogue Traders have even resorted to recruiting the services of alien mercenaries or auxiliaries, a practice highly frowned upon by the authorities of Imperium. Out beyond the fringes, however, Rogue Traders are a power entirely unto themselves—who knows what bizarre forces roam the halo zones ostensibly in the service of the Imperium?

In appearance, these militant Rogue Traders vary hugely. Many wear the trappings of the regiment from which they were originally drawn, which unlike the formalised uniforms of the Imperial Navy is often specific to the culture of the homeworld. They may also wear elements of the uniforms of the general staff, including long, elaborate coat, or peaked cap. The many who prefer to lead their conquests from the front line mix such dress in a manner more appropriate to their warrior background, combining dress uniform with carapace or even power armour. As with other types of Rogue Trader, these individuals carry all manner of unusual weaponry including exotic sensor and force field devices normally only available to the upper echelons of the Inquisition or Officio Assassinorum. While the weapons carried by a Rogue Trader of a Navy background might be considered for show, those carried by one from an Imperial Guard background are generally more practical and far more devastating weaponry that has been hand crafted for them and covered in elegant engravings, or was recovered from the body of a defeated foe and kept not only as a trophy but valued for some uniquely destructive capability.

The Administratum

Through their long and varied careers, some officers of the Administratum might amass considerable personal power, holding sway over a small empire of divisions and departments with responsibilities across dozens of planetary systems. Invariably, these men and women will be ruthless, calculating individuals who have worked their way to the very top by any means possible, crushing their foes and thwarting endless assassination attempts to stay in power. Many of these officials will have been assigned to such tasks as the suppression of a rebellious sector, or enforcing the Imperium's rule on human enclaves recently re-discovered and brought back into fold. These will be masters in the precise application of power, able to bring to bear any weapon at their disposal, from the military might of the Space Marines to the secret arts of political manipulation. As such, some make ideal Rogue Trader material.

An administrator given command of a Rogue Trader fleet will be a politician first and a leader second, though the most successful will combine both roles or switch between the two with masterful skill. He will amass his resources and appoint leadership of the various arms of his fleet to those he not only trusts, but also can destroy should they challenge him in any way. He will keep his underlings in perpetual competition against one another, encouraging them to seek his patronage and approval at the expense of their rivals. Unlike Rogue Traders of a more martial background, these men and women rarely engage in overt displays of their personal prowess, preferring instead to exert their power by way of an assassin's knife in the dark rather than crass displays of military might.

In appearance, these machiavellian princelings often prefer to remain comparatively inconspicuous. They might wear the vestments of their former positions, such as the monkish robes of the scribe. Others wear more ornate dress, but keep the colours dark and subdued, lending them a brooding, menacing aspect and hinting at the foolishness of crossing them. They tend not to wear conspicuous weaponry, yet only a fool would assume such an individual was unable to defend himself. These Rogue Traders always carry small, yet deadly weapons such as digital-lasers or concealed power blades, and invariably some form or personal force field that will protect from the attacks of an enemy in battle or a treacherous underling at court.

Merchants

Most of the cultures of the Imperium's worlds remain comparatively isolated, with only a handful of a planet's population ever undertaking a journey to another system. Yet despite this, most worlds rely on trade with those in the vicinity for many of their needs to be met. Weapons and other items of advanced technology must be imported from those worlds with the expertise and capacity to produce them, while such centres of industry may require rare natural resources, which must be imported. In addition, the ruling classes of many worlds crave the exotic, often paying outrageous sums for goods imported from distant locales. Clothes, foodstuffs, jewellery, and art are all highly desirable to those who wish to make a display of their wealth and influence, whether real, imagined, or feigned in the interests of fashion.

An entire class has grown up over the millennia existing solely to meet the demands of interplanetary commerce. The merchant interests of the Imperium take many forms, from cartels to federations and small concerns to mighty corporations. Most centre their efforts on a relatively small group of worlds or a stretch of a lucrative trade route, for the nature of the Imperium does not facilitate a stable, galaxy-wide economy.

For many of these merchants, trade and war are one and the same. They must protect their interests by any means possible—for some, that means maintaining small private armies or sponsoring mercenaries for just such a purpose. These very literal trade wars might be fought against competitors or other parties that threaten their interests, from pirates to aliens. It should come as no surprise that the most accomplished of merchant leaders are as capable generals as they are traders, applying

Rogue Trader Heraldry

Upon receipt of the Warrant of Trade, many Rogue Traders are issued a personal banner, which is born proudly at official ceremonies and blessed by the highest officers of the Ministorum. Some Rogue Traders go so far as to have their banner accompany them wherever they go, while at the opposite end of the spectrum many others lock it away in a stasis vault on the Forge World of Belacane, famed for its stasis field technology. Even if they do not bear their banner, many Rogue Traders proudly display their heraldry and associated colours. Household troops and vessels are often bedecked in the symbols of their liege, proudly displayed as a sign of the Rogue Trader's power and rank.

the same doctrines to both pursuits. These make ideal Rogue Traders.

Rogue Traders from a merchant background are often the most astute and successful, equally at home facing an opponent across the negotiating table as on the field of battle—though sometimes the two are one and the same. The armies and fleets they employ might be drawn from their own substantial holdings, or they might be able call upon a complex network of obligation, drawing upon mercenaries and trading partners from across a broad spectrum of their trade.

Mercantile Rogue Traders often dress in the manner of opulent heads of state, bedecking themselves in fine jewellery, most of which is in fact some hidden weapon, force field, or sensor. They surround themselves with individuals indentured to their service before birth, drawing on familial connections that stretch back in time for many generations. Their vessels often take on the appearance of space-going palaces crammed with all manner of outrageous ostentation. Yet it is a foolish opponent indeed who writes off such a Rogue Trader as a fop or dilettante. Many in fact cultivate such an air, treating it as just one more weapon in a not inconsiderable arsenal.

Imperial Commanders

While most Imperial Commanders occupy a hereditary seat of power only relinquished and passed on in the event of their own death, there are those who do pass beyond even such a lofty position and take to the stars as Rogue Traders. The most common cause for such a change in career is that the governor has been replaced or deposed in some manner, yet remained of use to the Adeptus Terra. Perhaps an Imperial Commander has lost his world to alien invasion, yet has retained a measure of his assets, such as his own planetary defence forces and fleets. Some such individuals may be appointed to Rogue Trader status and given the opportunity to conquer for themselves, and for the Imperium, a new planet.

These Rogue Traders may well be motivated by the need to re-establish all that they may have lost. They are commonly highly charismatic, commanding the loyalties of their dispossessed subjects. Their fleets are massive conglomerations of whatever vessels escaped the destruction of their planet, accompanied by whatever assets the Imperium might assign to them. The subjects often fight all the more harder than the followers of other types of Rogue Trader, for they are driven by their loss and motivated by the need to claim for themselves some manner of recompense. Those not able to fight form a cadre of colonists, each with an assigned role in the society they dream of one day establishing.

Such Rogue Traders vary enormously in appearance and personality, but they often come to embody the culture of their lost homeworld. Local modes of fashion are exaggerated far beyond their original form, and dialects and customs are held dearly lest they be forgotten forever.

The Inquisition

Although rare, there are recorded cases of an Inquisitor being granted the Warrant of Trade and taking up the rank of Rogue Trader. The most likely reason this might occur is as a result of political manoeuvring within the Inquisition itself, perhaps resulting in the outmanoeuvred individual being offered the Warrant as an alternative to a far less desirable outcome.

Upon being granted the Warrant, the Inquisitor will understand that he has no alternative but to accept. As it is most often members of the alien-hunting Ordo Xenos who find themselves being appointed as Rogue Traders, these individuals will be well equipped for their new career. Although no longer able to call on the nigh-limitless resources of the Inquisition, the Rogue Trader will still wield considerable powers and influence. The main difference between his old and new roles is the context—rather than hunting out corruption and treachery within the populace of the Imperium, he will be seeking such threats out amongst alien stars, and will no doubt prosecute his new duty with as much vigour as he did his old.

It is not only fully appointed Inquisitors who may become Rogue Traders, for their many and varied servants might end up in such a position too. Those servants of lower rank would consider themselves fortunate indeed to be made a Rogue Trader, for the alternatives are often too terrible to dwell upon should the true price for whatever deed has earned their elevation be exacted.

THE GRANTING OF A WARRANT OF TRADE

The Warrant of Trade is the instrument by which a Rogue Trader is granted his lofty position and the method by which he exercises his considerable powers. Warrants are granted on the highest of authorities, usually by the office of the High Lords of Terra themselves—and by extension, the Emperor. The issuing of a Warrant is an occasion of great significance, marked by extravagant pomp and ceremony, for it marks the establishment of a new noble line that, should the recipient prove successful, might conquer and rule entire regions of space in the name of the Imperium, thus expanding Mankind's domains. Warrants are issued for many reasons. Some are granted in recognition of a great service done to the Imperium, while others are created for entirely political ends.

Rogue Trader Warrants are hereditary. Once one is issued, it will be passed down from one generation to the next, at least for as long as there are heirs extant to receive it. Many Rogue Trader lines die out and yet more are created to replace them, ensuring a constant supply of individuals driven to expand the Imperium's holdings.

Military Service

One of the most common circumstances under which a Warrant of Trade is offered is in recognition of military service to the Imperium. In a galaxy at war on a thousand different fronts, Lord Generals and High Admirals lead dozens of mighty crusades to re-take entire regions lost to rebellion or alien invasion. Such mighty leaders have under their command millions of warriors and hundreds of warships, and over the course of a crusade lasting decades they might claim dozens of planets in the name of the Emperor. Those individuals who succeed will be honoured at the very highest levels, decorated with a multitude of medals, have victory parades, high days and celebrations held in their name and even have whole planets named after them. Such men and women rarely retire having completed their life's work, however, and they are often restless and uncomfortable in non-military circles. The boundless and untameable energies of such leaders are best put to good use, and appointment to the rank of Rogue Trader comes to many as a welcome outlet that can benefit the Imperium.

Political Expediency

Just as some servants of the Imperium are granted the Warrant of Trade in genuine thanks and recognition for their services to Mankind, others are granted the rank because the alternative would be far worse. Throughout history, men and women granted leadership over a crusade fleet have conquered in the name of the Imperium, only to establish themselves as rulers of the new realms. Sometimes these leaders have maintained at least a semblance of fealty to the Imperium, with the Adeptus Terra accepting the new regime so long as tithes are paid and other obligations met. Yet, on many other occasions, these rulers have become so accustomed to absolute power that they desire to hold onto it for all time, rejecting their Imperial masters and setting themselves up as total rulers of the regions they have fought so hard to conquer. The only recourse in such a situation is yet another crusade to dislodge the pretender. Far better, then, to avoid the situation entirely by keeping the conqueror distracted with yet more regions to conquer, leaving the administrators of the Adeptus Terra to complete the pacification in his wake. Many a Warrant of Trade has been granted in order that a Lord Militant might simply conquer region after region until he has expended his forces and is no longer a threat, real or potential, to the Imperium.

Scions of the Rogue Trader Houses

So that the sons and daughters of the oldest of Rogue Trader lines do not fall victim to a life of idol luxury and thus weaken the bloodline, many such scions are ordered by their sires to 'do their time,' undertaking a career in one of the one of the Imperium's great institutions until such time as they are judged worthy of returning, or duty calls them back. Many serve in the Imperial Navy, a career that affords them many of the skills they will one day need to command a Rogue Trader fleet. Others spend time in the general staff of the Imperial Guard, or in other divisions such as the Administratum. Such individuals are often reviled by their peers, who view them merely as treading water until their privileged birthright recalls them, but many do indeed learn vital skills that will one day serve them well.

Self-promotion

To have risen to a position of influence and power within the labyrinthine structures of the Imperium's bureaucracy, an individual must, by the force of their own personality, be exceptionally driven. Just to be noticed amongst the teeming billions of the Imperium, one must be willing to promote oneself with ruthless efficiency. The types of people that attain lofty stations might be noble and self-sacrificing, but it is just as likely they are ignoble and self-serving. For those of rank, a multitude of ways exists to attain every conceivable personal ambition, and for some the Warrant of Trade is that ultimate goal.

Just why a highly placed official would desire the Warrant of Trade will depend on their own particular, sometimes flawed, personality, and the manner in which they attain it will depend on their circumstance, or on situations they can engineer. More than likely, it will involve prodigious bribes at the very highest of levels, or on calling in outstanding debts and

Paradise Lost, Found, then Lost Again

In 298.M41 a Rogue Trader named Salgut Falkin entered the Koronus Expanse and set sail for the uncharted regions beyond. He had but one task to perform before he was free to make his fortune however he saw fit—30,000 colonists accompanied his fleet, individuals judged surplus to the requirements of the Hive World of Clove in the Calixis Sector. Falkin was eager to be rid of his unwelcome passengers and quickly located a world that seemed ideal for their uses, a verdant planet of tropical islands and warm azure seas. Stopping only long enough to oversee the deployment of the colonists' prefabricated habdomes, Falkin continued on his voyage.

Twelve years later, the Rogue Trader returned to the world, now dubbed New Clove by the colonists. His adventures had seen his fleet decimated and his fortunes in tatters following a series of encounters with the Eldar. He paused on his return journey, to discover that the colony he had left over a decade before was now a thriving community, populated by happy, healthy, and prosperous colonists. Falkin immediately set himself up as Imperial Commander of New Clove, hoping to enjoy a life of luxury. Unfortunately for New Clove, the Eldar had tracked Falkin across the expanse and discovered what was to them a long-lost Maiden World. The Eldar demanded the immediate withdrawal of all humans from New Clove, and when Falkin refused they invaded, forcibly ejecting the intruders once and for all. Falkin and the remainder of his flotilla disappeared in to the expanse once more, never to be heard from again.

favours from every possible source.

Once the Warrant is granted to such a person, they will be keen to use it to attain their every ambition. Some will desire to carve small empires beyond the reach of the Imperium, while others may want to establish the foundations of a mighty lineage, even if they themselves will not be around to see how future generations prosper. It has often been noted that many Rogue Traders are vain and egotistical, and that many more are simply venal and megalomaniacal.

Virtual Exile

Some individuals, by means fair and foul, attain high rank in the service of the Imperium by politicking or murdering their way to the very top. Over the course of a lifetime—extended far beyond the natural span of years by rare and expensive rejuvenation procedures—such a person will have come into conflict with all manner of political opponents, earning the bitter enmity of the few others he can count as peers. It may come to pass that such an individual stands at the very brink of the culmination of a lifetime's political manoeuvring, and an appointment to sector-governor of even High Lord is the only remaining rung on the ladder left to climb. At such times, it may be that an individual's many political rivals mobilise against him, drawing on every shred of their own influence to rid themselves of their enemy once and for all. Yet, being too powerful to oust, some in this position find a Warrant of Trade foisted upon them as a convenient way of getting rid of them once and for all. Such an honour cannot be refused, and the newly appointed Rogue Trader has no choice but to accept his fate, demurring politely as speeches are made in honour of all the great deeds he will perform in this, his ultimate service to the Imperium that appreciates him so. For these Rogue Traders, the Warrant of Trade is a bitter reward, for it signals the victory of their opponents.

Despite the unwanted nature of the Warrant, these Rogue Traders do often go on to achieve great success, reaving across the stars, conquering dozens of planets, and amassing personal fortune far in excess of what they might have attained otherwise. Some of these individuals return decades later to enact their revenge on their erstwhile opponents, perhaps waiting until the key conspirators have retired to some private garden world paradise before despatching an assassin, or indeed a private army, to settle the matter once and for all.

TEMPERAMENT

Whatever the background of any given Rogue Trader, he will be possessed of a quite exceptional drive to succeed and to prosper. These men and women stand above the teeming masses of the Imperium, the sheer force of their personality propelling them to achieve great things in service to the Imperium and themselves. Often these personality tropes are intrinsically linked to the Rogue Trader's background, but not always. Sometimes a Rogue Trader will transcend his roots, defying his background and only displaying his true nature once out amongst the unexplored regions of space.

The Scoundrel—the 'Rogue' Trader

Many Rogue Traders are scoundrels of the worst order, despite all the trappings of power they display. Such individuals carry themselves with swaggering self-assurance, and through long practice are able to bluff their way into the courts of kings and the bedchambers of princesses with equal panache.

The scoundrel looks to turn every possible situation to his own personal advantage, and will often take risks others would find reckless, gambling with his own life and those of all his servants. Violence is rarely the first option for such Rogue Traders, and they often maintain a mask of self-effacing amiability. Beneath this façade lurks a keen mind and a skilled warrior able to take on most enemies and win.

Some Rogue Traders of this type combine bravado with daring, often leading expeditions to newly discovered worlds in person. Leading a small retinue of trusted associates, such Rogue Traders get themselves into all manner of entanglements, but always seem to escape relatively unharmed, invariably carrying some priceless artefact that will seal their fortune. Others turn their vessels into privateers, enjoying a career as a buccaneer preying on the shipping of alien empires.

The Merchant Prince

These Rogue Traders are entirely consumed by the quest for riches, gained not by the crude application of threats or violence, but the shrewdly negotiated contract. The merchant seeks to establish the most lucrative of trading contracts, ensuring that the other party benefits from the deal, but not nearly so much as he does.

Merchant Rogue Traders will go to great lengths to avoid military action, believing it a waste of resources. Yet they have no qualms about employing the trappings of military power as an aid to negotiations when necessary. Furthermore, no Rogue Trader would be so foolish as to neglect the defence of his assets, and the merchant prince understands the value of his resources better than most. He will as such take great steps to protect his investments against competitors and pirates and maintain the very best personal guards.

The merchant Rogue Trader seeks to establish vast networks of profit, negotiating exclusive trading rights throughout the regions he explores. This has on occasion landed such individuals in conflict with the Imperium's authorities, as the Rogue Trader deals with aliens he should destroy, or allows long-lost human civilisations to remain lost to all bar him so that he has exclusive access to the archaeotech that is so valued by the Adeptus Mechanicus and coveted by the idle rich of the Imperium's noble houses.

The Explorer

There are plenty of Rogue Traders for whom the greatest drive is the simple joy of pushing back the boundaries of the Imperium, filling in the blank spaces on the maps. These men and women are ceaselessly inquisitive and often highly intelligent, a combination of traits not generally encouraged in the Imperium's servants. Yet such a combination often proves ideal in a Rogue Trader and those few who attain such rank often prove highly successful recipients of the Warrant of Trade.

To the explorer, the most hostile of environments is a challenge to be faced head-on, and the most fearsome of slavering alien beasts is a fascinating opportunity for study and interaction (or sometimes autopsy). The explorer is ever keen to don an envirosuit and plunge headlong into the most dangerous or bizarre of alien landscapes. Despite the risks they take, often without even realising the danger, many of these explorers appear to be watched over by the Emperor himself. They somehow survive encounters in nightmare-infested Death World jungles or haunted alien Tomb Worlds when others would have fled screaming.

Rogue Traders of this type often delegate the less stimulating aspects of their rank to their underlings or associates. The Master at Arms of such a Rogue Trader may find himself exasperated as he time and again finds himself rescuing the Rogue Trader from danger, while the ship's factotum will have to carry the burden of maintaining the Rogue Trader's fortune. The explorer is often far more concerned with following some obscure archival reference to a lost world of alien wonders than he is with the responsibilities that come with being the head of a Rogue Trader house.

The Missionary

The missionary believes in the literal truth of the Imperial Creed when it states that Mankind is the sole inheritor of the galaxy and that all other races are merely squatters on worlds that belong to the Imperium. He seeks out lost colonies to bring to them the word of the Imperial Truth, and he goes to great lengths to convert, often forcibly, those he sees as benighted by ignorance of the Emperor.

Rogue Traders of this ilk are often granted the Warrant of Trade to conquer regions that have resisted the attentions of the Missionarius Galaxia—the arm of the Ministorum tasked with the propagation of the Imperial Creed. Yet they are more than ranting demagogues, and what sets them above the itinerant preachers of the Missionarius is a drive to profit as well as to preach. They see the establishment of profitable commerce with re-contacted human societies as part of the great scheme put in motion when the Emperor first went out into the stars 10,000 years ago and found human societies lost for millennia from a prior age of exploration and settlement. It is his mission to bring such people back into the fold, and the establishment of the Imperial Creed is the first, essential step in that process.

The missionary Rogue Trader suffers the xenos poorly, seeing little or no value in establishing profitable trading relationships with alien

The Folly of the Prefect Majoris of Dalthus

When the Rogue Trader Lady Sun Lee was granted her Warrant in 538.M41, it was on the condition that she put in at the mining world of Dalthus in the Hazaroth Abyss. The mining interests that ruled the world had been tardy in paying their dues, and the Calixis Sector authorities wished to apply a little pressure to its Imperial Commander. Lady Sun Lee arrived in-system and immediately commenced a continuous broadcast extolling the glory of the Imperium and the great honour the mining clans were soon to enjoy by receiving her state visit.

The planet's rulers were sent into a panic, believing themselves about to be paid a visit by a senior delegation of Adeptus Terra representatives expecting to receive the tithe. Throughout the week it took for Sun Lee's flotilla to reach the inner system, the planet's Prefect Majoris launched a desperate round of tithe-raising amongst his subjects. By the time the lady Rogue Trader arrived at Dalthus, a cargo vessel's worth of the dainty trinkets for which the world is known had been readied for her. The prefect received Sun Lee in what passed for luxury on the mining world, showering her and her retinue with gifts. Three weeks later, the Rogue Trader made her excuses, having loaded up her vessel with the gifts the prefect had offered, admonishing him sweetly to remember to pay the tithe when the Emperor's counting boat arrived in a year's time. By all accounts the prefect's face was a picture. He disappeared soon after, unable to meet the coming tithe having opened his vaults to the Rogue Trader Lady Sun Lee.

worlds. More likely, he will seek to suppress such cultures and limit their influence, ensuring their alien creeds do not spread to taint the hearts of men. Such Rogue Traders are often accompanied on their voyages by an army of Ministorum representatives, who he will make every effort to establish on any lost human worlds he discovers.

The Diplomat

The diplomat seeks to spread the influence of the Imperium wherever he may, expanding its power to encompass the entirety of navigable space. He is a pragmatist, knowing that some alien species must be tolerated, even supported, while others must be crushed. The tools of his trade are words as well as weapons, and he is adept at negotiating with even the most belligerent societies, whether human or alien, he might encounter amongst the stars.

Such Rogue Traders often find themselves in conflict with other interests, particularly those who condemn the xenos as worthy only of annihilation. Yet he believes that it is he and he alone who sees the wider truth, knowing that Mankind is assailed by countless foes and that some alliances must be made if the Imperium is to prevail in an ultimately hostile universe. It is the diplomat who is able to gain the confidence of the inscrutable Eldar, earning such trust as to be allowed to set foot on their craftworlds. It is he who may turn the path of alien invasion, negotiating a truce that allows both parties to extricate themselves from a war neither would ultimately stand to gain from.

Despite his skill with words, the diplomat has an innate understanding of when they will serve no purpose and when weapons must be used instead. He has the instinctive ability to size up his foes, often upon first contact, gauging the true intention behind their words and actions. When necessary, he will open fire first and open negotiations later—and that is, ultimately, the secret to his success.

The Psychopath

Some individuals are little more than madmen, creatures of instinct and slaves to their own desires. Some would claim that any man who has attained such high rank as to be awarded the Warrant of Trade must harbour within himself something of this trait. Regardless of his background or personality type, any Rogue Trader could be called upon to order the extermination of an entire race or the destruction of an entire world. All such men, it is sometimes said, must be psychopathic to a greater or lesser degree, regardless of the façade behind which such a trait is hidden.

Some Rogue Traders surrender themselves entirely to their inner darkness, dispensing their own personal brand of Imperial justice and retribution as they penetrate the outer darkness. They deal with those they come into contact with according to their own shattered moral compass. They are as likely to take personal control over a rediscovered human society as they are to devastate it from orbit, and are often capricious and unpredictable, with a habit of dismissing subordinates for the slightest of misdeeds, whether real or imagined. Many such underlings are invited to make their own way back to Imperial territory, the lucky ones in a lifeboat, the unlucky ones on foot via an airlock.

Many of these wild and murderous individuals are highly idiosyncratic in their methods and the style in which they interpret and enact their mission amongst the stars. They might style themselves after figures of legend, some even comparing themselves to the Emperor's Primarchs and seeking to emulate the deeds of the Great Crusade in which the Imperium was forged 10,000 years ago. Some give themselves and their vessels ridiculously grand titles, such as Grand Conqueror, Emperor's Light or Scourge of Xenos. With wanton enthusiasm, they wage war on any and all they consider to be an enemy of the Imperium. Some spend a lifetime out beyond the fringes, laying waste to Emperor-knows how many worlds, while others return periodically to the Imperium, announcing their deeds and expecting all manner of grand receptions and official ceremonies. Many take on one foe too many, and simply disappear from the annals of the Imperium's history.

The Admiral Militant

A Rogue Trader by the name of Admiral Dallactarius IV became embroiled in the ongoing pacification of the world of 47 Kapella in the Drusus Marches. In 482.M41 the aid of his fleet was requested when Dallactarius was en route to the Koronus Expanse. The Admiral was known as a particularly belligerent individual and was noted for his impatient nature. The Admiral readily agreed to lend his aid to Imperial forces, yet soon became caught up in what would become a twelve-year-long war of attrition. By the end of the first decade the Admiral's not inconsiderable forces had been reduced to only a few dozen warriors of his household guard, yet he battled on regardless, determined to succeed in the face of insurmountable odds. The last recorded sighting of Admiral Dallactarius IV was at the Battle of Hill 44427, reportedly leading an assault on an enemy bunker. A decade later he was finally declared dead, yet those of his household that survived claim to this day that he lives still, punishing the enemies of the Emperor. The Admiral never did reach the Expanse, his diversion proving somewhat more permanent than he, and his now penniless backers, had intended.

THE TRAPPINGS OF POWER

Along with the warrant to act outside of the Imperium's laws, the Warrant of Trade often comes with a great many trappings attached to it. While many Rogue Traders have significant resources of their own to call upon, they are often given command over an entire fleet and ground forces to aid them in their mission beyond the fringes.

If he is not already in possession of a spaceship by dint of current rank, a newly appointed Rogue Trader may be given a flagship, often a cruiser. Every vessel in the Imperium's registry is a precious asset and capital ships are not squandered, for they take decades, even centuries to construct and can tie up the equivalent of many years worth of planetary industrial output. Nonetheless, the appointment of a Rogue Trader is an event of great import, and the authorities would not (or not often) wish a new recipient of the Warrant to fall to pirate attack the instant he or she sets out. The Imperium expects great things of its Rogue Traders and will make every effort to ensure that they are equipped for the dangerous mission they will face.

Alongside a flagship, a Rogue Trader may be accompanied by frigates and other escorts, as well as a multitude of cargo vessels, tenders, processing vessels, and many more auxiliaries. If the Rogue Trader is not already versed in the skills needed to command a fleet and has not appointed a servant who is, then the authorities will find one qualified to handle the day-to-day running of the flotilla. Most Rogue Traders are the sort of people who want to take total, personal command of their fleets, and will soon learn the skills needed to do so. Those who do not tend not to live very long in the perilous regions beyond the fringes.

Other significant assets gifted to a Rogue Trader may include ground troops. Entire Imperial Guard regiments may be seconded to them, along with all the auxiliary units needed to maintain them and advisors to aide in their use and deployment. Though such gifts are considered temporary attachments, in reality it is likely to prove permanent. Rogue Traders are expected to meet any threat that waits in the dark, and the Imperial Guard is often at the sharp end of such conflicts and so unlikely to be returned to serve elsewhere even if the soldiers survive such service. Some Rogue Traders issue such troops uniforms of their own design, and it is not uncommon for attached Imperial Guard units to wear a tabard or sash over their regular uniforms, bearing the colours and heraldry of their new lord and master.

In addition to military forces, a Rogue Trader may be provided with a vast army of bureaucrats, administrators, clerks, artisans, and advisors. These are intended to serve the needs of administrating any worlds conquered in the course of the fleet's travels. Plenty of Rogue Trader fleets are furthermore accompanied by entire populations of colonists, volunteers or otherwise, who will settle newly discovered worlds so that the Imperium's borders are expanded from one generation to the next. In some cases the Rogue Trader will install relatives or trusted followers as a new ruling class, ensuring the new colony owes fealty to him, as well as to the Imperium.

The Fate of Colony XK-119

In the closing months of the 40th millennium, Rogue Trader Kinker Drub received the Warrant of Trade, and along with it the obligation to reclaim Colony XK-119, a small facility on a satellite of an unnamed gas giant several weeks' travel into the Koronus Expanse. The world was of little real value to the Imperium, but it had been won from an alien race that had been discovered there, and human blood had been spilt upon its soil. Therefore, when the previously assumed extinct aliens returned in force and retook the world, Drub was tasked with crushing them once and for all.

Attached to Drub's own forces was a composite Adeptus Astartes task force, consisting of a dozen squads drawn from as many different Space Marine Chapters. Drub had the authority to determine where the Space Marines would fight—the Astartes themselves would determine how. Arriving at XK-119, the flotilla was immediately attacked by the alien vessels—which, having never been encountered before, made for a formidable enemy. Drub's vessels suffered some damage, but during the fight the Astartes were able to close on what was assumed to be the xenos flagship and affect a boarding action. The aliens were unable to repel the boarders, and the entire xenos command cadre was slaughtered, causing the remaining alien vessels to disengage and withdraw.

Drub then accompanied the Space Marines to the colony itself and discovered there a scene from nightmare. The colony, it transpired, had been built within the crumbling ruins of an alien city, and the colonists had uncovered, and attempted to operate, items of alien technology. Evidently, the former residents of the world had not been the last of their race, and others of their kind had somehow been summoned by the colonists' tampering.

Drub determined to track down these xenos, reasoning that they were possessed of highly advanced technology that would be of great value to certain groups within the Adeptus Mechanicus. The Space Marines agreed to track down and destroy the aliens to maintain the honour of the Imperium, thereby punishing those who would dispute humanity's right to dominate the stars. Drub and his task force of Astartes were never seen by any human again.

CONDITIONS

Of course, the powers and trappings of a Warrant of Trade do not come without a cost. A Rogue Trader fleet might be a significant military force, and the Warrant will often come with a number of conditions attached to it. In fact, it would be a sure sign that an individual is being virtually exiled if no conditions were attached, the authorities clearly hoping the recipient will go and get himself killed somewhere beyond their concern.

Conditions attached to a Warrant may take many forms, but invariably involve some form of military service or intervention. The most common types of such conditions are discussed below.

Trooping the Colours

A common condition under which a Warrant is granted is that a particular world be 'visited' by the Rogue Trader and his fleet. The world may have been isolated for some time, or, for whatever reason, simply not visited by any authority of the Imperium in a generation. Perhaps the tithes have been short or slow to be rendered, and the Imperium's bureaucracy has finally decided to investigate matters. If such a world is distant and other, more pressing concerns have diverted attention, then it may not be practical to task an Administratum mission or Imperial Navy squadron to press home the matter. Instead, a newly appointed Rogue Trader might very well be required to make a brief layover at the troublesome world.

In all likelihood, contact with the planet in question will have been sporadic or non-existent, or concerning and fragmentary communications might be all that have been logged. The Rogue Trader will be tasked with undertaking the equivalent of a state visit, complete with all the regal pomp and circumstance of a visiting noble. Dress uniforms and badges of office will be flaunted, retinues and honour guards deployed, bands assembled, and flags waved. This is all for show, of course, and is intended to remind the world's leadership in a very real fashion that the Imperium still exists, and has not forgotten about them or the tithes they owe.

The Rogue Trader will be expected to attend state banquets and high-level talks, acting in essence as a diplomat, even an ambassador of the Imperium. The Imperial Commander of most backwater planets will be sufficiently cowed by such a display, particularly with a small fleet of warships in geo-synchronous orbit over his seat of power. The Rogue Trader will be wined and dined and treated as royalty, and given every assurance that any shortfall in the tithe is clearly a minor inconvenience and entirely innocent, and asked to convey the governor's personal assurances that all will be made right as soon as possible.

Some Imperial Governors do not welcome the Rogue Trader's visit however, either showing overt resistance or displaying obvious reluctance to comply. In such cases, the Rogue Trader is required to launch a punitive strike to encourage the recalcitrant world's cooperation.

Punitive Strike

In cases where a flag-waving mission has proved unsuccessful, or a world has openly rejected the rule of the Imperium, the Rogue Trader will have no option but to use force. Few newly appointed Rogue Traders want to squander their resources on the first bush war they encounter, so a hard-hitting show of force is often used to demonstrate the futility of further resistance. A lance strike from orbit often proves the Rogue Trader means business, particularly if aimed at key infrastructure targets, thus weakening the governor's ability to rule his planet. Alternatively, a strike against a location particularly valued by the Imperial Commander might change his stance: the destruction of a luxurious winter palace or rural

One Man's Junk Is Another Man's Fortune

Rogue Trader Baxilik Kim was granted his Warrant on the condition that he would be accompanied by an Adeptus Mechanicus Explorator fleet for the first three years of his mission. Kim was at first skeptical, until he got the measure of his companions. He soon discovered that the attentions of the Explorators who accompanied him were entirely fixated on the acquisition of pre-Imperium human artefacts, and that they would often ignore or reject items of alien origin. Kim collected the Explorator's leavings, and over the course of three years amassed a sizable haul of xenos artefacts. Returning to the Imperium, he found a ready market amongst collectors of such proscribed items and earned himself a tidy fortune.

Having divested himself of his initial haul, Baxilik Kim returned to the Koronus Expanse, this time with substantial private backing, to track down the explorators and resume his harvest of their cast-offs. It is assumed that he out there is still, beyond the fringe, collecting the next haul and counting the fortunes he will no doubt amass upon his return.

hunting lodge, for example.

In the unlikely event that this initial show of force does not prove sufficient, then a more protracted campaign may be required. No Rogue Trader wishes to become embroiled in such a war, but sometimes it simply cannot be avoided. If the Rogue Trader's remit extends to actually dethroning the governor in question, then many will proceed to such a course as soon as possible. This usually ends the matter in short order, a more compliant replacement being selected according to whatever political system put him in power in the first place.

Settlement

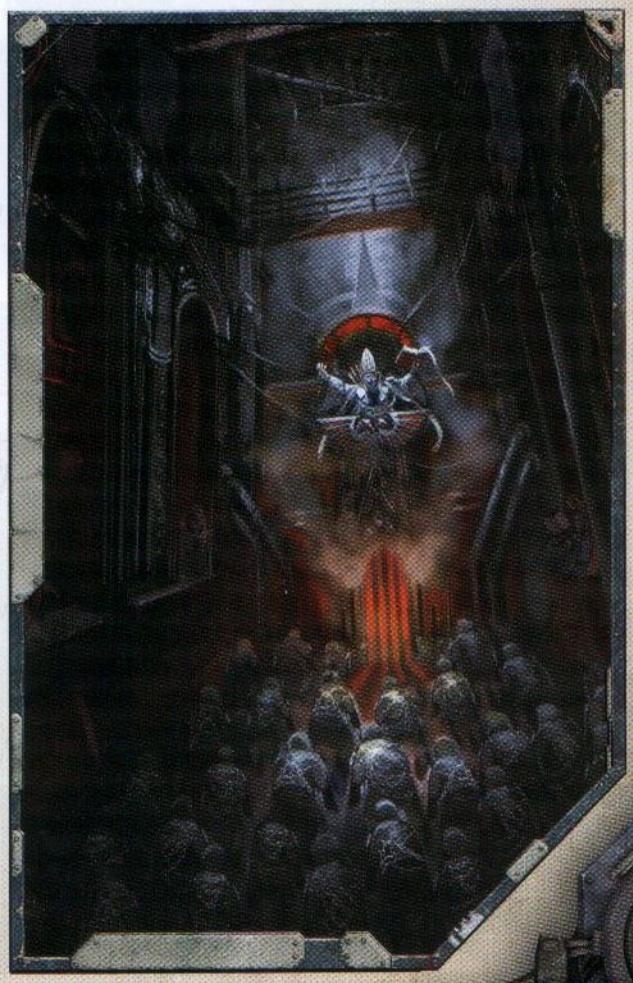
Settlement of new worlds in the name of the God Emperor of Mankind may be a condition placed on a Warrant of Trade. The Explorator Fleets of the Adeptus Mechanicus are ever investigating the wonders of the galaxy, relentlessly recording and cataloguing celestial phenomena and stellar bodies. A report of a habitable world will be dispatched, along with whatever data can be gathered on it by preliminary investigation by an Explorator team. If the world proves of no great interest to the Tech-Priests, perhaps because it harbours no resources or life forms of immediate use to them, then its details will be transmitted and filed away for future generations to follow up as they will. The Imperium's bureaucracy being as it is, the report may progress through the data-mills of the Administratum for many years, even centuries, before finally crossing the desk of a clerk tasked with dispatching settlement missions to such worlds to claim them in the name of Humanity.

