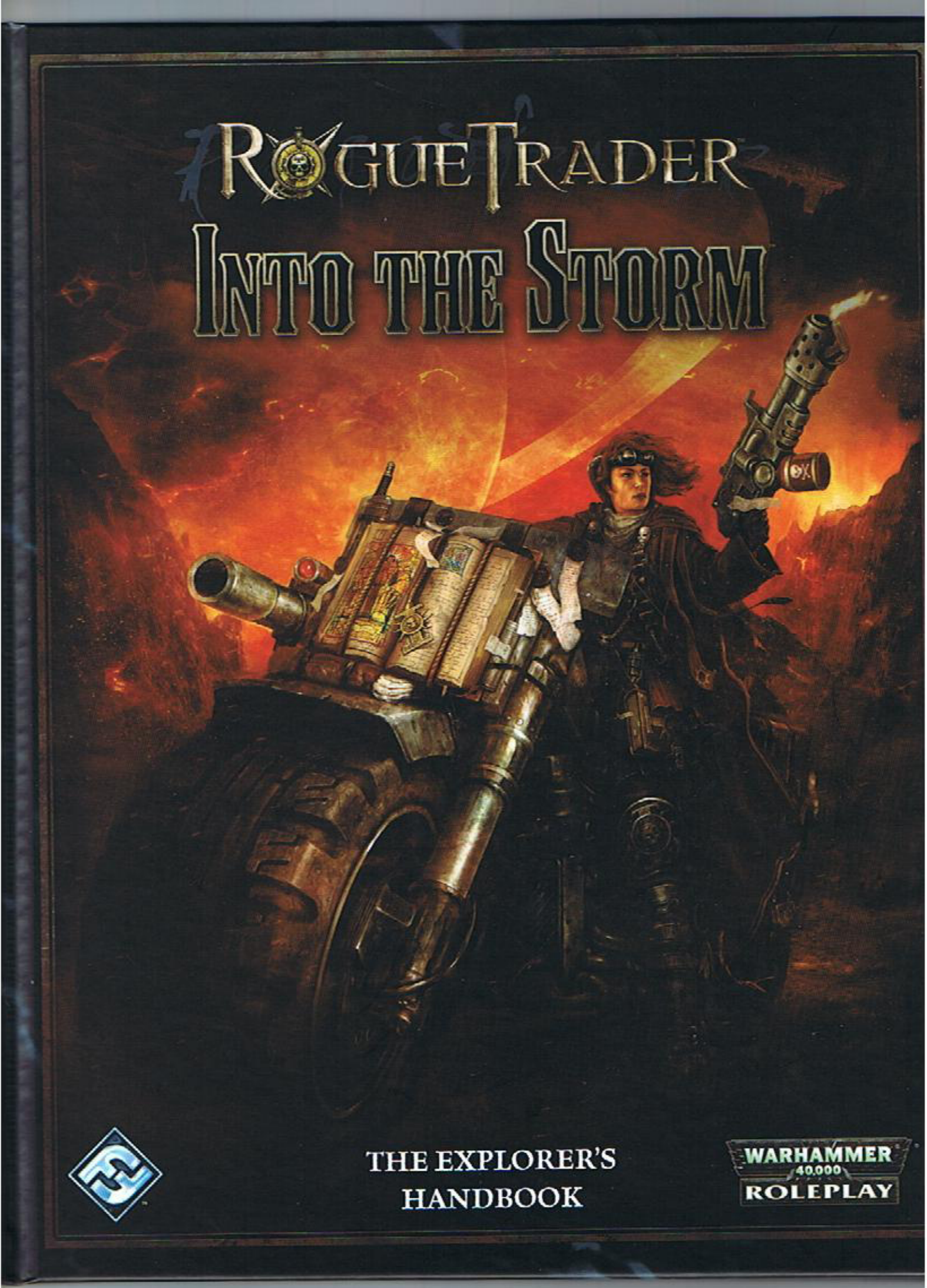
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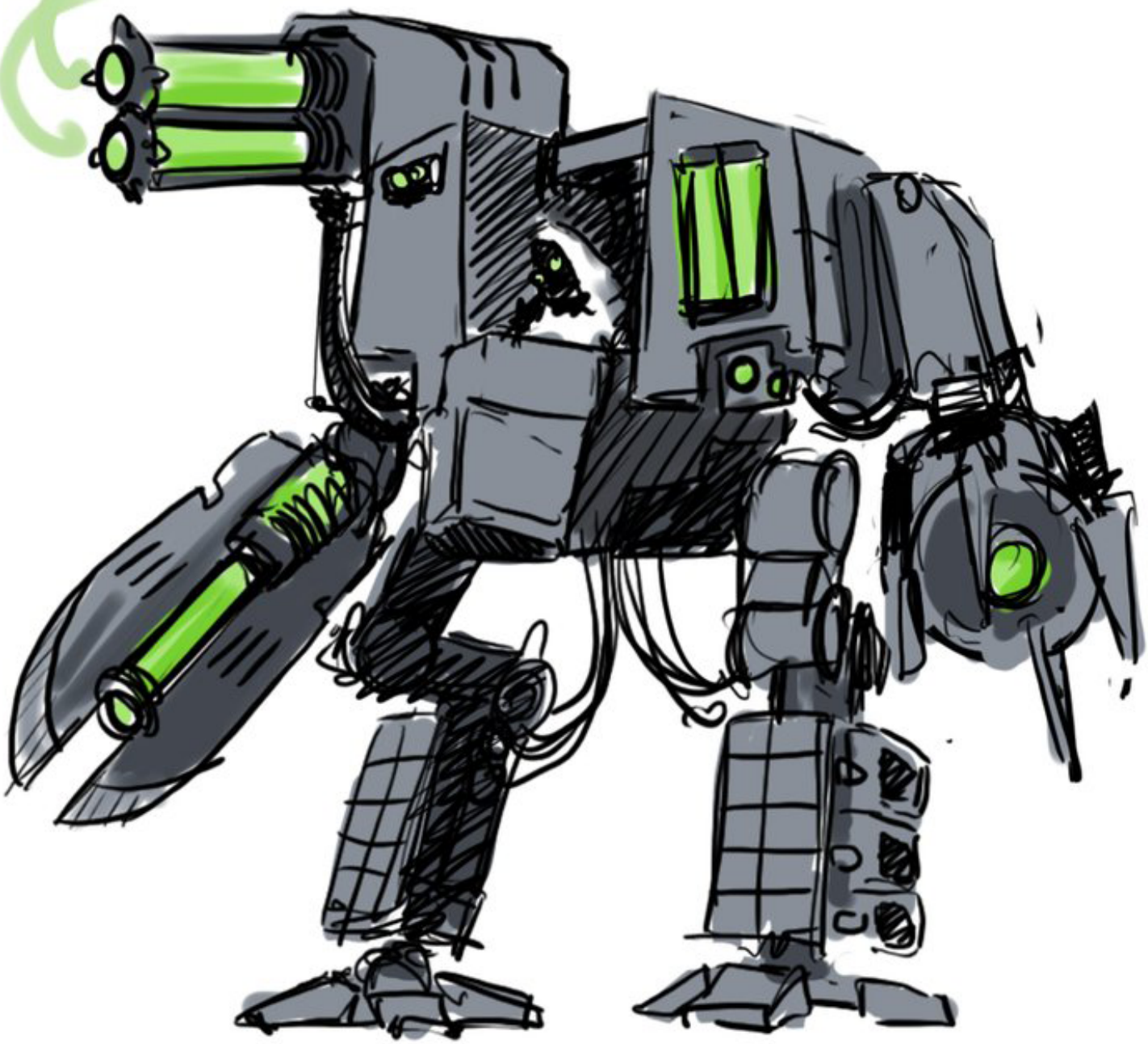
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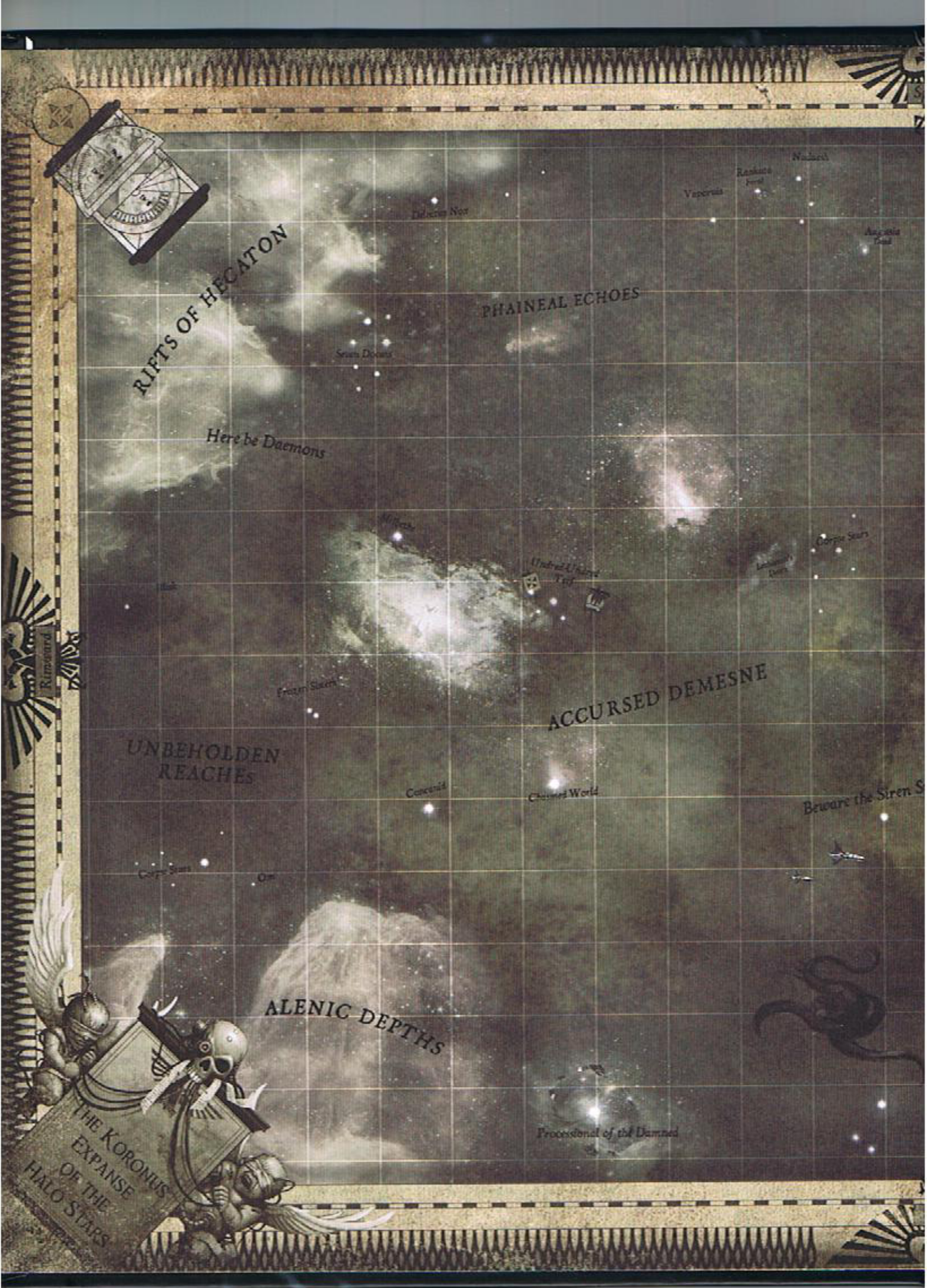
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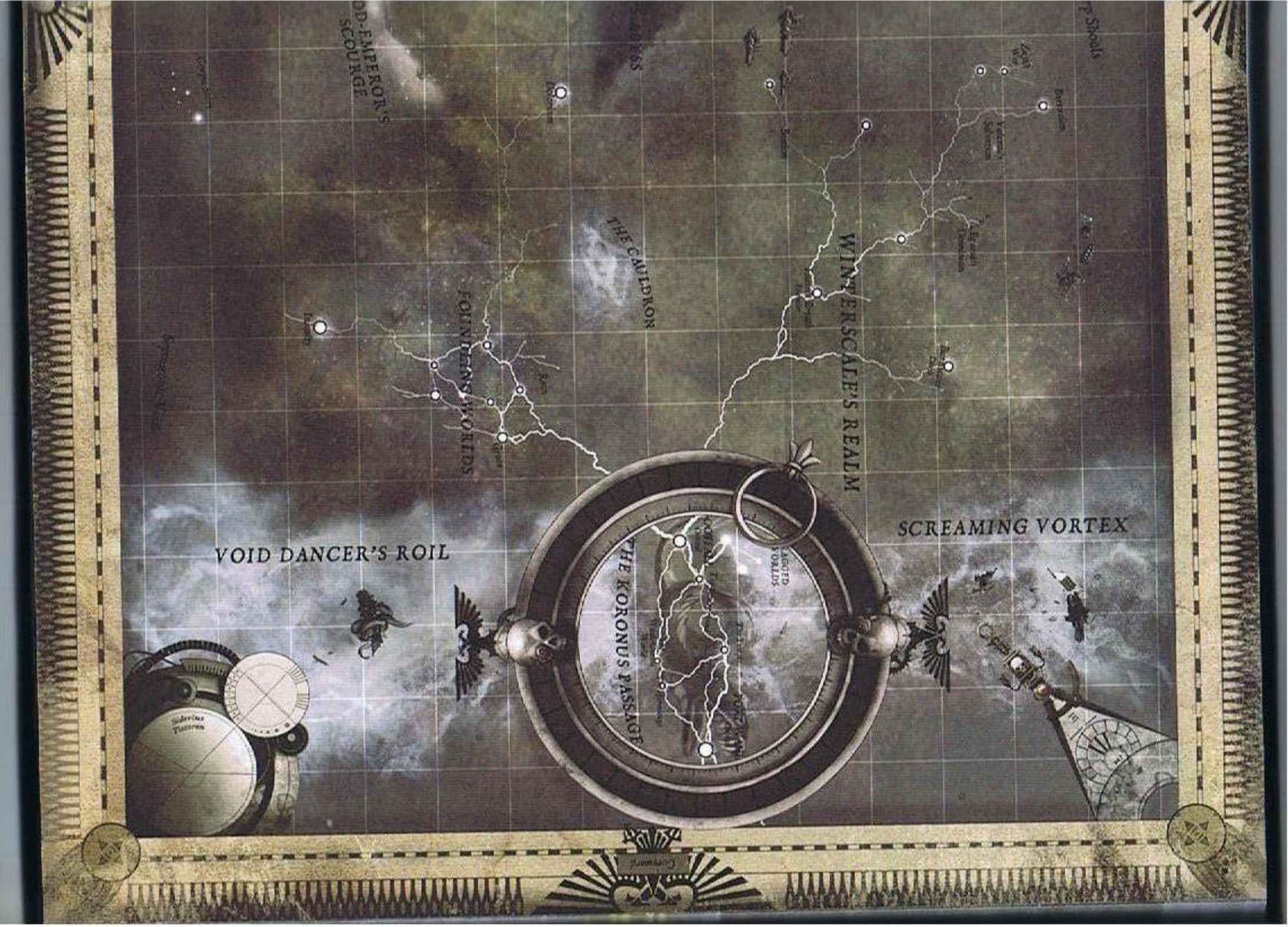
WARHAMMER 40,000 ROLEPLAY