In the span of time between an exploration being logged and a settlement mission being dispatched, any number of fates might have befallen the planet. The ebb and flow of galactic war might have reduced its surface to radioactive dust, or aliens might have claimed it for their own ends. It is not unknown for a Rogue Trader to arrive in orbit over such a world only to find it utterly uninhabitable, or in fact incorrectly categorised in the first place. He will then have a colony ship and some thousands of settlers to dispose of, and it is not uncommon for a particularly callous individual to insist the colonists carry out their mission regardless, landing the prefabricated colony units wherever they can, or else. Very few colonies established under such circumstances last more than a year, while a very small minority may somehow survive against all the odds, alone in the darkness out beyond the fringes.

Reclamation

Every year, unrecorded numbers of the Imperium's worlds fall to rebellion, alien invasion, or natural disaster. A common condition of the granting of a Warrant is that such worlds be brought back into the fold by the application of overt military power. Such missions are never what could be described as diplomatic, unless a transmission demanding immediate surrender can be counted as an ambassadorial communiqué.

Intelligence on such lost worlds might be incomplete or compromised, based on accounts long out of date or deliberately covered up. The Rogue Trader will be operating on the level of a Lord Militant leading a crusade, and for such missions additional military forces might be seconded to his command. In some cases, the Space Marines of the Adeptus Astartes might accompany the fleet, usually for a short time only, but



occasionally for extended periods. Though he may well act as a figurehead, the Rogue Trader will not be in direct command of such units, and an administrative body will be formed, often titled a 'crusader council.' Strategy and political issues will be debated until the best use of the fleet's assets is agreed upon, calling on all the diplomatic skills of the Rogue Trader. Each of the seats on such a council is occupied by an individual of considerable power, and no Imperial Navy Admiral, Imperial Guard General, or Space Marine Master would agree to a course of action that squandered his own resources.

The degree of the Rogue Trader's involvement over the course of such a crusade will depend very much on his own background. An individual of a militant disposition may closely oversee the deployment of the fleet's military forces, while a particularly belligerent one may actually take a hand in the fighting. Those of a more bureaucratic nature are more likely to delegate such matters to their military advisors. There are those Rogue Traders for whom the entire crusade will represent a massive inconvenience, and these will deal with the situation in their own unique manner, seeking to extricate themselves and their ships from the mission of the crusade so that they can continue on their way for their own ends.

Exploration

Exploration is the essential mission of all Rogue Traders, yet occasionally they will be tasked with exploring a particular region at the behest of the Imperium's authorities. There are a lot of reasons such a situation might come about, and many Rogue Traders will be particularly resentful, as it may be specified that they themselves will not receive the exploitation rights they normally enjoy over the regions they explore.

This onerous duty might be the result of the Imperium being in possession of fragmentary knowledge of an unexplored region, which, although incomplete, suggests the presence of some natural resource or otherwise desirable asset that might be of strategic value to an entire Segmentum. A long-lost archival record might suggest that a region is populated by isolated human worlds or a space-faring alien culture. Perhaps something far more sinister lurks in the black spaces on the map—alien tomb worlds pre-dating the evolution of Man, esoteric stellar phenomena that challenge the understanding of the most learned of Tech-Priests, or planet-sized super-weapons placed as silent sentinels by long-extinct civilisations. All of these things might trigger a Rogue Trader mission to investigate matters, often accompanied by senior members of the Adeptus Mechanicus or members of the Ordo Xenos of the Inquisition.

Compliance with the Terms of the Warrant

It may seem at first glance that some newly appointed Rogue Traders might be tempted to simply sail away into the great unknown without undertaking any of their obligations to the Imperium. Indeed, many are so tempted, and some do try to escape. These individuals soon find out that the Imperium is not

so foolish as to allow the Rogue Trader to get away without first putting in place at least one contingency plan.

The most common method of ensuring a Rogue Trader complies with the conditions of his Warrant is to ensure there are very powerful representatives of the Imperium on hand to remind him of their obligations. This might be an Administratum prefect, but it might also be an agent of a more obscure division, perhaps even of the Inquisition. On occasion, the Rogue Trader might find his flotilla accompanied by one or more Space Marine vessels, and sometimes these will be serving as much as a reminder of the conditions of his Warrant as to enforce the power of the Imperium on its enemies.

Sometimes the Rogue Trader's compliance might be guaranteed by more subtle means, such as the promise of further powers or the granting of additional assets at various stages in a voyage. If a Rogue Trader has to make a number of diversions and fulfil a number of tasks before even reaching the fringes, then he may be reliant on the Imperium to replenish his forces before he leaves Imperial space.

There might also be more insidious contingencies put in place. Members of a ship's crew could be agents of the Imperium, and it is not unknown for actual assassins to be emplaced aboard a Rogue Trader's flagship as insurance against non-compliance or betrayal.

LINEAGE

There are two broad classifications of Rogue Trader—those personally granted the Warrant of Trade, and those who have inherited it from a forebear. The granting of a Warrant of Trade has the potential to establish a hugely powerful noble line, which, if successful, can grow over the generations to become equal to the most ancient of Navigator clans and merchant houses. Many of the scions of these houses will hold the title Rogue Trader and wield the authority of the Warrant, yet in the main these powers reside predominantly with the line's titular head. Such individuals must bear the weight of tradition and expectation, and are in the main every bit as driven and able as the ancestor first granted the Warrant. On their shoulders rests the duty of maintaining the Warrant and the line's continued existence, driving them to continue the mission of the Rogue Trader, exploring the benighted regions beyond the fringes and returning with unimagined riches and glory.

Some Rogue Trader houses become split with internal strife, the various scions competing with one another for power and the favour of the line's head. In houses where the head exercises complete control, the various members with a chance of inheriting leadership might squabble and manoeuvre against one another, some even resorting to intimidation or assassination to ensure it is they, and not an older sibling, who inherits the Warrant at the head's passing. Though some Rogue Trader houses may become riven with internecine civil war, most will invariably maintain an outward appearance of respectable propriety—lest their competitors sense weakness and move against them. It takes a powerful head indeed to maintain order amongst competing offspring while also furthering the interests of his house and containing any collateral damage. Even in the face of outright rebellion against the Imperium, many heads of Rogue Trader houses will support their offspring.

The Reward of Galfit's Treachery

There are many ways in which a Rogue Trader might earn the enmity of the Imperium's authorities, but few prove as drastic as the fate suffered by the Rogue Trader Lord Galfit of the Line of Magnum. Prior to his appointment as a Rogue Trader, Lord Galfit had served on the fleet general's staff for five decades, and had made countless powerful enemies amongst the Calixis Sector high command. These enemies had engineered Galfit's appointment, fully expecting him to overstep his authority and afford them the revenge they had long awaited. Three years after Galfit's flotilla penetrated the Koronus Expanse, he claimed a newly discovered world for his personal domain, and quietly disposed of all of the Imperial servants accompanying him who he felt would not support his claim. Contact with Galfit's fleet was soon lost, and nothing was heard for a decade.

It was only when an Adeptus Mechanicus survey fleet passed through the system that Galfit's fate was discovered. The Rogue Trader's vessel was found in orbit above the world he had claimed, but it was crewed only by shrivelled corpses. The survey teams discovered Galfit's body seated upright in the command throne of his bridge. Subsequent post-mortems determined that a lethal poison had been released into the vessel's environmental systems, and the entire crew had been slain within minutes. Although it was recorded that a single lifeboat had been jettisoned soon after the incident, no clue whatsoever was discovered to suggest the identity of the assassin.

Revocation and Forfeiture

Some Rogue Traders become so powerful that their interests come into conflict with those of the Imperium. Considering the enormous freedom granted by the Warrant of Trade, it takes a great deal for a Rogue Trader's actions to be considered beyond the scope of his powers. The authorities often overlook even the most questionable actions of many Rogue Traders, even if word does get back to Terra, so long as the Imperium's best interests are served. Yet there are circumstances that have in the past led to the revocation of the Warrant of Trade and the forfeiture of the powers associated with it. Revocation means the effective death of a Rogue Trader line, its powers and privileges lost for all time. Some houses have continued in a much diminished state, slowly rebuilding what fortunes they have clung to.

Empire Building

Throughout the ages, some notable Rogue Trader houses have amassed such powers that they have become small empires, controlling entire regions beyond the fringes. This in itself is not contrary to the terms of the granting of the Warrant of Trade, so long as fealty is paid in the form of due

tithes to the Imperium. Such is human nature, however, that hubris and greed has got the better of some, and they have determined to take total power of the realms they have conquered. Although it may be some time before reports of the actions of such individuals reach Terra, and more time yet before they are acted upon, such traitors will invariably suffer the wrath of the Imperium, with a crusade fleet, sometimes even one led by a newly appointed Rogue Trader, being dispatched to crush them.

Acting Against the Imperium

Being free to deal with alien cultures, many Rogue Traders deal or ally themselves with the xenos in the course of their missions. It is not unknown for some individuals to become embroiled in local wars, and on occasions these have been against the Imperium. Perhaps the Rogue Trader was acting to protect his own trade interests, moving against a competitor with lethal force. If the interests are aliens, and the competitors human, then the Rogue Trader may well find himself on the wrong side in a war that soon escalates far and above a trade dispute.

Furthermore, many Rogue Traders actually enjoy the vicious cut and thrust of competitive trade, immersing themselves in the politics of interstellar commerce. While most are highly accomplished at such games, even a Rogue Trader can become mired in a bad deal or find himself double-bluffed and outmanoeuvred by a competitor. Before he knows it, the Rogue Trader is forced to act against the interests of the Imperium—and finds himself the target of retribution.

Consorting with the Xenos Terribilus

Although the proscriptions that bar most human contact with aliens do not apply to Rogue Traders, there are those xenos pronounced so dangerous, vile, or otherwise undesirable that not even a Rogue Trader is permitted contact with them. Entire star systems are declared 'perdita,' their outer limits marked by sentinel-buoys that transmit warnings to vessels to turn back, on the authority of the Segmentum Fortress or even the Inquisition. Few know what horrors lurk on the worlds beyond the sentinels or what detestable alien life forms call them home. Many a Rogue Trader has allowed his curiosity to get the better of him, and those few that have survived contact with the proscribed xenos have later faced the wrath of the Inquisition and forfeiture of their Warrant of Trade.

Overstepping the Bounds

It is worth remembering that a Rogue Trader flotilla is a sizable military force in its own right, certainly carrying sufficient firepower to raze to ashes many of the Imperium's worlds. While a single vessel making a return to the Imperium will rarely cause concern, an entire fleet often will. Combine this with the fact that many of the Imperium's institutions have good reason to be distrustful of Rogue Traders, and a potential flashpoint emerges. To the Imperial Navy, a large fleet appearing at the borders of a sector without warning will be sufficient to scramble a large force to ascertain its intentions and ensure it does not initiate hostile actions. The annals of the Imperium contain many unfortunate incidents in which a Rogue Trader fleet, returning victorious from a decades-long expedition, has returned unheralded to the Imperium only to become embroiled with an Imperial Navy battlegroup. Such incidents might be cause to forfeit the Warrant, if the Rogue Trader is still alive at the end.

REWARDS

The rewards a Rogue Trader's Warrant of Trade can bring are exceptional, and often quite beyond those attainable by any other legitimate means. The greatest reward is fortune, obtained by trade or conquest. Often the two are one and the same. Quite aside from the financial gain, many Rogue Traders seek the fame and glory success can bring. Few men in the 41st millennium can ever hope that their name will be spoken of beyond the limits of their birth world or the span of their own lifetime. For many, the most valuable reward is the opportunity to establish a lineage, with themselves as the primogenitors, of a noble house that will endure throughout the ages.

The Koronus Expanse

- The Great Warp Storms of the Halo Margins
- Port Wander
- The Koronus Passage
- Winterscale's Realm
- The Unbeholden Reaches
- Denizens of the Expanse

Chapter XIII: The Koronus Expanse

"Lo, I see that which is beyond. I see the faces of pale moons and the fire of lost stars. I see the void un-walked and the waiting dark. I see the void that is my home and to which I return with hope and fear."

–reputed words of unknown Rogue Trader departing Port Wander

The Koronus Expanse is the name given by Imperial authorities to a dangerous unexplored region of the Halo Stars beyond the Calixis Sector. The Expanse is accessed through the Koronus Passage, a treacherous but navigable route through the great warp storms that bar passage to the Halo Stars beyond the way station of Port Wander. As is true of the Calixis Sector itself, the Expanse was untouched by the God-Emperor's Crusade many millennia ago—and so it is a realm of fearsome xenos, treasures beyond imagining, heathen worlds of men, and the echoes of ancient doom.

The Koronus Expanse in the the 41st Millennium is a scattered, partly explored region containing a few young colonies and vast natural wealth still barely exploited. Rogue Traders vie with one another for known resources, heedless of lives lost in the pursuit of riches, while a tentative attempt at Imperial colonisation follows in their wake. Drawn by the flow of wealth, pirates and servants of the Dark Gods have also slipped into the Expanse, eager to cast destruction upon the works of the God-Emperor's faithful, living by what they wrest from dead hands, while the Expanse itself holds many secrets and native inhabitants no less dangerous.

For centuries, Rogue Traders have braved great evils and the treacherous warp to venture into the Koronus Expanse, but their efforts have barely begun to uncover its secrets. Footholds have been built close to the few semi-stable warp routes into the area. Here, resource-rich worlds are exploited, xenos ruins excavated, trade envoys meet with heathen lords, and colonies are attempted upon sheltered worlds. This effort has been enough to shower wealth and fame upon the fortunate—and make corpses of the rest. The gateway to the Expanse is littered with broken vessels and tales of the vanished.

Beyond these human conflicts lie truly dark and dangerous voids, rife with rumoured terrors, undiscovered stars, and worlds of men who have never known the God-Emperor. There are no defined warp-routes, no safe ways through the swirling empyrean. These regions hold the fearsome Ork, the treacherous Eldar, and strange ruins that lie beneath the light of dying stars.

The warp space of the Koronus Expanse is treacherous and unknown in the main, and the partially explored regions of the Expanse are islands of Imperial activity amidst a vastness of danger and mystery. Navigating is a far cry from traversing

the established warp routes of the Calixis Sector. Most of the Koronus Expanse is known to the Imperium only though legend, revelation, and hearsay. The Rogue Trader who ventures into this unknown risks his very soul upon the talent of his Navigator, and on the quality of what little information he has gleaned from those gone before.

Beyond the partly explored regions of the Koronus Expanse, past deeps beset by pirates and dread xenos, lie many worlds and strange phenomena which exist as the stuff of dark legend. Some of these uncharted stars were visited by a single Rogue Trader whose tales are doubted or dismissed by rivals as outright lies, while others are known only from dubious and apocryphal sources such as Thulean data-vaults recovered from Dolorium's voids in 741.M41, or the infamous prophetic visions of the Seven Witches of Footfall. Other fragments of contradictory lore relating to these dark zones are culled from even more untrustworthy sources, such as the muted astropathic whispers overheard on the warp's twisted eddies, the falsehoods of the deceitful Eldar, or the ancient myths of heathen worlds given over to darkness for millennia uncounted. Such areas are labelled only as "Here be monsters" on ancient charts, where only the foolhardy or insane would venture to seek their destiny.

The Calixis Sector

The Calixis Sector is a sector of the Imperium within Segmentum Obscurus. The Calixis Sector is a relatively young sector in terms of the history of the Imperium, having been founded from the worlds conquered during the Angevin Crusade that ended in the early centuries of the 39th millennium. The Calixis Sector is ruled by Sector Governor Marius Hax from his seat of power on the central hive world of Scintilla, and the realms he governs in the Emperor's name stretch from the coreward worlds of the Markayn Marches, Josian Reach, and Hazeroth Abyss to the Malfian Sub-sector and Drusus Marches which border the unexplored expanses of the Halo Stars and from which Rogue Traders and Explorators venture into those haunted and uncharted worlds.

The Calixis Sector is the setting for **Dark Heresy** and detailed information on the sector may be found in the **Dark Heresy** Rulebook and **Dark Heresy** supplements.

The Great Warp Storms of the Halo Margins

"Calixian history is littered with footnotes describing the lost and the dead who braved the Great Warp Storms beyond the worlds of Saint Drusus."

–from *The Voids*, scribed by Tarsimus of Archaos

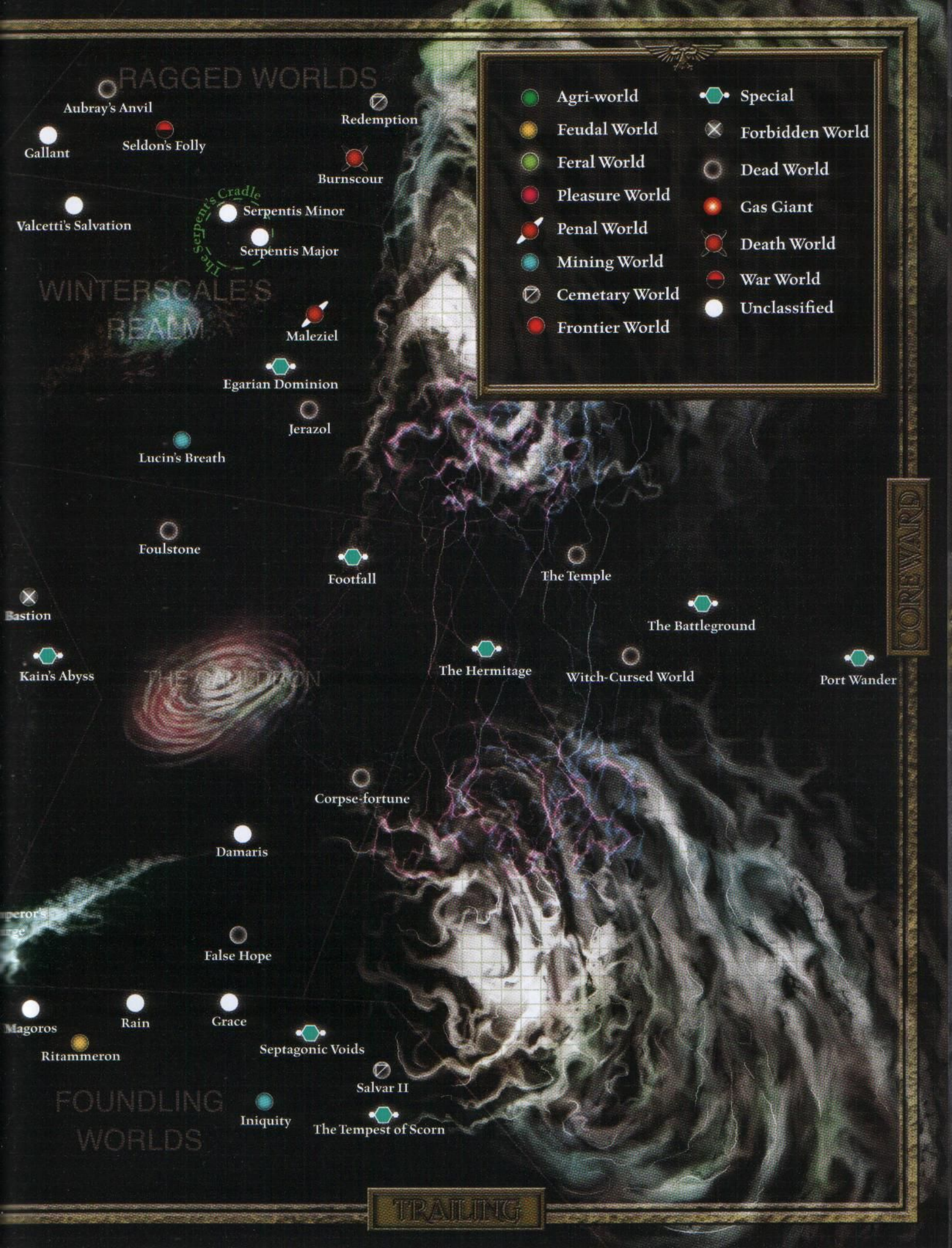
On the rimward margins of the Calixis Sector boil vast warp storms that have since ancient times barred passage into the Halo Stars. This barrier of raging tempests has claimed the lives of many who would dare to find new passage to the unexplored expanses. They ebb and flow with a ferocity and maliciousness that can lure even the most seasoned navigator to destruction in a sudden rending surge. Though these warp storms are referred to as a group, they are in fact an amalgamation of individual warp storms that clash, overlap, and occasionally consume one another. Passage through this mass of tempests is almost impossible outside a few stable routes that run through the storms like narrow threads of calm. Some storms have persisted for long enough that they have acquired names of infamy amongst those who travel and navigate the Sea of Souls. Of these, the most famous are the Void Dancer's Roil and the Screaming Vortex, which bracket the stable passages known as the Maw like daemon sentinels at the gates to a waiting hell.

The Void Dancers' Roil is a mass of subtly sliding drifts and beguiling currents in the warp that can lead the most seasoned navigator astray and carve apart the hulls of ships that dare their tides. It is said that ghost-ships have been sighted drifting amongst the Void Dancer's Roil, their hulls as pale as carved stone.

The Screaming Vortex is a boiling mass of warp turbulence and vortices that clash and grind against one another with unceasing fury and power, giving rise to a constant psychic wail that can be perceived by those sensitive to the flow of the warp. It is this dread wail that gives the warp storm its name. The character of the Screaming Vortex is that of a raging beast whose teeth clash and gnaw in a neverending search of food, and it is said by the void born that it has claimed entire fleets to satiate its endless hunger.

Nesting within or beside the Screaming Vortex and the Void Dancer's Roil are other lesser warp storms whose nature is permanent and distinct enough that they have acquired their own infamy and doom-laden titles. Some navigators who have strayed within or to the edge of the great storms whisper of the Deathveil as a strange cascade of unnatural beauty that will draw the mind of the unwary to within its soft and silent embrace never to return. Old voyagers into the Halo Margins of the Calixis Sector exchange strange stories of the pocket of stillness within the fury that they name the Whispering Storm, where the fingers of the dead caress the hull and forgotten voices whisper inside the minds of the living in voices of crackling static. These strange storms within the warp, and many others beside, all whirl and dance together and so create a wall within the sea of souls that cannot be crossed except by a rare few stable warp routes. The greatest and most easily navigated of these is the Koronus Passage, or "the Maw" as it is more often called, which passes through the Great Warp Storms and into the dark unknown of the Koronus Expanse.

SPINWARD
RIMWARD
Phainal Echoes
Vaporius
Delectus Nox
Naduesh
HEATHEN STARS
Raakata
Seven Dooms
Agusia
Zayth
Rune
Solace Encarmi
RIFTS OF HECATON
Sarator Prime
Lathimon's Death
ACCURSED DEMENSE
Undred Teef
Stompgit
Snagruz
Tusk
Krakskull
Undred
Pulsar 484 Scran
Illisk
Falcon's Fall Gami
Dolorium
Cobalt
Melbethe
Chasmed World
Last Known location of Hecaton's Fleet
Marwolv
Cinderhall
Hemelshot
Lacri
Ntharis
Concanid
Processional of the Damned
Orn
Yamakor
Callopius Magnus
Ramien
UNBEHOLDEN REACHES
Silverhammer
Choir
Frozen Sisters
Repton


RAGGED WORLDS
Aubray's Anvil
Redemption
Gallant
Seldon's Folly
Burnscour
Valcetti's Salvation
The Serpent's Cradle
Serpentis Minor
Serpentis Major
WINTERSCALE'S REALM
Maleziel
Egarian Dominion
Jerazol
Lucin's Breath
Foulstone
Footfall
The Temple
Bastion
The Battleground
Kain's Abyss
THE CAULDRON
The Hermitage
Witch-Cursed World
Port Wander
Corpse-fortune
Damaris
False Hope
Magoros
Rain
Grace
Septagonic Voids
Ritammeron
Salvar II
FOUNDLING WORLDS
Iniquity
The Tempest of Scorn
Agri-world
Feudal World
Feral World
Pleasure World
Penal World
Mining World
Cemetary World
Frontier World
Special
Forbidden World
Dead World
Gas Giant
Death World
War World
Unclassified
CORE WARD
TRAILING

Port Wander: Gateway to the Expanse

"A stinking, painted harlot who would see your blood flowing for a few coins, that she may be, but who cannot say that they love the light that is known waiting for the traveller returned from the void."

–Rogue Trader Cortin Blaine, captain of the Astra Veritas

Port Wander is a void station on the uttermost edge of the Drusus Marches of the Calixis Sector, rightly regarded as the last bastion of the rule of the Emperor this side of the Koronus Expanse. A place of desperate hopes and vain dreams; Port Wander teems with a transitory population of traders, spies, merchant factors, pilgrims, and missionaries amongst which move Administratum functionaries and minions of the Mechanicus, all feeding on the riches that flow from the realms beyond the warp storms in the Koronus Expanse. All who travel into the Koronus Expanse share one common experience in that they pass Port Wander. Be they the pious bringing the Emperor's Light into the darkness beyond the Imperium or black-hearted monsters searching for the keys to forbidden dreams, many will stop in the last place where the rule of the Golden Throne keeps the horror and possibility of the unknown at bay.

Port Wander was founded by the Imperial Navy in 917. M40 as a staging ground to investigate the loss of many vessels on the fringes of the Drusus Marches. With the discovery of the Koronus Passage in the late 40th millennium, the station grew in importance owing to its close proximity to the Passage. Its original role as a base for military operations was slowly forgotten, and Port Wander became a way station for those daring passage into the Koronus Expanse. Merchants and mercenaries began to choke the once- deserted corridors of the station, and strangers shook the dust of distant stars from their boots while trading wondrous things from beyond the Great Warp Storms.

THE STRUCTURE OF PORT WANDER

From a distance, the port resembles a small cityscape, with spires and cathedral towers arching upwards and a huge aquila marking its allegiance to the God-Emperor. Numerous long piers protrude from the sides with spider-like docking fixtures, ready to bring in a ship and anchor it to the station. Smaller shuttle bays dot the station where numerous small craft carry cargo and people between ships and the station. Deep crevasses run along the station, showing the slow layers of expansions through the many decades and the somewhat patchwork nature of many of them which includes parts from small vessels such as the nearly intact hull of the Solstice Imperialis, grafted onto one side of the station many centuries ago. Further construction and external maintenance is constant, with servitors crawling over areas of damage or expansion like flies over a bloated metal beast.

On the underside of the station are the main repair yards, where damaged ships can contract out for refurbishment and mending. The yards include entire sealed dry-dock bays, where smaller ships can be totally enclosed for more intensive work. Also along the station's keel are a variety of elaborate

and mysterious arrays and probes used by the Adeptus Mechanicus in their arcane research into the nature of the warp passage leading through the Great Warp Storms to the Koronus Expanse beyond.

Across the length and breadth of the station are lance emplacements, weapons batteries, torpedo launchers, and void shield generators, all placed for maximum efficiency and kept in readiness. In addition to these static defences, squadrons of heavily armed monitor craft are stationed near Port Wander, and warships from Battlefleet Calixis pass the port on regular patrol. Port Wander may be the gate to the Koronus Expanse but it is a gate that is guarded.

At any given time there are at least a half-dozen Rogue Traders docked at the station, as well as other merchant vessels, enormous transports, and numerous smaller craft moving into and out of docking stations like swarming insects. Other vessels move through the area, offloading raw fuel gases mined from the two larger planets or minerals and ice from the further reaches of the system. There are also numerous asteroids sharing its space, most of which have been turned into fuel depots, palatial manses and estates, crude habitats, storage facilities, ship yards, and other more useful installations.

The Rubycon II System

Rubycon II is the star system centered on a a bloated red star that is nearly a thousand times larger than Blessed Sol and burns a deep crimson. It is a dead system of two large gas giants whose pale surfaces flow with great typhoons that spread and die like bruises on flesh. These two planets are named the Ruby Brothers, and between the two planets lies a wide and dense field of asteroids that may be the remains of a lesser sibling planet whose death occurred long ago. This broken string of asteroids is a common hiding place for those wishing to avoid Imperial notice, and has become a meeting place for agencies of ill repute who would still chance the Koronus Passage to the Expanse. Beyond the orbit of these two bloated twin planets is Port Wander itself, set amongst a clutch of asteroids, many of which have been converted into other installations, ship yards, housing units, research stations, repair docks, and storage facilities. Surrounded by vessels of all shapes and sizes, it glows with the lights of hundreds of beacons and tens of thousands of souls. Beyond this island of life are the comets, untold hundreds of thousands of chunks of ice and soot, each a glittering mote in the heavens. Finally there is the true void, still and serene except for the silent roar of mighty plasma drives as ships pass in flight or in hope.

The Koronus Passage: "The Maw"

"It is a beast that swallows the apostate, the doubter, and all who ship with them. Better to slay the unfaithful than risk the dread Maw whilst such false wretches draw breath."

–Opening lines of the Voidfarer's Warning
from the Drusian Play

The Koronus Passage is a stable but dangerous warp route that passes through the Great Warp Storms separating the Calixis Sector from the Koronus Expanse. The Koronus Passage was discovered by a Magos-Explorator of the Machine Cult in the distant past, lost for millennia, and found once more by the Rogue Trader Purity Lathimon at the very close of the 40th Millennium. The Passage links Port Wander and the Drusus Marches to the great star Furibundus and the void colony of Footfall—and beyond Footfall, the Koronus Expanse beckons.

Superstitious voidfarers call the route "the Maw." To their eyes the Maw is a beast made of warp storms, cunning and malicious, whose crushing gullet must be braved by those who seek to break through to the Koronus Expanse beyond. Many have died in trying, and traversing the Maw remains harrowing despite centuries of experience gathered by Navigators and Rogue Traders. Some say this ill-omened title came from the first to survive the crossing—andthat they returned wild-eyed, at the edge of sanity, and few journeyed to the voids again.

The possibilities of a passage through the Great Warp Storms were first recorded by Abenicus, insane Navigator of House Benetek, and have gripped the hearts and minds of Rogue Traders ever since that time. Vast riches and a way through the Great Warp Storms were once a lure to the brave and foolhardy, and many died for pursuing what they believed to be the truth. In time, cautious steps into what would be called the Mawlaid the groundwork for the Stations of Passage that guided steps of those passing through the Maw. Later, during the Mistaken Age of the early 41st Millennium, Navigators learned to read the Maw and its moods—to see signs in the warp for what they were and so avoid the sudden, sweeping maelstroms that doomed earlier explorers. The Stations of Passage fell into disuse, save as refuges from unexpected upheaval in the empyrean, and as covert rendezvous points for plotting Rogue Traders.

In the present times the Maw is a rite of passage for Rogue Traders of the Calixis Sector. A Lord-Captain may bear the greatest Warrant of Trade ever seen in Port Wander, but until he harrows the Maw and survives to see the raging light of Furibundus at its farthest end, he is no better than a common Free Trader in the eyes of his peers.

The Stations of Passage

The Stations of Passage are locations within real space at which ships can safely drop from the warp while navigating the Maw. Rogue Traders religiously avoided certain Stations, and some still retain an ill reputation. Many of the Stations are clear voids, howling streams of energised gas, or the outskirts of dead systems. Others are more intriguing, however.

The Temple

The Temple is a dead system at the very outskirts of the Great Warp Storms, a short warp jump from Port Wander. It is a strangely symmetrical, almost artificial system of perfectly spherical rocks several hundred meters in diameter orbiting a sun that is a cinder of dense matter. Nothing else exists—no dust, gas-streams, or worlds. The Temple is so named either because of a long association in voidfarer myth with the Temple card of the Sybillan Emperor's Tarot. The card signifies the commencement of a blessed endeavour but also the passing out of the realm of the sanctuary of the known.

The Witch-Cursed World

The Witch-Cursed World is a large rocky planet set alone without a star to orbit in the deep void like a bauble discarded by the whim of a god, its atmosphere frozen to glaciers upon its surface. Whether it is an exile from its former system or was formed within the lightless void is unknown. No crew will stand for a long stay in these voids—it is an ill-omened place.

The Battleground

Legend has it that the Battleground was an ancient wreckage field even before the Rogue Traders Trame and Ettimus Lathimon fought here to mutual destruction over the Ragged Worlds. A vast span of debris swirls slowly under dim starlight, most of it Imperial, spread across the empty void. Every crew has a dozen tales as to what happened here long before Rogue Traders traversed the Maw.

The Hermitage

In the midst of the Mistaken Age, a tiny Ministorum sect paid vast sums for Trame Lathimon to carry them and their void-station Hermitage out into the Halo Stars. Lathimon cast the hermits forth from his holds at the Conclave, a station then known for the frequency with which vessels met to trade for rumours of what lay beyond. The outer reaches of the Hermitage have crumbled and opened to the void, but a few hermits still come to dwell here. Rogue Traders have long left ciphered messages at the Hermitage for their allies, hidden at prearranged points within the void-station. The richly decorated central transept is sometimes used as a neutral zone for clandestine trade, the parties standing before a bluestone altar, platinum aquila, and perfectly preserved banners depicting the victories of Saint Drusus.

Furibundus

"A lamp of fervour shines upon the white gate
Not held by the greatest saint to mark the way
But hung alone to banish enfolding shadows
That beset the Emperor's true servant upon the fated path"

–Translated from the prophetic verses of Abenicus

The light of Furibundus marks the far side of the Great Warp Storms and the beginning of the Koronus Expanse. It is a huge and primal stellar mass, far brighter and more energetic than any star should be. Its fires rage so fiercely that the cataclysmic energies unleashed within cause vast bulges of burning plasma to distend Furibundus's form, writhing as though immense beasts fight within. The outer envelope constantly tears and ripples, throwing off huge flaming masses into the near voids. Furibundus is surrounded by shells of remnant gas expanding outward, each a remnant of the star's outermost layers.

The Imperial presence around Furibundus clusters in two locations: the stonework void-settlement of Footfall, and the Adeptus Mechanicus temple of Altar-Templum-Calixis-Ext-17. Footfall's ornate, tethered structures orbit at a sufficient distance from the star to be safe from the lethal ribbons of solar plasma, and for void-ships to operate with little impediment. Further inwards, close to the primal roar of Furibundus, there is a planet set in a frantic orbit and blasted to molten rock over and again by its proximity to the bloated star. The only way it can be seen is by the shadow it casts on the movement of plasma-ribbons. This is Altar-Templum-Calixis-Ext-17, and it is here that the Mechanicus hide a heavily shielded fortress-temple, within which Tech-Priests study the secrets of this furious star.