LALALALALALA
I CAN'T HEAR YOU



OVER THE SOUND OF
HOW HERETK I AM !


RIFTS OF HECATON
PHAINEAL ECHOES
Here be Daemons
ACCURSED DEMESNE
UNBEHOLDEN REACHES
ALENIC DEPTHS
Beware the Siren S
Procession of the Damned
THE KORONUS EXPANSE OF THE HALO STARS


THE CAULDRON
WINTERSCALE'S REALM
SCREAMING VORTEX
VOID DANCER'S ROIL
THE KORONUS PASSAGE

Rogue Trader

Into the Storm



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ST MILLENNIUM

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Introduction

"I only ask for two things in life. A stout ship, and the light of the Emperor to sail her by."

–Rogue Trader Elizabeth Orleans

The Koronus Expanse is a place of adventures and danger in equal measure. Xenos, pirates, heretics, and worshippers of Dark Gods await those who venture through the Maw, and ancient horrors lurk amongst countless lost and undiscovered worlds in the depths of the Expanse. Many brave and foolhardy Explorers have set off from Port Wander to try their luck and wrest their fortune from the Koronus Expanse with a stout ship and their Warrant of Trade. Few return.

Into the Storm is an essential guide to those who wish to make their fortune in the 41st Millennium and live to enjoy it. Functioning primarily as a rules expansion for *Rogue Trader*, this book examines and expands on all aspects of an Explorer, from the weapons he wields and ships he pilots, to the Endeavours he pursues and adventures he undertakes. With this book, an Explorer can ensure he is properly prepared to face the travails that await him in the grim darkness of the far future.

The book begins with rules for expanding the Origin Path of character creation. New home worlds and options for replacing choices along the Path allow for a much wider range of customisation and new, unique characters. From there, **Into the Storm** introduces two new Career classes, the mercenary Kroot and the bloodthirsty Orks, and numerous Alternate Career Rank options, allowing players to further sculpt their characters in response to their adventures in the Expanse.

The book continues with new selections of equipment, some of which are commonplace and essential to Imperial life, and others that are rare and even unique to the Expanse. New rules for starships and vehicles follow, providing Rogue Traders with transports ranging from the humble Rhino APC to the mighty gun-cutter. New powers and abilities for Navigators and Astropaths are also provided, including rules allowing them to use their formidable powers in space combat.

Finally, **Into the Storm** provides new rules for using Profit Factor, Endeavours, and taking on important positions in the hierarchy of a starship. The book closes with an in-depth examination of Port Wander: last Imperial port before the Maw, and gateway to the Koronus Expanse. Here players will find a location brimming with potential adventure and intrigue, as well as a location for repairing, refitting, and resupplying before returning to the dangerous Expanse.



—Entrusted aboard the sprint trader Imperium's Voice, en-route to Port Wander from Zayth, 046.816.M41.

To my daughter and heir, the Lady Igraine Armengarde, in care of Captain Jonus Defray, House Krin

I write this to you with the hopes that you will receive it on the eve of your majority, when you shall take your first steps into your inheritance. In recognition that the day when you shall claim the Armengarde Warrant of Trade is drawing ever closer, I take auto-quill to parchment and pen this missive. Perhaps you can add it to the many letters I have sent in the past years.

One day, you shall stand on the bridge of the Bansidhe and sail through the Maw to the wonders and terrors that lie beyond—but to reach that point will require diligence and dedicated preparation. In the decades I have travelled the void, I have learned a great deal that the Sisters of the Orders Famulous neglected to instruct during my formative years. A great deal that they are neglecting to instruct you in, even now. The Expanse contains much more than those who live within the Imperium could ever imagine, and it is not possible to see these splendours and these terrors and remain unchanged. With this I hope to provide a measure of that knowledge, that you might enter the storm unflinching in years to come.

Study and learn it well. Be ready for the day when you, too, pursue endeavours amongst the Expanse... a day to which I look forward with hope and no small amount of pride.

I remain your devoted mother,

Lord-captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe



Advanced Origins

- New Home Worlds
- Expanding the Origin Path
- Lineage
- Power and Profit: The Ship and Warrant Path

Chapter 1: Advanced Origins

"The stars call out to us, like the Siren's songs of yore; they lure us to fortune...or calamity."

–Captain Zacharias du Kane, Rogue Trader

In the **Rogue Trader** Core Rulebook, players are able to create and customise their characters through the choices made on the Origin Path. This chapter expands the Origin Path giving players more choices such as new Home Worlds and background options; it also introduces a set of new options for players to give to their Explorers: Lineages.

In this chapter, there are six new Home Worlds from which Explorers can hail, and a new set of options called Lineages. In addition to the new Home Worlds and Lineages, the other lines on the Origin Path include new selections to choose from. These selections work just like the ones presented in **Rogue Trader**. Combined with those choices, these new possibilities can help flesh out the player's Explorer and create distinct characters that are unique in the 41st Millennium and potentially possess specific ties to the Koronus Expanse.

Within some of these new selections the players have several options to choose from—similar to the choices they have with the Lure of the Void selections in the core rulebook. Some of these new options have Experience Point (xp) costs associated with them due to the advantages they confer. However, it should be noted that including these new choices in a game is optional, and players should gain the GM's permission before selecting one.

In addition to the character customisation options, players and Game Masters can also make use of the new Ship and Warrant Path generation system presented later in this chapter. This new system works in a similar fashion to the Origin Path. Instead of rolling randomly to generate a Warrant of Trade and starting Ship Points, it allows the Explorers to determine significant details about their Dynasty's Warrant of Trade and the ship points to go along with it.

New Home Worlds

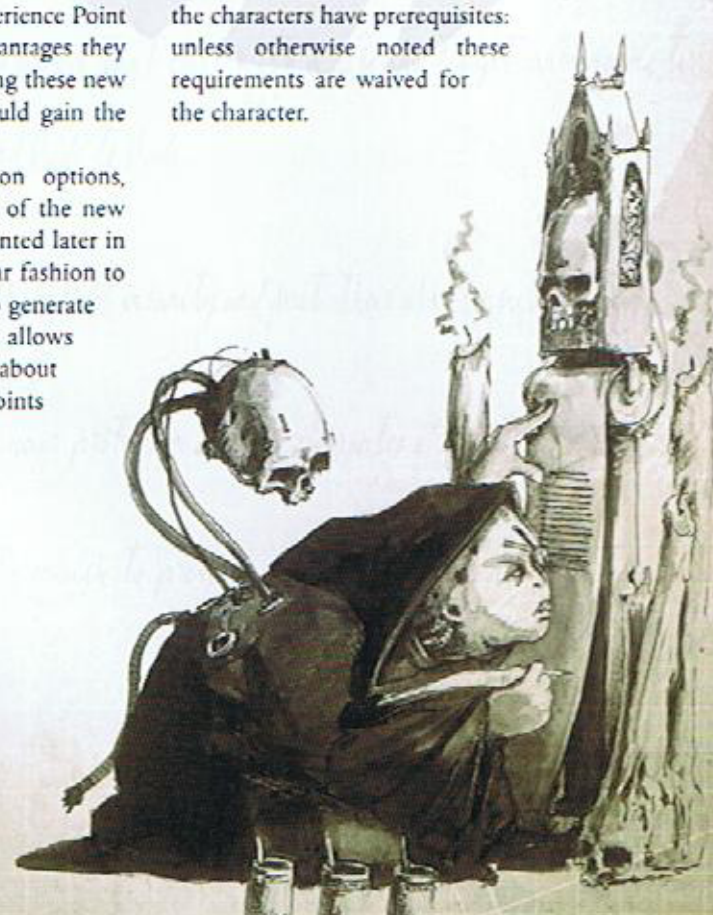
"As we pass through this world, we leave behind more than we think. Each of us leaves behind a lasting legacy that casts its shadow upon all who follow."

–Solomon Haarlock

The **Rogue Trader** Core Rulebook introduces six Home Worlds for players to choose from. Each Home World selection provides the character with the necessary background and characteristics needed to represent where that Explorer came from—ranging from their culture and heritage to environmental factors that have molded the Explorer into the person they now are.

In **Into the Storm**, the players have six additional Home World options to choose from. Like the original six worlds, these new choices help to give definition to the character—a starting point from which the Explorer left his old life behind and began anew as a traveller amongst the stars. These new Home Worlds are additional options to give the player more choices on where their Explorer originated. On the Origin Path, each player may replace the current Home World options with these new options, effectively allowing 12 different Home World choices.

Once a player has chosen his Explorer's Home World, he should be sure to write down all the traits and abilities provided by the Home World on his character sheet.. Note also that many of the talents granted by the Home Worlds to the characters have prerequisites: unless otherwise noted these requirements are waived for the character.



FRONTIER WORLD

"Frontier worlds are lawless planets that sit on the edge of the Imperium. Savage and brutal, your world has always been home to a small number of settlers that are descended from the original colonists. You are tenacious and hardy, and have learned that the only justice in the galaxy is that which you hand out yourself."

There are numerous frontier worlds scattered across the borders of the Imperium, particularly within the Calixis Sector and Koronus Expanse. A frontier world is more than simply a world or system that sits upon the edge of the map; it is far away from centres of power, the protection of the military, and the influence of the Ecclesiarchy. Many of these worlds consist of a small number of population centres, and often times their environment is every bit as deadly as any death world. Some planets are barely habitable; others are hardly explored. These are rough-and-tumble places with few luxuries and fewer defences. Because of this, many are left open to the predations of xenos invaders and pirates. Frontier worlds are also havens for those who are seeking to escape Imperial justice.

Due to their unique position on the frontier, it's not unusual for the populace to have extensive dealings with xenos and alhuman species. In fact, some settlements can only get by because of the trade they conduct with outsiders.

Life on a Frontier World

Frontier worlds, such as Faldon Kise or Solace Encarmine, can often barely be classified as "civilised." The populace is rough and determined in equal measure, and many settlements on these worlds are ramshackle, resembling primitive, run-down, dry, dusty spots where life is harsh and unforgiving and justice comes from the barrel of a gun (or at the end of a rope). Here, the population must learn to survive on its own. There are no Adeptus Arbites Precinct-fortresses to maintain law; no PDF to protect the citizens from invasion, and no Fleet waiting in orbit to take them to safety. The people are tough and hard-working, used to living without the amenities that are taken for granted on other worlds. They are also insular and prefer to handle matters on their own, with little time for outsider interference.

The environments of these worlds can vary greatly—from near Death worlds to virtual paradises—but most tend to fall somewhere in between. The settlements on these worlds also vary, but are usually small and fairly primitive. Those who travel to such places must be prepared to face any environment, from toxic slime jungles to bone-scouring winds.

Though poorly educated, those who are raised upon a frontier world have learned that survival is paramount. As a result they are surly, coarse, rough, and durable folk who often refuse to back down from a confrontation—even when faced with overwhelming odds (and especially if they feel they are right). They have little patience for small talk and even less for those who are dishonest and disreputable. They make excellent scouts and foragers. It's also not unheard of for these people to conduct trade and associate with xenos races—even mutants—as most settlements lack an Imperial Cult representative to cow them into believing that these creatures are evil and should be shunned or destroyed.

Frontier World Characters

The world you come from is every bit as varied as the people on it. You are as rugged and tough as grox-hide leather, with excellent survival instincts that have been honed through years of harsh, bare-bones existence. The town you grew up in was a rough-and-tumble place where only the toughest and canniest survived. At times, rivals would try to cause trouble, but you, your neighbours, and your family would band together and fight them off. On occasion a traveller from beyond the stars would arrive and bring all manner of strange and exotic wonders for you to see. Sometimes these travellers would be human, other times not. Whatever they were, once you met them and smelled the odour of a thousand different worlds, you knew you were meant to travel amongst the stars.

You have a distrustful and gruff exterior—at least to those you don't know. Most people aren't worth your time, but those who are gain your respect and gratitude for life. The prejudice of humans from other worlds confuses you; you've had dealings with xenos and mutants before and suffered no ill effects. You are also known for your toughness and tenacity and you always try your utmost to finish what you start. When you give your word, it's as iron-clad as any written contract and you will go to any lengths to honour it.

On the Origin Path chart, Frontier World may be taken instead of Death World.

Characteristic Modifiers: +5 Strength; –5 Intelligence

Starting Skills: Frontier world characters begin with Survival (Int) and Wrangling (Int) as trained Skills.

Tough as Grox-Hide: Due to their hardy physiques and general surliness, Frontier worlders begin with one additional wound (already included in their Starting Wounds).

Leery of Outsiders: Frontier world characters are suspicious by nature. Because of this outlook, frontier world characters suffer a –10 penalty on all Fellowship Tests when dealing with someone they have not previously met (exactly when to apply this check is up to the GM).

Tenacious Survivalist: Life on the frontier can be filled with all manner of horrors. Frontier world characters learn at an early age to be wary of their surroundings, and react quickly in the face of danger. Frontier world characters may re-roll any Initiative Roll they make, though they must accept the results of the second roll.

Xenos Interaction: It's a common occurrence for humans on frontier worlds to interact and trade with xenos. Because of this interaction, Frontier World characters are immune to Fear when caused by a xenos with a Fear (2) or Fear (1). If the Fear Test difficulty is 3 or higher, however, it affects the character as normal. Of course, this outlook often puts them at odds with members of the Ecclesiarchy and as such they suffer a –5 penalty to all Interaction Tests when dealing with members of the Imperial Cult.

Starting Wounds: Frontier 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 frontier 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.

Footfallen

"The term 'Footfallen' refers to those who are from the settlements of the Koronus Expanse—especially places like Footfall. The people who live on these worlds and settlements truck with all manner of blasphemers, from renegade psykers and xenos, to heretics and cultists. You live in a den of iniquity, and you have learned to be cunning, and devious, organising deals and a web of contacts across the Expanse."

While the Imperium of Man may claim imminent domain over the entire galaxy, the truth is that there are numerous gaps on the map where the light of the Golden Throne does not shine. It is within these places that corruption, greed, lawlessness, and villainy often take root. Perfect examples are the Koronus Expanse, a region of unexplored space within the Halo Stars, and the settlement of Footfall that serves as a gateway to the greater Expanse beyond.

In the Koronus Expanse, the few waystations and habitations established by humans have become hubs for exploration. They also serve as critical connections that link the scattered human settlements and enterprises in the greater Koronus Expanse beyond. There are many such outposts, but the most famous is the void-station of Footfall, which has in turn given those who live in such places their name—the Footfallen.

Footfallen are the proverbial trail-blazers of this region and no one knows it better than they. They tend to be devious, cunning, and suspicious; they have learned to protect what advantages they have that can speed them along the road to riches and glory, and they have a different moral outlook than their contemporaries across the border. Footfallen also associate with what Imperial citizens would consider to be blasphemers—recidivists, xenos, mutants, and worse. Despite these generalities, however, if it's one thing the Footfallen know, it's the Koronus Expanse!

Life as a Footfallen

The Footfallen are often referred to as "the true children of the Expanse." These men and women, descended from the settlers and Rogue Trader vassals who came to this region long ago, have spent the majority of their lives interacting with all manner of denizens within the Koronus Expanse. Whatever their birthplace, they all tend to have similar outlooks and mannerisms, and are used to dealing with all manner of inidivduals: religious fanatics, cultists, recidivists, spies, assassins, narco-tribesmen, nomads, fugitives from Imperial justice, merchants, xenos, renegade psykers, Rogue Traders and their crew, and even worshipers of the Ruinous Powers. These worlds are giant melting pots of cultures and beliefs, and only through them can one get useful information on the Koronus Expanse.

Recently, there is something else that sets the Footfallen apart, even from other denizens of the Expanse who have grown up in the same circumstances. Over the last few decades, a disturbing trend has emerged amongst some of those born in the Expanse. A number of them have been known to exhibit a strange "sixth-sense" which, while not a true psychic ability, quite possibly stems from the warp.

Footfallen Characters

You have spent your entire life living within the walls and habitats that make up the settlement of Footfall, or another human settlement within the Koronus Expanse. Wherever you have grown up, you have learned that it's not necessarily survival of the fittest, but survival of the smartest. You are cunning, devious, and perhaps a little deceitful. You have learned to embrace these traits, however, because this is how you survived—relying on your wits and charm rather than the hollow protection of a gun.

You have spent your entire life socialising with both the bottom rungs and upper tiers of society, building a web of contacts that may extend across the entire Expanse. You consider yourself to be a peerless dealer in secrets and information, and perhaps that is how you made it out of the cesspit that was your home. You may be serving—or commanding—a Rogue Trader's ship because of your peerless knowledge of the Expanse and the dark secrets that dwell within it. Or you may simply be along for the ride, acting as a guide to the unexplored corners of the far void.

On the Origin Path chart, Footfallen may be taken instead of Void Born.

Characteristic Modifiers: –5 Ballistic Skill; –5 Toughness; +5 Agility; +5 Fellowship

Starting Skills: Footfallen characters begin with Common Lore (Koronus Expanse) (Int) as a trained Skill.

Street Knowledge: As a result of their living on the 'streets,' the Footfallen suffer a —5 penalty on all Scholastic Lore Tests except those that involve information on the Koronus Expanse (whether or not a given Scholastic Lore Test involves the Koronus expanse is up to the GM).

Web of Contacts: As they learn to survive, Footfallen generate a web of contacts that can extend throughout the Koronus Expanse. All Footfallen characters gain a Peer Talent chosen from the following list (choose one): Astropaths, the Insane, Underworld, Void Born, Workers.

Port of Call: Because many of the settlements Footfallen call home have numerous factions, and even species, they tend to pick up the different types of postures and body languages of thousands of travellers that cross their paths. As such, all Footfallen characters begin with the Polyglot Talent.

Sixth Sense: Though they cannot explain it, the true Footfallen have a strange attunement to the Expanse that borders on the supernatural. All Footfallen characters gain Psyniscience as a Trained Skill, although they do not count as psykers. However, they are of an interest to the Inquisition, and begin the game with the Rival (Inquisition) Talent.

Starting Wounds: Footfallen characters double their starting Toughness Bonus and add 1d5 to the result to determine their starting Wounds.

Starting Fate Points: Roll 1d10 to determine a Footfallen character's starting Fate Points. On a roll of 1–4, he begins with 2 Fate Points; on a roll of 5–7, he begins with 3 Fate Points; on a roll of 8–10, he begins with 4 Fate Points.