Footfall

"You sir are a liar, and while you may command a flotilla of warships, the fact is that right here and right now there is just you and me and this hammer. So, let us hear no more of what you do not know and proceed to what you do know."

–Doronal Casius, "Prince" of the Kasballica, in conversation with Rogue Trader Hiram Sult

The settlement that was once Dewain's Footfall, and now simply Footfall, is a tethered network of hundreds of stone structures floating in Furibundus's voids. It is a mass of buttressed temples and plasma-pitted fanes whose towers jut out at all angles into the void. Most are linked by enclosed stonework tunnels and arch-bridges, in addition to huge steel chains. At the very centre is tethered a huge macro-statue of the God-Emperor, larger than many warships.

Many of Footfall's buildings would not look out of place upon a planetary surface, while other spiral mazes and winding tunnels of unsupported stone would fall apart under the tug of gravity. Sections of Footfall have no gravity, and many have

fluctuating levels of generated gravity. The few structures that have their own stable grav generators are highly desired prizes and are fought over by the most powerful factions, changing hands over the corpses and regrets of their prior occupants with alarming regularity.

Over the centuries since its establishment, Footfall has become a lair of villainy and intrigue, the descendants of its original population of stoneworkers and Rogue Trader vassals now far outnumbered by less-reputable newcomers. Here, religious fanatics rub shoulders with assassins, spies, fugitives from Imperial justice, narco-tribesmen, rowdy crew on furlough, and a wide range of disreputable merchants. Beneath this tumult of lawlessness can be found and an even more shadowy world: hereteks, cultists, unrestrained criminals, unsanctioned psykers, and worse. Here a thousand forms of deadly intrigue can be found, and anything from a starship to a human soul can be bartered in Footfall—for a price. It is for precisely these reasons that many great powers and factions from the Calixis Sector maintain secretive agents in Footfall: the Administratum, Battlefleet Calixis, the Great Houses of the Imperial Nobility, the disciples of the Dark Gods, the Ministorum... and perhaps even the Holy Ordos of the Inquisition as well.

For the Rogue Traders and their agents, Footfall has many uses beyond those of a simple port. These individuals come to learn about competing interests, find an array of illegal services unavailable on Imperial worlds, send forth trusted crew to carouse, gather new recruits to replace those lost to the void, and participate in deadly intrigues to gain an edge in the exploration of the Koronus Expanse. It is also a place where a vessel can shelter to refit and repair damage in relative safety, provided a Rogue Trader can abide the thousand assorted scum who might flock about, or the dubious strangers who will swarm their injured vessel and toil upon its hull for a few thrones apiece—or the hereteks whose price is far higher but whose "no questions asked" expertise makes them worth the daemon's bargain to hire.

Winterscale's Realm

"It is a place of graves and grinning skulls. Its wealth is its curse on all who seek it, for who could not look upon such wealth and not think to spill his brother' s blood to possess it all?"

–Vilius Hope, voidsman

Winterscale's Realm is one of the most explored and exploited regions, and one that has delivered both fabulous riches and early death for the unwary in equal measure. Winterscale's Realm is a region defined by the stars explored and charted by Sebastian Winterscale in the early centuries of the 41st millennium. It is composed of a few coveted worlds sitting like islands amongst the darkness of the unknown. Rogue Traders have traversed the Realm's breadth a hundred times, but even so, its farther reaches and troubled warp regions remain unmapped. Though only a handful of worlds within Winterscale's Realm have been even partially explored, these have proven to be fat with riches and treasures. It has lured those whose goal is only wealth, and has become a battleground between rivals for its bounty. Gems, precious minerals, exotic death world beasts, xenos artefacts, and many more rarities have poured into select coffers of merchant cartels and noble backers in the Calixis Sector and beyond, thanks in no small part to the Winterscale Realm's tireless explorers.

THE THOUSAND CHARTS

Winterscale's' Realm is named for the Rogue Trader Sebastian Winterscale who first explored and charted many of its stars. Those who venture into Winterscale's Realm do so in the main because of the legendary wealth it is said to harbour, but also because it is one of the most haphazardly charted regions of the Koronus Expanse. There are many Navigator clans who hold many more charts of Winterscale's Realm; most such records agree in part, though some are wildly divergent. The few points of agreement between these charts thus indicate the worlds, stars, and warp routes that are generally agreed to exist, at least insofar as the explorers of the Koronus Expanse are concerned. The other charts are considered to be flights of fantasy, and their navigational data to be nothing more than a vile trap to lure and destroy the foolhardy. Many believe that the reason for the profusion of misleading and contradictory charts of Winterscale's Realm is simply a by-product of several centuries of Rogue Trader activity. But a few whisper in the obscura dens of Port Wander that all such charts are true, and if combined using the correct cipher, they would reveal the true extent of Sebastian Winterscale's exploits and the hidden riches of his realm.

Blood and False Gold

The proximity of Winterscale's Realm to the Koronus Passage, the tales of its wealth, and the relative abundance of navigational charts—albeit of dubious accuracy—mean that explorers and merchant concerns and renegades are drawn to it, willing to fight for fortunes that might be no more than fancy. Winterscale's Realm is soaked in the blood of rival claimants to worlds and resources, and every glittering prize carried back into Calixis Sector has to be bought in death and slaughter from those others who would claim it. Weaker Rogue Traders, fearful of greater risks, may come to Winterscale's realm hoping to grow slowly wealthy from its resources while remaining close to the light of Imperial domains. Any who does not come armed and prepared for battle, however, is a fool who will not see the lights of Port Wander again. The graves of the naïve, arrogant, and unlucky litter the stars of Winterscale's Realm and offer mute testament to this untamed cauldron of death and greed.

Burnscour

"Death dripping down in the rain, blood and the scream of beasts: that is all I recall of that place."

–Mesenicus Var, mercenary captain of the entourage of Rogue Trader Hiram Sult

Burnscour is a death world of roaring storms, jungles, and strange beasts. It is no place for men, as the steaming rain alone eats at metal and breeds strange fungus on exposed flesh, and the sap dripping from plants is lethal or viciously toxic. Yet the beast trade has found a foothold upon Burnscour, carried there at exorbitant rates by Rogue Trader vessels and illegal, unsanctioned merchant craft. They come to Burnscour to stock the ever-hungry fighting pits of the distant Calixis Sector with saurian leapers, gargantipedes, and other horrors of fang and maw. Hunter retinues clad in bulky suits of vulcanised rubber stalk the jungles in search of exotic xeno predators for the fighting pits, ever watchful for creatures that will make the most lethal attractions on far-off hive worlds of the Imperium.

Fecundity and Ferocity

There are no permanent structures on the surface of Burnscour—only the slowly dissolving metal carcasses of landing craft brought down by the planets storms, the few melted ruins of structures built by fools, and the swaying jungles ever growing beneath the caustic rain. From the uppermost leaves of its canopy to the ground, the jungles of Burnscour are a choking mass of countless plants: trees with dark waxen leaves and trunks covered in barbs that weep thick sap the colour of bile, blooms of fungus as pale as milk, thick creepers from the branches of trees, delicate flowers the colour of livid bruises on pale flesh, which open at the touch to expose waving fronds that fill the air with a heady scent that dulls the mind—all these and thousands more species swarm and choke the surface of Burnscour.

Beasts stalk through the nightmare jungles of Burnscour. Things of every sizes, all perfectly adapted to the hellish environment, live here in vast numbers, from beetle-like creatures who gnaw through flesh or bark to feed on blood or sap, to the strange six-legged stalkers the size of three grown men but scuttle silent and invisible though the branches of the middle canopy. Almost all are capable of killing any human that steps onto the surface of Burnscour. The lethal nature of Burnscour's native creatures is both the planet's curse on any who might wish to establish surface habitation on there, but are also the prize that draws many to it.

The Lure of Beasts

When men come to Burnscour, they come for the beasts. So little does the jungle and rain tolerate the presence of man that beast-hunting parties are usually dropped onto the surface of the planet and remain for as little time as possible before hailing their waiting drop craft with a homing beacon. These hunters and their ferocious harvest are often hauled off the surface into hovering dropships that never touch the surface. Others defoliate the jungle with anti-plant bombs and heavy flamers to create brief landing clearings—which are swallowed again by the jungle within days. Dangerous it might be, but the price commanded by hunters for living beasts of Burnscour is enough to blot out the tales of hunting parties vanishing, never to be seen again, or the whispers of the things that stalk unseen beneath the dark leaves and hissing rain. It is said that even the feared Beast House of the Calixis Sector has invested a small fortune to secure constant supply from Burnscour. Such are the prices that its predators can command from the wealthiest and most discerning patrons.

The Egarian Dominion

"If proof were ever needed that some darkness best left undisturbed lurks amongst those haunted stars, then I could offer no better than those dead and dry worlds. To the wise they would suggest that curiosity is indeed the greatest of sins."

–Inquisitor Marr, speaking of the discoveries of Rogue Trader Sebastian Winterscale

The Egarian Dominion was once a populous xenos domain that spanned a handful of close stars. Many millennia past, the alien civilisation that dwelt in this domain fell victim to a nameless doom that left only empty, desolate worlds and crumbling structures in its wake. The principal worlds of the Dominion are dry, cool desert planets, covered by tightly-packed structures that form a vast maze in three dimensions, walls and corners hundreds of meters high and extending in belts for thousands of kilometres across the desert plains. These claustrophobic xenos complexes are buried by wind-blown sand and dry soil, their borders ragged cliffs that mark the edge of lowland deserts. Egarian building materials glisten with rainbow light as though oily, even as they crack and crumble with age. They somehow channel the light of Egarian stars, and even the deepest regions of the xenos hives are lit with a disturbing, shifting glow. The passageways are cramped for humans, and the hive mazes are empty, as though the xenos and almost all their works simply vanished overnight. The only sound is the moaning of the wind as it blows through enclosed maze-spaces and across desert outcrops.

The Murdered World of Jerazol

"There is no crime too terrible, nor act so monstrous that man will not commit given a sufficiency of conviction and self interest."

–ancient Terran proverb

Jerazol is a desolate world of ash and charred bone. It is a world, tales say, murdered for greed and spite. Discovered by a pious Rogue Trader whose name does not survive, Jerazol was verdant, fertile, and supported a population of humans whose culture had developed to a primitive tribalism. The unnamed Rogue Trader was determined to bring the population back into the light and dominion of the God-Emperor. He began the process of tutoring and civilising the population, while purging it of any trace of deviancy or corruption. Not long after Jerazol was discovered, it was also found by other explorers, who believed that the primitive humans where hiding wonders of lost technology in warrens beneath the earth, built by their forgotten ancestors who first came to the world from across the stars. These machines, they said, were worth any price in blood and death, and when the nameless Rogue Trader stood against them, they destroyed his vessels, letting their wrecks fall to the surface of Jerazol like the burning tears of a god. Then, it is said the murderers bombarded the world, burning its surface to ash and choking its atmosphere with smoke. The tales do not agree as to whether the despoilers found the technological treasures they sought. Some say they unearthed such wonders that they rose to the highest tiers of power within the Imperium, others say that they only found ash, bone, and mud and that they cursed the dreams that had brought them through void and madness to murder a world for nought. No matter the truth of the tales, the burned and dead world of Jerazol exists as testimony to the price that can be paid in search of the riches of Winterscale's Realm.

The Foundling Worlds

"It is a place cloaked in storms, where the ghost lights of false stars lure you to a depthless nothing. It is a place that wants us not, and will see us dead for our daring its bounds."

–Navigator Helias Yeshar speaking of journeying into the Foundling Words

The Foundling Worlds lie beyond the Cauldron, a lesser warp storm whose baleful churning might be seen as a warning against further exploration. By strange accident of fate, the Foundling Worlds cluster, although relatively close to the Koronus Passage, was not visited by Imperial ships until several centuries after the opening of the Koronus Expanse to exploration. Amongst voidfarers the Foundling worlds are described as a cursed place of sudden warp storms, temporal distortions, and strange stellar phenomena, and it is said that nothing will come to any good that is undertaken within its bounds. That is not to say that none have tried to probe the mysteries of the Foundling Worlds or tame it through colonisation and exploitation—but even after a route into this storm-wracked region was established, most of its stars and planets remain unexplored. Those few endeavours that have been made to establish settlements or to harvest the wealth of the Foundling Worlds have met with disaster or misfortune.

LOST TO THE STORM

It is extremely difficult to navigate a course into the Foundling Worlds, even if one is following a charted route. The warp trashes and twists as if trying to throw a ship onto another course, and furious tempests suddenly appear and claw at a ship's Gellar Field. At other times the cluster gives rise to strange pockets of stillness that hold ships becalmed. Even established routes are unreliable, sometimes appearing to vanish altogether or suddenly lead to different locations. Many ships have been lost trying to make passage into the Foundling Worlds, and with every craft lost, the evil reputation of the Foundling Worlds grows. The strange localised nature of the storms, and anomalies that enfold the Foundling Worlds, have led some amongst the Navigator houses to privately speculate that the region is hidden and protected by something that does not wish its worlds violated by human presence.

CURSED ENDEAVOURS

The Foundling Worlds are littered with the dead carcasses of hopeful attempts to wring profit out of its stars: derelict space stations not crewed for centuries, shattered outposts inhabited by the burnt and dried corpses of the dead, feral colonies of humans who have turned from the light of the Emperor. All are a testament to the belief among many who explore the Koronus Expanse that all endeavours in the Foundling Worlds are cursed. With each passing decade, a bold new generation scoffs at the tales of older and more wary explorers and set their plans amongst the Foundling Worlds. Some prosper for a time, but fate is inexorable, and the malignancy of the Foundling Worlds is patient; in time, all are undone and their fortunes with them.

Grace

"Hunger unwound what little hope was left and moved us to what humanity would not once have contemplated."

–Comdeus Canto, survivor of the expedition from the Inferno's Child

Storm-ridden Grace is circled and shrouded by swirling clouds and hurricanes. Continual gales carry the spores of its simple fungal life far and wide amidst lightning and frozen hail. Beneath the storms, the peaks and valleys of Grace's jagged surface form a stark, beautiful landscape that was once dotted with the proud structures of a colony founded under the authority of Rogue Trader Aspyce Chorda. From behind void shields and armoured crystal viewports the colonists, drawn from the wealthiest exiles of Imperial nobility and the most successful of criminals (a distinction between the two being not always easy to draw) gazed out on the beauty of the world that was their sanctuary from blood wars, vengeful rivals, and the iron fist of Imperial justice. The world of Grace is still just as beautiful, but the colony palaces lie in ruin and its pale-eyed people scuttle in the shadows, harbouring a terrible secret.

A Colony of Arrogance

Grace was a colony world founded not for the expansion of the domain of the God Emperor, but to serve the greed and arrogance of Rogue Trader Aspyce Chorda. The colonial palaces built on Grace were palatial fortresses for Imperial exiles of wealth and means—those worthies secretively brought to the edge of the Imperium by the Cold Guild, stored in frozen vaults for their journey and returned to life in the depths of Port Wander. Rogue Trader Aspyce Chorda swelled her coffers accepting fugitives into the world she had claimed and giving them leave to build their armoured palaces on Grace. At further ruinous cost, she provided the exiles with illegal slaves from Footfall, provided them with the finest foods using the lesser ships of her fleet, and allowed their spies and agents to pass to and from Imperial space in the holds of her ships. It was, for a time, a paradise of the wicked, but it did not last.

The Eaters of the Dead

It is said by the pious that in time no sin goes unknown or unpunished in the God-Emperor's sight, and the punishment for Grace was terrible indeed. Vessels of Aspyce Chorda carrying supplies to Grace were destroyed by a warp storm that rose up, swallowing them whole and sealing passage to Grace. The world itself was a pleasurable and beautiful refuge and had no capacity to produce its own food. For a time the exiles and criminals contented themselves with the false hope that supplies would come, and then when they did not, they turned on one another, sending their vassals to loot and burn other palaces and strip them of supplies and food. In time only a few of the many colony palaces were left, and these had become ugly fortresses against the predatory raids of the few others that persisted. When even raiding could not feed those who remained, they turned to eating their dead—firstthose who had been slain, and then those who still lived. So it is that the few debased colony palaces harbour those who eat human flesh, and they are always hungry. Some have beacons that broadcast distress calls out into the void, seeking sustenance from unwary travellers.

Rain

"There is no hope now; I have heard the voice calling. It is calling to me from the storm in the sky, and spoke of trespass and blood, and hearing it I know it is the truth."

–extracted from the final astropathic message broadcast from prospecting colonies on Rain

Rain was a colony world of wet grasslands and high plateaus in the Foundling Worlds, its flora and fauna inedible but otherwise harmless. Small prospecting and bio-augury colonies were established by a number of Rogue Traders in the late 8th century of the 41st millennium. They found little of interest in the ecology of the planet and even less of value beneath its covering of loamy earth. The last scraps of astropathic reports from the prospecting colony talked of structures they had found in the dense forested areas of the planet but gave no other information except a note that the rain made a strange noise when it fell near them. Nothing more was ever heard from the colonies apart from a single garbled astropathic broadcast that raved about pale figures in the rain and sleek shapes in the clouds.

Iniquity

"By this blood I swear my soul and heart to the blackness and to the Iron Scourge."

–from the oath of the Iron Scourge fraternity

Iniquity is a world of huge mountains rising from an acid sea, orbited by a fractured moon. In warrens burrowed into the dark rock of the mountain lurk thousands of renegades and scum of the worst kind. It is a world that exits to feed its feral

packs of Chaos raiders with metal and supplies, who return with captured prisoners to toil in the foundries and poisoned mines. There is no lore on Iniquity save the lore of might and murder, and its brutal society is split into fraternities bonded by blood and pledges made in unholy tongues. These fraternities control the mining and smelters in the deep reaches beneath the mountains and watch over the toiling armies of captives whose lives are best if they are short.

Long ago mines were established on Iniquity, burrowing into the mineral-rich rock despite thousands of lives lost to rock falls and poisoned gas pockets. That time was ended when the indentured workforce rose up and slaughtered the mine overseers and daubed the dark walls of the mine workings with their blood. Some attempt may have been made by the backers of the mining operation to regain control of Iniquity, but if there was, it remains unrecorded, and its failure is obvious from the evil tales that seep like a blood stain though rumour and whispers even to Port Wander. To this day none has ever succeeded in cleansing Iniquity—though many have tried and failed to return.

Charnel Stars

"Only we few shall see what lurks beyond those terrible passes and beyond those dark and glittering gulfs. Be it death or ancient majesty, we shall tread the void and see what lies that little further."

–Aleana Howsian, Rogue Trader, address to the crew of the *Samarkand*

The corpse-embers of the Charnel Stars beckon explorers of the Foundling Worlds, promising dead worlds and unknown treasures. No Rogue Trader is known to have found a route through the twisting, malicious warp of that region, not yet. The secrets and riches that wait in the baleful light of those evil stars have beckoned to explorers for centuries, but all have failed to penetrate into the Charnel Stars. Many of the boldest have perished in their attempt to approach the seemingly unassailable void.

The Accursed Demesne

"Pride has conducted us unto death, and torment awaits all who follow in our steps."

–attributed to Faith Laithmon

In ages past, man believed that all evil and corruption in the Koronus Expanse emanated from the Accursed Demesne: ills in the warp, energies that blasted life from worlds, clusters of stars that seemingly died together in unnatural cataclysms, misfortunes, ghost-vessels, and the ravening Ork. Wise Rogue Traders shun these voids even now, and little is known of the worlds deep within the Accursed Demesne. Common voidfarers live in terror of the Demesne and the ill fortune that flows from it. They whisper tales of xenos tombs upon Lathimon's Death, cursed Dolorium, and the domain of the fearsome Ork beyond.

Stars and Courses Uncharted

The Accursed Demesne is a vast and uncharted region into which few have voyaged and returned. Few routes into the Demesne exist, and those which are likely to be accurate are jealously guarded by the Navigator clans who first found them. Other fragments of warp navigational information are highly inaccurate and likely to prove lethal to both Navigator and ship, should they be followed blindly. Those who decide to voyage into the Accursed Demesne do so in the knowledge that they are stepping into the true unknown where their fate is subject to the wildest chance and where they may find ruin as easily as fortune. To a bold and ambitious soul, however, the Accursed Demesne is a place of possibility poisoned by a dark reputation.

Lathimon's Death

"Above the tomb were scrawled in blood, that had dried and flaked in the wind, words I will take to my own grave, and I fear even there I will find no release from their dread import."

–from the personal journals of Balastus Irem

Lathimon's Death orbits one of the Cineris Malificum; a string of star embers surrounded by shells of thinned star-matter cast out from their ancient demise. This chill world, upon which Faith Lathimon and a hundred others died in ways that were never recorded, bears great cyclopean structures, columns, and avenues spread across its darkened surface, so worn and covered by the dusts of time that they appear to be hills and valleys. Only a few are said to have visited this dread world, their names including Balastus Irem, slain by the Inquisition, and Rafe Longinus and Eduard Majessus, who vanished without a trace into the dark regions of the Koronus Expanse.

Processional of the Damned

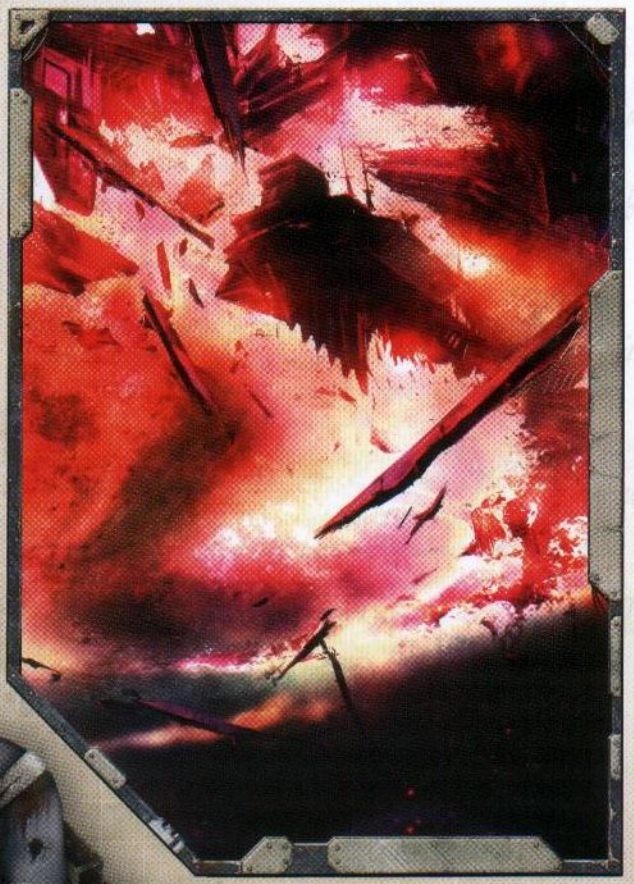
"Have you never wondered where the lost go? Not the dead, but those lost to hope, and lost to all that holds us to these tattered fragments of life? No, I see that you do not think on this. Neither do I, for I have seen that place, and know that to it I must go in time, as will we all."

–from the last confession of Navigator Conrad Nostromo before his execution by the Ordos Calixis

There are dark places amidst the Halo Stars, cursed or beyond understanding, where the very voids reject the hand of man. The unnamed

system that hosts the Processional of the Damned is one such place; it is a blighted void, a few barren worlds circling a bright and turbulent star. Closer in to the solar energies is the Processional: a thin orbiting chain of wreckage, warp-crushed space hulks, and dead vessels of a hundred different xenos origins. If the myriad docks of the Segmentum Obscurus each launched a new vessel at the very same time, that vast fleet might approach the scope of the Processional. The currents of the warp have cast these uncounted thousands of sorry wrecks and ship-ruins here, perhaps for longer than mankind has travelled the stars—perhaps for longer than mankind has existed. Ghosts and other warp-echoes orbit with the Processional, bound to the wreckage and the dust of their remains.

There are many tales of the Processional. The past crew of Rogue Trader Wrath Umboldt spins one such yarn about how his vessel, the Righteous Crusader, came silently to the outer reaches of the Processional system whilst upon an expedition far beyond cursed Dolorium. The very void of the system was haunted: presences stalked the crew on darkened decks, foreboding patterns swirled in the auspex grids, and the Crusader's machine spirits become disturbed. Moaning astropaths of the Crusader's choir were sedated whilst devices failed and unexplained energies crackled about the warp engine. Umboldt pressed onwards into the Processional, and at his order men packed themselves into salvage craft and launched into the Processional. Some returned with great treasures and strange xenos artefacts, some with crew driven mad and babbling, but most did not return at all, swallowed by the Processional of the Damned, or lured into frozen emptiness by auspex-ghosts and failing tech-devices.



Undred-Undred Teef

"There are beasts among the stars, beasts that would crush our lives, make ash of our worlds and break all that we hold sacred. The beasts wait in the dark and shunned reaches like the things glimpsed in the forests of old, things that looked out with red, shining eyes and hearts filled with the joy of ruin."

–from Remarks on the Nature on the Unknown by Estivan Mauritin, advisor to Rogue Trader Hiram Sult

The Undred-Undred Teef is a tract of systems at the heart of the Accursed Demesne that is a nest and breeding ground for Orks. Only a few of the boldest—or most foolhardy—of explorers have ventured into this place, but those who have speak of worlds held in an embrace of filth and wreckage, ringed with clouds of debris and wreckage from which Ork ships arise like flies, their brutal prows bristling with weapons and decked in grinning-skull war paint. Beneath their mantles of scrap and crude defences are worlds poisoned by the spoils of Ork industry and on which the Orks constantly slaughter one another over looted debris, competing to construct weapons, slab-sided forts, and massive machine-effigies. From these worlds the Orks have, in the past, sallied in search of booty and raw materials for their growing armies.

The warring Orks of the Undred-Undred Teef are split into gangs, warbands, and clans that are lead by ever more powerful individual Ork Bosses. Orks constantly strive to overcome and dominate their fellows, with the most successful and powerful Bosses growing in size to mirror their status.

Undred Undred Teef is unusual amongst Ork-held systems—it is home to many more numbers of rich, arrogant Orks known as Flash Gitz than normal. Some suggest this may be the Ork's evolutionary response to the opportunities of the Koronus Expanse, though no one knows for sure. Flash

Gitz are infamous for their love of treasure and are always interested in opportunities to raid and pillage. Flash Gitz are not above treachery, murder, or other shifty strategies to accumulate wealth and more powerful wargear. Some Flash Gitz will even hire out to other xenos races. Many of these Orks take up the life of a Freebooter to get their hands on even more ill-gotten gains. Thus, Undred Undred Teef is home to hordes of Freebooterz, and these piratical Orks dominate the greenskin hordes of this region.

Hulking Kaptins emerge from time to time, cunning beasts who lead their followers forth from Undred-Undred Teef across the Koronus Expanse in search of new loot for the clans. Mercifully these few powerful individuals have only been able to command a fraction of the Orks of Undred-Undred Teef, but at the heart of this domain something is growing in power.

At the centre of Undred-Undred Teef is a world where Orks have bred in greatest numbers and where the battle between them is fiercer than on any other. Powerful bosses and Freebooter Kaptins gather here to test their mettle in the greatest fight in the Expanse. With every passing cycle of conflict, the number of bosses grows fewer, and those who remain are more powerful and grow to ever greater size. In the brutal tongue of the Ork this place is called Tusk and it is the true heart of Undred-Undred Teef.

Above Tusk's surface a huge space hulk orbits, and millions of Orks and their smaller breed work under the direction of so-called Meks, fitting engines and weapons looted from the ships of other races or built in workshops scattered across Undred-Undred Teef. No individual Ork knows what compels them to gather here, but in every cell of their flesh they know Waaagh! is gathering, and all that it waits for is an undisputed boss to emerge from the crucible of inter-Ork warfare. The Orks are poised on the edge of a great Waaagh! of destruction that, if not stopped, will shake the expanse and the reaches beyond.

The Heathen Stars

"This is an age for the godless. Better to die a without faith beneath a darkening sun than bend one's knee to those who would have us call them gods and devour our blinded souls."

–words of the apostate Lucius Greer

The Heathen Stars are a diffuse region of old stars that burn with a darkening light and whose worlds have been inhabited since times long past. Human societies and communities long separated from the greater body of humanity dwell in the Heathen Stars. These communities know nothing of the divine light of the God-Emperor, and some strange cultures harbour strange technologies from Mankind's lost past. It is possible that these scattered human domains are the remains of one or more greater empires that have long since vanished, leaving these fragmentary enclaves like detritus left behind the retreating tide.

Tenuous routes have begun to be established from Winterscale's Realm to Naduesh and Zayth of the Heathen Stars, but the remainder of these fallen worlds are a matter of mystery and rumour. Rogue Traders have barely touched upon the treasures of the Heathen Stars, and have yet to bring the word of the God-Emperor to the human communities. A billion heathen souls await the coming of missionary zealots and great auto-temples dropped from orbit. Some speak of great treasures upon dead worlds, whilst others lust after the myths from a lost age kept secret by those who dwell in the baleful light of the Heathen Stars.

Agusia

"Death is a land into which we will all pass in time."

–ancient Terran proverb

Agusia is a tomb-world that circles a dim red star. A lost human civilization transported their dead to Agusia for millennia, and in doing so turned it into a necropolis world. The vast ruin-deserts and spire-mountains of Agusia remain desolate, eroded, or half-buried by wind-driven dust, empty of all but the remains of a long-distant past. Every part of Agusia's surface is buried beneath strata of crumbling edifices and seas of dust eroded from the ancient stonework. Every chamber is a sepulchre of great antiquity, every space a mausoleum. The decaying upper tomb-spires and kilometres of compacted ruins beneath contain the material echoes of a trillion souls.

Agusia remains almost untouched by explorers with the sole exception being a small expedition of Disciples of Thule sect of the Adeptus Mechanicus, who has penetrated in to the catacombs beneath the icy deserts of the northern polar zone. So far the Thuleans have investigated only a small fraction of the world, and vast amounts remain hidden and undisturbed. Yet what the Tech-Priests have discovered is both wondrous and puzzling: ornate sloping tomb-fanes, huge dormant prayer-mechanisms of a dozen varieties, mausoleums efficiently filled by stacked biers, impassable walls of black-green metal set with intricate silvered magnetic runes, ornate hololithic displays of abstract art somehow still active after millennia. What wonders or terrors lurk in the unexplored portions of the world remain to be revealed.

Naduesh

"We do not know what our ancient ancestors' purposes truly were. We have only the tools they made to realise those purposes."

–aphorism dictated by Paracelcus Thule

Naduesh is a human-inhabited world planet of hot, dry plains and enormous, sprawling mega-cities that are now little more than ruins but which speak of an awesome and now lost

technological achievement. The mega-cities of Naduesh are maze-like warrens beneath an arching dome supported by huge pillars and walls set with massive bastions. Every part of the whole is set with structures that cling like gargoyles and riddled by vaults and tunnels. The bulk of the planet's population follows a tribal existence away from the cyclopean mega-cities, following herds of herbivores that sustain and clothe them while viciously warring with each other for honour and bloody sport. The people of Naduesh have little understanding of the relics of technology left behind in these ruins, and seem unable to fully rebuild their society. The sounds and structure of the Nadueshi culture indicate a distant root in High Gothic and tie the population and its ruined mega-cities to a now lost age of Mankind.

The most influential of the human population on Naduesh dwells in Marajur, an immense enclosure of ruins thirty kilometres broad and three kilometres from ground wreckage to crumbling vaults high above. The interior space of Marajur gapes empty between its support pillars, and the curved ceiling vaults are set with enormous mosaics. The entire structure is large enough for its own weather systems, the haze of distant wall-bastions broken by white cloudsand sudden warm showers. As awe-inspiring as it is Marajur is a shadow of its former self: its base structures are ruined, its upper vault braces failing. With each passing year another of the upper vault structures tumbles down.

Despite its fallen status, Naduesh is used as supply point by many human renegades and outlaws in search of provender beyond the reach of would-be hunters, trading weapons and slaves in return for livestock and fresh recruits from the planet's feral warriors.

Zayth

"Of what wars waged beyond the Emperor's light we will never truly know and can only look at the wreck of the overgrown battlefield and wonder at what has passed."

–remark dictated by Rogue Trader Hiram Sult

Zayth is a world scarred deeply by war. Enormous vehicles the size of cities churn the surface of Zayth's single macro-continent. Each is a fortress and weapon platform armed with fearsome devices of war and destruction. Within them dwell Zayth's human population, protected from the radiation and toxins unleashed by centuries of warfare. Zayth's surface has been barren for millennia, ploughed and poisoned by shellfire, rapacious, urgent strip-mining, and the passage of hive-vehicles. Despite their weaponry and extraordinary vehicle cities the humans of Zayth have fallen far from the knowledge of their ancestors in all but war., and the knowledge of producing their hive-vehicles is long vanished. Great generators and engine vaults are permanently sealed by copper doors or guarded by hereditary Engine Orders who guard the traditions and culture of each clan fortress.

Raakata

"Dreams go astray in the void beyond reason; they become dark and terrible things made of the desires of fools and the artifice of tyrants. When dreams go so astray, it is best to leave them alone."

–from the personal reflections of Inquisitor Hastur Whitlock

Raakata is a ruined world that can only be reached by passing beyond a shifting and treacherous region of the warp. Its collapsed and empty hives are said to be laden with untouched relics of the Dark Ages of Technology, while the void around Raakata is filled with vox broadcasts of strange languages, garbled binary code, and blurts of static. Its human population is composed of feral and vicious savages who daub themselves in ash and powered rust; the knowledge and sophistication of the ancestors who built the ruined hives and treasures rotting within are long lost to them. All that is known of Raakata comes from the accounts of Toros Umboldt, who claimed its discovery but has subsequently failed to rediscover the world in two later expeditions. All traces of his earlier passage have been erased by the changing warp, and his standing amongst his peers is diminished greatly as a result.

Vaporius

"What a man believes is more important than what he does. False belief undoes the virtue of any endeavour, and consumes the greatest of achievements."

–from the speeches of Saint Drusus

All that is known of Vaporius and its strange people is gathered from rumours that circulate in Port Wander, Footfall, and wherever explorers and renegades gather. Vaporius is said to be a world of red deserts, gleaming turquoise seas and great cities of copper towers, enamelled domes, and sprawling buildings covered in brightly coloured tiles of glass, metal, and ceramic. The human population of Vaporius is tall, with proud, almost feline features, and eyes of brilliant cyan. They move about their cities in robes of shimmering fabric that subtly changes hue as they move. The rule of Vaporius is reputed to lie in the hands of Priest-Kings who control the distribution of water that is held as a divine force of life. It is said that decades ago a clutch of missionaries voyaged to Vaporius to break the rule of the Priest Kings. Nothing more was heard of them apart from whispers of torture, slaughter, and blood.

Unbeholden Reaches

"So as these realms of stars are, so once were all realms that are now counted amongst the Imperium of Man: rich with the fear and darkness, and rank with the smell of secrets that belong to the dead."

–attributed to Rogue Trader Solomon Haarlock

Beyond the larger nebulae of the Koronus Expanse are regions visited only by the silent Disciples of Thule and few others. Tales are told of ghost-vessels, beauteous but deserted worlds, dust-nebulae that claim the souls of the damned and forsaken—and of course, wealth beyond measure, awaiting the courageous Rogue Traders who will claim it.

Concanid

"Any who set out on a course from the ravings of prophets and witches are already lost, and any who voyage with them are fools."