Fortress World

"With the Imperium in a constant state of war, some worlds are designated as Fortress worlds to act as bastions against the enemies of the God-Emperor. You are part of that defence, keeping the evil outside the gates from breaking through. This has made you part of the glory of the Imperium's mighty forces of war."

There are few sectors within the Imperium of Man free from constant war. To contain the greatest threats, whole worlds have been established to act as bastions. Called fortress worlds, the entire populace is immersed in warfare; they constantly train for the day they may be called upon to defend the Imperium, and they take their duty very seriously. Fortress worlds are established as bulwarks against the enemy. Every citizen is a solider, trained to fight from the moment they can handle a weapon. Perhaps the best-known fortress world is the planet of Cadia—a world standing at the end of the Cadian Gate against the forces of the Eye of Terror. The Imperial Guard's best and most celebrated regiments often come from fortress worlds.

Life on a Fortress World

Fortress worlds are uncommon, but necessary, planets. They are established to act as military strongholds, staging points, and physical deterrents. Worlds like these are as much "roadblock" as they are bastion; they are often established on habitable planets and built up for warfare. Linked together, they are able to form blockades used to interdict the enemy and prevent them from spreading out into the Imperium.

Life on a fortress world is steeped in military discipline and doctrine. From the moment the citizens wake until they go to sleep they train and operate as a military unit. All citizens of fortress worlds prepare for the day they are called upon to push back the darkness that sits beyond their crenelated walls. Cities are giant fortresses studded with artillery weapons, and industry is focused almost exclusively on manufacturing machines of war. Those old enough to enlist in the Imperial Guard or Planetary Defence Forces are often required to do so, and even those too young or infirm find ways to serve. It's not uncommon to have whole generations of a family in service to the Imperium at one time, and many such Imperial Guard regiments boast a rich and proud history.

Fortress World Characters

From the moment you could walk and hold a weapon, every waking moment of your life has been spent training to fight and kill the enemies of the God-Emperor. You know the basics of combat and military tactics. You are disciplined, honourable, loyal, and have the highest regard for integrity. However, the military doctrine that has surrounded you your whole life has also made you inflexible and dogmatic. You grew up in a fortress-city; your neighbours all served to keep the mighty bulwark of your world standing against the enemy. As a member of a Rogue Trader's crew, you may serve as the ship's Master-at-Arms, or you may command a ship's mighty armaments and military compliments as a Rogue Trader. In any case you know your knowledge and skills in warfare are put to good use.



On the Origin Path chart, Fortress World may be taken instead of Forge World.

Characteristic Modifiers: +5 Ballistic Skill; +5 Willpower; –5 Intelligence; –5 Fellowship

Starting Skills: Fortress world characters begin with the Secret Tongue (Military) (Int) and Common Lore (War) as trained Skills.

Hated Enemy: Growing up in the shadow of the enemy affects those who live on a fortress world. They are taught to hate and kill their enemy on sight without hesitation. Fortress world characters begin with the Hatred Talent (the group chosen is the enemy that the fortress world has been established against).

Constant Combat Training: All fortress world characters begin with Basic Weapon Training (Las **or** SP). However, they suffer a –5 penalty on Social Interaction Tests regarding non-combat topics (GM's discretion).

Steel Nerve: Every day denizens of fortress worlds train with live ammunition and explosives, and are comfortable around weapon's fire. Fortress world characters gain the Nerves of Steel Talent.

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

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

BATTLEFLEET

"The Battlefleet serves as a cornerstone of the Imperium's mighty war machine. You are descended from a long and noble line of naval families and warship clans. As a member of the Battlefleet of the Imperial Navy you have a proud lineage—you are *mankind's shield against the darkness of the void."*

The great battlefleets of the Imperial Navy are among the most ordered and disciplined organizations in the Imperium. The men and women of the Imperial Navy's officer class stand apart, even from other Void Born. They have their own culture, and descend from a long and noble line of naval families and ship clans that can trace their lineage back millennia. It is with great distinction that these members serve the Golden Throne, persecuting renegades and pirates in the name of God-Emperor of Mankind. Many battlefleet members can trace their origins to the rulers of worlds that administer the battlefleets' ships. Here their families collect and organise battle-won wealth, judiciously managing the spoils of war so that the great battlefleets may continue to serve the God-Emperor with distinction and honour.

Life in the Battlefleet

The men and women of the Imperial Battlefleets are a proud, martially-minded people with a strong sense of honour. Crews live together on ship, eat together, and face the enemies of the Imperium together. Since they are trained from birth, they have knowledge of shipboard life that surpasses many of the most knowledgeable void-born. From the moment they are able, the people serving the Battlefleet are taught how to move about in zero gravity, deal with ship-board emergencies, and handle warp travel. As they mature, they progress on to more complicated pursuits such as learning ship-based weaponry, spatial navigation, and basic naval tactics. They learn the history of their ship and their Battlefleet, and they learn the pride that comes from being among the Emperor's finest.

Members of the Battlefleets are a diverse and varied lot, but they have a few things in common with each other. They almost universally respect duty, loyalty, and integrity, and show great strength of character. Conversely, they despise those who show weakness, deceit, and those who are generally lazy and inconsistent. Compared to the Void Born of Chartist and trade vessels, they have a larger physical build, the result of living in more normal gravity conditions than that of their counterparts.

Members of the battlefleets are also more respected for their role as humanity's protectors among the stars.



Battlefleet Characters

You were born to a life aboard ship. Nothing stirs your blood more than sailing the void or facing pirate ships with gun batteries locked. Yours is a tradition of bravery, honour, sacrifice, and adventure. The void is where you truly feel alive. You have grown up within the confines of the Battlefleet and as such you are confident, arrogant, loud, and brash—with the skills to back it up. You see yourself as born leader and commander, and a Rogue Trader's ship offers both a desired challenge and a chance to write your legacy amongst the stars.

On the Origin Path chart, Battlefleet may be taken instead of Hive World.

Characteristic Modifiers: +5 Willpower; +3 Fellowship; –5 Perception

Starting Skills: Battlefleet characters begin with Common Lore (Imperial Navy) (Int), and Speak Language (Battlefleet War Cant) (Int) as Trained Skills.

Officer on Deck: Battlefleet characters are generally officers, and as such they are used to giving orders and having those orders obeyed. All Battlefleet characters gain a +5 bonus to all Command Tests while aboard any spacecraft.

Void-Born Ancestry: Members of the battlefleets are closely-related to the Void Born, and their service provides opportunities to hone a Void Born's innate abilities. A Battlefleet Character may choose Navigation (Stellar) or Pilot (Space Craft) as a Trained Skill. They also gain Void Accustomed (see Rogue Trader, page 19).

Ship-Bound Fighter: Living and training on a spacecraft is vastly different than living and training on the ground. Because of the close-in nature of ships, Battlefleet characters are unaccustomed to fighting in open spaces or on the "dirtside" of planets. While they are on a planet they suffer a –2 penalty to Initiative Tests and double the Ballistic Skill penalty for firing weapons at Long Range or greater. These penalties don't apply to the character if they are inside a tunnel or other confined space.

Starting Wounds: Battlefleet 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 battlefleet character's starting Fate Points. On a 1–6, he begins with 3 Fate Points; on a 7–10, he begins with 4 Fate Points.

PENAL WORLD

"Within the Imperium, crime can be so prevalent that entire worlds are given over to the dumping of humanity's dregs. Inmates—or just plain unlucky inhabitants—scrape by on worlds that barely support indigenous life, let alone tide of humanity dumped upon it. Not that it matters, as everyone from your world is considered to be a devious, lying criminal and the planet seen as sprawling den of thieves."

In the Imperium, crime is widespread enough that entire worlds are given over to incarcerating the refuse of society. On these Penal Worlds live the criminals of the Imperium, the guards that keep them there, and any luckless denizen unfortunate enough to have been born there. Penal worlds are, very often, barely-habitable planets. Here, the criminals labour and toil at various menial tasks while serving out their sentences; and only a few parole out. On some worlds, the worst criminals (those whose crimes aren't severe enough to warrant death) might be segregated from the rest, but this practice varies from world to world. Thus, murderers and rapists might mix with petty thieves and con-men. From this melting pot comes a brutal society, where survival comes only when one forgets morality and is willing to do whatever is necessary to make it to the next day.

These worlds are a dichotomy; on one hand they are used to dump undesirables upon, and on the other they make excellent places for a Rogue Trader to round up expendable crew.

Life on a Penal World

A penal world is a planet used to exile prisoners. Within the Calixis Sector, inmates sentenced to penal worlds are marked with a barcode tattoo that is typically placed on their neck, forehead, or other easily-spotted area of the body. Here, many inmates die of disease, starvation, infection, the environment, an escape attempt, an encounter with the brutal enforcer-guards, or one of a hundred other maladies. Inmates are sentenced far away from their home worlds and most never see that world again. Inmates condemned to a penal world are those found guilty of crimes that don't warrant execution. Some feel that those who are executed are the lucky ones, for those who are sentenced to penal worlds are sent to hellish places where death is slow in coming. The only denizens that have any real freedoms whatsoever are the warden and his guards.

On many penal worlds the planetary governor is also the prison's warden, and his authority is absolute. The warden and his guards often brutalise the inmate population, adding to their considerable misery and mortality.

The populace tends to be hardened, ruthless, shifty, and untrustworthy. However, they can also be resourceful and possess a low cunning. They are haunted individuals who are witness to the kind of atrocity most will never see.

Penal World Characters

You have been sentenced for crimes against the Imperium of Man—or maybe your parents were, and you were just unlucky enough to be born here. Every day was a struggle to stay alive and stay one step ahead of the predators and guards that stalked you through the dank pits and filthy shantytowns of your home. You've learned to be resourceful and cunning, but you are also considered a criminal—even if you didn't start out that way. As such, you are thought to be untrustworthy, and perhaps it is even true. However, trying to survive has also hardened you, and made you ruthless. You have witnessed your planet serve as dumping ground for the numerous Rogue Traders and Chartist captains to leave their wretched filth behind, and as a place for salvation when they return to fill their holds with new crew and take them away from their wretched existence.

On the Origin Path chart, Penal world may be taken instead of Imperial World.

Characteristic Modifiers: –5 Willpower; +5 Perception; +5 Toughness; –5 Fellowship

Starting Skills: Penal world characters gain Security (Ag) as an untrained Basic Skill; they also have a choice of either Deceive (Fel) or Intimidate (S) as a trained Skill.

Syndicate: Due to their time spent among criminals the Explorer knows who to look for on worlds that have a thriving criminal underclass. As such, they gain the Peer (Underworld) Talent.

Criminal: Those that spend any amount of time on a penal world gain a skewed outlook when it comes to the morality of the Imperium, and have a less than savory reputation amongst Imperial authorities. Conversely, they suffer a –20 penalty on Interaction Tests when dealing with the following organisations: Adeptus Arbites, Ecclesiarchy, Enforcers, and the Military should his home world become known (at the GM's discretion). Also, should this status ever become known, the Explorer may find themselves under the scrutiny of local law enforcement and underworld crime bosses.

Nightmares: Being brutalised by the prison world enforcers leaves its mark on the psyche of those who survive their time on a penal world. They tend to suffer from sever nightmares that never go away, and as a result they gain 1d5 Insanity Points and the Light Sleeper Talent—never again gaining a decent night's sleep without resorting to drugs or other such aids.

Underground Resources: Characters from penal worlds know many people of ill repute. As such, they can often acquire items much more readily than those working through legitimate channels. When making Acquisition Tests on a world with a criminal underworld, the penal world character can opt to make use of these resources (providing the GM rules they are available) to make the item's Availability one "level" more common (to a minimum of Abundant). This ability can only be used once every other game session (at the GM's discretion), and players should remember that the items this character procures are more than likely stolen—they should be prepared in case the authorities come knocking.

Starting Wounds: Penal 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 penal world character's starting Fate Points. On a 1–4, he begins with 2 Fate Points; on a 5–9 he begins with 3 Fate Points; on a 10, he begins with 4 Fate Points.

Maleziel

The penal world of Maleziel exists in the area of the Koronus Expanse called Winterscale's Realm. On this bleak and desolate world harsh winds howl across the landscape, and the planet's ancient and dying sun barely puts out any light, casting all in eternal twilight. The high radiation put out by the star keeps the planet in a moderately-habitable state. The planet's establishment as a prison world remains somewhat of a mystery. This world of scrub plains and rock has a single settlement with a massive, rusting, and crash-landed starship at its centre. This is the remains of the Maleziel, a prison ship that crashed on the surface after being blown far off course in a furious warp-storm sometime in M32. Most of the settlement's inhabitants are descendants of the ship's survivors, originally some 10,000 guards, inmates, and crew. Aside from the rusting superstructure that creaks and moans as the wind blows through it resembling massive reddish-brown-coloured ribs of some long-dead creature, the vessel's figurehead is all that survived the crash ages ago. The figurehead itself, sculpted to resemble a male angel looking to the heavens in supplication, is the source of much speculation and superstition. Some whisper that the eyes of the figurehead weep whenever a world is about to die, but no one really knows the reason for this mysterious activity.

A settlement, also named for the ship, has grown up around its hulk and sits upon a flat plain of scrub and stunted trees surrounded by craggy peaks. It was here that the surviving guards and crew sought to keep order over the inmates who survived the crash. They established a new prison within the remains of the hulk, but this soon became impractical and both sides realised that they were stranded on a strange world with little hope of supplies or rescue. As time went on the groups homogenised and a strange culture took shape. Today, the settlement is a virtual thieves' den, which is on the verge of collapse. Rogue Traders frequently stop here to either hand over their undesirable (or criminal) crewmen to the enforcer-cadres to add to the settlement's workforce, or to replenish their holds with cheap labour; thus ensuring a steady influx of new "residents," one of the only things keeping this place alive. Without a doubt, Rogue Trader vessels are the only means by which new supplies can be had; Maleziel pays for these shipments in able-bodied crew, or by trading whatever mineral wealth is dug up from the various mines and quarries.

Of late, there have been reports of mysterious xenos scouts with crested helms spotted on the fringes of the settlement. These may well be Eldar Corsairs, although what they want on this forgotten world remains a mystery.

— A. A.

CHILD OF DYNASTY

"The nobility of the Imperium wields extreme power and wealth; not only those of the Noble Houses, but also those of other organisations such as the Rogue Traders. As the heir-apparent to a Rogue Trader family dynasty you have been given every advantage so that one day you might ascend the throne of leadership. You consider yourself to be clever and witty, but also sly, and you are very cautious as one fatal mistake can lead to a sibling or relative assuming the family fortunes—your legacy nothing more than your own rotting corpse."

Within the Imperium of Man there are those who sit at the pinnacle of power—the nobility and the ruling elite. As the Imperium is structured as a feudal society, it stands to reason that within it exist many types of noble houses, including planetary rulers, military lords, and the Rogue Traders. Over time, once the Warrant of Trade has been given, a Rogue Trader may find that his empire is growing. The dynasty now has fleets of ships, planetary fiefdoms, and thousands of house soldiers to call upon. As time goes on and the family continues to grow, it develops into a Rogue Trader Dynasty—able to command scores of craft and countless troops. This legacy spans the Imperium and beyond.

To ensure that this legacy continues, the lords and ladies of the dynasty designate an heir-apparent in whatever fashion is deemed appropriate by their customs. These sons and daughters may find themselves struggling for the favour of their dynastic leaders in an effort to be worthy of succession. Oftentimes in noble families, the second, third, and even fourth child finds themselves with little option but to go out and make a name for themselves, or simply languish in obscurity, hoping that circumstances arise to change their fate. However, this is not the case in Rogue Trader families, where all are expected to work and prove themselves. It is oftentimes that these noble scions end up plotting and scheming for ways to manoeuvre into a position where the family leader has little choice but to name them heir.

Life as a Child of Dynasty

The children of the Rogue Trader clans are instructed in all manner of subjects mundane and esoteric. They are assigned the best tutors and mentors the clan can afford, and by the time the child enters adolescence, they are capable enough to be sent out into the wider galaxy (typically with bodyguard entourage in tow). They have been afforded every advantage, as the future of their dynasty rests upon their shoulders.

Not every heir-apparent turns out to be the best choice for the family, however. Some are lazy, shiftless souls who do nothing more than squander the family fortunes and pass their days in decadence and perversion. In such cases, the leaders of these dynasties often select more than one heir to the throne; it's a gamble they make to ensure that at least one of them survives to continue the dynasty. Rogue Trader heirs are often assigned one of the family's void ships under the command of one of their most capable captains or a family scion that has more days behind him than ahead. They are then given a stipend and sent to learn about the unforgiving galaxy. If along the way they make gains for the family, so much the better. Some return upon their majority to assume the title they have been ordained for; others are never seen or heard from again.

Oftentimes, a rival family member covets the throne at the expense of all else. These miserable sods plot and scheme the downfall of their siblings and relatives. They may arrange an accident to befall other heirs so that they alone remain to assume the family's leadership. Thus, many heirs (especially from the larger dynasties) are taught to be wary and look out for such plots. Many surround themselves with capable allies and protectors, but in the end survival often comes down to their own wits and instincts. Many learn not only the intricacies of political longevity, but martial arts and other forms of combat as well. This is by far the best means to ensure they live long enough to return home and assume the privileges and rank that they have been groomed all their lives for.

Child of Dynasty Characters

You are the child of a family gifted with a Warrant of Trade. Your dynasty may be thousands of years old, or perhaps your parents were awarded their own Warrant and your dynasty is considered to be an upstart.. Whatever the case may be, you have been given the training needed to keep your family's dynasty alive for at least another generation.

You are the chosen son or daughter of a powerful Rogue Trader. You may have been granted the immense responsibility of inheriting your dynasty's Warrant of Trade, in which case you have assumed the coveted title of Rogue Trader. However, it is just as likely that you saw the Warrant passed on to one of your siblings, and you are either expected to support them in their Endeavours, or plunge into the unknown to make your fortune and earn glory for your family with your own resourcefulness. How you do this is up to you and whatever abilities you may possess, and you may even go so far as to sign on with a different Rogue Trader to grasp the opportunities you seek.



You have been gifted with immense rank and privilege, and the immense responsibilities to go with them. Trained in command and the intricacies of commerce, you are ambitious and perhaps even a bit devious. However, duplicity is the trademark of a child of your dynasty, and you know your trade well. You will use every shred of ingenuity to ensure your family's name survives in the cruel and uncaring world of the 41st Millennium.

On the Origin Path chart, Child of Dynasty may be taken instead of Noble Born.

Characteristic Modifiers: –3 Toughness; +3 Intelligence; –5 Willpower; +5 Fellowship

Starting Skills: The Child of Dynasty character begins with Literacy (Int), and Speak (High Gothic) as trained Skills.

Dynastic Warrant: Due to the prestigious heritage of a Child of Dynasty, they can bring considerable resources to bear when outfitting a starship. All Child of Dynasty characters add an extra +3 Ship Points to those already generated when building the group's ship. However, a group with a Child of Dynasty Character may not exchange their Ship Points for Profit Factor—any unspent Ship Points at the end of creating their starship are lost.

Honour Amongst One's Peers: Even the most unimportant offspring of a Rogue Trader dynasty are likely to have grown up amongst the rarefied heights of Imperial aristocracy, and can handle themselves amongst them without embarrassment. A Child of Dynasty gains a +5 bonus to all Fellowship Tests to interact with high-ranking officials of the Imperium and members of the Imperial nobility in a formal setting (exactly when this bonus applies is up to the GM).

Unseen Enemy: This character has an enemy who covets their position, their wealth, or their ship. The Child of Dynasty has no idea who this person is, or the fact that they're coming for them. The GM determines this foe and is free to reveal this enemy at any given time. The character gains the Enemy Talent; the group is this unseen foe.

Starting Wounds: The Child of Dynasty doubles his starting Toughness Bonus and adds 1d5 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine this character's starting Fate Points. On a 1–3, begins with 2 Fate Points; on a 4–7, he begins with 3 Fate Points; on an 8 – 10, he begins with 4 Fate Points.

The Expanded Origin Path

Home World	Death World or Frontier World	Void Born or Footfallen	Forge World or Fortress World	Hive World or Battlefleet	Imperial World or Penal World	Noble Born or Child of Dynasty	
Birthright	Scavenger or Fringe Survivor	Scapegrace or Unnatural Origin	Stubjack or Unnatural Origin	Child of the Creed or In Service to the Throne	Savant or Fringe Survivor	Vaunted or In Service to the Throne	
Lure of the Void	Tainted or Hunter	Criminal or Crusade	Renegade or Crusade	Duty Bound or Hunter	Zealot or New Horizons	Chosen by Destiny or New Horizons	
Trials and Travails	The Hand of War or Darkness	Press-Ganged or Product of Upbringing	Calamity or Lost Worlds	Ship-Lorn or Product of Upbringing	Dark Voyage or Lost Worlds	High Vendetta or Darkness	
Motivation	Endurance or Devotion	Fortune or Exhilaration	Vengeance or Knowledge	Renown or Devotion	Pride or Knowledge	Prestige or Exhilaration	Fear (This replaces any other Motivation)
Career	Astropath Transcendent	Arch-Militant	Void-Master	Explorator	Missionary	Seneschal	Navigator	Rogue Trader
Lineage	A Proud Tradition	Witch-Born	Accursed Be Thy Name	Disgraced	Of Extensive Means	A Long and Glorious History	

Rogue Trader®

Expanding the Origin Path

Listed below are new Origin Path options that may be taken in place of the ones described in the Rogue Trader Core Rulebook. As mentioned earlier, when choosing one of these new selections, players should note that they have three choices. The player selects the option he wishes for his character and applies the effects. Because of the depth and power these new choices provide, each selection costs a listed number of experience points. This cost is deducted from the character's starting experience. Note that once a character has been created, the player cannot go back and later purchase these options—this must be done during character creation. Also, any modifications made to an Explorer due to taking these new choices does not count as an Advance for the purposes of increasing in rank, nor do increases or reductions count toward the improvement of a Characteristic through normal means.

If an Origin Path selection provides a character with training in a Skill the character is already trained in, or will be trained in based on the starting Skills provided by his Career selection (or an additional Origin Path choice), the player may choose to give his Character +10 to that Skill, instead. Note, this counts as the +10 training in that Skill, if the option to gain +10 in that Skill becomes available later in the character's Career, he cannot purchase it again. (He can, of course, purchase the +20 Advance if it becomes available, see page 15 of Rogue Trader).

The player may also choose to forgo the additional training in that Skill, and instead decrease the cost of that alternate Origin Path choice by 50 experience points. This option is also available if the character would receive a duplicate Talent—although since the character cannot receive "additional training" in a Talent, the Origin Path choice is automatically reduced by 50 experience points.