–Vilius Hope, voidsman

Concanid is a distant unvisited star that through association with the dying words of a psyker has become a place that both beckons and repels explorers. In 633.M41, an astropath in Footfall was driven to madness and slow death by terrible visions. Before he died, the astropath spoke of "dark worms beneath a green-eyed star," the "sea of molten gold," and other half-named terrors. Some savants of the arcane suppose the star Concanid in the distant Unbeholden Reaches to be the "green-eyed star." Concanid regularly flares green for reasons unknown to Tech-Priests of the Divine Astrometricum, who toil endlessly to record such celestial events in minute detail. The star remains unvisited, and the full testament of the dying astropath now decays within a few private collections of esoteric works.

Illisk

"Lies, all of it...especially those portions as ring true in the heart when first heard. This is the liar's craft displayed, and so undone. That is my judgment upon these so-called Thulean secrets."

–Astigos of Far Prol, Seneschal to Morthus Winterscale

The Disciples of Thule possess records that speak of a strange machine world deep in the Koronus Expanse: hidden cogitation arrays are packed beneath every part of its crust in huge vaults descending to the very limits of geo-auspex probes. The surface is swept by tumultuous storms and rendered barren by ancient strip mining. Huge towers vent geothermic heat through vast shafts into the turbulent atmosphere, the heat driving frenzied storm belts of churning clouds. Ten citadels project from the crust, each massive as a hive, echoing and empty but for the whispering dust of xenos dead. Corridors tens of kilometres long are crowded with niches in which dried xenos corpses remain, their desiccated flesh still punctured by filaments that link into the vast machines.

Orn

"Though I walk amongst beasts and feel their claws, may the Emperor hear my prayer and let me pass unharmed."

–from the Canticle of Passage of Saint Drusus

The only knowledge that mankind has of Orn is from the Disciples of Thule, who were drawn to the tangle-forests of Orn by the emanations from a dormant warp drive within a half-buried xeno ship. There the Explorators discovered a warlike, near-feral xenos breed using the strange vessel as a form of township or nest. The xenos wielded tech-devices as though relics, and hunted, tore apart, and consumed surveyor servitors dropped from orbit. The Thuleans marked the world with the rune of intransigence, declared it anathema to mankind, and moved onward in their quest.

The Rifts of Hecaton

"The light of the Emperor is like a lamp that shines in the dark, but as one passes further from its source, all becomes indistinct, and what one can see seems made of doubt and fear. And at the outmost limit of the light, where all is dark and light but a distant memory, that is where terror dwells."

–Kobras Aquairre

The Rifts of Hecaton are an unnatural darkness in the far depths of the Koronus Expanse, like the anger of gods fallen upon worlds long ago. Their presence casts a long shadow across the Expanse; the Rift stars are guttered and dead, and the bold Rogue Traders who go there do not return. The Rifts long ago swallowed the potent Lord Inquisitor and Rogue Trader Kobras Aquairre, and many suppose the same fate to have befallen the Disciples of Thule who followed in his wake. The stars that exist in the shadow of the Rifts are ill-omened places of which little is known apart from the uncertainties of myths and prophecy.

Melbethe

"Look on my works and despair."

–apocryphally attributed to an ancient Terran king

Near the Rifts of Hecaton lies an angry, churning star. Around it, the void is choked with debris and flare energies. The Disciples of Thule are among the only explorers to venture this far into the Expanse and return. They hold that Melbethe once hosted a strange xenos civilization who sculpted black palaces of the asteroids and left vast obsidian sculptures hanging in the void. They are long-gone, vanished to some unknown fate, leaving behind only broken wreckage.

The Far Corpse Stars

"There are some ventures that only the mad would undertake—you will be rewarded only with ashes and the laughter of the dead."

–warning to Kobras Aquairre

Many are the corpse stars of the distant reaches of the Koronus Expanse: the Seven Dooms, the Pyres, and the ragged, nameless embers that drift within the very fringes of the Rifts of Hecaton. These are stars that guttered and died long ago in some vast and sweeping catastrophe. Now veiled by the cast-off gases of their destruction, they await the coming of mankind. Dire forces, dead for aeons, may now stir upon blasted worlds in those distant regions, and the warp is troubled.

Denizens of the Koronus Expanse

"Anyone who looks upon a star and thinks himself the first to do so is a fool. Every planet, moon, or glittering sun is the grave of untold races and the slumbering tomb of secrets lost to the passage of time."

–words attributed to Rogue Trader Solomon Haarlock

The Koronus Expanse is a gulf of darkness in which the few facts known by humanity stand like guttering candles. Within its vast bounds wait worlds and secrets that it would take generations of explorers to discover, and within these vast gulfs of the unknown and uncharted dark other things move and plan with inhuman minds and soulless purposes. From the long-dead makers the Halo Artefacts to the treacherous Eldar, many other powers have a claim or interest in the Koronus Expanse, and each has its own purposes and knowledge that drives it to act. These motivations frequently bring them into contact with the Rogue Traders who are but the youngest of their kind to walk these stars.

THE ORK MENACE

"An Ork has no fear of pain, is not cowed by doubt or failure, and is single minded in the pursuit of what he wants. That makes him the most dangerous thing I can imagine, and the crudity of their weapons does nothing to dim my own fear of them."

–Marius Lorrt, captain of the warship *Victus Gloriana*

Orks are a race of brutish, ugly aliens with an unquenchable thirst for violence. They are a green-skinned blight on the galaxy, constantly spawning, gathering together in huge numbers, and battering through the stars like a bloody fist, looting and destroying all that is in their path. That might is right is an unquestionable and obvious mantra to all Orks and one that they understand in every cell of their being. They constantly fight amongst themselves, and only the strong survive in Ork society. Those who achieve authority over other Orks ('da Boss' as they are known to Orks) do so because they have proven that they are the meanest and toughest Orks around.

An average Ork stands as tall as a human but is hunched with muscle and would tower over most humans if he were to stand fully upright. They have long arms that are knotted with slab-like muscle; they have a thick skull set low on their hunched shoulders with a heavy brow and glittering red eyes. Their mouths are filled with jagged fangs that jut out like a feral predator. The physiology of an Ork is such that they are exceptionally hard to kill and can shrug off injuries that would kill a human, and can survive and recover from having

limbs severed and crudely reattached later. Orks speak a harsh guttural language that mirrors their physical appearance and blunt outlook on existence.

Though their technology is crude, they are possessed of an innate understanding and affinity with machinery and weapons. This racial knowledge manifests through the abilities of so-called Oddboyz, who possess a strange quirk of understanding or ability that sets them aside from the rest of Orks. Of these the most crucial to the Ork war machine are the Mekboyz who create the weapons, armour, and vehicles used by Orks to do what they do best: kill things. Mekboyz are ingenious but unreliable artisans who are masters of creating ramshackle but fearsome space ships, war machines, and weapons from scrap and salvage. Even if they do not come out exactly how they were intended, these devices are still terrifyingly effective—most of the time.

Ork Freebooterz

There are those who would claim that the Orks are not the greatest of spacefaring races, that their ships and weapons are unreliable constructions of scrap and parts salvaged from the ships of other races, crudely refitted by luck rather than judgement. There are others, however, who point to the fact that the Orks can be encountered in every corner of the galaxy and the supposed limitations of their technology have not held them back from being some of the most feared and effective pirates in the galaxy. Their ships are massively armed and loaded with Orks eager for a fight, and an Ork's natural love of violence and acquisition make him a terror to other space-faring races.

Ork Freebooterz want more of everything: more weapons to grow stronger, more salvage to build ships and war machines, and more wealth for prestige among their kind. While many items captured in raids are of little use to the Orks, such plunder is valued highly by other races that fight and die to protect it. Thus, the value lies in the opportunity for battle, and no Ork shirks from a good fight! Orks rarely organize above the level of a single ship. However, small fleets can form around a particularly charismatic or successful Ork leader, known as a Kaptin. To the mind of an Ork Freebooter, two things are uppermost: battle lust and greed. In the Expanse, Orks are usually encountered in small raiding ships, roughly the same size as an Imperial escort vessel. However, the size of an Ork ship is deceptive: invariably, the ship is crammed with a green tide of Orks, which ensures that any boarding action is likely to only go one way.

An attack by Ork Freebooterz tends to be brutal and direct, with the Ork ships rushing headlong toward the enemy firing every gun they have before ramming and boarding their victims. The directness of an Ork Freebooter attack does not mean, however, that an Ork Freebooter Kaptin lacks cunning. Orks often lurk in asteroid fields on the edges of systems where they cannot be seen by the sensors of ships passing to or from the void. Ambushes on convoys of supply ships from this kind of hidden position are common, and even small fleets or warships are not unheard of. Should an Ork Freebooter Kaptin feel the need for bigger prey, the crew may descend on an inhabited world or space station, loot and burn it, and withdraw to their ships and the protection of a debris field. If, however, the Orks of a Freebooterz fleet are really spoiling for a big fight, they are likely to brutalise a world or station and just wait and see who or what turns up to try and stop them.

The Rising Green Tide of the Expanse

Ork Freebooterz lurk throughout the Koronus Expanse. From crude stations built in asteroid fields or debris clouds, numerous Ork Freebooter Kaptins lead their fleets to loot whatever they can find and fight whoever crosses their path. Even the relatively explored systems close to the Maw have all felt the iron fist of Ork piracy; in the past Footfall itself has come under attack from the ships of Ork Kaptins who had become powerful enough to command great swarms of gunships and kroozers. Luckily for those journeying into the Expanse, the presence and predations of the many Ork

Morgaash Kulgraz and Da Wurldbreaka

Recently, a single Kaptin has begun growing in prominence and gathering other Freebooterz under a single banner with the intent of establishing himself as the pre-eminent ruler of Undred-Undred Teef—Morgaash Kulgraz. This brutal Ork leader first appeared in the Koronus Expanse aboard a heavily damaged space hulk, the *Fist of Gork*. Although barely spaceworthy, the hulk was filled with loot from other parts of the galaxy. None could say how long the space hulk had drifted in the warp before arriving at Undred-Undred Teef, but Morgaash's impressive arrival was just the beginning of his rise to power.

A cunning master of ship-to-ship combat, Morgaash wrested control of the largest and most powerful ship in the system, a massive battlekroozer named *Da Wurldbraka*. Morgaash then got a crew of the strongest, most aggressive boyz from the other Kaptins, including as many of the psychic Ork wierdboyz as he could find. *Da Wurldbraka* quickly became a ship as legendary as its Kaptin, a nightmarish sight that caused panic amongst smugglers and Rogue Traders alike.

Morgaash has struck quickly and forcefully in every raid, allowing handfuls of survivors to spread his infamy across the Expanse. Armed with weapons of baleful and bizarre cast, *Da Wurldbraka* is constantly surprising its enemies with the breadth of its capabilities. Most vessels in the Expanse can only hope to get clear before the dark xenos ship ends the battle by crippling its opponent and planting its Kaptin firmly on the enemy's bridge.

Freebooter fleets is haphazard and without unified purpose, and they are often inclined to war upon their own kind as much as anything else.

The Orks dominate a tract of worlds within the Expanse known as Undred-Undred Teef. They exist in untold numbers, spawning like a plague within the Koronus Expanse, and the rising tally of worlds and vessels that these pirates have sacked suggests that their numbers are growing. The Ork Freebooterz are becoming a dire threat to the Expanse.

The more Orks there are the bigger and meaner an Ork must be to become the leader. The more powerful the leader (called a "Warboss" in the Ork parlance), the more likely he is to gather together a huge force and batter his way across the stars. No such supreme leader has emerged from the mass of warring Orks in Undred-Undred Teef, but it can only be a matter of time.

One of the most prominent Freebooterz in the Expanse is making a bid for overall leadership of Undred Undred Teef—Morgaash Kulgraz. Morgaash is a cunning and ambitious Freebooter Kaptin. He is taking ruthless advantage of the numerical superiority of the Flash Gitz and Freebooterz in Undred Undred Teef, as well being bigger and harder than all the other warbosses, to support his rise to power.

THE STRYXIS

"Do not fear, biped. We Stryxis are no threat to you, just poor scavengers and merchants, not like yourself, biped—with your ship and friends. They are good friends, yes? Good friends, strong and pretty. Are they for sale? We Stryxis have pretties too: deadly weapons, secrets, lies, hatreds, and joys. All of these can be yours, biped. Tell us, what is your pleasure?"

–Sirred Fain, Stryxis Merchant Master

The Stryxis are a sparse, nomadic race with a reputation as untrustworthy traders, wanderers, and sometime sslavers and pirates. Encountered infrequently in Koronus Expanse, their reputation is a dark one. The Stryxis are a truly hideous xenoform to look upon beneath swathes of ragged, bone-coloured cloth and trinkets, described variously by human onlookers as a gangling and multi-eyed creature that resembles a human-sized, skinned, dog embryo. Yet they communicate easily with willing humans through a common language of greed, curiosity, and self-interest. Scavengers and obsessive hoarders, they possess a wealth of technology stolen and bartered from countless races. They delight in trade, attaching worth only by perceived value and rarity of things they can grasp in their bony talons. They seem to care nothing for conquest or territory, abstract wealth, nor even their own species, but are driven instead by avarice and viperous petty intrigues. This being said, they are not to be underestimated and can be extremely dangerous and treacherous. They are creatures wrapped in subtle lies and conceal dark intellects behind their eccentric behaviour and obsession with trinkets and baubles. They will not hesitate to betray those they deal with if they perceive a great profit in doing so. The Stryxis will trade with almost anyone, human or xenos, even the worshipers of the Ruinous Powers, but they despise the Eldar. They will kill them if they can, and avoid them otherwise.

The Stryxis inhabit wandering caravans of ships plying commerce routes between distant worlds. These caravans are often salvaged mishmashes of patchwork vessels and hollowed-out asteroids, fitted with engines and augmented with numerous stolen or traded technologies. These caravans contain relatively few adult Stryxis, along with larger numbers of slaves, mercenaries, 'acquisitions,' and gene-engineered servant creatures. Aside from the adult Stryxis—who continuously politic and backstab each other for rank and prominence in the caravans—no young, gender variations, or other culture to speak of has ever been encountered. When questioned about their own species, the Stryxis will spin endless and often contradictory lies about the matter.

Stryxis Caravans interest Rogue Traders who don't mind dealing with these nefarious xenos for their myriad opportunities for commerce and profit. In addition, as inveterate wanderers and collectors, Stryxis are often troves of secrets, legends, and information. Their contacts span the Koronus Expanse and beyond—if the Rogue Trader has the wit to separate the truth from the lies.

The Chaos Gods

Beneath the fabric of reality lurks the warp, a realm of unspeakable horror and maddening chaos—a realm inhabited by the Dark Powers. Since time immemorial, Mankind has believed in the existence of spirits, gods, and daemons: otherworldly powers to be appeased, feared, and bargained with. In the darkness of the 41st millennium such things are all too real and find fertile ground to prosper in the souls of men.

The true nature of these powers can only be guessed at, their dark names whispered by traitorous lips into heretical ears. However, their influence cannot be denied. Of all the Dark Powers, the four Chaos gods—Khorne, Tzeentch, Slaanesh, and Nurgle—cast the longest shadows, although there are many who chose to worship them as a combined pantheon, seeking the favour of each in turn, as well as the aid of a host of lesser entities.

Khorne

The Blood God, the Skull Lord, the Master of Battle

Khorne is the Chaos god of murder, rage, and war. His great brass throne sits atop a mountainous pile of bones rising above an endless sea of blood. He is the Hunter of Souls and Harbinger of War, driving the frenzied servants of Chaos before him. His glory can be found in the meat-rending explosion of a bolt shell or the wet, tearing teeth of a chainsword. His followers exist only to harvest skulls for their dark lord.

Tzeentch

The Changer of Ways, the Master of Fortune, the Great Conspirator, the Architect of Fate

Tzeentch is the Chaos god of change, mutation, and sorcery. He waits in a place where time runs soft and wax-like, psychic energy wreathing his horned head like liquid smoke. Father of paradoxes and master of intrigue, he twists the strands of fate to his unknowable ends, blessing his followers with arcane power and horrific mutations.

Slaanesh

The Pleasure Lord, the Prince of Pleasure, the Despoiler

Slaanesh is the Chaos god of hedonism, temptation, and excess. No pleasurable pursuit is too perverse for its followers. The Golden-Haired God watches over the writhing flesh pits and ecstatic rites of his slaves, urging them on to greater depravity and debauchery in his name. Under his gleaming gaze it is impossible for a mortal to look without becoming slave to his slightest whim.

Nurgle

The Lord of Pestilence, the Great Corruptor, the Master of Plague, the Fly Lord

Nurgle is the Chaos god of decay, disease, and entropy. Spreader of disease and Father of Decay, Grandfather Nurgle gathers all in his rotting embrace. His leprous kisses swell in the fullness of time to become glorious pus-flowers, the marks of his favoured children. His raddled laughter echoes across the blasted battlefields of the Imperium with only the bloated corpses of the dead to hear it.

SLAVES TO DARKNESS

"I have seen what the rewards of freedom are: the screams of those not allowed to die, the drip of blood, and the howling of hungry things on the edge of sight."

–from the proclamations of Inquisitor Xerxes, Ordo Malleus

Within the realm of psychic energy that is called the warp exist dark and malign intelligences formed from the darkest thoughts, desires, and fears of sentient creatures. The greatest of these beings are called variously the Dark Gods, the Ruinous Powers, or the Gods of Chaos, and they promise all manner of powers to those who are foolish enough to bend their knee in worship to them. These deluded fools who become enthralled to power of Chaos have forfeited their immortal souls, and their lives are subject to the whims of their dark masters; whether they believe it or not, they are slaves to darkness and eternally damned.

Chaos Pirates and Renegades

Tempting and seductive, brutal and punishing, the servants of the dark gods take many forms in the Expanse. The most dangerous are the piratical renegades who are made up of vicious and deluded men, some of whom have fled the Imperium and fallen into the worship of dark gods. Others hail from worlds deep in the Expanse where the light of the Emperor's truth has never penetrated, and the taint of Chaos

Chaos Space Marines

Chaos Space Marines are mighty warriors of the Adeptus Asartes who have betrayed the Imperium, forsaken their vows, and become monstrous warriors who answer to nothing but their own dark desires and the Chaos Gods. These renegades and traitors are terrifying warriors who are amongst of the most potent and terrible of the servants of Chaos. From hidden bases and defiled space craft they wage war against the Imperium that they once protected. Fell whispers have begun to spread that warbands of Traitor Marines have been drawn to the Expanse in search of something that might be an apocalyptic weapon or a terrible fragment of lost. These fallen Astartes have assumed dominion over the lesser servants of the Dark Gods like proud and bloody lords who demand that lesser men bend their knee or be subject to torment and death. If this proves true, the danger these Chaos-tainted, superhuman killers represent is a terrible one, and no world or domain of the expanse is safe.

has gone unchecked since the Age of Strife. Piloting captured or renegade Imperial ships, or mysterious vessels of unknown origin, they are truly monstrous and rapacious creatures, no longer fully human. It is better to die than be taken to join the ranks of their slave crews and corrupted servitors. These disciples raid any convoy or world too weak to defend itself. They come in search of slaves, murder, and riches.

Using sorcery and the fickle guidance of daemons bought with blood and souls, some Chaos pirates traverse the warp and roam the Koronus Expanse in search of prey, either as lone ships or in predatory packs that can pose a threat to even the most heavily armed vessels, harrying them and finally brining their larger quarry down like a pack of wolves attacking a lion. Some of these corrupted pirates are bonded together by loyalty to a particular cult of the Ruinous Powers, and their ships are ruled by pirate demagogues, their holds given over to vile fanes. Others are warbands of corrupt and often mutated warriors, bound together under the will of a charismatic individual who is touched by the power of Chaos. To some, the acquisition of more power, resources, and prestige is what they desire, and the power of Chaos is something that they foolishly believe can help achieve these desires. Others seek only to burn and destroy, leaving things of value in an orgy of slaughter and realising their darkest desires in the service of their daemonic patron.

The Saynay Clan

The Saynay Clan is a dynasty of corrupt monsters that fled the fetid world of Dusk after the corruption of their blood was discovered by agents of the Inquisition. In time they made their way to the Koronus Expanse, and here they exist still in disparate craft whose insides are like slaughter houses hung with dismembered corpses of those taken in the Clan's raids on shipping and isolated outposts. The Clan and its vassals feed on the dead, daub foul runes on the hulls of the ships, and perform terrible sacrificial rites to summon daemons into the defiled flesh of the dead. Above the slaughter preside the flesh-gorged matriarchs and patriarchs of the Clan, their finery and rotting wigs cracked with dry gore. Such is the reputation of the Saynay Clan that even other pirates and raiders shrink from them and cower at the threat of their attention.

Reaver Ships

Karrad Vall's fleet is often called "the Wolfpack," a mismatched group of vessels including many of obvious Imperial origin. Some of these ships are captained by ruthless raiders as infamous as the vessel itself. A partial list of known ships belonging to Vall's Wolfpack is presented here:

- *Excrucian*
- *Gift of Despair*
- *Mortis Ex Astra*
- *Optimus Nemesis*

The Reavers of Karrad Vall

Karrad Vall's name is a dark curse on those who have ventured into the Koronus Expanse. No one has ever seen him, but the barbed prows of his ships and the baying of his scarred warriors are enough to have caused captains to scuttle their craft rather than be taken before Karrad Vall, the Faceless Lord. Some whisper that Vall was once an Adept of the Munitorium, a former tithe-master swayed and fallen to the lure of the Dark Gods, whilst others claim he was once a trusted admiral of Battlefleet Calixis. What is known is that Karrad Vall braved the Maw in 794.M41 and promptly established his intent by shelling Footfall and engaging Calligos Winterscale in battle. His small fleet tore through the defences arrayed against them. As Vall departed, he cast several last taunting messages in his wake before disappearing without a trace for the next decade.

The ships of Karrad Vall are a brutalised selection of Imperial ships taken in raids or pulled as hulks from the void and refitted, and steered by the craft of vassal sorcerers and powerful daemons pacts. Each of the Reavers of Karrad Vall owe loyalty to him above all, but the Dark Gods and the punishments for treachery are as terrible as a dedicated servant of Chaos can devise. So far all of the Reavers' actions have been aimed at gaining resources to expand Vall's pirate fleet: ships, weaponry, and slaves. With each successful raid on ships in the Expanse, the danger posed by these jackals of the void becomes greater.

Followers of False Gods

There are worlds waiting to be discovered within the Koronus Expanse that are inhabited by people who have fallen to the worship of false gods which are but a mask for the Ruinous Powers. Proud and decadent civilisations build temples to the

Dark Gods and bind their societies together with sorcery, terror, intrigue, and atrocity. On planets, they may worship the glory of Chaos as a pantheon of gods and divine servants, the dark reality of their beliefs cloaked in strange names and mystery. Others may have fallen into the embrace of worship of a single Chaos God, becoming a world in which war and bloodshed is the bedrock of existence, or one which has evolved an elaborate social and political hierarchy around which intrigues, lies, and secrets move like poison. Where these worlds may be or what devilries they harbour are yet to emerge from the dark unknown of the Expanse, but they are there waiting like serpents in long grass. Were ever such a world to be discovered, the all true servants of the Emperor would destroy its people and the lie of its gods completely and utterly, lest its poison and lies spread.

The Webway

The Eldar cross the vast distances of space by using a labyrinth of tunnels and passages through the warp known as the Webway. The Webway is accessed via portals that living creatures and vehicles can enter, pass through the Webway, and exit via another portal. The tunnels beyond these portals are stable passages through the warp that are not subject to the vagaries and dangers of warp travel and can reduce impossible journeys to a few hours' travel. The size of tunnels and portals that make up the Webway varies from those that can only be walked through by a human-sized creature, to ones so large that they allow the spacecraft of the Eldar to move from place to place swiftly and relatively safely.

THE TREACHEROUS ELDAR

"I am Athel Astaan—the Blade of Shadow. Perhaps you fancy yourself a swordsman... if so, you shall soon regret your error."

–unknown xenos voice from the final transmission of the Dolorous Prize

The Eldar are an ancient and highly advanced alien race who voyaged across the stars long before Mankind could even comprehend such a thing. An extremely long-lived race, the Eldar are physically similar to humans, but with longer, cleaner limbs, slim and elegant features, pointed ears, and penetrating eyes. Though they may share superficial physical features with humans, an Eldar could not be mistaken for anything other than an alien. They move with an inhuman grace and elegance, live with an intensity of experience many times greater than humans, and possess psychic potential.

The Eldar have a long and complex history as a space-faring race. They have been travelling across the gulfs of space for aeons and once ruled an empire of worlds that spanned the galaxy. Those days of dominance and glory have long passed, and the Eldar that exist in the 41st millennium are the dwindling remnants of a once-proud race. They are all that remain of a lost and wondrous age that ended with a cataclysmic event known as the Fall, which caused the collapse of the Eldar civilisation. Most of those who survived

the Fall did so by fleeing the death of the their worlds on great starships called Craftworlds, huge spacecraft many times more vast than the greatest ship of the Imperium that drift through the void on a journey without end.

Though they are a dwindling race, the technology and artifice of the Eldar is highly advanced. Most Eldar technology is based on the manipulation of psychoplastics using psychic energy to create breathtaking architecture, light but extremely effective armour, and deadly weapons. Their ships are swift and sleek craft propelled by solar sails and hidden by holofields that hide their position and confuse observers. Incredibly manoeuvrable and armed with devastating weapons, an Eldar ship under the command of a master of space warfare is almost without peer.

Outcasts from the Path

For those Eldar who dwell within the Craftworlds, the heightened pitch at which Eldar experience life is tightly controlled by adhering to a Path which creates bounds and limits on an individual Eldar's experience. Occasionally an Eldar turns his back on the path and embraces an existence without restrictions; these Eldar are called Outcasts. This decision is a perilous one, as it not only leaves the Outcasts more vulnerable to the thirsting nemesis that has pursued the Eldar since the Fall, but also opens them to the risk of becoming consumed by their experiences and so lose themselves to darkness. The Elder Corsairs that prey on other races in the void are Outcasts from the Eldar Path and are highly dangerous and unpredictable, equally likely to act with magnanimity or wanton slaughter.

The Predations of the Eldar within the Koronus Expanse

There are several Eldar Corsair fleets active within the Koronus Expanse, ranging in size from single vessels to large and dangerous fleets. The exact number of separate fleets remains unclear, and distinguishing between different groups of Eldar or the finer points of alliance and fealty among Eldar is beyond most humans. Some hunt weak and under-protected vessels like predators drawn to feeble and sickly animals, using the exceptional manoeuvrability to take or destroy craft that stray into their hunting grounds.. Rarely do the Corsair ships attack the strongholds of other races openly, choosing rather the approach of the silent predator, unseen by its prey until it pounces. Of Corsair bands that lurk in the Koronus Expanse, two whose names are known with fear and dread are the Children of Thorns and the Crow Spirits.

The Children of Thorns

When voidfarers in the Expanse speak of the fickle and vicious ways of Eldar Corsairs, their tales most often speak of the Corsairs known as the Children of Thorns. Clad in glossy beetle-black armour, the proud and capricious warriors of the Children of Thorns are merciless in combat and are said to slaughter their enemies to the last once battle is joined. It is said that one is fortunate to hear the keening war cries of the Children of Thorns and live to tell of it. The leader of the Children of Thorns is a female who long ago cast herself from the strictures of the Eldar Path to lead her Children of Thorns in bloodshed across the Halo Stars. Her true names long ago discarded, she is now simply known as the Mother of the Shadows. When attacking in the void, the night-black ships of the Children of Thorns prize stealth above all tactics. Only once they have ensured complete surprise and a perfect position of attack, they strike with ferocity and precision, crippling their prey and leaving the ship reeling and boarded by screaming, dark, and graceful shapes that kill and kill until there is nothing left alive and the prize is theirs.

Despite their terrifying reputation, the Children of Thorns have had dealings with a number of Rogue Traders in the Expanse and have even made compacts with a few or fought as mercenaries for a those brave enough to seal such a bargain. It is perhaps these ties that give the Children of Thorns the phenomenally accurate information that allows them to strike at human craft close to the Maw with such accuracy. One or more Rogue Traders have sealed a compact with the Children of Thorns—one paid for in the blood of their rivals.

The Ghost Ship

The Koronus Expanse has its share of legends—among them Karrad Vall's Wolfpack and *Da Wurldbreaka*—but none are as infamous as the *Whisper of Anaris*. This spectral ship has reaved the Expanse for centuries, its appearance considered a portent of unholy calamity. Tattered ethereal sails propel the Eclipse-class cruiser from the depths of the void, cloaked and hidden by holofield technology far more effective than most Eldar ships. The *Whisper of Anaris*'s potent pulse lances have shattered ships across the Expanse. On some planets, a sighting of the *Whisper of Anaris* in local space is enough to kick off a frenzy of prayer and sacrifice to drive the ghost ship of the Expanse away.

The first reported encounter with the *Whisper of Anaris* was filed by Rogue Trader Aspyce Chorda on a resupply run to Lucin's Breath. The ease with which the ghost ship shed pursuit and its tattered, keening solar sails became the genesis of a hundred stories of haunted vessels. There is only one certainty with the *Whisper of Anaris*—it obeys an inscrutable plan. The ghost ship has been known to help Rogue Traders, on occasion, only to turn and attack in another encounter.

The Crow Spirits

The Crow Spirits are grim, cold killers who seem bent not on piracy but the selective annihilation of humanity within the Koronus Expanse. Clad in glittering armour that shines as if filled with moonlight, they make no sound in battle and are led by witches robed in pale tatters with tall helms of gleaming bone. Their ships are like pale dead things driven by a cold and broken will. Their tattered ethereal sails propel

them from the depths of the void to strike at ships, colonies, and stations in the Foundling Worlds, Accursed Demesne, and Unbeholden Reaches. Cloaked and unseen until it is too late, the Crow Spirits are borne on a storm within the warp and real space that boils and screams with ethereal voices. They destroy and kill with a cold precision—and then leave, taking no prizes. Who leads these mysterious Corsairs and what their purpose is remains unknown, but some have speculated that they are guarding something, or keeping something from being discovered. At least one Inquisitor of the Ordo Xenos believes that have some tie to a notorious Eldar Corsair in the Calixis Sector—Ulthyr Ellarion.

THE RAK'GOL MARAUDERS

"...They're coming through the walls...we've lost the enginarium and the port gun deck...urgent assistance requi....the....need heavier arms....the...[screeching sounds interlaced with rapid shotcannon fire]...falling back! God Emperor save me...broken thr..."

–transcription of a vox data recovered from the wreck of the Merchant Brig *Daughter of Regals*, lost with all hands. 811.m41

The Rak'Gol are a relatively new threat to those who would ply the Koronus Expanse, encountered first in the dim stars past the Alenic Depths a little more than a century ago. A xenos breed of which little is known for fact, they take the appearance of rough-hewn and irregular stone reptilids, eight-limbed and over three metres long. Chalky white in colour and mantis-like in bodily arrangement, Rak'Gol warriors favour cybernetic augmentation to increase their abilities and replace lost limbs. Their point of origin remains unknown, as does the motivation for their sporadic attacks on human-held worlds and vessels, other than to slaughter indiscriminately and steal minerals and weapons. Their rasping, screeching language remains incomprehensible, and no successful communication between the Rak'Gol and humanity has been recorded; no Rak'Gol has ever been captured alive. Indeed, even their name is taken from children's stories of mythical monsters from Footfall's slums, legends which they superficially resemble.

Rak'Gol technology is judged by the Magos Explorators to be inferior to the Imperial standard, but what they lack in this regard they more than make up for with their ferocity and single-mindedness, as well as their individual combat prowess, which is considerable. Many mysteries surround them, not least of all the location of their home world, already marked for destruction by many Rogue Traders should it be found. Some believe that they may possess a pocket xeno-empire somewhere deep in the Expanse; others claim they are no more than nomads, moving locust-like through the stars. Another mystery the Explorators and Ordo Xenos would like answered is how they appear to be able to navigate the empyrean with some skill, as no psykers have been reported among them. A few adepts with the dark wisdom to know such things have noted that the distorted symbols they use to adorn themselves bear some similarity to the blasphemous iconography of Chaos.

THE DISCIPLES OF THULE

"The galaxy is a midden scattered with the bones of humanity's glory."

–aphorism dictated by Paracelcus Thule

Archmagos Paracelcus Thule's vast Explorator fleet is a potent force in the Calixian Mechanicus. Despite that, he and his followers disappear beyond the Sector's boundaries for decades at a time. In 528.M41, a sub-fleet of Thuleans under Magos Solus Kanceme entered the Koronus Expanse and scattered far and wide, spurning xenos worlds in search of pre-Imperial artefacts sacred to the Omnissiah.

Little is known of Kanceme's fate. The Disciples of Thule are a mystery to Rogue Traders, vanished into the far voids for centuries now, uncommunicative and fixated upon their own goals. Many believe the Thuleans lost, consumed by the myriad dangers of the Expanse. If the devotees of Paracelcus Thule still come and go through the Koronus Passage, then they do so secretively, avoiding both Port Wander and Footfall. A Rogue Trader who finds himself vying with Thuleans for a prize of ancient human technology should consider them as great and ruthless a foe as any xenos breed.

THE YU'VATH

"If it does not rot, if it can lie like this here forever... is it truly dead?"

–Savant Preem

The Koronus Expanse is rife with unnatural drifts of dead stars, each a dim ember, the remnant of a mighty cataclysm wherein a star convulsed in death throes, casting forth a shell of burning outer matter into the voids. The dark outer reaches of the Rifts of Hecaton were long ago sculpted by the violent deaths of dozens, perhaps even hundreds, of stars. A great evil indeed must have moved across the Expanse in a past age, a dark power that murdered the very stars, cluster by cluster. Dead xenos worlds orbit these stellar remnants, blasted molten in ancient death throes and then frozen beneath the wan light of a star-ember. Their ruins are cyclopean, their under-crust warrens labyrinthine, and their dire symbols, where not worn to dust by the passage of aeons, warn of xenos sorcery and ancient doom; they speak of the Yu'vath.

The Yu'vath were a blight upon the Calyx Expanse in the era of Lord-Militant Angevin, prior to the creation of the Calixis Sector in the fourth century of the 39th millennium. The warp-worshipping Yu'vath enslaved worlds though vile xenos sorcery, expending the lives and souls of corrupted human slaves to build such horrors upon the Calyx Hell Worlds that chroniclers of the Angevin Crusade forbore to record them. The warp-ridden Yu'vath and their tormented slave armies bled the Crusade's forces for decades before their ultimate extinction at the hands of General (later Saint) Drusus and the Adeptus Astartes. Even now, chronicles of

the Angevin Crusade's victories over the Yu'vath are restricted works, and few savants know what came before the blessed establishment of the Calixis Sector.

HALO ARTEFACTS

"I have looked into the expanse of soulless darkness that waits beyond the gates that man should not dare to pass. I have seen the death light in the eyes of those who walk that forbidden land. "

–from the personal reflections Inquisitor Hastur Whitlock

Halo Artefacts, or Halo Devices, have been known to select arch-heretics, recidivists, and the Holy Ordos of the Inquisition for millennia, ever since renowned Explorators and Rogue Traders of antiquity returned from the Halo Stars bearing these devices, along with tales of corpse stars and disturbing pict-records of dead xenos worlds.

The Artefacts defy analysis by tech-augury and are nearly imperious to age and harm. The corrupt amongst the Imperial masses long ago discovered that, through dark transformation of body and mind, some of these xenos devices can grant life eternal. The body is restored to youth and the passage of years no longer weakens the flesh. Other Halo Artefacts were found to possess stranger and greater powers, their unholy potency behind the rise of a number of infamous arch-heretics. As centuries passed, the Artefacts were sought by masters of the occult and became legends amongst the power-hungry, associated with dire heresy and corruption. Nonetheless, perhaps a few score Artefacts have changed hands for vast sums since the Calixis Sector came into being, and the opening of the Koronus Expanse in the 41st millennium has added to their number.

Halo Artefacts have many forms, but most are small and easily confused with odd jewellery, small pieces of armour, or even curious, abstract miniature statuary. Some are irregular spheres, some segmented ovoids a handbreadth wide, still others small scarab-like objects. All are clearly xenos in origin, made of an unidentifiable metallic material, and their texture and surface patterning calls to mind the shells of insects or skins of lizards.

The Transformed

There are those who seek the power offered by Halo Artefacts. These individuals become physically bonded to the device they have obtained and are transformed over time into undying inhuman monsters. The powers granted by a Halo Artefact come at great cost: a body, mind, and soul corrupted by ancient alien technology. Those who meld with a Halo Artefact are ultimately doomed, fallen prey to xeno thirsts and waking nightmares that come to rule their every moment. Many of these transformed monsters flee into the depths of the Koronus Expanse, where their transformation, and the unnatural thirsts that accompany it, can be hidden in places beneath undiscovered suns. Some amongst the Ordos Xenos look at Rogue Traders who spend much time unseen in the depths of the Expanse and shun the company of others, and wonder if they have become something other than human while walking the unexplored void.

The Risk and the Reward

A Rogue Trader might win a fortune to dwarf his noble inheritance in the trade of a single Halo Artefact won from a dead world of the Koronus Expanse, but he risks both life and legacy to be burned alive, for that is the fate of all who are discovered by the Ordo Xenos to have touched such vile corruption. Or worse, the Artefact might call to him, merge with him, and drag him down into an eternity of corruption, the nightmare legacy of xenos creators long vanished to dark aeons.

Every Rogue Trader of note knows the bloody consequences that fell upon the Lord-Captains Balastus Irem, Rafe Longinus, and Eduard Majessus in the fifth century of the 41st millennium as a result of their suspected dealings in Halo Artefacts. Wealth beyond measure exists in a hundred other forms in the Koronus Expanse: crux-gems, precious ores, xenos beasts for the circuses, and worlds brimming with heathen riches. Yet dead stars and eldritch biers upon lifeless xenos worlds sing their siren song, and there are always some who will listen.

THE KROOT

"The best mercenaries are those for whom war is part of their base nature: they understand instinctively the requirement for loyalty to one's employer and the pointlessness of betrayal. Those who die at the hands of their own hirelings do not understand this fact."

–remark attributed to Rogue Trader Hiarm Sult

The Kroot are a predatory, often mercenary, avian breed of alien who fight with ferocity and feed on the dead. The Kroot maintain a nomadic society strangely divided between feral savagery and proficient tech-use. Their homeworld is Pech and is fully part of the Tau Empire. However many Kroot fight for others as mercenaries, which is at odds with the Greater Good and something the Kroot seek to keep from the Tau. These mercenary kindreds will fight for anyone for the right price. They are thinly spread across the galaxy and cross the voids in imposing warspheres, yet they abandon almost all of their technology to live and fight in a feral fashion once set down upon a habitable world. Most disturbingly, the Kroot eat the flesh of other species with an avid, selective hunger, and the ugly forms of their future generations take on some characteristics of the consumed. Much of their culture is driven by these unholy acts, carried out at the direction of their leaders, beasts known as Shapers. Every warsphere contains many branches of the Kroot breed, made diverse and often corrupt by their Shapers' past choice of victims—some of which were clearly human. Marauding Kroot warspheres move across the Koronus Expanse very infrequently, though none can say from whence they came or what destination they see ahead. Some Rogue Traders have taken a handful of Kroot mercenaries into their employ where they have encountered them, but others exterminate them on sight, weary of so predacious a species gaining a foothold in the region.

ROGUE TRADERS KNOWN WITHIN THE EXPANSE

"To gain a throne, you must possess a throne—like calls to like. How to gain that first throne? There is the chasm that divides men from serfs."

–attributed to Barabbas Krin, of House Krin

Aspyce Chorda

Aspyce Chorda is ruthless in both negotiation and battle, a dangerous woman who does not hesitate to cruelly remind others why they should be terrified of her. She cares greatly about form and elegance, but little for human life, save when it provides wealth for her coffers. When she ravaged the pirates of Iniquity at the close of the Harvest of Reavers in 754.M41, survivors were crudely lobotomized and sent as slave-serfs to Chorda's various domains. When vying for resources with Calligos Winterscale in 785.M41, she initiated a violent war to get her way, heedless of the cost to her crews.

The Chorda lineage is of piratical origins, its descendants only distinguished from those hunted by Battlefleet Calixis by their Warrant of Trade and noble birth. So the tale is told, a younger Aspyce Chorda captured her siblings and forced them into hidden cryovaults to ensure her sole mastery over the Chorda Warrant of Trade. There those unfortunates remain, frozen souls awaiting a revival that will never come.

Calligos Winterscale

A man of passions, ruled by his notorious temper, Calligos Winterscale is not to be idly crossed. His demeanour can swing from back-slapping friendship to screaming anger and back again in a matter of minutes, and he does not hesitate to unleash his wrath to get his way. Winterscale respects strength of will—though he may not show it whilst raging with anger. Those who concede are weak inferiors and will be treated as such. Even his allies and closest retainers are terrified by Winterscale's intimidating, stormy moods.

Calligos Winterscale is a forceful captain of battle and commands a potent vessel, the Emperor's Vow. He possesses a gift

Lost Lineages of the Koronus Expanse and its Environs

Many are the Rogue Trader lineages passed into darkness, victims of the Koronus Expanse or their own corruption. Large Rogue Trader families will survive the loss of their patriarch or a single scion, but lesser lineages can be extinguished utterly by a single death.

Aquairre Lineage: Dead along with the notorious Kobras Aquairre, who gained a just reputation as a genocidal madman and the scourge of those who sought to escape the Imperium's judgement. He vanished into the Rifts of Hecaton in 201.M41.

Deed Lineage: The Ordo Xenos burned Amphian Deed at the pyre in 803.M41 for his role in the Halo of Darkness cult, ensuring he was the last of his line.

Dewain Lineage: Passed on the deathbed of Parsimus Dewain in 498.M41, as that great man left no heir.

Haarlock Lineage: Destroyed from within by bloody-handed Erasmus Haarlock, who then vanished in 703.M41. Of all the lost lineages the Haarlock is perhaps most crowded with dark and terrible myth.

Irem Lineage: Ended by the Holy Inquisition's murder of Balastus Irem and all his family in 443.M41, fit punishment for trade in xenos corruption.

Kail Lineage: Ended by assassination within days of Fenton Kail's declaration of discovering an intact standard template construct in 388.M41.

Urussalin Lineage: Lost to the voids with Roodmar Urussalin, presumed slain by Orks in 718. M41.

Renuka Lineage: Veronique Renuka declared outlaw for her involvement in an attempted coup on the Calixian hive world of Cyclopia in 179.M41. The Renuka's descendants are said to still operate as pirates on the edge of the Unbeholden Reaches.

for leading common scum and hardened voidfarers, and attracts dangerous men to his crews. Many of his servants and emissaries are but a single step from murderous criminals: muscled, intimidating men who might well be fresh from an Imperial prison.

Jonquin Saul

There are nobles who pour scorn on the source of the Saul fortune, built though merchant trading between established worlds like common Free Traders or Chartered captains. Jonquin Saul is the epitome of his ancestry, a wilful and charismatic soul more captured by commerce and the ebb and flow of markets than by plunges into the unknown. Every circumstance and obstacle is an opportunity for trade, and it is a crime to let a meeting between Rogue Traders go without a deal struck to make both wealthier.

Jonquin Saul views the Heathen Stars as the true grail of the Koronus Expanse: their billion souls will one day be linked to the Calixis Sector by trade routes and a staggering flow of goods. Vast wealth will accrue to Rogue Traders who can establish good routes though the dangers of the Expanse and reliable trade compacts with the heathens. In this endeavour, Saul has powerful allies amongst the Drusus Marches Ministorum, which is eager to bring the God-Emperor's words to souls lost in the far voids.

Wrath Umboldt

Wrath Umboldt has seen horror in the Koronus Expanse: places to shrivel the soul and make blood run cold, places where Yu'vath once writhed, and places where the dead yet gather. It was he who discovered the Processional of the Damned in 746.M41 and glimpsed the Alenic Depths where souls are stolen. In the decades since that terrible voyage Umboldt has quested less within the Expanse and more within his own heart, in search of a deeper connection to the God-Emperor and a greater purpose than mere wealth. His fortunes as a Rogue Trader have been poor in any case, with numerous ventures of his small fleet into the near Expanse ended by disappointment and loss. Umboldt believes himself under a penance of ill luck sent by the saints to guide him to enlightenment.

Tanak Valcetti

Tanak Valcetti presents himself as a man of refinement for whom the vicissitudes of expeditions into the dangerous Expanse are something one simply does not speak of. A noble must show himself uncaring of danger, possessed of a savant's knowledge, and be far above the crude urges that beset lesser individuals. This, at least, is the philosophy of the Valcetti lineage. To date it is has served them well: centuries of cultured, arms-length politeness and a mildly acknowledged respect for the endeavours of others have ensured that Tanak Valcetti has few enemies. Behind the mask of noble courtesy is courageous, capable man with a genuine love for the finer things in life, and one who expects the best from his retainers. The wealth of the Valcetti family is presently maintained through the steady exploitation of the worlds within the Expanse and large investments in the trade between the Scarus and Calixis Sectors. Tanak Valcetti and his sons depart into the Koronus Expanse for years at a time, leaving his seneschal to manage his armoured estate and investments upon Port Wander.

XIV

Adversaries & Aliens

- Traits
- Mutations
- Aliens, Enemies, and Rivals
- The Masses of Humanity
- Servitors
- Xenos
- From Beyond

Chapter XIV: Adversaries & Aliens

The galaxy of the 41st Millennium is a strange and limitless place, filled with horrors and wonders in equal measure. So too are the individuals, creatures and alien races in it. Many and more of these can be encountered by explorers in the Koronus Expanse and beyond, from mortal foes, powerful allies and human rivals to otherworldly beasts and the most hideous terrors imaginable. The trick, of course, is to know which one is which…

Traits

Skills and Talents represent ability and knowledge gained over the course of a character's life. Traits, then, are innate abilities gained by virtue of birth and racial circumstance. They may be gained through other means later in life, but almost never by choice. As indicated in **Chapter I: Character Creation**, player characters acquire certain Traits as a result of their birth world, their destiny as revealed to them by the Origin Path, and later as they acquire Madness, Corruption, and potentially mutations. Other characters in the universe of **Rogue Trader** have Traits too, features inherited from their particular type of species or their environment.

TRAIT DESCRIPTIONS

Descriptions of the various Traits follow.

Auto-stabilised

The creature always counts as braced when firing heavy weapons and may fire on semi- or full-automatic as a half action. A creature with this Trait suffers no penalties for moving and firing on semi- or full-automatic.

Bestial

A creature with this Trait is animalistic, tending to behave instinctively rather than rationally. No matter how high its Intelligence score is, it is still bestial. A creature with this Trait never needs to make a Survival Test whilst in its natural habitat. Unless starving or desperate, a bestial creature must make a Willpower Test when frightened, startled or injured. On a failed test, the creature flees.

Blind

Blind creatures automatically fail all tests based on vision and automatically fail all Ballistic Skill Tests. Such creatures take a –30 penalty to Weapon Skill Tests and most other tests that ordinarily involve or are benefited by vision.

Brutal Charge

A creature with this Trait deals an extra 3 points of damage with attacks made while charging.

Burrower

A creature with this Trait can move through solid objects by burrowing through them. This Trait always includes a number to indicate speed. Such creatures can burrow through soil, rock, sand, and so on, though some (expressed in the creature entry) can burrow through metal. When a creature burrows, it leaves behind a tunnel. Creatures at least one size smaller than the creature that created the tunnel can enter these areas without impediment. There's a 50% chance each round that the tunnel collapses behind the creature.

Crawler

Worms, serpents, and similar creatures crawl and slither rather than walk. The base move for a creature with this Trait is half their Agility Bonus (rounded up), but they do not take penalties for moving over difficult terrain.

Daemonic

Daemonic creatures are creatures of the Warp, but can manifest in realspace either through sheer strength of will, hunger, or occult rituals. Creatures with this Trait double their Toughness Bonus against all damage, except for damage inflicted by force weapons, psychic powers, holy attacks, or other creatures with this Trait. Daemonic creatures are also immune to poison and disease.

Dark Sight

A creature with this Trait sees normally even in areas of total darkness, and never takes a penalty for fighting in areas of dim or no lighting.

Hoverer

Creatures with this Trait have a limited capability for flight, flying no higher than two metres. As with the Flyer trait, this Trait always includes a number to indicate speed. For more details on flying, see **Chapter VII: Playing the Game**.

Incorporeal

Incorporeal creatures are insubstantial and weightless, able to pass through solid objects such as walls and weapons. An incorporeal creature gains a +30 bonus on Concealment Tests

Table 14-1: Traits

Trait	Description
Auto-stabilised	Always counts as braced.
Bestial	No need to make Survival Tests in natural habitat, test Willpower to avoid flight.
Blind	Cannot see.
Brutal Charge	+3 damage on a charge.
Burrower	Moves by digging.
Crawler	Calculate Movement by half Agility Bonus. No penalties for moving over difficult terrain.
Daemonic	Double TB against normal weapons, immune to disease and poison.
Dark-sight	See in darkness.
Incorporeal	Insubstantial and weightless, cannot be affected by mundane weaponry.
Fear	Forces others to make Fear Tests to avoid Shock and Madness.
Flyer	Can fly and enter any altitude.
From Beyond	Immune to Fear, Pinning, Insanity Points, and mind-affecting powers.
Machine	Creature gains immunities and resistances.
Multiple Arms	Creature gains extra attack with multiple attack action, +10 T, +10 to Strength Tests involving movement.
Natural Armour	Gain one or more Armour Points to all locations.
Natural Weapons	Unarmed attacks deal 1d10+SB damage.
Phase	Switch between incorporeal and corporeal as a half action.
Quadruped	Movement equals AB×2.
Regeneration	Test Toughness to remove 1 damage.
Size	Determines creature size and benefits.
Sonar Sense	Perceive surroundings flawlessly within 30 metres.
Soul-bound	Bound to a particular group or creatures in exchange for certain benefits.
Strange Physiology	Death when damage equals Wounds.
Stuff of Nightmares	Gain appalling list of immunities.
Sturdy	+20 bonus to resist grapple and takedown.
Toxic	Gain a poisonous attack.
Unnatural Characteristic	Increases one Characteristic Bonus.
Unnatural Senses	Perceive surroundings by uncanny means.
Unnatural Speed	Double Agility Bonus for purpose of determining movement.
Warp Instability	Creature must deal damage if damaged, or be cast back into the Warp.
Warp Weapons	Creature's attacks ignore armour.

when hiding inside something. They may also automatically pass any Silent Move Tests they are required to make.

An incorporeal creature is also immune to normal weapons—they simply pass through its body as if it wasn't there. Daemons, psychic powers, Warp creatures, other creatures with the Incorporeal Trait, and opponents armed with force weapons may all injure an incorporeal creature normally. An incorporeal creature can't normally affect the mortal world, and thus can't damage non-incorporeal opponents unless noted otherwise.

Incorporeal creatures cannot pass through certain devices or barriers, such as a wall with hexagramic wards, or a starship's Geller Field.

Fear (variable)

A creature with this Trait has an unnerving appearance. The fear of it always has an associated rating (1–4) to reflect just how awful the creature is to behold. The higher the Fear Rating the harder it is for others to resist going insane from the encounter, as shown on the following chart.

Fear Rating	Description	Penalty
1	Disturbing	–0
2	Frightening	–10
3	Horrifying	–20
4	Terrifying	–30

When a character encounters a creature with this Trait, they must make a Willpower Test, modified by the severity of the creature's Trait. On a success, the character may act normal. On a failure, the character must roll on **Table 10–4: The Shock Table** on **page 294**, adding +10 to the roll for every 10 points by which the Willpower Test failed. The results of this roll have variable effects, but generally leave the character a gibbering mess. For more details on the effects of Fear and Insanity, see **Chapter X: The Games Master**.

Flyer

A creature with this Trait has the natural ability to fly, whether with broad leathery wings, strange Warp energies, or inflatable gas sacs. This Trait always includes a number to indicate at what speeds it moves when it flies. This number replaces your agility bonus for Movement Actions. For more details on flying, see **Chapter IX: Playing the Game**.

From Beyond

The mind of a creature with this Trait is beyond the petty frailties and precarious sanity of a mortal mind. It is immune to Fear, Pinning, Insanity Points, and psychic powers used to cloud, control, or delude its mind.

Machine

A creature with the Machine Trait is fashioned from inorganic materials and is generally more rigorous than fleshy folks. Machines do not

Trait: Mechanicus Implants

You have been judged a suitable vessel for the following implants:

Electro-graft

This is a small port that is grafted into your nervous system. Once you have been properly trained, this will allow you to interface with machine data ports and certain types of data nets. Electro-grafts can take many forms, such as electoos, skull shunts, finger probes, or spine jacks.

Electoo Inductors

These are palm-sized metal skin grafts that appear much like tattoos to the uninitiated. The electoos are wired into your nervous system, where they derive power from the bio-electrical emanations of the flesh. They can be used to emit or siphon power in many ways. Electoo inductors can be any colour, and can appear anywhere on the body—though hands or mechadendrites are the usual sites.

Respirator Unit

This implant involves tubes, wires, vox-grills, or other augmetic parts replacing the lower face and neck. It purifies your air supply, granting a +20% bonus to resist airborne toxins and gas weapons. The respirator unit also contains a vox-synthesiser capable of transmitting your voice in a variety of ways. Respirators can appear as simple grill units or intricate mask-like carvings.

Cyber-mantle

This is a framework of metal, wires, and impulse transmitters that is bolted onto your spine and lower ribcage. As you gain further implants, this mantle acts as a sub-dermal anchorage point. Amongst some servants of the Omnissiah, this cyber-mantle is often referred to as "the true flesh." One would have to look beneath the red robes of a Tech-Priest to discover what a cyber-mantle looks like, and thus no one admits to having seen one.

Potentia Coil

Cradled within the cyber-mantle is a power unit known as the potentia coil. This mass can store energy and produce various types of fields. Coils come in many types, from small crystal stack affairs to bulky electrical galvinators salvaged from vehicle engines. Many a hunchback within the Adeptus Mechanicus is blamed upon a primitive coil.

Cranial Circuitry

This is a series of linked processors, implants, and cortical circuits that augments your mental capacities. Most sit within housing bolted onto the skull, whilst others nestle within the brain itself. As you grow in the seriousness of your devotions, more and more of the brain that deals with useless things such as emotion and intuition can be scooped away to provide room for additional augmentations. Cranial circuits are often very crude-looking and rather aged.

breathe, are immune to the effects of a vacuum, extremes of cold, any mind-influencing psychic effect, and their Armour Points apply toward fire damage. Machines are also resilient to injury, having 1 to 5 Armour Points for each location. This number is indicated next to the Trait.

Multiple Arms

This creature has more than one pair of arms. It increases its Toughness Characteristic by +10 and gains a +10 bonus on Strength Tests involving movement such as Climb and Swim. Finally, the creature may use the Multiple Attack action to gain two attacks on its turn.

Natural Armour

This creature has a naturally tough hide or an exoskeleton, affording it some protection against attacks. This Trait always includes a numeric value to indicate how many Armour Points the creature gains to all locations.

Natural Weapons

This creature has sharp claws, teeth, spines or some other natural weapon to attack its foes. It counts as being armed even when not wielding weapons. Its attacks deal 1d10 points of damage plus its Strength Bonus. The creature may make attacks with its Natural Weapons using its Weapon Skill, though it cannot parry with its natural weapons, nor can it be disarmed—unless, of course, you hack off its limbs! Natural weapons always count as Primitive.

Phase

A creature with this Trait can transform its body into an insubstantial state, passing ghost-like through solid objects or barriers of any sort. This Trait functions exactly like the Incorporeal Trait, except the creature may become solid or insubstantial by spending a half action.

Phase carries additional limitations. A creature in a phased state cannot cross psychically charged barriers, holy wards, or energy fields designed to flux space or manipulate the Warp such as a Gellar Field or a Void Shield.

Explorator Abilities In Game Terms

Whilst the abilities of Explorators are a complicated blend of technology, mummery and religion, it is sometimes useful to know how to translate these seemingly miraculous powers into game terms.

As far as Player Characters are concerned, Explorator powers are expressed in a very simple way. In Rogue Trader, each character with the Explorator career starts play with the Mechanicus Implants Trait. This represents the various augmentations that have been fitted inside the character. By spending xp on various Talents, the character learns to use these implants to generate all sorts of effects, from bolts of bio-electrical energy to powerful magnetic fields.

The augmentations described in the Mechanicus Implants Trait are so closely intertwined with the Explorator's body they are not considered to be equipment. They are indistinguishable from his mortal flesh. These implants are such an integral part of an Explorator that he would not survive their wholesale removal—or even want to. Life without them is no life at all. To all intents and purposes, an Explorator's Wounds represent damage to both his soft tissue and these Trait-specific augmentations. As an Explorator heals damage, he is considered to be repairing any damage to this machinery as well as to his body.

In addition to these "free" augmentations, Explorator Player Characters can also purchase other cybernetic implants, such as auger arrays, mechadendrites and bionic limbs. Unlike the augmentations granted by the Mechanicus Implants Trait, these are treated just like any other cybernetic implant. They can be targeted, damaged, removed, or improved—see **Bionic Replacement Limbs & Body Parts** on **page 147** for more details.

As ever, questions about the damage or removal of implants, and what this does to an Explorator's Talents, should be adjudicated by the Game Master. No doubt this wise and august person will provide a common-sense answer, agreeable to all.

Quadruped

Quadrupeds are much quicker over a distance than their bipedal counterparts. To calculate their movement, double their Agility Bonus. This Trait is intended to cover creatures with hind legs and forepaws. Creatures with more than four legs may gain this Trait, but they increase the Agility Bonus by 1 multiplier for every extra set of legs (six legs equals AB ×3, eight legs AB × 4, and so on).

Regeneration

Creatures with this Trait heal very quickly. Each round, at the start of its turn the creature tests Toughness to remove 1 point of damage. It loses this Trait when slain.

Size

Trait Groups: Miniscule, Puny, Scrawny, Hulking, Enormous, Massive

Creatures come in one of seven different size categories, as shown on the following chart. Size affects movement and how easy or hard it is to strike that creature in combat. (When calculating a creatures movement, apply the size modifier first, and then other modifiers from other Traits or talents. Base movement can never be reduced below 1.) For the purposes of comparison, a human is an average-sized creature.

Sonar Sense

A creature with this Trait perceives its surroundings by emitting a frequency noise, allowing the creature to locate the position of any solid object within 30 metres. Other creatures within range, and that succeed on a **Difficult (–10) Awareness Test**, may detect the curious keening.

Soul-bound

The soul of this creature is bound to a higher purpose or being, in return for a measure of protection. When this Trait is first gained, the entity to which the soul is bound must be decided. Many Imperial psykers, especially astropaths, are soul-bound to the Emperor, for example, whereas Chaos sorcerers may be bound to one of the Ruinous Powers. A soul-bound psyker rolls an additional d10 when forced to roll on **Table 6-3: Perils of the Warp** on **page 161**, discarding whichever one he chooses to get a more favourable result.

Upon becoming soul-bound, a character must choose one of the following effects: 1d10 Insanity Points, the permanent loss of sight, the permanent loss of 1d10 from one Characteristic or a random mutation (only if soul-bound to the Ruinous Powers).

In addition, a soul-bound character is permanently indebted to the entity, which undoubtedly entails all manner of other duties and consequences.

Table 14-2: Size

Size	Modifier	Concealment	Base Movement
Miniscule	–30	+30	AB–3
Puny	–20	+20	AB–2
Scrawny	–10	+10	AB–1
Average	0	0	AB
Hulking	+10	–10	AB+1
Enormous	+20	–20	AB+2
Massive	+30	–30	AB+3

Sturdy

Sturdy creatures are hard to move and gain a +20 bonus to tests made to resist grappling and the Takedown talent.

Strange Physiology

A creature with this Trait has an unusual, alien, or altogether bizarre anatomy. All hits count as Body hits and death results when damage equals or exceeds the creature's Wounds.

The Stuff of Nightmares

Some Warp entities are so terribly powerful that the will perpetuating their bodies in our reality is almost impossible to break or disrupt. Such entities are completely immune to the effects of poisons, diseases, the need to breathe, most environmental hazards, bleeding, stunning, and any critical result other than one that would destroy them outright, unless caused by a psychic power, force weapon, or holy attack.

Toxic

A creature with this Trait is poisonous. A target hit by its natural weapons must make a Toughness Test. The toxins might instead be delivered by contact with the creature's skin or by inhaling its stench, in which case a Toughness Test must be made upon coming into contact or proximity. A failed Toughness Test indicates the victim has been poisoned. A typical poison deals 1d10 points of damage, ignoring Armour Points. Variations, if present, are included in the creature's description.

Unnatural Characteristic

One or more of the creature's Characteristics is unnatural. Each time this Trait is gained, select a Characteristic, and double its bonus. For example, a creature with a Strength of 41 normally has a 4 Strength Bonus. With this Trait, its Strength Bonus increases to 8.

The Trait may be gained multiple times. Each time, you may select a new Characteristic or one chosen previously. Each time you apply this Trait to the same Characteristic, the Bonus multiplier increases by 1. For example, one selection multiplies the Characteristic Bonus by ×2, two selections by ×3, and three selections by ×4. Note this Trait does not modify the creature's movement. Movement is based on a creature's unmodified Agility Bonus.

During Opposed Characteristic Tests, on a success, the bonus multiplier is added to the degree of success.

Unnatural Senses

The creature can perceive its surroundings using senses other than sight or hearing, using special organs, fine hairs, or some other disturbing Trait to make itself aware of what's around it. This Trait always includes a range, usually 15 metres.

Unnatural Speed

The creature moves with incredible speed. For the purposes of determining movement, the creature doubles its Agility Bonus (after modifiers from other Traits and factors, specifically size).

Warp Instability

Most Warp-entities have a tenuous hold on our reality, often maintained only by horror and bloodshed, and may be disrupted if sufficient harm can be done to their manifested forms. If a creature with this Trait takes damage and does not deal damage or Insanity Points to other creatures by the end of its next turn, it must make a Willpower Test. The creature takes 1 damage for failure, plus 1 damage for each degree of failure. If this would deal damage equal to or in excess of the creature's Wounds, it is cast back into the Warp.

Warp Weapon

Creatures with this Trait have weapons that are partially insubstantial, able to ignore such mundane things as armour or cover. Natural weapons and attacks made by a creature with this Trait ignore physical armour unless it is created from psychoactive materials or carries the holy quality. Force fields still work against these attacks normally.

Mutations

One of the most pervasive signs of corruption in the Imperium is the manifestation of mutations. These subtle, or not-so-subtle, changes in the flesh can result from exposure to toxic pollutants, alien biospheres, genetic engineering, radiation, and other hazards, while others might result from exposure to the Warp, daemonic possession, and other perils of the universe. The level of tolerance for mutants varies planet to planet. Subtle or cosmetic changes are accepted and such beings are regarded as abhumans or subs and in some worlds, they form an oppressed and exploited underclass. The truly horrific mutants are purged on sight, cleansed with a flamer wherever they are found.

Gaining Mutations

Characters, creatures, and things acquire mutations in a variety of ways, but the most common cause is through physical corruption. Warped environments, chemicals, illegal drugs, or just whimsy can all result in mutation, and there are few safeguards to prevent a mutation once it takes root. Mutations function as Traits, meaning characters cannot normally purchase them with experience points.

Mutation

Whenever a mutation occurs, roll on **Table 14–3: Mutations** to discover what type of mutation is gained. Always re-roll duplicate results.

Table 14-3: Mutations

Roll	Mutation
01–05	Grotesque: The mutant is either badly deformed, scarred, or bestial, marking them as accursed and impure. The mutant takes a –20 penalty on Fellowship Tests made to interact with 'normals', but gains a +10 bonus to Intimidate Tests.
06–10	Tough Hide: The mutant gains the Natural Armour 2 Trait from dense skin and thick scar tissue.
11–15	Misshapen: The mutant's spine and limbs are horribly twisted. The mutant may no longer run and reduces its Agility by 2d10.
16–20	Feels No Pain: The mutant cares little for injury or harm. It gains +5 Wounds and the Iron Jaw talent.
21–25	Brute: The mutant is physically powerful, with deformed masses of slab-like muscle. Increase its Strength and Toughness Characteristics by 10 each.
26–30	Nightsider: The mutant gains keen eyesight, allowing it to see clearly in areas of low lighting. It gains the Dark Sight Trait, but takes a –10 penalty to all tests when in the area of bright light, unless its eyes are shielded and skin covered.
31–35	Mental Regressive: The mutant has regressed mentally. Roll 1d10 for Intelligence, Perception, Willpower, and Fellowship separately. On a 1–5, reduce the Characteristic by 1d10; on a 6–7, halve the Characteristic; on an 8–9, there is no change; on a 10, reduce the Characteristic to 5. The mutant also gains 1d10 Insanity Points.
36–40	Malformed Hands: The mutant's hands fuse into slab-like appendages. Reduce its Weapon Skill and Ballistic Skill by 10. Furthermore, the mutant takes a –20 penalty to any test requiring fine physical manipulation.
41–45	Tox Blood: The mutant's system is saturated with toxic pollutants and poisonous chemicals. It gains a +20 bonus to Toughness Tests made to resist poison, but reduces its Toughness and Intelligence Characteristics by 1d10. Should the mutant's blood come into contact with a living creature, that creature must succeed on a Difficult (–10) Toughness Test or take 1d10 points of damage that ignores Armour and Toughness.
46–50	Hulking: The mutant grows in stature and body-mass. It gains the Hulking Size Trait, increases its Strength Characteristic by 10 and gains +5 Wounds.
51–55	Wyrdling: The mutant has minor psychic powers that it has so far been able to conceal. The mutant gains the Psy Rating 2 talent. If it already has this talent, it gains the next highest Psy Rating talent that it doesn't have. The Mutant gains 2 Psychic Techniques of his choice from the discipline of his choice.
56–59	Vile Deformity: The mutant is marked by some terrible deformity that shows the touch of the Warp and should not exist in a rational universe. There is no end to the dire forms this might take such as writhing tentacles in place of arms, skinless glistening flesh, re-arranged facial features, or thousands of restless eyes studding the body, to name but a few. The mutant gains the Fear 1 Trait.
60–63	Aberration: The mutant has become a weird hybrid of man and animal (or reptile, insect, or some other beast). The mutant increases its Strength and Agility by +10, reduces its Intelligence by –1d10, its Fellowship by –10.
64–67	Degenerate Mind: The mutant's mind is Warped and inhuman. Reduce its Intelligence and Fellowship each by –1d10. Also, roll 1d10. On a 1–3, it gains the Frenzy talent; on a 4–7, it gains the Fearless talent; on an 8–0, it gains the From Beyond Trait.
68–71	Ravaged Body: The mutant's body has been entirely remade by the Warp. Roll 1d5 times on this table. Such mutations, regardless of their nature, still show the obvious touch of Chaos.
71–74	Clawed/Fanged: The mutant gains razor claws, a fanged maw, barbed flesh or some other form of natural weapon. It gains the Natural Weapon Trait (either I or R damage).
75–78	Necrophage: The mutant gains +10 to Toughness and the Regeneration Trait, but must sustain itself on copious quantities of raw meat or starve.
79–81	Corrupted Flesh: Beneath the mutant's skin a blasphemous transformation has taken place exchanging living organs for writhing creatures and blood for ichorous, maggot-ridden filth. Whenever the mutant takes critical damage, it gains Fear 2 for that round.
82–85	Venomous: The mutant's natural attacks are toxic. It gains the Toxic Trait.
86–89	Hideous Strength: The mutant gains the Unnatural Strength Trait.
90–91	Multiple Appendages: The mutant has sprouted additional functioning limbs in the shape of arms, tentacles or a prehensile tail (or tails). It gains the Ambidextrous and Two Weapon Wielder talents, and a +10 bonus on Climb Tests and grapple attacks.
92–93	Worm: The mutant's lower limbs have fused together to form a worm or snake-like tail. The mutant gains 5 extra Wounds and the Crawler Trait.
94	Nightmarish: So warped and horrific is the mutant's appearance it can cause enemies to flee in fear. It gains the Fear 3 Trait.
95	Malleable: The mutant possesses a sickeningly liquid flexibility and is able to distend and flatten its body. Increase its Agility by 10. It gains a +20 bonus on Climb Tests and grappling attacks. Also, it may fit through spaces as small as one-quarter its usual body dimensions.
96	Winged: The mutant's body has warped to accommodate a pair of leathery wings or the like. It gains the Flyer Trait at a rate equal to its AB×2.
97	Corpulent: The mutant's huge and bloated frame gives it +5 Wounds and the Unnatural Toughness Trait. It may no longer take the Run action.
98	Shadow Kin: The mutant has only a tenuous grip on our reality and, though wasted and gaunt, it can slip partly into the Warp at will. It gains the Phase Trait and decreases its Strength and Toughness Characteristics by 10.
99	Corrosive Bile: The mutant may vomit burning bile, flesh-eating grubs, or some other horrific substance instead of attacking normally in close combat. The mutant must test Ballistic Skill to use this mutation. Using it is a full action. It can be dodged, but not parried. On a successful test, the attack deals 1d10+2 R (or E) Tearing Damage.
0	Hellspawn: Saturated with the energies of the Warp, the mutant is more than part daemon, gaining the Daemonic, Fear (2), and From Beyond Traits.

Allies, Enemies and Rivals

"Looking for DeCol you say? Well I knows three by that name, one's a stubjack, the other a scrivener and the third, well her I'd rather not speak of... unless you've a deal more thrones to rub together than you look like. So, friend, which will it be?"

–Old Cthun, Gelt Broker, Port Wander

The following represents a useful cross-section of mankind as it might well be encountered by an Explorer in the Koronus expanse, although whether as enemy, ally, partner, or rival will depend purely on changing circumstances.

The Masses of Humanity

While the individual entries in this section represent important, dangerous, or in other ways interesting NPCs Explorers may encounter, the following can be used as a rough series of templates for the countless common souls of humanity besides, themed towards the hardy survivors of the Koronus Expanse.

Humanity has spread across the stars like a plague in uncounted numbers. Many are born into toil and die knowing little else, while others slaved to the Imperium's labyrinthine bureaucracy spend years copying words from decaying parchment to fresh, never understanding a single word they write. Life beyond the Imperium's borders is if anything more uncertain and dangerous, with hardscrabble colonists eking out lives on the edge of starvation, threatened at all sides from strange creature, rampaging xenos, and the laughter of thirsting gods.

Colonist

Colonist Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	30	30	30	25	25	25	30

Movement: 3/6/9/18 **Wounds:** 9

Skills: Awareness (Int), Common Lore (Imperium) (Int), Drive (pick one) (Ag), Speak Language (Low Gothic) (Int), Trade (pick one) (Int).

Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive).

Gear: Poor quality clothing, trinket, or votive item.

The following offer examples of different Minor NPCs using the Colonist as a template with the listed additions.

Adept

Their fingers stained in ink, their backs hunched over parchment strewn desks, adepts and scribes can be found in every dark niche of the Imperium and beyond it, tabulating data and recording the ending of lives as thoughtlessly as they might the day's precipitation.