Freedom of Choice

The new options presented here add another level of complication and detail to the Origin Path system, giving players a wider range of choices with which to define their characters. Every effort has been made to match the most appropriate new options to their proper places in the Origin Path—for example, Knowledge is a new Motivation highly appropriate for Explorator characters, and as such is placed above Explorators on the Origin Path—but some concessions had to be made to the limited space available, and some options which may be desirable or appropriate may not be accessible to certain character archetypes if using the Origin Path strictly.

It is recommended, then, that a GM making use of these additional options nominate one or more rows of the Origin Path as "free choice rows," as described in the Rogue Trader Core Rulebook, in order to make these options more available to everyone.

New Birthright Options

Life is the Emperor's currency. Spend it well.

—Imperial Proverb

The Imperium is a vast place, and within it there are countless thousands of life stories. For most, the life a person is born to will be the only one he ever knows. For some, however, this life is merely the beginning.

Each of the new Birthrights in this section can be substituted for those from the Character Creation section in the Rogue Trader Core Rulebook, taking its place on the Origin Path. Unlike those in the core rulebook, these entries are more detailed and each contains three distinct options under a single broad heading, each of which has an xp cost associated with its benefits. When choosing one of the new entries, pick a single option from amongst those presented for that Birthright, and pay the listed amount of xp.

Fringe Survivor

A character may select Fringe Survivor instead of the Scavenger or Savant entry on the Standard Origin Path table.

Life in the Imperium of Man is constrictive and stifling. You and your family did whatever it took to survive in this regime by living out on the fringes of society. Each day was a struggle, but somehow, against all odds, they found a way so you could go on and realise the destiny the God-Emperor had entrusted in you.

Perhaps you come from a long line of hereteks, steeped in the dark arts of tech-reclamation; salvaging whatever scraps you could get your hands on in order to turn them into something a bit more useful, ever-fearful of discovery by the Adeptus Mechanicus. Or, your family might have travelled from place to place as traders, miners, or some other nomadic profession, never settling in one area for very long, but teaching you how to get by in nearly any environment and climate.

Many worlds in the Calixis Sector and Koronus Expanse have legitimate and underground blood sport arenas where death is dealt out to the delight of screaming crowds and jaded nobility. In many places throughout the sector, these fighters are highly respected and arena combat is considered a time-honoured tradition. Perhaps such a place is where you grew up—with pit-fighters and arena gladiators to keep you company and teach you to fight for coin and the entertainment of the crowds.

Select one of the following options:

Survivalist

There are those who, for whatever reason, move about from place to place, never staying in one spot for very long. Some are nomadic families and tribes who move about their world's continents following herds or other resources. Some are miners or merchants who go about plying their trade or wares. There are others who not only move about across

the land, but also go from system to system—and beyond! Whatever background your family has, this is the life you were born into. Your life is that of a nomadic wanderer, with little permanence. But you do have skills and honed instincts that keep you alive in the most hostile of climates. You are alert for danger and know how to survive in the galaxy's myriad wildernesses. However, you have also witnessed many horrors of this galaxy through you travels as there are places in this universe that man was not meant to go. The nightmares still haunt you to this day.

Cost: 300xp

Effect: Gain +3 Toughness or +3 Perception. Additionally, gain the Survival (Int) Skill as a Trained Skill. Also, gain 1 additional Fate Point and 1d5+1 Insanity points.

Heretek

Those known as tech-heretics, or "hereteks," are often branded as criminals. As technology is little understood and rightly feared for the troubles it has caused in mankind's past, these blasphemers are often hunted down by the Adeptus Mechanicus. If caught, they face the prospect of being "recycled" into a servitor—mind-wiped and slaved to serve the Priesthood of Mars. Hereteks are versed in the dark arts of technology, and typically gained their knowledge outside the Priesthood of Mars. Many gained their "dark" powers through the application of intuitive leaps of logic. Some of them are nothing more than scavengers who dwell in the dregs of society. Others are more dangerous, supplying the underworld and black markets with prohibited technology, drugs, chems, and even weaponry. A few tales whispered in the dark shadows tell of those hereteks who have crossed over into greater tech-heresy and delve into things best not spoken of. Like any subculture within the Imperium, hereteks are often drawn to those of like mind and those that can survive on the fringes of society.

Cost: 100xp

Effect: Gain +3 Intelligence. Additionally, the character may select two skills from the following list as Trained Skills: Chem-Use (Int), Common Lore (Tech) (Int), Forbidden Lore (Archeotech) (Int), Tech-Use (Int), Medicae (Int), Scholastic Lore (any) (Int). In addition, gain 1d5+1 Corruption points. The Adeptus Mechanicus does make it a point to hunt down and eliminate hereteks.

Pit-Fighter

Across the Calixis Sector, there are numerous underground blood-sport arenas and fighting pits where barbaric gladiators fight for glory and the entertainment of the masses; this is your world. Thriving amid the lower castes of society, gladiatorial combat is a staple of many Imperial cultures. Here, men and women fight for glory and wealth; there are a few, however, who have been sentenced to the pits for their crimes. Many of the fighters are hereditary combatants; their parents fought, their grandparents fought, and so on back through the generations. In the Calixis Sector, names like "Red Hook," "Killer Kane," and "The Butcher" are infamous within the arenas.



You have been training and honing your body sin birth, and you have been champion more than once. Y have studied at the feet of great pugilists and sword-maste Some of the depraved and jaded nobility crave exotic figh and thus you have been pitted against grotesque xenos a mutants with awful mind-powers. But your abilities have n gone unnoticed and you know soon enough you will aga feel the rush and clarity of mind that can only come fro mortal combat.

Cost: 200xp

Effect: Gain +3 Toughness or +3 Strength, and +3 Weapo Skill. In addition, gain the Rival (Underworld) Trait and Corruption Point.

Unnatural Origin

A character may select An Unnatural Origin instead of the Scapegra or Stubjack entries on the standard Origin Path table.

There are many in the Imperium whose existence is not kin indeed, there are few for whom the Imperium is anythir other than a distant and uncaring master. For some, howeve existence is something to be suffered and endured. For the wretched few, life is a twisted and unnatural thing, and su men and women either find release in an early death or ri above their abhorrent origins. Some are cursed by a pollut environment, others doomed by the taint of the Warp, whi others still are false-men, wrought or remade in flesh-vats a genetic vaults, their lives and bodies as clay to the whims others. Those who endure their bleak existence are harden by it, made resolute by an unrelenting desire to leave the

past behind. In either case, it is said in hushed tones that these men and women may be something less than human.

Select one of the following options:

Contaminated Environs

The industry of man leaves entire worlds choking on acrid fumes and drowning in noxious effluvia. On innumerable worlds, and hive worlds in particular, chemicals flood from manufactoriums, research stations, starports, and all manner of other locations, leaving the world poisoned. Such places are toxic to human life, yet humans may still exist there, the dregs of society forced into the most inhospitable places imaginable. Amidst polluted water and foul vapours, these people endure horrific lives, and as generations pass the poisons that suffuse their erstwhile homes taint their very nature, scarring their genes and rendering their very humanity a flawed and deformed thing. You may bear this contamination openly, your form twisted and mutated, or you may simply appear unhealthy.

Cost: 100xp

Effects: Gain the Peer (Mutants) and Resistance (Poisons) Talents. Also gain +3 to either Toughness or Willpower, but suffer –3 Fellowship. For an additional 100xp, the character may roll once on **Table 14-3:Mutation** on page 369 of the Rogue Trader Core Rulebook, re-rolling any results of 75 or higher.

False-Man

Your life is not your own. It is the product of an arcane science only barely understood by those that wield it, who seek to emulate the Emperor's mastery of genetics. Your form and your nature are manufactured, the result of tampering by those who seek to make men more able to perform certain tasks. You are a rarity in the Imperium and beyond it, a human being wrought by artificial means, and whether you embrace the purpose of your creation or deny it, the fact that you may not be entirely human is still weighs heavily upon you. One thing you do know is that you are still human in part—their science cannot create new life, it can only change that which already exists. However small a comfort that may be, even if it provides only solace through hatred, it is something.

Cost: 300xp

Effects: Gain the Ambidextrous, Autosanguine and Chem-Gold Talents. Additionally, select two characteristics: They are both increased by +3. However, select one characteristic and reduce it by –3, and either gain 2d10 Insanity Points or lose one Fate Point permanently.

Tainted by the Warp

Whatever the reason, you have been irrevocably tainted by contact with the Immaterium, your soul scarred by a malign exposure that was present since you were very young. To you the material world feels static and unyielding, pale and cold compared to the barely-imaginable churning of the Warp. You are distant from his fellow man, for their world feels so small and confining compared to the infinite reaches your instincts tell you lay beyond reality's walls, and little can scare you; the horrors of the Warp have lingered in swiftly-forgotten dreams, lurking behind your conscious mind for most of your life, and no mortal concern can compare with that.

Cost: 200xp

Effects: Gain the Dark Soul and Jaded talents, and Forbidden Lore (Warp) as an untrained Basic Skill. Further, gain +3 to Perception or Willpower. However, suffer -3 to Fellowship and gain 1d10 Corruption Points. For an additional 300xp, the character may purchase the Favoured by the Warp talent, gaining an additional 1d10 Corruption Points in the process.

In Service to the Throne

A character may select In Service to the Throne instead of the Child of the Creed or Vaunted entries on the standard Origin Path table.

The Imperium is built upon the toil of untold trillions of men and women, and the blood and bones of countless generations form its foundations. Your life was spent as one in the Emperor's service, destined to sacrifice yourself to the greater glories of His Empire. Some choose to serve; others find their service forced upon them, chosen to be one more cog within a machine of bewildering proportions.

To serve the Emperor is to serve the ideal of conquest. Mankind is destined to rule the stars, so the preachers and missionaries say, and to reclaim worlds from the darkness between the stars is a bloody task indeed. In some way, shape or form, all who serve the Imperium directly contribute to its ongoing war of conquest and reclamation, a war that began a hundred centuries before and which has never truly ceased, though its form and pace have changed much with the ages.

Select one of the following options:

Tithed

Human life is the single most abundant resource in the Imperium of Man, and yours is no different. Dragged from the life you seemed destined to lead so that you might serve the Emperor in some other capacity, your years were spent in the company of those like yourself, people of many worlds given up as a tithe to the Imperium. You may have served in the Imperial Guard or been conscripted into the Imperial Navy. You may even have been a conscript-colonist for a newly-settled world, a menial for the city-offices of the Administratum, or something else entirely. Whatever the case, your life of service helped you escape from the life you might have lead, providing you with a broader knowledge of the Imperium and the rare opportunity to see things you might never have even heard of had you not been taken from your home.

Cost: 350xp

Effect: Gain a single Common Lore skill as a trained Skill, chosen from the following list: Adeptus Astra Telepathica, Administratum, Imperial Creed, Imperial Guard, Imperial Navy, Imperium or War. In addition, select any two choices from the following list of skills and talents. Skills chosen are gained as trained Skills: Drive (any one), Literacy, Medicae,

Navigation (surface), Survival, Tech-Use, Basic Weapon Training (Las), Basic Weapon Training (SP), Pistol Weapon Training (Las), Pistol Weapon Training (SP). Finally, gain +3 Willpower or Ballistic Skill.