Char: Int 30

Skills: Common Knowledge (Imperium) (Int) +10, Literacy (Int) +10, Speak Language (High Gothic) (Int).

Gear: Quills, ink bottles, parchment, data-slate.

Bloodskinner

Many worlds on the frontier are dependant of a steady supply of butchered meat, either from local livestock or hunted and culled from feral worlds by red-stained roving provender vessels. Bloodskinners serve that need. Many are ferals themselves, others are inveterate wanderers—none have a wholesome reputation.

Char: WS 35, BS 30, Per 35

Skills: Navigation (Surface) (Int), Survival (Int), Tracking (Int), Wrangling (Int).

Talents: Basic Weapon Training (Primitive), Melee Weapon Training (Chain, Primitive).

Armour: Leather and hide armour (All 2, Primitive).

Gear: Knife (1d5+3 R, Primitive), and either a chainaxe (1d10+7 R, Tearing) or a crossbow (30m; S/–/–; 1d10 R; Pen 0; Clip 1; 2 Full; Primitive) and 12 quarrels.

Entertainer

Given the often crushing misery of life, it is no surprise that a little escape is often desirable for the masses, and entertainment on most human worlds has a tendency toward the simple, direct and visceral.

Char: Fel 35

Skills: Carouse (T), Charm (Fel), Deceive (Fel) and either Acrobatics (Ag), Gamble (Int), or Performer (Fel).

Gear: Any tools of the trade such as outlandish or revealing clothes, gewgaws, decks of cards, or musical instruments.

Hired Gun

Hired guns of moderate skill and expendable nature can be found across the Koronus Expanse. Some form the bulk of planetary defence forces, and more the personal guards of nobles and merchants. They can also be found as part of the numerous mercenary groups or criminal gangs that abound, and even serving as enforcers to maintain what passes as law and order on colony worlds.

Char: BS 35, Wounds 12

Skills: Climb (S), Intimidate (S).

Talents: Basic Weapon Training (Universal), Pistol Weapon Training (Universal).

Armour: Light flak coat (Arms 2, Body 2, Legs 2).

Gear: Lasgun (30m; S/3/–; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable) or pump-action shotgun (30m; S/–/–; 1d10+4 I; Pen 0; Clip 8; Reload 2 Full; Scatter), stub automatic (30m; S/3/–; 1d10+3 I; Pen 0; Clip 9; Reload Full), 2 clips for each weapon, knife, truncheon, hand vox.

Scum

The frontier, no less that the underbelly of the Imperium, is rife with all manner of thugs, narco-dealers, gangers, degenerates, and worse. Such scum prefer to prey on the weak and most live by victimising those even worse-off than themselves, but many will take their chances against more dangerous targets if the prospect of payoff is high enough.
Char: WS 30, Per 30
Skills: Carouse (T), Chem-Use (Int), Deceive (Fel), Gamble (Int) Silent Move (Ag).
Talents: Jaded, Pistol Weapon Training (Universal).
Gear: Stub revolver (30m; S/–/–; 1d10+3 I; Pen 0; Clip 6; Reload 2Full; Reliable), spare reload, knife (1d5+3 R, Primitive), 1d5 doses of assorted chems, stolen goods.

Voidfarer

Any large star vessel requires a crew in the hundreds if not thousands. It is dangerous and back-breakingly laborious work for the most part, where life-expectancy is low and slow death through radiation exposure and pressure-ague commonplace. However, without their blood and sweat, travel between the stars would not be possible.
Char: S 38 T 38
Skills: Speak Language (Void Cant) (Int), Tech-Use (Int).
Armour: Heavy work gear (All 2).
Gear: Respirator or void-suit as needed.

Free Trader Captain

The Imperium's myriad worlds are connected in vast intertwining networks of commerce, with many planets unable to sustain themselves without imports of food, technology, or manpower. It is this merchant navy which acts to move trade and tithe goods from one system to another, transporting untold quantities of essential freight across the stars. Free traders are normally part of commercial fleets and travel where their masters decree, but some small operators continue to act independently of the conglomerate, while others are hardy (or desperate enough) to strike out for border areas in search of greater profits on the very edge of the Imperium. While their passages are normally quiet, they know at any time they and their crews might be called upon to lay down their lives in battle and no passage in the warp is ever safe.

Free Trader Captain Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
29	35	31	35	32	36	32	37	33

Movement: 3/6/9/18 **Wounds:** 12
Skills: Awareness (Per), Barter (Fel) +10, Common Lore (Imperium, Merchant) (Int), Navigation (Stellar) (Int), Speak Language (High Gothic, Low Gothic) (Int), Trade (Merchant, Voidfarer) (Int) +10.
Talents: Basic Weapon Training (Las, SP), Melee Weapon Training (Primitive, Universal), Peer (void born), Pistol Training (Universal).
Armour: Reinforced uniform (Arms 1, Body 2, Legs 1).
Weapons: Hellpistol (Pistol; 30m; S/2/–; 1d10+4 E; Pen 7; Clip 20; Reload 2Full).
Gear: 1 spare hellpistol clip, personal vox, seal of captaincy or commercia warrant, data-slate, master security key for ship.

Mutant Outcast

Mutation is a fact of human existence in the 41st Millennium. On many worlds, particularly those who have been cut off from contact for centuries and even millennia, the human gene-pool has become irrevocably damaged by generations of exposure to pollutants and alien biospheres, and worst of all, to genetic tampering and exposure to the reality distorting effects of the warp. As a result, increasing numbers are born with obvious and often grievous mutations, most often in the form of gross physical deformities and mental deviancies. Within the Imperium the most terribly afflicted are ruthlessly and systematically purged, however beyond the Imperium's border, their treatment can vary widely, from exploitation to dominance among those worlds lost to the taint of Chaos. On some worlds steeped in commonplace superstition and fear, or where fanatical interpretations of the Imperial creed and local hatreds have taken hold, the merest hint of physical deviancy is likely to end in a pyre. On other largely industrial worlds where mutation is sometimes viewed as a baleful

but unavoidable fact among the lower classes, whole mutant populations are allowed to form as a harshly repressed and utterly disposable workforce, and only the most excessive cases of mutation are culled.

There are numerous forms of mutant, but the most common exhibits some base physical degeneracy or deviation from the excepted norms of the human form. Also known as an abhuman, sub or twist, these degenerates are often found as slaves and outcasts on the fringes of human settlement in the Koronus Expanse, and in abominable profusion on those worlds touched by the warp.

Mutant Outcast Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
28	22	35	35	22	18	25	18	15

Movement: 2/4/6/12 **Wounds:** 12
Skills: Climb (S), Intimidate (S), Survival (Int), Trade (labourer or scavenger) (Int).
Talents: Basic Weapon Training (Primitive), Frenzy, Jaded, Resistance (Poisons).
Traits: Mutation (roll once on table 14–2 Mutation on page 369, re-rolling any result higher than 50).
Weapons: Improvised club (1d10+1 I; Primitive).
Gear: Rags, tatters and scraps of scavenged detritus.

Mutant Abomination

Far worse than the abhuman dregs are those lost and damned souls whose bodies bear the corrupting stigmata of Chaos and who have embraced insanity and the favour of the Dark Gods. Use the Mutant Outcast profile modified as follows to represent them.
Char: WS 35, S 45, Wounds 22
Traits: roll 1d5 times on **Table 14–3 Mutations** on **page 369**, re-rolling any duplicate results.
Gear: Warhammer (1d10+6 I; Primitive) or great weapon (2d10+4 I; Primitive, Unbalanced).

Navy Officer

A military aristocracy of the stars that spans the Imperium, the Officer Corps of the Imperial Navy are an institution that dates back millennia in a tradition of service, bellicosity, and sacrifice that some would argue is unmatched. To serve in the Imperial Navy is to act as the glue that holds the Imperium together, for without warp travel the vast armies of humanity would be left stranded, impotent, and swiftly torn apart by its enemies. Just as the Navy itself binds together the Imperium, so do its officer class bind and regulate the Navy.

Proud, warlike, and honourable, often descended from bloodlines that have served for centuries, it is they who keep the ratings and the indentures in line, uphold the traditions of service and loyalty and most importantly hold the line against the darkness of the void beyond.

Navy Officer Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
38	32	30	30	35	35	30	38	31

Movement: 3/6/9/18 **Wounds:** 12
Skills: Awareness (Per), Climb (S), Command (Fel) +10, Common Lore (Imperium, Void, Imperial Navy, War) (Int), Navigation (Stellar) (Int), Speak Language (High Gothic, Low Gothic) (Int).
Talents: Basic Weapon Training (Las, SP), Nerves of Steel, Melee Weapon Training (Primitive, Universal), Peer (Imperial Navy), Pistol Training (Universal).
Armour: Flak reinforced uniform (Arms 3, Body 3, Legs 3).
Weapons: Naval pistol (20m; S/3/–; 1d10+4 I; Pen 0; Clip 6; Reload Full; Tearing), mono-sword (1d10+3 R; Pen 2) or officer's cutlass (1d10+3 R; Shocking).
Gear: 2 spare naval pistol clips, personal vox, officer's seal, respirator.

Oathsworn Bodyguard

The exploitation of the Expanse has resulted in the amassing of many great fortunes and a great many vendettas and intrigues in turn. Both are equally perilous in a realm where little law is recognised beyond raw power and the void of space swallows the dead without trace. In such a world no one, no matter how famed or mighty, is beyond the reach of an assassin's hand, and the need for trustworthy personal protection is paramount. While dumb muscle and hired guns of dubious provenance are ten-a-throne, a skilled professional, or Oathsworn as they are known in the parlance of the Expanse, is another matter. Depending on their contract, those who offer their services as such bodyguards range in their role from simple escort duty, to laying their life down for their employer, to acting as their personal agents and 'dealing' with those who offended their masters. Reputable bodyguards can become quite wealthy and respected themselves, assuming they survive, and some establish familial contracts which last as long as their employer's lineage does. Others specialize in dangerous locales, using their familiarity with the local environs to offer protection in that area.

Oathsworn Bodyguard Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
42	35	35	40	35	35	38	35	28

Movement: 3/6/9/18 **Wounds:** 18
Skills: Awareness (Per) +10, Common Lore (Imperium, Underworld) (Int), Dodge (Ag) +10, Drive (Land Vehicle) (Ag), Inquiry (Int), Intimidate (S) +10, Scrutiny (Per) +10, Security (Ag) +10, Shadowing (Ag) +10, Silent Move (Ag).
Talents: Basic Weapon Training (Las, SP, Bolt), Crack Shot, Disarm, Melee Weapon Training (Primitive, Universal), Nerves

of Steel, Pistol Training (Universal), Quick Draw.
Armour: Flak armour with carapace chest plate (Arms 4, Body 6, Head 4, Legs 4).
Weapons: Autopistol with manstopper rounds and a red-dot laser sight (30m; S/–/6; 1d10+2 I; Pen 3, Clip 18; Reload Full), compact laspistol (15m; S/–/–; 1d10+1 E; Pen 0, Clip 15; Reload Full; Reliable), shock glove (1d10+3 I; Shocking).
Gear: Quality clothing suitable to their surroundings, micro-bead, 2 autopistol manstopper clips, 1 blind grenade, filtration plugs, silencer, photo-contacts.

Renegade

There are many that flee the Imperium and turn renegade, and just as many reasons for doing so. Failed revolutionaries, refugees, Imperial deserters, outlaws, heretics and worse all make their way to the Expanse in the hopes of freedom from pursuit and to do as they will. Many attempt to found their own societies on shadowed and undiscovered worlds, or lurk on the edge of more established colonies, but an equal number are drawn to raiding and piracy to survive. Many human pirates and raiders are not worshippers of Chaos or in league with aliens, but simply criminals out to take what they can, or who have fallen into an unforgiving cycle of plunder and flight in order to sustain their outlaw existence. There remains a darker core however, of those that have fallen far from the light and are prey to the most appalling appetites and savagery. It is these that are the most feared of renegades, hated by colonist, Imperial, Rogue Trader and fellow outlaw alike.

Renegade Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
38	28	35	40	30	25	33	35	22

Movement: 3/6/9/18 **Wounds:** 12
Skills: Awareness (Per), Common Lore (Expanse, Imperium) (Int), Chem-Use (Int), Intimidate (S) +10, Speak Language (Low Gothic) (Int), either Deceive (Fel) and Tech-Use (Int) or Forbidden Lore (pick one) (Int) and Secret Tongue (as appropriate) (Int).
Talents: Basic Weapon Training (SP), Jaded, Melee Weapon Training (Chain, Primitive, Thrown), Pistol Training (Las, SP), Peer (Criminal or Renegade).
Armour: Composite armour (Arms 2, Body 3, Legs 3).
Weapons: Knife (1d5+3 R; Primitive), hand cannon (30m; S/–/–; 1d10+4; Pen 2; Clip 5; Reload 2Full), and either a sword (1d10+3 R; Balanced, Primitive) or chainsword (1d10+5 R; Balanced, Tearing), autopistol (30m; S/–/6; 1d10+2 I; Pen 0; Clip 18; Reload Full), autogun (90m; S/3/10; 1d10+4 I; Pen 0; Clip 30; Reload 2Full), or pump-action shotgun (30m; S/–/–; 1d10+4; Pen 0; Clip 8; Reload 2Full; Scatter).
Gear: Tattered miss-matched clothing, spare ammunition for weapons, and either a hand vox and respirator, or gruesome trophies, human meat, and skins. Void pirates will also be equipped in armoured void suits.

Void Pirate Captain

It takes a brave and capable individual to lead a pirate crew in the reaches beyond Imperial space. One must be cunning and ruthless, as well as able to command a crew of renegades and killers through respect or fear. A pirate captain can be as cruel as vacuum or affect the manner of a rakish noble or Rogue Trader depending on his nature and crew, but he must be successful or risk his command to mutiny. The most successful are more than the leaders of cutthroats; they are savvy operators with extensive intelligence gathering networks, knowledge of dark secrets uncovered in their voyages and contacts on both sides of the law.

Void Pirate Captain Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
44	38	34	42	34	34	38	42	36

Movement: 3/6/9/18 **Wounds:** 15
Skills: Awareness (Per), Charm (Fel), Barter (Fel), Command (Fel) +10, Common Lore (Imperium, Merchant, Underworld) (Int), Deceive (Fel), Intimidate (S), Interrogation (Fel) +10, Inquiry (Fel), Navigation (Stellar) (Int) +10, Pilot (Space Craft) (Ag), Tech-Use (Int), Speak Language (Void Cant) (Int).
Talents: Air of Authority, Basic Weapon

Training (Universal), Decadence, Exotic Weapon Training (any one), Jaded, Light Sleeper, Melee Weapon Training (Primitive, Universal), Paranoia, Pistol Training (Universal), Resistance (Fear), Peer (Criminals or Renegades), Swift Attack.
Armour: Light carapace (Arms 4, Body 5, Legs 4).
Weapons: Bolt pistol (30m; S/2/–; 1d10+5 X; Pen 4; Clip 8; Reload Full; Tearing), hand cannon (30m; S/–/–; 1d10+4 I; Pen 2; Clip 5; Reload 2Full), chainsword (1d10+5 R; Balanced, Tearing), exotic pistol (any one).
Gear: Motley uniform, bionic eye, 2 bolt pistol clips, 4 hand cannon clips, 1 clip for exotic weapon, dubious charts. Some may have extensive further cybernetic implants.

Warp Witch

Among the Void Born, there are those psykers who flee the Imperial authorities upon the awakening of their powers or have been born beyond their reach. Those that manage to survive this dark transfiguration are rare, and often insane, but no less sought after in certain quarters because of this. This is because these Warp Witches possess among their psyker's gifts some, albeit crude, ability to navigate the warp and whisper upon its unseen winds, although never with anything approaching the certainty and proficiency of a true Navigator or Astropath. For those renegades and corsairs who strike a devil's bargain with a Warp Witch, they may find the price levied by these fickle and spiteful psykers even steeper than they can guess at. Often, the powers they have to track the warp are conveyed not by their own gifts, but by the daemons sitting invisibly on their shoulders.

Warp Witch Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
28	28	30	40	36	28	37	45	23

Movement: 3/6/9/18 **Wounds:** 13
Skills: Awareness (Per), Ciphers (Occult) (Int), Common Lore (Imperium, Koronus Expanse) (Int), Command (Fel), Deceive (Fel) +10, Forbidden Lore (Cults, Daemonology, Warp) (Int) +10, Intimidate (S) +10, Invocation (WP) +10, Psyniscience (Per), Secret Tongue (Cult) (Int), Speak Language (Low Gothic) (Int), Trade (Seer) (Int).
Talents: Dark Soul, Fearless, Jaded, Melee Weapon Training (Primitive), Peer (Renegade), Pistol Weapon Training (SP), Psy Rating 6, Resistance (Psychic Techniques).
Traits: Dark Pact†, one Mutation from Table 14–3.
†Dark Pact: In addition to her psyker abilities, a Warp Witch can summon daemons and unclean spirits in order to try to navigate the warp and to do their bidding; these rituals are complex and dangerous and cannot be performed during combat encounters.
Disciplines: Telepathy, Telekinesis.
Pyschic Techniques: Short Range Telepathy, Mind Probe, Terrify, Delude, Beastmaster, Compel.
Armour: Reinforced void suit (Arms 2, Body 3, Legs 2).
Weapons: Sacrificial blade (1d5+4 R; Primitive), stub automatic (30m; S/3/–; 1d10+3 I; Pen 0; Clip 9; Rld Full).
Gear: Tattered clothes, trinkets and fetishes, ragged reinforced void suit, respirator.

Servitors

Servitors are fusions of flesh and machine made from culture-grown organics, harvested corpses, or mind-wiped human bodies. Millions of these cyborg creations are found throughout the Imperium and human space, used to perform monotonous functions without deviation or question. Servitor technology is said to predate the Imperium itself and is the exclusive purview of the Adeptus Mechanicus. Servitors come in a seemingly endless variety of forms from baroque works of art designed to tend the needs of the rich and powerful, to crude, misshapen labour units fashioned for work in the most horrific industrial zones, to bellicose monsters of steel meant as near-mindless living weapons. The most common use of servitors is to perform mundane tasks such as waiting on nobles, routine maintenance, loading freight, sorting endless dockets, or tirelessly guarding a given locale.

Battle Servitor (Charron-Pattern)

The Charron Pattern is a light battle servitor, humanoid in shape, found often in the service of the Imperial Navy and numerous other star vessels as shock troops and defenders

in boarding actions. Those found in the Koronus Expanse are often very old, their inorganic components having been recycled through numerous bodies and recovered from the fallen of the battlefield. As a result they have a reputation for their machine spirits being unreliable in combat and not knowing friend from foe on occasion. This makes some captains reluctant to employ them save in the direst need.

Battle Servitor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	(8) 40	(8) 40	20	20	30	40	—

Movement: 2/4/8/12 **Wounds:** 15
Skills: Awareness (Per).
Talents: Two-Weapon Wielder, plus any Weapon Training appropriate to its armament.
Traits: Armour Plated, Auto-stabilised, Darksight, Flyer (2) (Null gravity conditions only), Machine (4), Natural Weapon (servo-fists), Sturdy, Unnatural Strength (×2), Unnatural Toughness (×2).
Armour (Machine): All 6.
Weapons: Servo-fist (1d5+8; Primitive), either chain axe (1d10+12 R; Tearing) or shock glove (1d10+8 I; Shocking), and either a flamer (20m; S/–/–; 1d10+4 E; Pen 2; Clip 12; Reload 3Full; Flame), autogun (90m; S/3/10; 1d10+3 I; Pen 0; Clip 30; Reload 2Full), hellgun (110m; S/3/–; 1d10+4 E; Pen 7; Clip 40; Reload 2Full), heavy bolter (120m; –/–/10; 2d10+2 X; Pen 5; Clip 60; Reload Full; Tearing), plasma cannon (120m; S/–/–; 2d10+10 E; Pen 8; Clip 16; Reload 5Full; Blast (1), Overheat, Unreliable) or multi-melta (90m; S/–/–; 4d10+5 E; Pen 13; Clip 10; Reload 2Full; Blast (1)).
Gear: Internal vox-bead, ammo hopper equivalent to four clips for each weapon, red dot laser sight for its primary ranged weapon, systems sealed to the void, inbuilt mag-boots.

Grapplehawk (Falax-Pattern)

One of the more unusual servitor types, the grapplehawk is a large cyber-converted avian creature used to hunt and capture or kill human and animal prey. They are armoured, fitted with enhanced sensory equipment and grav-assisted flight systems. The Thulian Magos are known to favour this kind of construct both as scouts in the field and aggressive sample "gatherers," and also have been known to sell examples to various Rogue Traders and Outlander nobles in return for their cooperation and support.

Grapplehawk Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	35	35	48	18	40	30	—

Movement: 2/4/6/12 **Wounds:** 8
Skills: Awareness (Per) +10, Dodge (Ag).
Talents: Fearless, Swift Attack.
Traits: Armour Plating, Dark Sight, Flier 20, Machine (4), Size (Scrawny).
Armour (Machine): All 4.
Weapons: Shock-pulse claws (1d10+3 E, Shocking).
Gear: Inbuilt vox and cogitator, auspex. Inbuilt grappling units allow it to lift stunned prey as if it had Unnatural Strength (x2), although its speed will significantly decrease based on its load.

Servitor Drone

Servitor Drone Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
15	15	50	40	15	10	20	30	05

Movement: 1/2/3/6 **Wounds:** 10
Skills: Trade (any one) +10.
Talents: None.
Traits: Machine 4, Natural Weapon (Fist).
Armour (Machine): All 4.
Weapons: Fist (1d10+5 I; Primitive).
Gear: Internal micro-bead.

Servo Skull

Servo-skulls are human skulls (often that of a favoured servant or low ranking tech-priest) that have been fitted with rudimentary artificial intelligence, support systems, and an anti-grav motor to provide mobility. Their advantages are their small size and manoeuvrability, which allows them to enter otherwise inaccessible spaces or hazardous areas that would endanger their operators, as well as the ability to act as additional 'eyes and ears' for their masters.

Servo Skull Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
15	15	10	20	30	15	35	20	—

Movement: — (see below) **Wounds:** 4
Skills: Awareness (Per) +10, Concealment (Ag) +10, Dodge (Ag), Silent Move (Ag) +10, One other skill to suit its function (Int etc) +20.
Talents: Fearless.
Traits: Dark Sight, Flier 6, Machine (2), Size (Puny).
Armour (Machine): All 2.
Gear: Inbuilt vox and cogitator. Depending on its function the Servo-skull will also have an inbuilt lumen globe, auspex, combi-tool or laspistol (30m; S/–/–; 1d10+2 E; Pen 0; Clip 30; Reload Full; Reliable) with inbuilt red-dot laser sight. Servo-skulls are often modified with other tools, sensors, or pistol-class weapons by their owners.

The Xenos

"I have walked worlds were no man has trodden before and left none alive in my passing. I have beheld the idols of gods worshiped before the dawn of humanity and cast them down. I have tasted the blood of civilisations perished, and found it good."

–Attributed to Erasmus Haarlock, Rogue Trader

There are many sentient races other than humanity abroad in the Galaxy, both known and unknown. Beyond the borders of the Imperium lurk many alien civilizations, or 'xenos' as mankind knows them. The following section offers a sampling of the xenos known to exist within the Koronus Expanse, each with their own capacity to travel the stars as both enemies and perhaps allies to a Rogue Trader.

Eldar Corsair

Few humans know much of the enigmatic ancient race know as the Eldar, save reports of haughty disdain, quixotic temperament, powerful technology, and the unnatural and subtle cruelties of merciless raiders who strike like ghostly phantoms. Despite these conflicting reports there are those foolish and wealthy enough to take up the extortionately priced services of these so-called corsairs. Those who do employ the skills of these most efficient mercenaries take a very grave risk. The tales of mastery and splendour in battle attributed to them are almost equalled by those telling of their fickle loyalty, sudden betrayals, and gleeful slaughtering grace, silken armour a-sheen with the blood of former allies.

Within the Koronus Expanse the two most infamous groups of eldar corsairs at large are known to humanity as the fickle and deadly mercenaries of the Children of Thorns and the mysterious exterminators called the Crow Spirits.

Eldar Corsair Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
48	48	33	35	52 (10)	39	40	43	25

Movement: 5/10/15/30 **Wounds:** 12

Skills: Acrobatics (Ag), Awareness (Per) +10, Barter (Fel), Deceive (Fel) +10, Dodge (Ag), Evaluate (Int) +10, Forbidden Lore (The Black Library, Xenos, The Warp) (Int), Gamble (Int), Navigation (Stellar) (Int), Pilot (Interface Craft, Jump Pack) (Ag), Medicae (Int), Silent Move (Ag) +10, Speak Language (Eldar, Low Gothic, Void Cant) +10.

Talents: Basic Weapon Training (Las), Catfall, Exotic Weapons Training (Shuriken Catapult, Shuriken Pistol), Leap Up, Melee Weapon Training (Power, Primitive), Pistol Weapon Training (Las), Quick Draw, Resistance (Fear, Psychic Techniques), Sprint.

Traits: Unnatural Agility (x2).

Armour: Xeno mesh void armour (Body 5, Head 5, Arms 4, Legs 4).

Weapons: Shuriken catapult (60m; S/3/10; 1d10+4 R; Pen 6; Clip 100; Reload 2Full; Reliable), xeno-crafted laspistol (30m; S/–/–; 1d10+2 E; Pen 0; Clip 30; Reload Full; Reliable), xeno–crafted mono-sword (1d10+3 R; Pen 2; Balanced), 2 plasma grenades, 4 blind grenades.

Gear: 3 spare clips of shuriken catapult ammunition, waystone gem, xenos–crafted medkit, xenos-crafted void-sealed armour that grants full life support, long range encrypted vox, auspex, and Dark Sight. Inbuilt void impellor units in the armour grant Flyer 12 in null gravity.

Ork Freebooter

Imperial lore has it that throughout history the brutal ork has contested mankind's dominion of the stars. Built for bloodshed, violence, and little else, the average ork is a hulking simian humanoid with tough, sallow-greenish hide and a protruding jaw lined with jagged tusk-like fangs. Frighteningly strong (most can easily pull a human being apart in their clawed hands), orks are also phenomenally resistant to injury, largely fearless, and can thrive in many hazardous environments unaided. Orkiods demonstrate a staggering variety of physical types and subspecies, with the largest and most brutal always in command. While lacking intellect, orks possess an innate low cunning and simple but effective grasp of tactics. This, combined with a talent for scavenging and creating their own crude but highly effective tech, makes them a danger far beyond the near-animalistic xenos predator they at first appear to be.

Barbarous and strife-torn ork empires are scattered

throughout known space, and the Koronus Expanse is no exception with a volume of space known as Undred-Undred Teef the home of a long established ork domain from which frequent raids and pirate attacks from scavenging ork warbands of loota krews and freebooter pirates are infamous.

Ork Freebooter Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	20	50	(8) 45	30	26	30	28	22

Movement: 3/6/9/18 **Wounds:** 16
Skills: Awareness (Per), Barter (Fel), Intimidate (S).
Talents: Basic Weapon Training (Primitive, SP), Bulging Biceps, Common Lore (Ork), Crushing Blow, Furious Assault, Hardy, Heavy Weapon Training (SP), Iron Jaw, Melee Weapon Training (Chain, Primitive, Power), Pistol Weapon Training (Primitive, SP), Speak Language (Ork, Low Gothic), True Grit.
Traits: Brutal Charge, Mob Rule†, Resistance (Cold, Heat, Radiation), Sturdy, Unnatural Toughness (x2).
Armour: Looted armour (Body 5, Head 4, Arms 2, Legs 2).
Weapons: Chain axe (1d10+9 R; Pen 2 Tearing), 1d5 frag grenades, shoota (60m; S/3/10; 1d10+4 I; Pen 0; Clip 30; Reload Full; Inaccurate, Unreliable).
Gear: 2d10 ork teeth ("Teef"), shiny bitz, scavenged machine components and trophies, 3 spare clips for the shoota, respirator, crude hand vox.
†Mob Rule: Orks grow in confidence and brutality in the company of their own kind. For every additional ork within 10m, the ork's Willpower is increased by +10 to resist the effects of Fear and Pinning.

Kroot Mercenary

Encountered very rarely in the Koronus Expanse, the kroot are not indigenous to the local stars but nomadic wanderers from half a galaxy away. A mercenary race, their feral, clannish mindset hides both a perception and intelligence few would credit them with. A carnivorous and highly adaptable species, an individual kroot stands considerably taller than a human and possesses many features that betray their avian heritage. Sporting a crest of quills, a beaked mouth, and the ability to move with incredible speed and lithe physical power, a kroot is a formidable opponent. Their martial prowess—combined with an unpleasant reputation for eating those they slay—gives these freelance warriors a justly fearsome reputation, and they command a high price from the merchant criminals and recidivist elements willing to flout Imperial law by taking them into their employ.

Kroot Mercenary Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
42	33	(6) 35	40	44	25	(8) 44	30	18

Movement: 4/8/16/32 **Wounds:** 12
Skills: Acrobatics (Ag), Awareness (Per), Barter (Fel), Climb (S) +10, Concealment (Ag) +20, Dodge (Ag) +10, Silent

Move (Ag) +20, Speak Language (Low Gothic, Kroot) (Int), Tracking (Int) +10, Survival (Int) +20.
Talents: Basic Weapon Training (SP, Primitive), Furious Attack, Leap Up, Lightning Reflexes, Melee Weapon Training (Primitive), Resistance (Fear), Sprint, Swift Attack.
Traits: Natural Weapons (Beak)†, Unnatural Perception (x2), Unnatural Strength (x2).
†A Kroot's beak follows all rules for natural weapons, except it inflicts 1d5 damage instead of 1d10.
Armour: Hide armour (Body 2, Primitive).
Weapons: Kroot rifle†† (110m; S/–/–; 1d10+5 E; Pen 1; Clip 6; Reload 2Full), beak (1d5+6 R, Primitive), bolas.
††May be used in melee (1d10+6 R; Balanced).
Gear: Cut meat, bandolier of 30 spare charges for rifle, fetish pouch.

From Beyond

"...And I beheld the Warp in the burning nothingness of its eyes and fell to my knees and wept, my faith gone asunder, cursing the name of the mother that gave birth to me for the truth of existence is too terrible to know..."

–From the Canticle of Shebanus the Fallen

Beyond our physical reality lies the Warp, a turbulent and ever-shifting cosmos of unreality and raw energy shaped not by paltry physical laws, but by fathomless insanity and echoing impulse and possibility; it is this very realm of madness ships must travel through to leap interstellar distances, and dwelling within its depths are entities fashioned from the stuff of nightmares and bounded by no law save their hungers.

Warp Predator (Ebon Geist)

These near-mindless creatures are animalistic predators whose hunger for life is boundless. They are drawn to the soul sparks of mortal life like sharks to bloody water. Such a predator is the Ebon Geist, a thing blacker than the emptiest void, a killing shadow, thin and writhing that can pass through dark spaces as insubstantial as a nightmare fading into forgetfulness. The geist murders with its chill talons leaving noting but bodies consumed to desiccated husks, the screaming shadows of its victims cold-burned into the hull where they perished.

Ebon Geist Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
36	—	36	(8) 40	45	14	45	42	—

Movement: 8/16/24/48 **Wounds:** 18
Skills: Dodge (Ag), Psyniscience (Per), Concealment (Ag) +20, Silent Move (Ag) +20.
Talents: Heightened Senses (all), Swift Attack, Lightning Attack.
Traits: Consume Life†, Daemonic (TB 8), Dark Sight, Daemonic Presence, Fear (2), Flyer (12), From Beyond, Hard Target, Phase, Toxic, Unnatural Agility (×2), Unnatural Speed (×2), Warp Instability.
Daemonic Presence: All creatures within 20 metres take a –10 penalty to Willpower Tests as the air seems to darken, the temperature plunges and savage whispers echo from the shadows.
†Consume Life: For every sentient, living creature the Ebon Giest kills it immediately recovers 1d5 lost Wounds (this cannot take it above its starting total).
Weapons: Chill talons (1d10+3 R, Tearing, Toxic, Warp Weapon)

The Daemon

The shapes and blasphemous hungers that a daemon might exhibit are without number, and literally thousands of different manifestations are recorded within the restricted archives of the Ordo Malleus of the Imperial Inquisition. Many reflect the nature of their patrons among the powers of Chaos, acting as foot soldiers in the legions of hell, while others represent the congealed stuff of mankind's worst fears and hidden evils, and the lingering nightmares of alien races long since gone to dust. Regardless of their shape daemons are formed from the pure substance of the warp and cannot maintain their grip readily on our universe without the aid of bloodshed, misery, and death.

XV

Into The Maw

Legends and Lies

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Part One: The Riddle of the Righteous Path

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Part Two: Across a Storm-wracked Sky

•

Part Three: Into Winter's Heart

•

Important NPCs

Chapter XV: Into the Maw

Within the depths of winter's heart
Beyond the burning world's start
In darkest darkness does it lie
Beneath stygian skies and winking eye
Here the trail does grow cold
and rests Lor's folly full of gold

–Excerpt from Lord Fordamere's 'Tales of the Expanse'

Beyond the shadowy edge of the Calixis sector lies the Koronus Expanse; a trackless stretch of void shrouded in secrets and perils. For centuries explorers have crossed its midnight depths in search of wealth, power and glory, hungry for the treasures it hides beneath ancient stars and uncaring solar winds. It is a place of legends and tall tales, a place of lost civilisations and ships devoured whole by the warp. It is also the rumoured resting place of the *Righteous Path*; a mighty treasure ship said to hold the plundered wealth of an entire world.

Into the Maw is an introductory Rogue Trader adventure which thrusts the Explorers into the dark and terrifying world of the 41st millennia as they seek fortune and glory on the trail of an ancient treasure ship. Intended for starting characters, it presents an introduction to the rules and themes of the game, as well as advice and guidance for novice GMs and players alike. It can also be used as a springboard, leading to further adventures within the Expanse and beyond.

Players should STOP reading now. The rest of this chapter is for the GM's eyes only!

LEGENDS AND LIES

Central to this adventure is the legend of the *Righteous Path*, an ancient treasure ship long ago swallowed by the shifting tides of the warp. A ship reputed to hold the wealth of a plundered world. Below is a recounting of its tragic tale.

The Tale of the Righteous Path

The story of the *Righteous Path* begins over two and a half thousand years ago, during the time of Drusus and the great Angevin Crusade. The stalwart forces of the Imperium were sweeping across the region of space that would one day become the Calixis sector, pushing the enemies of the God-Emperor before them and bringing light to worlds lost for centuries to darkness. Among their number was Lorcanus Ryn, a great warlord and free-captain, filled with bloodlust and greed but also an unwavering faith in Drusus and the Emperor. At the helm of his grand-cruiser, the *Righteous Path*, he was the scourge of a hundred worlds, carving out a bloody path before him as the crusade conquered world after world.

One such world was Krystallian. Recorded as the 73rd world brought to the light of the Emperor by the crusade, it was (so the story goes) an ancient colony of man which had long ago fallen to the heretical worship of false gods and the teachings of treacherous prophets known as the Talisar. Covered in glittering cloud temples, raised by the Talisar to the glory of the Myriad of Faces, it was a world of immense wealth and blasphemous grandeur. It was, however, no match for the might of the Imperial armies led by Lorcanus Ryn. The warlord descended on Krystallian, filled with the righteous wrath of the Emperor, sweeping away a thousand years of civilisation in three days of fire and blood. When the killing was done, and the corpse counters began gathering up the detritus of war, Lorcanus Ryn marvelled at the riches he had won. Never before had he seen such naked wealth; temples packed high with artefacts of rare and wondrous make, statues gilt with gems and glittering with gold, and shadowed vaults of forgotten and forbidden archeotech.