Born to Lead

With status comes responsibility, though some of high birth may dispute it. To be born above others is to lead them, and your life has been directed to that end for as long as you can remember. All branches and departments of the Adeptus Terra require those who can command others with a clear head and an iron will, and your adult life has been spent in one of those departments, be it the Imperial Guard, the Ministorum, the Administratum or something else besides. With this life comes the resolve and dedication of those with power earned, and the confidence to lead without doubt or hesitation. Men and women such as you are a valuable asset to the Imperium, and those who thrive in their duties are often well-rewarded.

Cost: 200xp

Effects: Gain Command, Literacy and any one of Scholastic Lore (Bureaucracy, Imperial Creed, Judgement or Tactica Imperialis) as Trained Skills. In addition, gain +3 Intelligence or Fellowship, but suffer –3 Toughness.

One Amongst Billions

Your early life was unremarkable, merely a single face amongst the teeming masses of humanity. Of no importance to the hierarchy of the Imperium, nor cast out beyond the fringes of society, you seemed doomed to a life of mediocrity and anonymity. Through ceaseless toil to improve your lot in life, you learned quickly the politics of the common man, of preserving your own meagre interests with a wary eye cast to the efforts of your peers. Through these methods, you clawed your way from amongst the masses to make something of yourself.

Cost: 200xp

Effects: Gain the Paranoia and Unremarkable Talents, and any one Trade or Common Lore as a trained Skill. Additionally, gain +3 Perception or Intelligence, but suffer –3 Strength.



NEW LURE OF THE VOID OPTIONS

"Looking out into the cosmos and seeing the primordial powers of creation stirs something in all of us. That is what brought me out here."

–Darius Xerxes, Master Helmsman

The void calls out to a select few. Those who answer the call find a life of excitement and horror, for in darkest depths of the blackness of space, "Here be monsters!"

The new Lure of the Void options presented in this section can be substituted for the existing ones presented in the Rogue Trader Core Rulebook, as presented on the Origin Path table. Like those selections, each of these presents three options for the player to choose from. However, unlike those presented in the core rulebook, the options presented here do not give players the standard 3 choices per option. Instead, these options are more detailed and more powerful. As such, they have an associated Experience Point (xp) cost. Like the new Birthright options above, when selecting these new options, choose one of the three choices presented, pay the xp cost associated with it, and apply the listed effects to your Explorer.

Crusade

A character may select Crusade instead of the Criminal or Renegade entries on the standard Origin Path table.

The Imperium is in a near-total state of war, and the need for those willing to fight in the Emperor's name is great. In these times, great armies are raised, a Warmaster is named, and crusades head out in massive campaigns to smash the enemy into oblivion. As great as the Imperial war machine is, there are thousands of smaller units and PDFs that struggle to hold out until reinforcements arrive. Many citizens answer the clarion call to march in the name of the Golden Throne. There are some who have been charged with eliminating the enemy from their territory, and just as they are about to complete the herculean task set before them, the cowardly enemy flees across the expanse. It's only fit and right for these soldiers of the Imperium to pursue such cowards and eliminate them with extreme prejudice as an affront to the God-Emperor of Man. Others excel at martial combat, trained by the Imperiumt until their skills are razor-sharp. These men

and women comprise the elite forces that are aimed at the enemies of the Imperium, striving to become ever better by seeking out other warriors on the field of battle and test their mettle in single combat—either learning new techniques in the process, or becoming another casualty of war.

Select one of the following options:

Call to War

The Imperium called on you to help fight its wars. You have trained with and fought beside the best, and you have the scars to prove it. You spent a long time training to be the Emperor's Hammer and learned a number of useful skills and tactics. Perhaps you faced off against Eldar corsairs, or maybe you hunted down the greenskin Orks, perhaps you even battled against some other foe. Whoever the enemy was, you not only fought against them, but learned a number of their weaknesses as well. Though you may have a different life now, you have not forgotten the basics that you have learned as you head out into the unknown of the void.

Cost: 150xp

Effect: Gain +5 Ballistic Skill. Additionally, gain the Talents Peer (Military) and Hatred (select from the following list: Eldar, Orks, Kroot, Chaos, or other as approved by the GM). In addition, gain +1d10 Insanity points to represent the horrors of war.

Chasing the Enemy

You had the enemy square in your sights, but before you could finish the job, the coward ran. This may have been a space battle where massive hulks burned in the blackness of the void, or it could have been on the field of some unknown planet where your quarry fled. However he escaped, you have vowed to hunt him to the ends of the cosmos—and you won't return until you have proof of his demise. Your chase has led you across the sectors of the Imperium, and across countless worlds in search of your foe. During the chase you have learned much about your enemy: where he sleeps, what he wears, what he eats, how he moves. Unfortunately, he manages to stay one step ahead of you; taunting you to move ever onwards, begging you to find him and eradicate him from existence.

Cost: 150xp

Effect: Gain +3 Intelligence or +3 Willpower. Also gain the Hatred Talent with the group being the target the character is chasing through the cosmos (subject to GM approval).

Warrior

The Imperial war machine is ever on the lookout for those with a natural aptitude for close combat. They take a special interest in those trained in the martial arts before they ever learn to shoot. Such people tend to come from savage places such as death worlds or hive worlds. The Imperium employs them as shock troops and assault specialists. Each and every day is spent honing their body and skills into a weapon for the Emperor. It is not surprising that many wish to go on to become the pinnacle of their art, and thus seek out those who are also skilled in close combat. Sometimes, only one walks away from such encounters, wiser for the techniques they have met and overcome. Other times these encounters prove less lethal, and both parties walk away with new knowledge—and new wounds.

Cost: 250xp

Effect: Gain +5 Weapon Skill, either +5 Toughness or +5 Agility, and –5 Fellowship. In addition, gain the Meditation Talent.

Hunter

A character may select Hunter instead of the Tainted or Renegade entries on the standard Origin Path table.

Across the Calixis Sector and within the Koronus Expanse hunters come in all shapes and types. Some of them hunt down the creatures of death worlds, capturing them alive and bringing them back to "civilisation," so that the beasts can be put to use entertaining the masses of the Imperium. Others prefer to hunt down and stalk the myriad xenos races that haunt and threaten humanity. Bounty hunters are at once reviled and honoured within Imperial society, for too often do those who are to face Imperial justice flee to parts unknown—beyond the reach of the Adeptus Arbites. When this happens, a bounty is posted and anyone willing to go forth and bring back the fugitive (dead or alive in many cases) can make a small fortune over time. Then there are those on the other side of the coin: they have become the hunted, whether by a member of the mysterious Officio Assassinorum, a bounty hunter, or some xenos agent. These unfortunates spend their days looking over their shoulders and nights sleeping with one eye open.

Select one of the following options:

Bounty Hunter

Fugitives can be found all throughout Imperial society. Though the Imperium of Man encompasses the galaxy, the unfortunate truth is that there are places beyond its reach; some lie beyond its borders, and some are simply places where the arbitrators of the Adeptus Arbites cannot or will not go. Frontier worlds at the edge of Imperial space and even worlds beyond the Halo Stars are excellent hiding places for wanted men and women to flee. Sometimes an individual or organization has a rogue agent on its hands and doesn't wish to concern the Adeptus Arbites or other Imperial Adepta with its problems. This is where a bounty hunter comes in. These hardened men and women occupy a unique position within Imperial society. On one hand, they are sorely needed to help maintain justice; on the other hand, they are reviled and despised—many are seen as nothing more than thugs-for-hire. Whatever the case may be, once they acquire a Writ of Capture, they are free to pursue their bounty within the manner dictated by the warrant.

Cost: 250xp

Effect: Gain +3 Willpower, +3 Fellowship and the Bloodtracker Talent. Also, gain either 1d5 Corruption or 1d5 Insanity points.



Xenos Hunter

Some hunters make a living stalking beasts and dumb animals. You hunt a different breed altogether. Perhaps you were a scout or sniper in the Imperial Guard, smiting the foes of humanity from afar. Or you may have come into your own as you learned to hunt and stalk your prey. Whatever the case may be, you found that you had a knack for tracking your chosen target. Nothing gives you more thrill than when you spot your quarry and move in on them—whether for the long-range takedown, or the up-close kill.

Cost: 200xp

Effect: Gain a +3 Weapon Skill or +3 Ballistic Skill. Additionally, gain either the Leap Up or Sprint Talent, and Scholastic Lore (Beasts) or Tracking as Trained Skills.

Hunted

Something stalks you: xenos, bounty hunter, or something from beyond. You know it sits in the shadows, waiting for you to lower your guard so that in a flash of blood and pain your life will be snuffed out of existence. Whoever this hunter is, it is relentless. So far, you have managed to stay one step ahead of it. There have been too many sleepless nights as you lie awake wondering if the noise you hear outside is your assailant...or something else. Even though your cunning has kept you alive, you know, however, that the time will come when you two will meet face-to-face and that time you won't escape.

Cost: 100xp

Effect: Gain +3 Perception. In addition, gain either Paranoia or Light Sleeper Talents. Additionally, gain the Enemy Talent, where the enemy is whoever (or whatever) is hunting the character (subject to GM's approval).

New Horizons

A character may select New Horizons instead of the Zealot or Chosen by Destiny entries on the standard Origin Path table.

There's a whole galaxy out there that's full of the unknown. A select few seek out the hidden knowledge of the cosmos and the truths of existence. They pore over ancient lore and texts, something deep within them driving them ever onward. Some seek out the technology of the past, hoping to seize it for their own use or for use by a powerful patron, as they traverse the galaxy studying ancient ruins and decrepit tombs. A rare few walk a dangerous line as they seek out and study knowledge and lore concerning the various works of the xenos. All of these endeavours are perilous, for in the Imperium knowledge can lead to a life of persecution, misery and insanity—but many are willing to brave the risks, for the rewards are great indeed.

Select one of the following options:

Seeker of Truth

You have always been inquisitive, and within Imperial society, this is a trait highly frowned upon. Thus, you have had to strike out and follow your own path through the galaxy going from one mystery to the next. You have a thirst for knowledge that has brought you out into the voids. Perhaps you have come to explore the Koronus Expanse, or you seek to decipher the riddle of why a particular precursor race vanished. Maybe you're seeking an empirical truth, or enlightenment that you know must be somewhere in the cosmos. Or perhaps you simply want validation to a theory you have. Regardless, you are prepared to travel to the ends of the universe to find it.

Cost: 100xp

Effect: Gain +3 Intelligence. In addition, gain Scholastic Lore (any one) (Int) as a Trained Skill. Also, gain +1 Corruption Point.

Xeno-Arcanist

Academic scholarship has long been your fervent pursuit. You seek to study the dreaded xenos and their works throughout the galaxy. However, you walk a thin line as you have learned that those who possess knowledge of the alien are persecuted—some are even executed or taken away by the Holy Inquisition. This is a fate you try very hard to avoid. You know that there are several groups out there, including Rogue Traders, who highly prize those who possess knowledge of the xenos that they deal with. You may have amassed you own small library (hidden, of course), or perhaps you have a mysterious patron who sends you information from time to time. You dream of the day when your knowledge can be used to aid humanity.

Cost: 200xp

Effect: Gain +3 Intelligence or +3 Willpower. In addition, gain the Peer (Academics) Talent or Forbidden Lore (Xenos) as a Trained Skill.