Here the story varies from teller to teller. Some say the wealth of Krystallian was more than rare metals and precious stones, but that its people were also a prize; bred from a stock of pure genetic material and spared from centuries of warp-taint, they were bundled into stasis coffins and taken away to be trained as elite warriors or highborn servants. Others whisper that Krystallian was settled during the Dark Age of Technology and still harboured devices from that time within its cities and temples, secrets worth more than the raw mineral wealth or combined populations of a hundred worlds.

Whatever the form of Krystallian's wealth, Lorcanus was not content merely to sample it, nor did he trust his fellow

crusaders to carry it away. So he set about filling the *Righteous Path* from stern to ram. He tore out gun decks and launch bays, marooned thousands of his crew and stripped away the vessel's innards until she was bursting with plunder. The warlord then vanished into the warp and from the pages of history.

Over the centuries there have been many expeditions to find the *Righteous Path*. At the time of its disappearance, members of the crusade quested after the lost vessel. Later, free-traders, adventurers and Imperial servants have all tried to find its resting place. Many believe the vessel is lost forever, sunken beneath the tides of the warp or smashed to pieces and scattered across space and time. Krystallian, however, was rumoured to have once existed on the trailing edge of what is now the Calixis Sector only a short span of light-years from the Maw. This has led some old void-farers to speculate that Lorcanus Ryn and his ship were caught in the tides of the storms that plague the Koronus Passage and dragged out deep into the Expanse. Many believe it to be lost forever...

Part One: Riddle of the Righteous Path

"A Rogue Trader lives and dies by the strength of his deeds."

–Vos Karlorn, Lord-Captain of the *Emperor's Testament*

Overview

The Explorers arrive at Port Wander and are contacted by Orbest Dray—an old servant of their dynasty. After meeting with Dray in the port's vast markets, he gives them a map (in the form of an astropathic mnemolith) that points the way to the wreck of the *Righteous Path*; a fabled lost treasure ship. As soon as he hands over the mnemolith, the Explorers and Dray are attacked by agents of Hadarak Fel, a Rogue Trader also interested in the lost vessel, and an attempt is made to steal the mnemolith. Even though the attempt fails, Lady Ash, a servant of Hadarak reads the astropathic message and learns the clues it contains. The Explorers then meet with the local Adeptus Arbites and learn that it was Hadarak behind the attack, but because he is a Rogue Trader, they are unwilling to help without more damning proof. The Explorers then must seek out a way to decipher the message on the mnemolith and learn the location of the world it mentions where the *Righteous Path* can perhaps be found. Shortly after this, they are met personally by Hadarak, who is interested in getting the measure of his competition and challenging them to a race through the Koronus Passage. The section concludes with the Explorers departing for the Passage.

The Adventure Begins

Like so many before them the Explorers have come to Port Wander to travel into the Koronus Expanse in search of fortune and glory. The adventure begins as the Explorers arrive at port their vessel docking with the vast Imperial outpost. Read or paraphrase the following:

> *You have come to Port Wander in search of trade, profit, and most important of all, glory. Perched on the edge of the Calixis Sector, in the far reaches of the Drusian Marches, Port Wander is the gateway to the Koronus Expanse and the vast untamed void beyond. The station itself hangs massive and silent in the baleful light of Rubycon II, surrounded by the shattered remnants of ancient asteroids and serviced by a flotilla of Imperial vessels both large and small.*
>
> *Upon your arrival you have been greeted by several formal envoys and salutations from both the Imperial Authority and other Rogue Traders, welcoming your dynasty to port and honouring your right to passage. This kind of reception is one you have grown used to and is no less than you would expect. However, one vox message stands out and demands your attention. Recorded in your dynasty's personal cipher, the message is from a man who calls himself Orbest Dray. He says he has been waiting a long time for a member of the family line to return, and carries a message and a gift from your Rogue Trader's great-grandfather. He would meet with you as soon as you have docked at a specified location in the Court of the Dead; Port Wander's vast markets. It is a matter, he says, that promises great glory.*

An Ancient Message

Soon after they have docked, the Explorers can meet Orbest Dray in the Court of the Dead. The market is crowded and filled with the stench of humanity. The Explorers will clearly stand out here, their attire and bearing putting them above the local traders and citizens. When they meet Orbest Dray he will appear to be no more than another old scrap-picker, adorned with tattered clothes and broken trinkets. He will, however, produce a dynasty seal and recite the oaths of service marking him as a servant of the Rogue Trader's line. His first reaction upon meeting the Explorers will be to offer his profuse thanks for their arrival. It seems he has been waiting a very long time to see them.

Orbest Dray was once a member of the crew of a ship belonging to the great-grandfather of the group's Rogue Trader. He will tell them that in his youth he served as a deck officer aboard the *Emperor's Testament*, a vessel belonging to Vos Karlorn and part of the great-grandfather's fleet. During one terrible expedition they were caught in a violent warp storm and blown far off course. After they came to rest in a strange and uncharted system the ship's astropath heard a faint message, a cry for salvation from a lost Imperial vessel. At first they believed it was from the rest of the fleet, but they quickly realised it was an old message (an echo in the warp, the astropath called it), hundreds if not thousands of

Using Endeavours

Throughout this adventure there are numerous Objectives available for the Explorers to complete. Each Objective is like a side quest to the main plot and can be discovered by talking to certain NPCs or investigating certain opportunities. Objectives typically cover such things as conveying cargo, charting warp routes or exploiting worlds; however they can involve pretty much anything. When an Objective is completed, the Explorers gain a number of Achievement Points. Achievement Points count towards the successful completion of the overall goal—in this case, to find and plunder the *Righteous Path*. Any Achievement Points that exceed the Endeavour's total value can be traded in for additional Profit at the end of the adventure (+1 Profit for every 100 Achievement Points exceeding the Endeavour's value). While it is not essential for the Explorers to complete every Objective they come across, these missions are opportunities to gain more Profit Factor; the lifeblood of a Rogue Trader.

The GM should identify Objectives for the PCs as they become available; suggesting that NPCs or situations might gain the Explorers a bonus to their Profit. He should also make it clear to the PCs the importance of gaining Profit and the key part it plays in the fortunes of their dynasty.

For more information on Endeavours see page 279.

Endeavour: Plunder the *Righteous Path*.

Achievement Points Value: 1500

years old. When it was examined they discovered just what they had stumbled onto; an astropathic marker from the fabled treasure ship the *Righteous Path*.

Explorers with either the Common Lore (Koronus Expanse) or Scholastic Lore (Legend) Skill will be familiar with the legend of the lost ship; however Dray will relate the tale to them if no one as heard it. Read the tale of the *Righteous Path* from page 380 to the players.

He will then continue with his own story. He will tell them that Karlorn, as a loyal member of the dynasty, chose not to pursue the treasure ship there and then, and so returned to Port Wander. Months passed and there was no sign of the Rogue Trader, so Karlron vowed to return to the Expanse and find him. Not willing to risk the map in the Expanse, Karlorn entrusted it to Dray before he departed, to keep safe until he returned with the Rogue Trader. Karlorn never returned.

Since that time, over 100 years ago, he has been waiting for one of the dynasty to return so that he can pass on his message and the map that was so long ago entrusted to him.

Once his tale is complete, Dray reaches inside his grubby jacket and hands them a small sealed stasis casket containing the map. The casket is locked with a gene-coded seal and bears the mark of the Explorers' dynasty. As soon as it is revealed, the seal responds to the presence of the Rogue Trader or close members of his line (i.e., the Explorers), and it opens to reveal a smooth black rock—an astropathic mnemolith containing the transmission from the *Righteous Path*. As soon as the casket is opened and the mnemolith is revealed, any psykers among the Explorers will instantly know what it is and be able to read it with a touch. Failing this, either Dray or any character with Common Lore (Navis Nobilite) or (Rogue Traders) will be able to identify it for them and suggest that they should get the ship's Navigator or Astropath to read it. See Deciphering the Riddle below for details on the contents of the stone and what it means.

A Botched Ambush

Unfortunately for the Explorers, they are not the only ones interested in the *Righteous Path*, nor the only ones that know that Orbest was holding a clue to its whereabouts. Hadarak Fel (see sidebar), a Rogue Trader of the Fel Dynasty, has long been watching Dray with interest, having learnt long ago (in part from the loose lips of Orbest himself) about the old void-farer's knowledge of a clue to the whereabouts of the *Righteous Path*. His efforts to extract the information from Dray have met with failure, and he has learnt that Dray does not know the clue himself but that it is held in a special gene-locked casket awaiting the return of the old man's Rogue Trader. Knowing he could not open such a casket without destroying what it holds, and not even knowing the true value or usefulness of its contents, Hadarak has been content to just watch and pursue more tangible avenues of profit in the meantime. With the arrival of the Explorers and the message to them from Dray (a message he could not decipher but which indicated the time had come to act), it seems that the old man is ready to spill his secrets at last.

To this end, Hadarak has dispatched his trusted consort-psyker Lady Ash (see sidebar), along with some armsmen, to watch Dray and see just how valuable his secret is. While Dray is relating his tale to the Explorers, Lady Ash is lurking nearby, sheltered by shadows and the crowds of the Court. Her psyber-raven Pyrexia is also nearby, hidden high above the Explorers, allowing Lady Ash to follow their actions.

With the opening of the casket Lady Ash will immediately recognise the mnemolith and try and steal it for her master. At this point several things will happen at once:

She will send Pyrexia swooping down to snatch the stone from the casket or the hand of any unsuspecting Explorer that has picked it up. Allow each Explorer to make a **Difficult**

The Great-Grandfather

The Rogue Trader's great-grandfather is not named in this adventure, nor is any further information given about him beyond his connection to Orbest Dray and the fact that he once travelled the Expanse. This is so that the GM can link him to the background of the players and their dynasty. The GM does not need to go into any great detail, and a name should be more than enough for the purposes of the adventure, though he should feel free to develop him as he wishes.

(–10) Perception Test to detect the psyber-raven. Any PC passing the test can take a Half Action as the bird grasps the stone but before it flies out of reach. A successful hit on the psyber-raven will cause it to drop the stone. Even if Pyrexia does make off with the stone it will be too heavy for the psyber-raven to carry and it will drop it in the middle of the crowd about 20 metres away.

Lady Ash will send in the armsmen to attack the Explorers and cover Pyrexia's escape. There will be as many armsmen as there are Explorers (for the Armsmen, use the Oathsworn Bodyguard profile on page 372). They will begin their assault in a loose circle around the Explorers about 30 metres away and use ranged weapons to try and force them into cover. They will then try and keep them pinned in place until Lady Ash and her psyber-raven are clear. The GM should note that the armsmen are not actually trying to kill the Explorers, only delay them, and so he should not make the encounter too deadly. This can be achieved by having the armsmen fire into the air to panic the crowd or at the PCs' cover rather targeting them personally if it looks like any of the Explorers are going to be seriously wounded.

Fighting in such a crowded place has its own dangers as people try desperately to scramble away from the violence and death. In effect this means for the first 3 rounds of the combat (before the crowd clears) all combatants will have their Agility Bonus (and thus their movements) reduced by half by jostling bodies. It also means that all combatants will randomly gain cover (see page 246) against ranged attacks as bystanders soak up fire and catch bullets. Every time an armsman or Explorer is hit, roll a d10; on a 1–5 they are hit as normal, while on a 6–10 they gain 8 APs of cover.

Lady Ash will never become personally involved in the battle, even if her psyber-raven is damaged or destroyed. If Pyrexia does escape Lady Ash will direct it to fly off high into the gantries above the Court, beyond the reach of the Explorers, and will let the panicking crowd draw her away. This is because she will have already gotten what she is after. When Pyrexia touched the stone, she was able to read its message though her connection to her psyber-raven. Her goal now is to convey the message back to Hadarak and help him work out its meaning. If there is a Psyker with the Player Character group, that Psyker will sense that Lady Ash has used her connection to her familiar and scanned the mnemolith on a successful **Ordinary (+10) Psyniscience Test**. If the Player Characters attempt to harm Lady Ash, she will flee at once.

NPC: Orbest Dray

Orbest Dray was a ship's officer and a bold and fearless adventurer in his younger days. Now, time has worn away his good nature and he has grown bitter and angry at being left to grow old while his lord and ship mates met glorious ends in the void. He will, however, do his duty to the end, as his loyalty to the dynasty and his oath of obedience is all he has left.

Dray is very knowledgeable about the Expanse, having sailed across its dark countless times during his service to the dynasty. The GM can use Dray as a device to provide the Explorers with information or advice about the situations and creatures they encounter. For Orbest Dray, use the Voidfarer profile found on page 372.

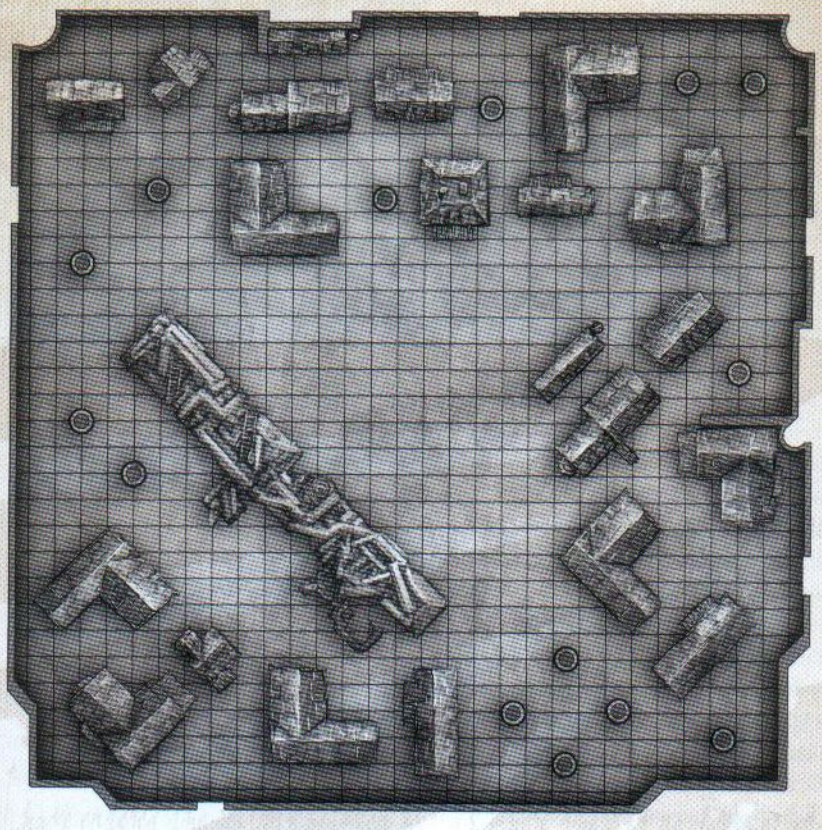
NPC: Hadarak Fel

Hadarak Fel is an old Rogue Trader hardened by years sailing the void and facing its perils. Over a century old, he has kept his appearance youthful (scorning prosthetics and augmentations) through a rigorous regimen of rejuvenat treatments and xenos technology. He also likes to dress flamboyantly, playing the part of the simpering noble or foppish merchant. This carefully cultivated appearance is all designed to keep his adversaries off balance and hide his true age and cunning. One of the few surviving members of the Fel Dynasty, Hadarak has earned a dire reputation among his peers as a potent competitor and merciless opponent. The Explorers will discover this for themselves as they compete with his desires to plunder the wreck of the *Righteous Path*.

Hadarak is ultimately self-serving and cares only for himself. Hadarak Fel should never find himself in personal combat and will do everything in his power to avoid such a situation. If the GM needs to make any tests for Hadarak, use his profile on page 392. Hadarak's ship, the *Fell Hand*, is deliberately left up for the GM to define, so that it can be scaled to be challenging to the PCs without overwhelming them. The GM should use the statistics for the *Sabre* (see page 211). Alternatively, the GM can construct his own ship using the ship construction rules (page 193). Hadarak's crew should be Veteran (see page 214), but the GM should remember that he can use Hadarak to make one Manoeuvre, Shooting, or Extended Action each Turn as well.

Swift Justice

After 8 rounds of combat, Imperial Authorities will arrive in the form of a dozen strong Adeptus Arbites patrol and any surviving armsmen will surrender. The leader of the patrol is Targos, a heavyset Arbitrator-Sergeant with little in the way of either humour or imagination. After surveying the scene, he will question the Explorers about the attack, though this is only a formality as such random acts of violence are all too common in port and seldom investigated. Given the status of the Explorers, Targos will take some interest and kindly ask them to accompany him to the Adeptus Arbites' Precinct Complex that he might help to uncover the identity of the assailants. The Explorers are not compelled however—their rank means that without higher authority they cannot be detained or arrested. This is something the Explorers will be aware of and so it is up to them to go or not. If they refuse, Targos does not seem overly bothered and will merely tell them that he will be in contact before turning on his



The Court of the Dead

heel and striding off with his men (taking the armsmen, both living and dead, with him).

Interested Parties

Should the Explorers follow Targos to the Precinct Complex, an imposing and starkly unpleasant place, they will be shown to the offices of Precept-Marshall Kyra Valkyran. The Marshall will be more annoyed to see them than anything else, but will listen to whatever they have to say. She has to deal with this kind of thing every day: nobles sabotaging each other's functions, merchants killing each other's suppliers and traders starting fights over bets and brags. Things the navy has no interest in as long as it doesn't spill over into their parts of the station or endanger their crews or vessels.

With information from Targos, she will be able to identify their attackers as servants of the Fel Rogue Trader Dynasty and members of the crew of one Hadarak Fel. However, there is no way to prove that they were acting on his orders and without solid evidence she cannot act against Hadarak, as his Warrant of Trade protects him from such minor crimes. Even the word of another Rogue Trader will not be enough. All she can do is warn them to be on their guard and offer a promise of swift intervention by her men in the case of further hostilities.

Orbest Dray (who has taken it upon himself to join the Explorers) will recognise the name Hadarak Fel and be able to tell the Explorers that Dray once worked contacts with his old captain, Karlorn. He can only assume that Hadarak learned of the mnemolith's existence, and wanted to find the *Righteous Path* for himself.

Dray is correct, Hadarak learned about the mnemolith and what it held long ago. However, since it is inside a gene-sealed case, he could not simply steal it. If anyone besides the Explorers opened the case, the mnemolith would be destroyed. So Hadarak had Dray watched, assuming that those who could open the case would eventually turn up. Now that Lady Ash has scanned the mnemolith, he will make all haste for the Expanse.

Deciphering the Riddle

As soon as a psyker or psychically sensitive person examines the mnemolith they will be able to unlock its astropathic message. More a mind vision than anything else, the message will show the viewer a stellar location; a flickering star surrounded by a nebula and vast stretches of void, circled by a dust world and a frozen halo. From this information the Explorers will need to find the exact location of the system the message depicts. The GM can allow any PC to make a **Difficult (–10) Common Lore (Koronus Expanse) Test** to know that several of the celestial phenomena in the message look like they might be from Winterscale's Realm within the Expanse. The GM should allow the PCs to come up with a plan for who to approach for this information, though he can provide suggestions if they are not sure where to start or who would have charts or knowledge of the Expanse. There are three ways to get the information they seek in Port Wander:

They can either petition the Imperial Navy or Administratum for records. This is not easy even for a Rogue Trader and will require a Profit of at least 45 to impress the bureaucrats and grease a few palms. If this requirement is met then they will gain the location of Magoros.

They can seek out void-farers familiar with the Expanse. Finding such hardy men and woman will require a **Challenging**

Objective: A Questionable Cargo

Journ wants to send some proscribed texts to a contact he has in Footfall for safe keeping. The volumes are not actually heretical, but with recent Ecclesiarchy purges, he would feel better if they were somewhere safer.

Conditions: Carry Journ's texts to Footfall and deliver them his contact.

Traits: Criminal.

Achievement Points: +200

(+0) Inquiry Test and a fair amount of time exploring the dank drinking holes of the Gilt Processionals. Success will however provide them with the location of Magoros. It will also announce their intentions to most of Port Wander, something that might complicate things later.

They can find a master map maker. This is perhaps the most subtle approach and some quiet asking around will led them to Magnate Scrivener Journ in the Chambers of Gold. Journ agrees to sell the Explorers a chart showing the system's location, and furthermore offers to keep the matter confidential (a service he provides to all his clients). However, the Explorers must first agree to carry out a small contract (see A Questionable Cargo).

Leaving Port

After receiving Lady Ash's information, Hadarak will return to his ship and set sail into the Koronus Passage, making no secret of his departure or his intentions. The PCs must now make haste and leave themselves unless they want Hadarak to beat them to their prize. Part One represents an Objective with the Exploration Trait and completing it awards 500 Achievement Points to the Explorers.

NPC: Lady Ash

Lady Ash is a silent, pale skinned psyker whose origins and homeworld are known only to Hadarak. Whether she is truly mute or simply chooses not to speak is not known, however her devotion to Hadarak is without question; a devotion that is sadly one sided. The Rogue Trader uses her as the favoured instrument of his will and the hand of his displeasure against both his enemies and allies. However, Hadarak only values her life as long as it is of use to him, and like all of his possessions will use and discard it if need be in his endless quest for wealth and power.

Lady Ash is also seldom encountered without her psyber-raven Pyrexia. This dark feathered shadow is to Lady Ash as she is to Hadarak, and a potent tool in the hands of such as skilled psyker. Lady Ash is a telekinetic and rogue psyker; never bonded or marked by Imperial Authorities. The profiles for Lady Ash and Pyrexia are found on page 392.

Part Two: Across a Storm-Wracked Sky

"Sailing the Maw is like gliding across a razors edge between a gale and a great swell; one wrong move and it will slice you open."

–Dronim Halberat, Master Helmsman

OVERVIEW

In this section the Explorers must cross the Koronus Passage and enter the Expanse. To get to the other side, they must endure a long journey and the worst the Passage can throw at them. Part Two details two encounters the GM can use, however the GM should feel free to consult page 341 for more information on the Maw, and create his own encounters. This section concludes with the Explorers finally clearing the Maw and entering the Expanse.

The Edge of the Storm

As the Explorers approach the Maw through the warp, they will see the boiling rift where the Screaming Vortex and Void Dancer's Roil meet. As they draw closer to the entrance, their Navigator will detect a gathering empyreal eddy across the ships passage, which may prove dangerous to their progress. The Explorers will then have a choice: they can try and brave the eddy and continue into the Passage, or wait for it to pass.

- If they choose to delay, after a time the eddy will pass, but they need to spend several days waiting. This could be a problem, as rumours of a great prize have spread amongst the crew, who are now eager to continue the hunt for treasure. If they choose to wait, decrease the ship's Morale by 1d5, as the crew grows restless and impatient.
- If they press on, then both the character piloting the ship and the Navigator will need to make **Difficult (–10) Perception Tests** to plot a safe path. If either test is failed the ship will be buffered by the worst of the eddy and the Geller-field hammered by violent warp energy. Some of this energy will soak into the vessel bringing with it nauseating visions and unnatural lethargy. Have each of the Explorers make a **Challenging (+0) Willpower Test**. Those that fail will suffer a –10 to WS and BS test for the next 1d5 days as the miasma settles in their bones.

A Gathering of Wolves

After several days of travel, the Explorers reach the Battleground; the halfway point of their journey. The Battleground is one of the Maw's waystations, an region of space cluttered with the wrecks and ancient debris of a long forgotten war. Read or paraphrase the following:

> *Finally you have reached the Battleground and are nearing the halfway point of the Passage. A vast stretch of void, this region of space is named for the sea of gutted space hulks, twisted wrecks and ancient debris it contains. Remnants of a long forgotten war, the Battleground marks a common rest point for ships travelling into the Expanse.*

Shortly after their arrival the Explorers will detect a weak salvation-beacon coming from a nearby debris field. This beacon is from the *Penitent Traveller*, a pilgrim ship destined for holy sites within the Expanse. It was attacked by a wolfpack known as the Stygian Reavers and left as bait for richer fare. With its main vox array destroyed the pilgrims of the *Penitent Traveller* are unable to contact the Explorers directly and cannot warn them of the presence of the pirates.

There are two Wolfpack Raiders (see page 209) in the Stygian Reaver's fleet, hidden at the edge of the debris field, engines cold and systems powered low (see Silent Running, page 218) awaiting someone to investigate the pilgrim ship. The Explorers may be able to detect them if they are looking for an ambush, though it will require the Explorer who is manning the sensors to pass a **Hard (–20) Scrutiny + Detection Test**. If the raiders are detected, the Explorers will not be subject to Surprise (see page 212) for the first round of the combat.

The battle will commence when either the wolfpack is detected, the Explorers close with the pilgrim ship or they look like they are going to move off. The pirates' first act is to activate a leech mine (constructed from scavenging xenos technology and hidden within the debris) that will guide itself toward the Explorer's vessel and detonate. The mine is floating near the Penitent Traveller, and is equipped with a set of powerful thrusters. When it activates, it moves directly towards the Explorer's ship at a Speed of 5 VUs per turn. It will always move towards the Explorer's ship, turning at the beginning of its Turn to face it. The energy blast from the mine will sap power from the Explorer's plasma drive. This will inflict a penalty of –5 Speed to their vessel making it unlikely that the Explorers will be able to outrun the wolfpack.

If the pirates surprise the Explorers, they will begin combat within 16 VUs of the Explorer's ship. If they do not, the distance should be somewhat greater (and determined by the GM). The pirates will attempt to begin the battle facing the PCs vessel, then close at all possible speed while focusing fire from their prow and dorsal batteries. They want to close with the Explorers, cripple their ship, and then demand their surrender. If the Explorer's ship is small enough, once it is crippled they will attempt to board (see page 215).

The attack of the wolfpack takes place in an area filled with tumbling debris and soaked in ambient radiation. They have chosen this site especially to give their smaller ships an advantage against larger prey. All manoeuvres attempted in the debris field have their difficulty increased by one step (see page 217). In addition, the GM should mark out several areas of "asteroid fields" (see page 227). These are particularly thick concentrations of debris, and have the same effect as a regular asteroid field.

The Stygian Reavers will not fight to the death and if one of their vessels is destroyed or crippled, or both of them suffer serious damage (i.e. reduced to less than half Hull Integrity) they will attempt to disengage and vanish into the debris cloud.

If the Explorers survive the battle and destroy or drive off the pirates they can then investigate the *Penitent Traveller* and either save or strip the vessel. See Pilgrims in the Storm below.

With the pirates and pilgrims finally dealt with, the Explorers can clear the Passage. Proceed to Open Void.

Open Void

Finally the Explorers will approach the end of the Passage and the edge of the Expanse. Read or paraphrase the following:

> *After days of hard sailing, your vessel has cleared the Koronus Passage. To either side of your ship you can see the warp storms receding and the relative calm of the immaterium stretching off into the distance. When you translate into real space the glittering stars and dark open void of the Expanse is there to greet you.*

The Explorers have reached the Expanse. Part Two represents an Objective with the Exploration Trait and completing it awards 500 Achievement Points to the Explorers.

Objective: Pilgrims in the Storm

The *Penitent Traveller* is a small battered transport vessel patched against the void and covered with religious iconography. Its sorry state of repairs and the recent attack of the pirates mean it is no longer capable of travel. Its crew and passengers will be grateful to any offer of rescue, though they have little to offer in the way of wealth apart from the goodwill of the Ministorum. Alternatively, the Explorers can throw them into the void and strip their vessel for a more tangible reward.

Conditions: Either strip the vessel, or save its passengers and convey them to Footfall.

Traits: Creed.

Achievement Points: +400 (stripping the ship), +200 (saving the pilgrims).

Part Three: Into Winter's Heart

"The void is the very embodiment of the unknown; a living, breathing darkness that hides whole worlds within its folds."

–From 'Travels in Darkness' by the Relicartos Rynar Horran

OVERVIEW

The Explorers enter the Expanse close on the heels of Hadarak Fel. After a possible visit to Footfall, they press on to the Magoros system deep within the area of space known as Winterscale's Realm. The system, once part of the vanished Egarian Dominion, is the resting place of the *Righteous Path*. However the system is a large place and they must search its worlds for evidence of the vessel and a clue to its exact location. It is a search complicated by the presence of an unexpected threat: Orks. It seems the green menace has taken root in the system and poses an equal threat to both Hadarak and the Explorers. The PCs must then overcome both the treacherous Rogue Trader and the xenos peril.

INTO THE EXPANSE

Once the Explorers have entered the Expanse they can proceed to Magoros without too much trouble. Lying within the borders of Winterscale's Realm (see page 343), the system is only 10 days clear travel from the Maw, across relatively calm warp tides. During this time Hadarak will not cause them any trouble as he is racing ahead to try and reach the system before them.

Forgotten Magoros

Magoros is one of hundreds of systems visited, catalogued, and passed over by explorers of the Expanse. Since the time of Winterscale himself, it has remained mostly unexplored or unexploited. This is largely in part to the fact that there is little of immediate interest to Rogue Traders—from its sun-blasted worlds to its frozen reaches there remains only a smattering of looted ruins and planets ill-suited for colonisation. However, unknown to those that have come before, Magoros hides a valuable secret: the resting place of the *Righteous Path*.

The principal celestial bodies of the Magoros system are:

- **The Flickering Eye:** Magoros' star is a flickering pulsar whose death throws bathe the system in hard radiation. Ships crossing the system must contend with its periodic flashes that blind sensors and hammer void shields.
- **Magoros Minor:** A sun scorched world closest to the star and scoured clean of life by its fiery breath. Though devoid of life, it is a world which holds secrets worth investigating on its fire blackened surface.
- **Magoros Prime:** A dust choked graveyard littered with the alien ruins of the Egarian Dominion and home to the gargantuan and arcane Star Mirror. It is here among the haunted xenos hives that the Explorers will find the secrets of the system.
- **Magoros Secondus:** An icy jungle moon covered in frozen spore-towers and cloaked in a toxic fog. Once long ago settled by the Egarian Dominion, its forested depths still hide evidence of their ancient empire.
- **The Shard Halo:** The vast asteroid field billions of kilometres in length scattered across the outer reaches of the system. Hidden among these broken icy shards, the Explorers will find the wreck of the *Righteous Path*.

The Flickering Eye

A rotting solar carcass, the Magoros Star is in the eon-long process of bleeding its life out into the void. Once a powerful, bright star that nurtured the worlds of Magoros, time has robbed its grandeur and reduced it to a stuttering pulsar. Its weak light only barely reaches out toward the Shard Halo and from such a distance it is discernible only by its erratic flickers. These flickers and their deadly radiation have spelled the doom of most of the system's worlds, leaving little more than dust and death in its wake.

The star will flicker once every 102 minutes for approximately 58 seconds, sending out a wave of radiation that sweeps across the system and its worlds. This pulse is powerful enough to blind sensors momentarily and to send stuttering ripples through void shields. Humans exposed to the pulse without the protection of a vessel or an atmosphere risk being fried alive. Hadarak has observed the celestial phenomena since his arrival and if given the opportunity will use it to mask an attack or to ambush Explorers who find themselves out of contact with their vessel. The Explorers too might choose to take advantage of it, especially if they learn the location of Hadarak and plan an ambush of their own.

Magoros Minor

Magoros Minor is a small burnt cinder of a world washed in hard radiation and scorching solar winds. From space it looks like nothing more than a cracked crimson orb, crisscrossed with glowing fissures and smoking chasms. So close to the star, life cannot survive on its surface and a cursory examination from orbit will reveal little beyond kilometres of blasted landscape. It seems the Egarian Dominion never settled this world, or if they did, time and the harsh fires of the star have washed any evidence away. There is however something of interest to the Explorers here: the remains of an ancient crashed Aquilla Lander left from a previous ill-fated expedition to the world. The Explorers can find this site by scanning the vox frequencies from low orbit and detecting the Lander's vox-shadow, or the GM might allow them to make a **Very Hard (–30) Perception Test** during any planetary landing approach to chance upon it.

Close inspection of the charred remains of the vessel will reveal that its principal cogitator is intact. While most of the information that

remains is too badly corrupted to be of any use, the Explorers will be able find some logs in Mechanicus binary chant (which the Explorers' Enginseer will be able to decipher). Much of the log is meaningless information about solar variances and sidereal motion; however there is one entry which gives the location of a massive xenos telescope, dubbed the Star Mirror, on Magoros Prime. The exploration team believed it contained detailed maps of the system and all its celestial events and vessel visitations going back at least a millennium. Should the Explorers need some prompting, Dray can point out that this would certainly include the resting place of the *Righteous Path*.

Magoros Prime

Magoros Prime is a desolate wasteland with a dirty grey surface choked by clouds and dust. From orbit, the Explorers will be able to detect vast alien ruins covering many parts of the surface but little else. Dray, or Explorers with the Common Lore: Koronus Expanse Skill, will be able to identify these ruins as belonging to the Egarian Dominion (see page 345). Even from the upper atmosphere, the Explorers will be able to detect the presence of the Star Mirror. Standing out clearly from the surrounding ruins and wreathed in an invisible cloud of electromagnetic turbulence, the giant crystal structure is unmistakably something unique. The Explorers can spend as much time as they wish investigating the rest of the planet, however, with the exception of the northern Egarian Hive and the Star Mirror they will find only empty ruins and vast dry ocean beds.

A Nest of Trouble

The Egarian Hive spans much of the northern landmass, rising up above the great dust sea, with the Star Mirror at its centre like a precious jewel. If the Explorers want to investigate the Mirror they will need to make a landing in the Hive; a warren of broken rooms and open tunnels, all drowning in sand and dust. It is impossible bring any craft within more than a few kilometres of the Mirror due to the violent ionic and magnetic storm around it, which makes flying impossible. Once they land nearby, the Explorers will be able to make the rest of the journey on foot. The PCs will be able to survive in the world's thin atmosphere unprotected for at least a few hours, though the caustic air will make breathing uncomfortable. The GM should impress upon the Explorers the eerie emptiness of the ruins; a collection of labyrinthine trenches and open pits surrounding the Mirror like a giant madman's carving.

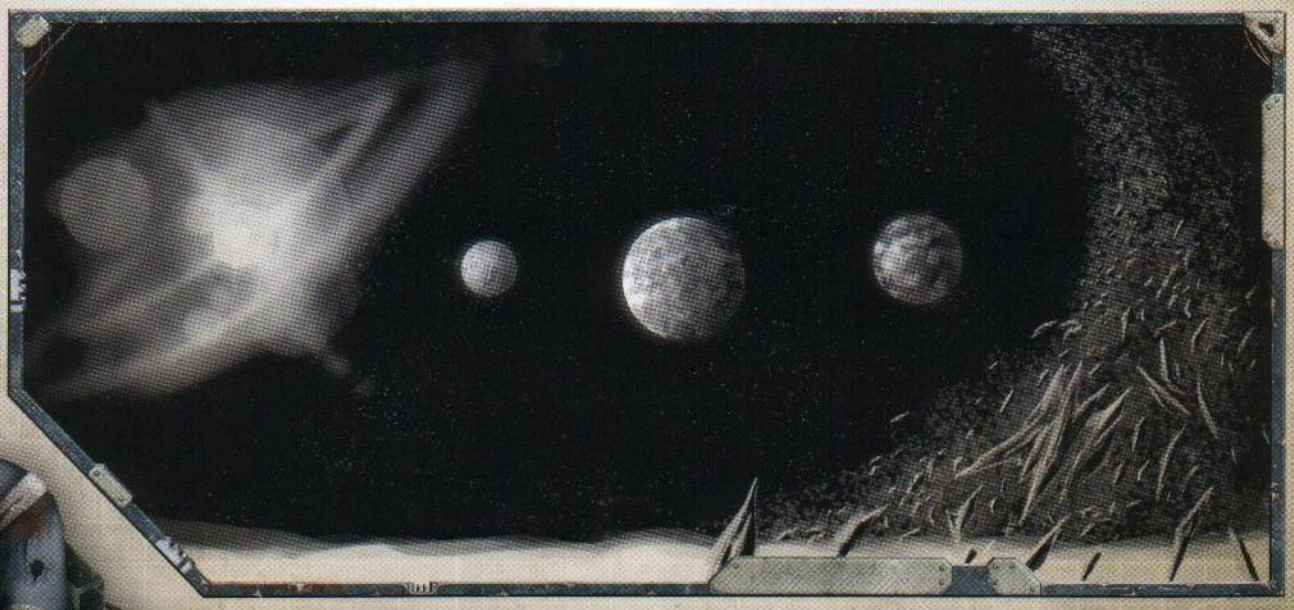
Exploring the Magoros System

In this final part of the adventure, the Explorers will arrive at the Magoros System; resting place of the *Righteous Path*. This part of the adventure has been left open to allow the PCs to explore the Magoros system in their own time and own way. As soon as they enter the system they will be able to detect all of the major celestial bodies as detailed below. The GM doesn't need to push them in any particular direction here, as during their exploration they will eventually land on Magoros Prime and discover the Star Mirror, which in turn will lead them to the *Righteous Path* and the adventures conclusion.

The Explorers will also probably be on the look out for Hadarak. The Rogue Trader has hidden his vessel in the Shard Halo. He is aware that the Explorers are close on his trail, and will not make his move until either his minions find the treasure ship or the PCs point the way.

Orks!

Magoros is home to more than just the faded glory of the Egarians. Decades ago, an Ork raiding fleet limped into the system and crashed on Magoros Prime. Though the ships were all but destroyed, and their crews almost wiped out,



the Ork spore took root and over time several feral warbands sprung up. By the time of the Explorer's arrival, the warbands have already begun to utilise basic technology to help them in their constant intertribal warfare. The most powerful warband on Magoros, the Bloody Skullz, lay claim to the area around the Star Mirror and it is these Orks that the Explorers will encounter when they land. These Orks are also the most dangerous as close proximity to the alien array has accelerated their evolution and warped their minds (even more than usual).

A Lady in Trouble

Hadarak has dispatched Lady Ash with a landing party to investigate the Star Mirror while he remains in the Shard Halo. Unfortunately for her, she was ambushed by Orks just as she approached the Mirror. As the Explorers approach the great crystalline structure they will hear the sounds of gunfire and animalistic grunting. If they sneak closer they will come upon a large chamber where Lady Ash and two surviving armsmen are engaged in a pitched battle with a dozen Orks. It is up to them whether or not they help her, or use the distraction to sneak past and onto the Mirror. If they choose to help, play out the combat with Lady Ash and the two armsmen on the side of the Explorers (The Orks' profile can be found on page 377). If they win, the Lady will not attack the Explorers (unless attacked herself, in which case she will make a fighting retreat and disappear) but will offer a temporary truce and accompany them to the Star Mirror, leaving them after she has gained the location of the treasure ship.

If they leave her to her fate, then after a few round she will be overcome (though not killed as the Explorers will discover later) and the Orks will head toward the Mirror forcing the Explorers to face them when they leave the alien structure.

A Universe Reflected

When the Explorers enter the Star Mirror chamber, they will immediately be overcome by its grandeur and its unsettling alien construction. It is like standing in the centre of a sea of light, and the Explorers will be unable to tell where floor, roof or walls begin and end. Most disconcerting of all is the air that seems alive with images spinning and dancing around the Explorers' heads. To read the information held here, an Explorer must spend time focusing on the swirling images to make any sense of them. This will require a **Challenging (+0) Willpower Test**. Failure will inflict 1d10 Insanity Points on the viewer—however, he still receives the information! Once the images are ordered the viewer will be able to pan through centuries of celestial movement. Read or paraphrase the following:

> *As you gaze into the mirror the images begin to merge and spin until you are engulfed by a sea of stars and planets. Worlds slip through your fingers and the icy void brushes your skin as you peer like a celestial god across the whole of Magoros. With a little effort you realise you can move events forward and backward in time, watching the dying star slowly flare back to life and the worlds once more teem with activity. Finally, you find what you are looking for: the arrival of the Righteous Path. Tumbling from a rent in the void you mark its passage until it cashes into a cluster of asteroids out among the Shard Halo. Moving time back to the present you can see it still; frozen and waiting beneath the ice.*

The Explorers now have the exact location of the *Righteous Path*.

Magoros Secondus

Magoros Secondus is a frozen jungle world with a thick frigid atmosphere hostile to human life. From orbit it appears as a cold, cloudy eye blinded by streams of thick vapour and moulting icy spores into space. Explorers brave enough to make a landing or descend into the upper atmosphere for a closer look will discover the remains of tumbled xenos structures. Scattered and shattered by centuries of sluggish plant growth, these remnants of the Egarian Dominion appear to have once been some kind of massive power web. Explorers with the Tech-use Skill will be able to use auspexes and similar devices to discern that the power web is still active and seems to be sending a faint spike of energy across the void to Magoros Prime (following this energy stream will lead to the Star Mirror).

The other thing of interest here, which can be spotted from high altitude, is a massive clearing caused by a starship crash. If the Explorers make a landing in the clearing (they will need void suits to survive the hostile atmosphere) they will discover another of the world's secrets: Orks. While there are no living xenos here, wreckage and remains clearly indicate this was an Ork vessel, and where there is one…

The Shard Halo

Scattered across billions of kilometres of space, the Shard Halo is Magoros system's glittering crown. Without the exact location of the *Righteous Path*, the Explorers will find little of interest here beyond seemingly endless stretches of frozen rock and scattered vapour clouds. It is also where Hadarak has hidden his vessel in preparation for the arrival of the Explorers.

An Icy Grave

Once the Explorers have the location of the *Righteous Path* they can travel to its icy resting place within the Shard Halo. When they close within a few thousand kilometres of the icy asteroid they will be able to scan its surface and identify the twisted wreck trapped inside. Drawing closer they will also see that the treasure ship is not alone and dozens of other craft seem to have been drawn here, creating an icy ship graveyard. To plunder the ship, the Explorers will need to make a landing. The closest they can land to the wreck is about 300 metres away in a clearing between the twisted wrecks of other ships.

When they reach the surface and step out of their shuttle read or paraphrase the following:

> *All around you, the wrecks of ancient vessels thrust up toward the void from the lifeless frozen rock. Their broken forms create valleys and hills of scrap, throwing harsh and jagged shadows across the landscape. From your vantage point you can just see the corroded prow of an Imperial vessel looming over the piles of junk about 300 metres away. A path leads out of the clearing and down a narrow avenue toward to the vessel.*

If Hadarak has learnt of the location of the wreck from Lady Ash, then he will have minions already on the rock and a squad of armsmen (equal in size to the party) will be lying in ambush along the path to the vessel (see map). The Explorers may be able to detect the ambush before it is sprung (see the Concealment skill on page 80), otherwise they will be taken by surprise. Like the Explorers, the armsmen (use the Oathsworn Bodyguard profile on page) will also be wearing void suits.

Whether or not they are ambushed, once they press on down the path they will reach the *Righteous Path*. Read or paraphrase the following:

> *Now that you are closer, you can see the faded majesty of the ancient treasure ship. Once an impressive vessel, it has now fallen to ruin; its hull is stripped of ornamentation and its length is riddled with holes and scars. Most terrible of all the damage is a mighty rent halfway down its hull where the ship has almost been broken in two. Taller than a hab block, the rent has exposed dozens of decks and looks like a likely way in.*

They can enter the ship from the massive hull breach in its side. The lower decks are a mess of twisted corridors and ruptured bulkheads. It is dark, oppressive and utterly silent. The Explorers will also discover that the core of the ship is locked away behind massive energy seals. These seem to be directly linked to the bridge and are amazingly still thrumming with power. This will leave them with the choice of returning with heavy equipment to cut through the seals or investigating the bridge to see if the seals can be opened from there. The bridge is still sealed from the lower decks by its internal airlocks and when the Explorers force these open (of find them open should Hadarak's men be ahead of them) they will be greeted by a sluggish breeze of ancient and stale air. This means that more adventurous PCs can take off their void suits while on the bridge.

The bridge is faintly lit with the pale radiance of Magoros' star through the vista-panels of its observation gantry. Under this cold light, the Explorers will see a long semicircular chamber with the lord-captain's throne at the far end. Down each side of the chamber are servitor pits, cold and dark and packed with ancient part-mechanical corpses. The other two structures of note are a Navigator's well rising form the centre of the chamber and another unidentified room just below the throne (the cogitator core vestibule). Everything is covered with a thick layer of glittering dust, smoothing lines and hiding the human remains that lay strewn about the deck.

At this point, they can search the bridge, though like the rest of the ship there is little to find. Sifting though the dust will reveal only a collection of ancient corpses, and ruined equipment and sidearms long degraded to an almost worthless state. A search of the Navigator's well will reveal a desiccated corpse wearing a platinum medallion bearing the symbol of House Asmotten and the name Astrianna. The other chamber, the cogitator core vestibule, is where the Explorers will be able to access the energy seal control and the only remaining active systems on the vessel. Doing so will require some time, however, and will require a character to interface with the core's primitive machine spirit.

Battle on the Bridge

At this point, Hadarak will make his move to remove the Explorers. If he is ahead of them (having learnt the location of the ship from Lady Ash) then they will encounter both the Lady and two Battle Servitors (see page 374) waiting for them when they arrive. Alternately if he is following them, then the Lady and the Servitors will arrive just after they disable the seals. Lady Ash will try use the Servitors to keep the Explorers away from her while she assails them with her telekinetic powers.

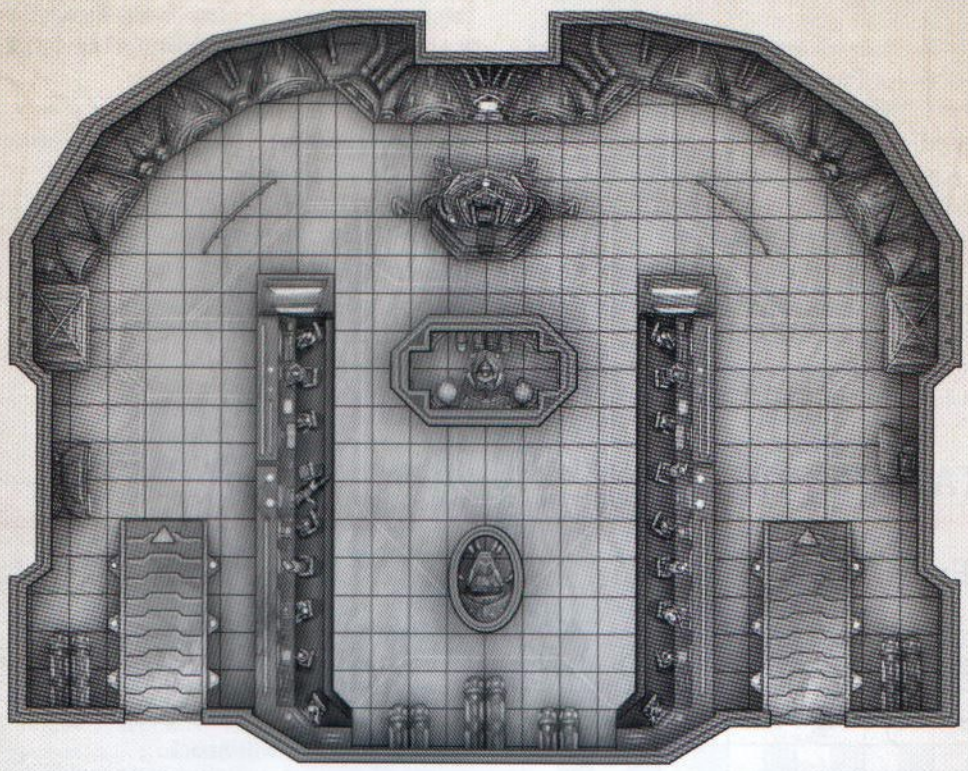
The bridge is poorly lit and unless the Explorers are using light sources, they will suffer a –10 penalty to ranged attacks as they try and make out targets amid the muzzle flashes and flickering shadows. In addition to the dark, the dust might also become a problem. After 5 rounds of combat, if any PCs or NPCs have moved more than a few metres, or if any weapons dealing Explosive damage are used, the carpet of dust will have turned into a fog. This will restrict normal vision to 10 metres.

As with their encounter with her on Magoros Prime, Lady Ash will not fight to the death if possible, fleeing into the ruins of the ship to hide if she can.

Battle in the Asteroids

Simultaneous to Lady Ash's attack, Hadarak will move the *Fell Hand* into position to strike the Explorer's vessel. The GM should immediately make the Explorers aware that their vessel is under attack with frenzied vox messages, flashes of weapons fire visible from the vista-panels and deep shudders as ordinance obliterates asteroids. While the ships will begin to engage each

The Bridge of the Righteous Path



other overhead the GM should conclude the combat on the bridge before dealing with the space battle (in fact, the personal combat between the PCs and Lady Ash will probably be over before a single turn of space combat would have elapsed).

Either controlling their followers or returning to the vessel themselves (probably under fire) the Explorers can then try to defeat Hadarak. The two ships start at 20 VUs from each other, the *Fell Hand* emerging from behind a particularly large rock. Fighting in the asteroids is a perilous undertaking as the massive rocks drift across fire arcs, crash into void shields and create a storm of sensor ghosts. Reflecting these factors, all Ballistic Skill Tests to fire shipboard weapons suffer a –10 Penalty. In addition, the entire Combat counts as taking place in an asteroid field (see page 227), with all the listed penalties for failing tests. Clever captains can use the field to their advantage in the following ways:

- **Using the Rocks for Cover:** The entire area is littered with asteroids as large as a cruiser, which a captain can interpose between his ship and his opponent. By making a **Difficult (–10) Manoeuvring + Piloting Test** (or increasing the difficulty of a Manoeuvre by one step) a captain positions his ship behind several large shards, increasing the penalty to shoot at his vessel to –40. It is not without risk however. If he fails the test, instead of suffering the usual penalties for asteroids, his ship counts as being rammed (see page 215) by a frigate with front armour 20 as his ship ploughs into the rock fragment.
- **Creating Dust Clouds:** Another tactic is to blast asteroids to powder to mask the ship's movements. A ship may use the fire from one Weapon Component to vaporise the rocks, imposing an additional –10 penalty to all fire originating from one fire arc of the player's choice.
- **Asteroid Gravity:** Vessels fighting close to the ship graveyard can use the massive asteroid's gravity well to aid their manoeuvres. This equates to a +10 on all Piloting tests that move the vessel closer to the rock or turn the ship in that direction.

Hadarak will fight hard, but should his ship be too badly damaged (reduced to less than half Hull Integrity) he will slink off into the void and leave the Explorers to their prize.

Conclusion

With the defeat of Hadarak and the discovery of the *Righteous Path*, the Explorers are free to claim their plunder. Once they deactivate the energy seals, they will discover holds filled with ancient treasures both exotic and alien. For the purposes of this adventure, the cargo can simply be translated into Profit (see below). However if the GM likes he can fill the treasure ship's holds with whatever he chooses (see the Tale of the *Righteous Path* for some ideas).

As for Hadarak Fel, if he survived the battle then he will disappear to lick his wounds, perhaps to return at a latter time. Despite such a defeat, he will not harbour any hatred toward the Explorers, though should he encounter them again, he will not underestimate them a second time. The GM can use the Rogue Trader as a recurring adversary as needed, taking advantage of the ire the players should have already invested in him during this adventure. Finally, if Lady Ash escaped, she will find her way back to Hadarak. Doubtless if they meet him again she will not be far away. Part Three represents an Objective with the Exploration Trait and completing it awards 500 Achievement Points to the Explorers.

Rewards

Plundering the *Righteous Path* will net the Explorers a bonus of +3 to their Profit as they sell on the artefacts and treasures they recover. The PCs should then work out the bonuses from each of their completed Objectives to find the final Achievement Points they have earned. Any Achievement Points exceeding the 1500 required to plunder the *Righteous Path* can be traded in for additional Profit at this time (each 100 Achievement Points will net an extra 1 Profit). In addition to this, each character should be awarded 1000 experience points for completing the adventure (in addition to what they may have earned during it), plus 50 for each Objective that the group completed. If the Explorers managed to defeat either Hadarak or Lady Ash, then award them an additional 150 XP.

IMPORTANT NPCS

Hadarak Fel

Hadarak Fel Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
48	42	30	40	35	38	37	45	41

Movement: 3/6/9/18 **Wounds:** 22
Skills: Awareness (Per), Charm (Fel) +20, Climb (S), Command (Fel) +20, Common Lore (Imperium, Void, Imperial Navy, War) (Int), Deceive (Fel) +20, Dodge (Ag) +10, Navigation (Stellar) (Int) +10, Speak Language (High Gothic, Low Gothic) (Int) +10.
Talents: Basic Weapon Training (Las, SP), Nerves of Steel, Melee Weapon Training (Primitive, Universal), Pistol Training (Universal).
Armour: Enforcer light carapace (Arms 5, Body 5, Legs 5).
Weapons: Bolt pistol with red-dot laser sight (30m; S/2/–; 1d10+5 X; Pen 4; Clip 8; Reload Full; Tearing), best-Craftsmanship mono-sword (1d10+3 R; Pen 2).
Gear: 2 spare bolt pistol clips, personal vox, signet ring, respirator.

Lady Ash

Lady Ash Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
28	28	30	40	36	32	38	55	23

Movement: 3/6/9/18 **Wounds:** 19
Skills: Awareness (Per) +20, Ciphers (Occult) (Int), Common Lore (Imperium, Koronus Expanse) (Int), Command (Fel), Deceive (Fel) +10, Dodge (Ag) +10, Forbidden Lore (Daemonology, Warp) (Int) +10, Intimidate (S) +10, Invocation (WP) +20, Psyniscience (Per) +20, Speak Language (Low Gothic) (Int).
Talents: Dark Soul, Fearless, Jaded, Melee Weapon Training (Primitive), Pistol Weapon Training (Universal), Psy Rating 6, Resistance (Psychic Techniques).
Disciplines: Telepathy, Telekinesis.
Pyschic Techniques: Short Range Telepathy, Mind Probe, Terrify, Delude, Beastmaster, Compel.
Armour: Xeno-mesh suit (Arms 4, Body 4, Legs 4).
Weapons: Bolt pistol (30m; S/2/–; 1d10+5 I; Pen 4; Clip 8; Reload Full; Tearing).
Gear: Good-Craftsmanship clothes, photo-visor, Selenite-pattern void suit, respirator.

Pyrexia

Pyrexia Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	35	35	48	19	42	35	—

Movement: 2/4/6/12 **Wounds:** 8
Skills: Awareness (Per) +10, Dodge (Ag).
Talents: Fearless, Swift Attack.
Traits: Armour Plating, Dark Sight, Flier 20, Machine (4), Size (Scrawny).
Armour (Machine): All 6.
Weapons: Razor claws (1d10+1 R; Pen 2; Tearing).
Gear: Inbuilt vox and cogitator, auspex.

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Rogue Trader™

Character Name _____ Player Name _____

Career Path _____ Rank _____ Home World _____ Motivation _____

Description _____

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken

Skills

	Basic	Trained	+10%	+20%	Bonus
Acrobatics (Ag)					
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)					
Charm (Fel)					
Chem-Use (Int)					
Ciphers (Int)					
Climb (S)					
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
_____					
_____					
_____					
_____					
Concealment (Ag)					
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)					
Dodge (Ag)					
Drive (Ag)					
_____					
Evaluate (Int)					
Forbidden Lore (Int)					
_____					
_____					
_____					
_____					
Gamble (Int)					
Inquiry (Fel)					
Interrogation (WP)					
Intimidate (S)					
Invocation (WP)					

Talents & Traits

_____

Special Abilities

_____

Psychic Disciplines

_____

Psychic Techniques

Power	Sustain	Range

Skills (Cont.)

	Basic	Trained	+10%	+20%	Bonus
Lip Reading (Per)					
Literacy (Int)					
Logic (Int)					
Midicae (Int)					
Navigation (Int)					
Performer (Fel)					
_____					
_____					
Pilot (Ag)					
_____					
_____					
Psyniscience (Per)					
Scholastic Lore (Int)					
_____					
_____					
_____					
_____					
Scrutiny (Per)					
Search (Per)					
Secret Tongue (Int)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)					
Sleight of Hand (Ag)					
Speak Language (Int)					
_____					
_____					
_____					
_____					
Survival (Int)					
Swim (S)					
Tech-Use (Int)					
Tracking (Int)					
Trade (Int)					
Wrangling (Int)					

Experience Points

XP to Spend _____ Total XP Spent _____

Profit Factor

Starting _____

Current _____

Misfortunes _____

_____

_____

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Rogue Trader™

Movement

Half Move	Full Move	Charge	Run	Base Leap	Base Jump
(AB x1)	(AB x2)	(AB x3)	(AB x6)	(SB x1m)	(SB x20 cm)

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken

Weapon

Name_____
Class_____ Damage_____ Type_____ Pen_____
Range_____ ROF_____ Clip_____ Reload_____
Special Rules_____

Weapon

Name_____
Class_____ Damage_____ Type_____ Pen_____
Range_____ ROF_____ Clip_____ Reload_____
Special Rules_____

Weapon

Name_____
Class_____ Damage_____ Type_____ Pen_____
Range_____ ROF_____ Clip_____ Reload_____
Special Rules_____

Weapon

Name_____
Class_____ Damage_____ Type_____ Pen_____
Range_____ ROF_____ Clip_____ Reload_____
Special Rules_____

Weapon

Name_____
Class_____ Damage_____ Type_____ Pen_____
Range_____ ROF_____ Clip_____ Reload_____
Special Rules_____

Lifting

Lift	Carry	Push

Fate Points

Total	Current

Gear

Acquisitions

Mutations

Corruption

Current Points _____
Degree _____
Malignancies_____

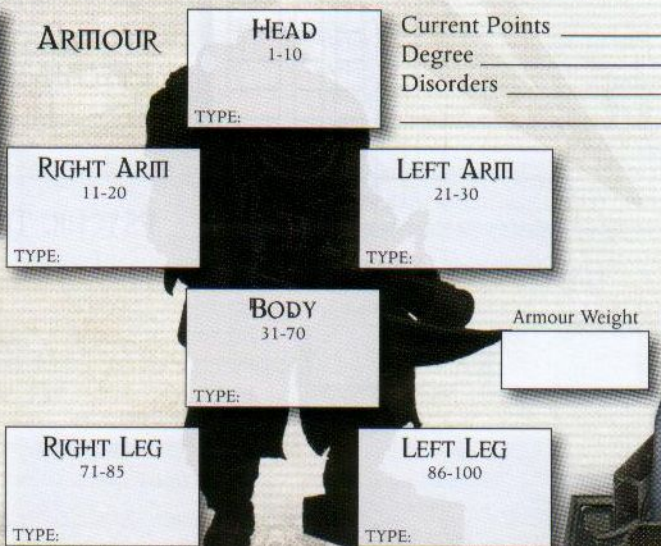
Wounds

Total _____
Current_____
Critical Damage _____
Fatigue_____

Insanity

Current Points _____
Degree _____
Disorders _____

Armour



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NAME _____

CLASS _____ HULL _____

SPEED _____

MANOEUVRABILITY _____

DETECTION _____

TURRET RATING _____

SHIELDS _____

ARMOUR _____

HULL INTERGRITY _____
TOTAL CURRENT

SPACE AVAILABLE ☐ POWER AVAILABLE ☐

SPACE USED ☐ POWER USED ☐

WEAPON CAPACITY ☐ Dorsal ☐ Prow ☐ Keel

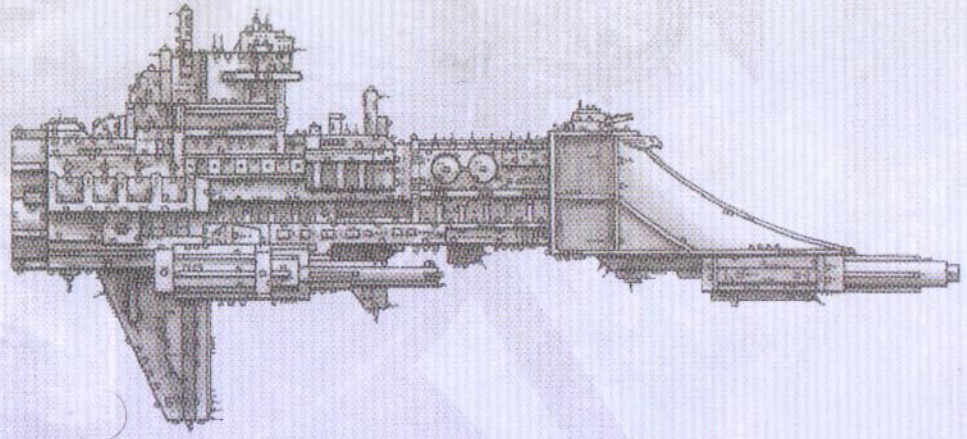
☐ Port ☐ Starboard

	MAXIMUM	CURRENT
CREW %		
MORALE		

ESSENTIAL COMPONENTS

SUPPLEMENTAL COMPONENTS

COMPLICATIONS/PAST HISTORY



WEAPONS

	STRENGTH	CRIT RATING	DAMAGE	RANGE	LOCATION: DORSAL	PROW	KEEL	PORT	STARBOARD
MACRO BATTERY ○ LANCE ○ _____	☐	☐	☐	☐	○	○	○	○	○
MACRO BATTERY ○ LANCE ○ _____	☐	☐	☐	☐	○	○	○	○	○
MACRO BATTERY ○ LANCE ○ _____	☐	☐	☐	☐	○	○	○	○	○
MACRO BATTERY ○ LANCE ○ _____	☐	☐	☐	☐	○	○	○	○	○

ROGUE TRADER™

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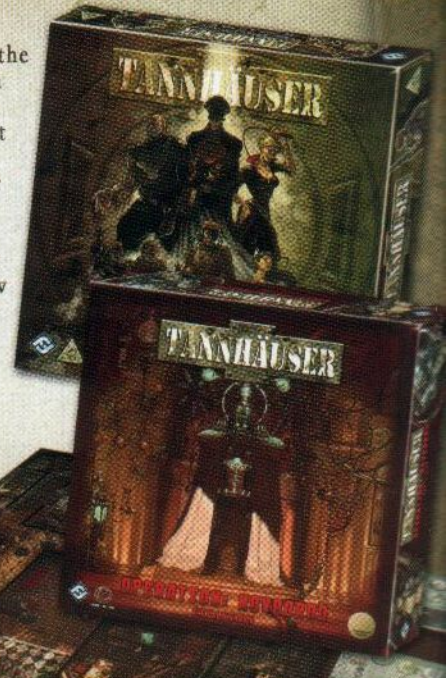

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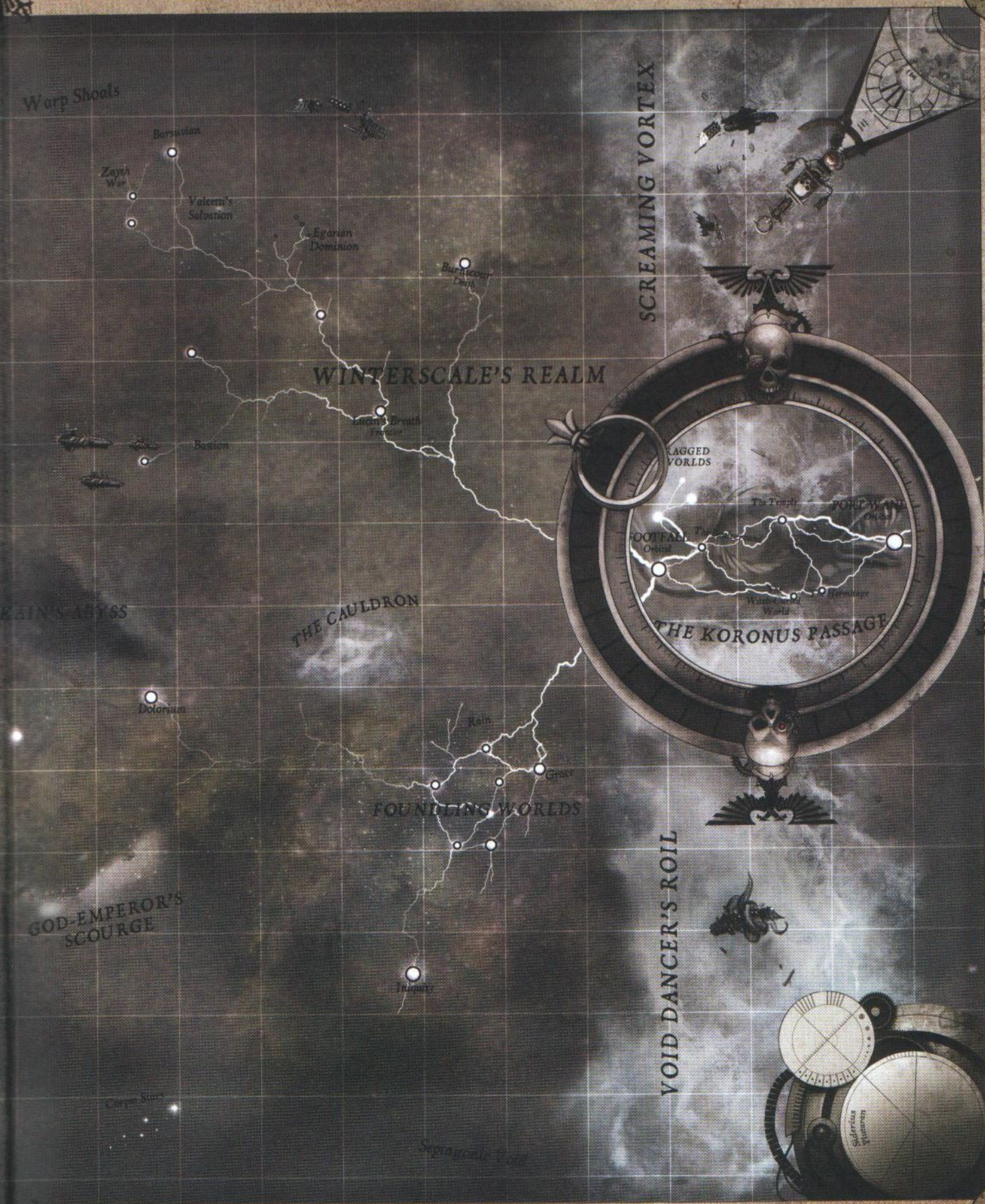
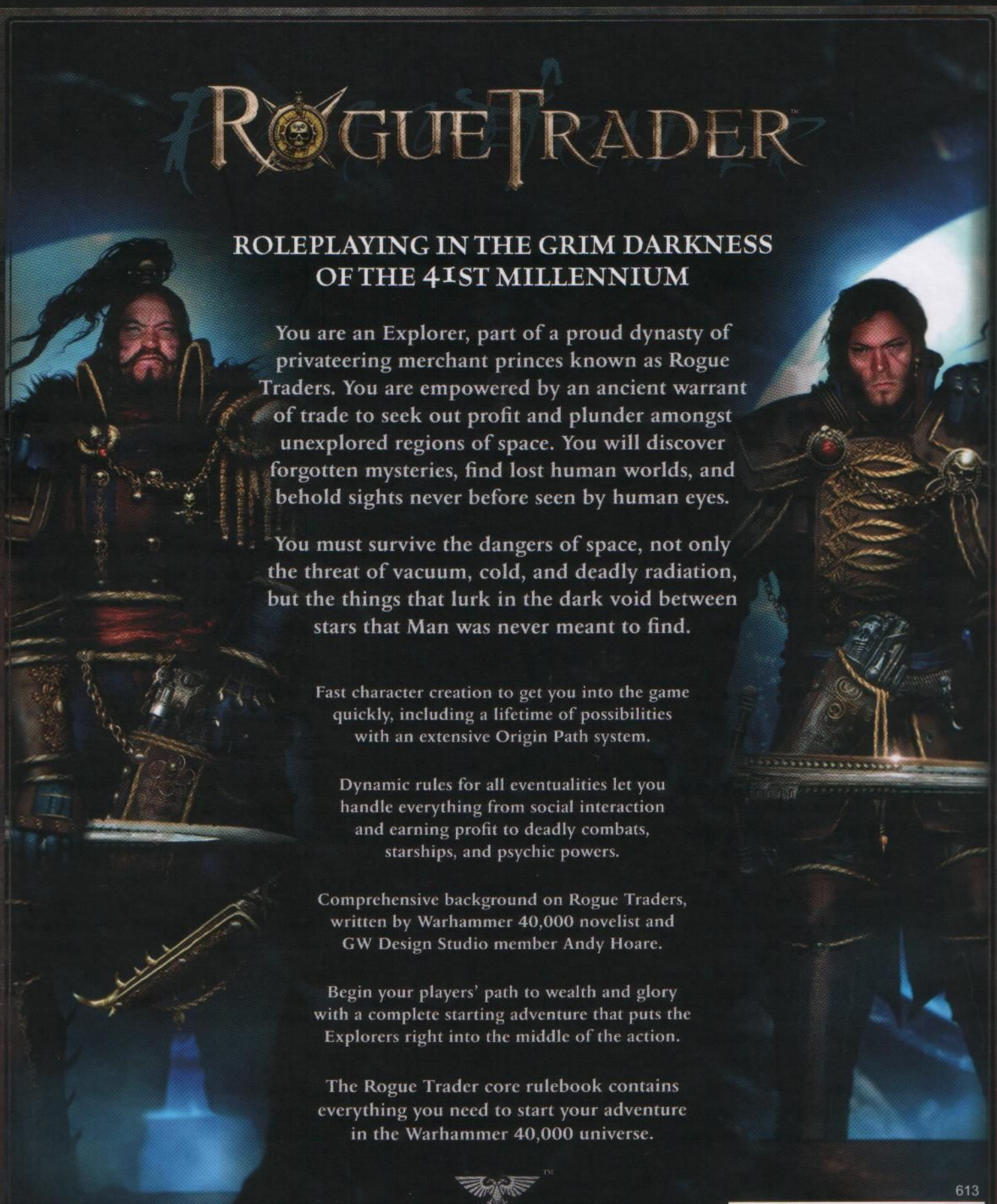
RIFTS OF HECATON
PHAINEAL ECHOES
ACCURSED DEMESNE
UNBEHOLDEN REACHES
ALENIC DEPTHS
Here be Daemons
Beware the Siren Star
Procession of the Damned
THE KORONUS EXPANSE
OF THE HALO STARS


Warp Shoals
Barsuvian
Zayth War
Valcetti's Salvation
Egarian Dominion
Burnscour Death
WINTERSCALE'S REALM
Lucius Breath Frontier
Bastion
SCREAMING VORTEX
RAGGED WORLDS
The Temple
PORT WAND Orbital
FOOTFALL Orbital
The Hermitage
Witch-Cursed World
THE KORONUS PASSAGE
KAIN'S ABYSS
THE CAULDRON
Dolorium
Rain
Grace
FOUNDLING WORLDS
GOD-EMPEROR'S SCOURGE
Inquiry
VOID DANCER'S ROIL
Corpse Stars
Septagonic Void
Siderius Plumbum



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