Archeotechnologist

Ancient technology, known as "archeotech," has always fascinated you ever since you first laid eyes on a piece of some hallowed, mysterious relic. You wondered why the people that made it no longer can, and you are determined to find more. You may be an Explorator of the Mechanicus, for whom finding such items is a holy quest, or simply an enthusiastic amateur. However, whether you travel to the dig sites of Mechanicus Explorators, or manage to have a wealthy patron sponsor a dig of your own, you know that eventually more will be unearthed. You scour auction houses and deal with the great Commercias of Noble Houses in an effort to buy, trade, or even steal the objects of your desire. Your knowledge of such devices is as great as your desire to find more.

Cost: 250xp

Effect: Gain +3 Intelligence or +3 Perception. In addition, gain one randomly determined item from **Table 1-2: Heirloom Items**, on page 30 of the **Rogue Trader** Core Rulebook as your first archeotech item. Also, gain Forbidden Lore (Archeotech) (Int) as a Trained Skill.

NEW TRIALS AND TRAVAILS OPTIONS

"Better crippled in body than corrupt in mind."

–Imperial Proverb

The Explorers of **Rogue Trader** are far from average. The experiences they have endured help to shape them into what they are. Like the Trials and Travails options presented in the **Rogue Trader** Core Rulebook, the details of these new options have been left vague so that the players and GM can fill in the blanks as needed. They work identically to the Lure of the Void options presented above in terms of Experience Point costs and applications to the player's Explorer.

Darkness

A character may select Darkness instead of The Hand of War or High Vendetta entries on the standard Origin Path table.

The galaxy is a dark and unforgiving place; anyone who says otherwise is a fool! As happens in the universe, some are selected by things dark and terrible. Their exposure to such things has left its mark upon their souls. Some study forbidden tomes and texts in the hopes of learning some arcane or esoteric lore. Others have been victim to a warp-incursion, a tear in the barrier between the material universe and the Realm of Chaos. A rare few have been touched by something wicked, even possessed by it, and now carry the burden of that encounter—seeking to rid themselves of the affliction before they either succumb to it or are found out by their peers or the authorities.

Select one of the following options.

Forbidden Knowledge

You are drawn to the esoteric like a moth to a flame. Perhaps your study was intentional; you found a mysterious tome or other work. Maybe it was accidental. It could have been spoken to you through the cracked lips of a dying man, or perhaps you spied a document that should have been sealed and the knowledge burned itself into your brain. Whatever the reason or circumstance, you bear forbidden knowledge. It might be part of the name of a daemon, or the location of some barbaric fane where human sacrifices are made in the name of the Ruinous Powers. It might also be something a bit more mundane, such as a proscribed experiment being conducted by a Magos-Biologis of the Adeptus Mechanicus. Whatever it is, you're sure that if the powers that be were to learn that you know, they would stop at nothing to purge it from you.

Cost: 200xp

Effect: Gain Common Lore (any one) and Forbidden Lore (any one) as Trained Skills. Also, gain the Paranoia and Enemy Talents; the Enemy is the group the character took the knowledge from.

Warp Incursion

You have been witness to a singular event: the opening of a portal between the material universe and the warp. You were the survivor of a Geller Field failure, or witness to (or victim of) a daemonic possession or another warp entity—somehow you lived through the incident, but it has scarred you forever. You suffer from nightmares, but in return you have gained a degree of protection from warp entities. This might manifest as a type of invisibility to these entities, or maybe they find your "smell" to be intolerable. Whatever the reason, you thank the God-Emperor every day for the protection He has imparted unto you.

Cost: 100xp

Effect: Gain Resistance (Psychic Powers) and the Light Sleeper Talents. Also gain +1d5 Corruption Points from the exposure to the incursion.

Dark Secret

There's a secret you carry with you that, if known by others, could destroy you. Perhaps you were the unfortunate victim of a possession, and even though you fought the entity off its mark is forever upon you. Or maybe you carry within you some xenos artefact, such as a Yu'vath device, and you seek a way to rid yourself of it. Whatever the secret is, you're sure it will devastate you and your friends if found out. There are no lengths you would not go to prevent that discovery.

Cost: 200xp

Effect: The character carries within him the mark of his past. Something terrible happened to him, but it gave him a great advantage as well. Add +6 to any one Characteristic. However, the character also harbours a dark secret he struggles to be rid of. Gain +1d5 Insanity Points and work with the GM to determine what this is and what circumstances are required to remove it. It should be something difficult, rare, esoteric, and very dangerous for the Explorer (such as getting blasted with gamma rays from a certain pulsar at a certain time).

A Product of Upbringing

A character may select A Product of Upbringing instead of the Press-Ganged or Ship Lorn entries on the standard Origin Path table.

There are many different types of nobility within the Imperium. Some might be part of the Commercia Houses, others are Imperial Officers, and still others are members of the Rogue Trader Dynasties and clans. It's a confusing and often tangled web of intrigue and fealty. Only the High Lords of Terra can declare a family line to be nobility, but planetary lords, Imperial Commanders, and sector Governors can all declare lesser vassals to be raised in status under them. Some families are given titles as a reward for service to the Golden Throne; these family members are often looked down upon as upstarts until they have proven themselves over the course of many generations.

Of course, noble families are always trying to gain the advantage over one another, and thus earn the favour of their lords. They scheme and plot in the hopes that one day their plans will come to fruition and they will be elevated in status and gain even more power and wealth. Aside from the direct bloodlines and heirs, there are those family members who are associated by marriage, and those who have been brought into the family for some potent ability they possess. These scions typically form the backbone of the nobility and help keep the lines viable for future generations.

Select one of the following options:

New Blood

You or a member of your family were recently rewarded for something done in service to the Emperor or a lesser noble. Whatever it was, you now find yourself thrust into the ranks of Imperial nobility—but it's not the life of easy luxury and power you envisioned. The more established members of the aristocracy scorn and look down upon you. Many dynasties see you as an upstart family—a rival at best and an enemy at worst. Given time, you know that your family will prove themselves worthy of the honour they have been given.

Cost: 200xp

Effect: The character is considered part of an upstart family and as such you gain the Rival (Nobility) Talent. However, his wealth adds +1 Profit Factor to the group's starting Profit Factor.

Rivals

You have been scorned! Another family has wronged or insulted you and it's something you cannot let rest. You will pursue the matter until satisfaction has been had, even if that means taking payment in blood. This is a personal matter for you, and the insult may only be slight. Whatever the case may be it's a matter for you to settle and you alone.

Cost: 100xp

Effect: Gain +3 Fellowship. Also, you gain the Rival Talent the rival being the group that the character has a rivalry with (subject to GM's approval). Whenever you encounter a member of this rival faction the character attempts to visit retribution upon them. A **Difficult (-10) Willpower Test** can be made to prevent this from happening once per scene. In addition, the character gains the Peer Talent: these peers consist of an allied group that supports him in his rivalry. The circumstances of this relationship, including nature of the insult or injury and the motives of allies, must be determined by the player and the GM.

Decadent

You have lived your entire life in the lap of luxury. You demand the finest, no matter the cost in terms of money or lives. Fine foods, fine drink, and fine clothes are your hallmarks, and you see no reason to have anything less. You might be despised by your family or lauded for your passions. Your lifestyle is envied by many and reviled by the rest, but you dismiss their opinions as nothing more than the petty sniping of the bitter and envious.

Cost: 150xp

Effect: Gain +3 Willpower, the Decadence Talent, and a +5 bonus to Charm Tests. Additionally, gain 1d5 Corruption Points.

Lost Worlds

A character may select Lost Worlds instead of the Calamity or Dark Voyage entries on the standard Origin Path table.

There are long-lost worlds being discovered all the time by members of the Imperium. The Explorator fleets of the Adeptus Mechanicus chart and record planets, sending that information back to be analysed. Some are worlds that were once part of a Rogue Trader dynasty, now lost to antiquity. Some are bizarre and upset the laws of physics: rogue worlds torn from their stars to float in the voids, alien constructs, space hulks of enormous size, and other equally strange phenomena. Those who choose to catalogue and explore these lost worlds sometimes return with wealth or knowledge undreamt of; others come back changed, as if they passed beyond the material universe.

Select one of the following options:

Lost Dynasty

Many worlds are claimed in the name of Rogue Traders, and thus the Imperium. Sometimes, however, these worlds go uncatalogued. Perhaps the Rogue Trader was lost before he or she could record the discovery, or maybe something happened within the family that prevented them from returning. Whatever the case may be, you have come across one of these "lost dynasties" and seized it in the name of your family, or re-discovered a lost ancestral claim.

Cost: 400xp

Effect: Add +1 Profit to the group's total Profit Factor, and gain +1 Fate Point. The player and the GM should work out the details of this lost resource so it can be worked into the campaign story, as needed.

Rogue Planet

The universe is a mysterious place full of darkness and danger. There are forces at work that are beyond human comprehension and occasionally whole worlds are ripped away from their parent systems—cast into the void. You have discovered such a rogue planet (or were part of an expedition that discovered one) and travelled to it. You brought back the treasures and secrets of this world, which you claimed in the name of your family or patron. There are mysteries still to be unearthed upon this world, and it could be that the planet harbours something dark.

Cost: 200xp

Effect: Gain +3 Willpower and a single Exploration skill of your choice as a Trained Skill. However, travelling to this lost world is an unnerving experience. Gain +1d5 Insanity Points. It's up to the player and the GM to work out the details of this lost world and determine what it contains.

Beyond the Pale

You have always been an explorer, travelling to places beyond the edges of the map. This time, however, you may have gone too far. You witnessed something that man was not meant to see and came back changed as a result. Perhaps you somehow survived a warp storm, or maybe you were pulled into some other part of the galaxy where man has yet to set foot. Regardless, the experience has changed you and your perceptions—perhaps not for the better.

Cost: 100xp

Effect: Gain +1d5 Corruption Points and +1d5 Insanity Points. In addition, select two Forbidden Lore Skills as Trained Skills (or gain +10 to two Forbidden Lore Skills already possessed).

NEW MOTIVATION OPTIONS

It is not sufficient merely to possess the means and opportunity to venture beyond the borders of the Imperium: one must possess the will to do so. To journey amongst the haunted stars, far from the safety of the Emperor's domain, requires a sense of purpose so strong that it defines a person—for those who embark on such a voyage may never return.

The following new Motivations can be substituted for one of those from the Character Creation section in the Rogue Trader Core Rulebook, taking its place on the Origin Path. Unlike those in the core rulebook, these entries are more detailed. Every new Motivation consists of three distinct options under a single broad heading, each of which has an xp cost associated with its benefits. When choosing one of the new entries, pick a single option from amongst those presented for that Motivation, and pay the listed amount of xp.

Devotion

Devotion may be selected in place of the Endurance or Renown entries on the standard Origin Path table.

You go into the unknown not for yourself, but for something greater. You believe, and whether your belief is a religious one, a matter of personal loyalty, an absolute dedication to duty, or something else entirely, it gives you the strength to persevere when all seems lost. You will not rest, nor will you falter, while your faith remains intact. Others may question your devotion, unable to understand how someone could cleave so tightly to something as distant and abstract as duty, loyalty, honour, or faith, when other paths grant so much more...but you know better. You will not be swayed by those who comprehend nothing beyond themselves and their own ambitions.

Select one of the following options:



Creed

Faith is your shield and your sword, it is the strength in your muscles and the life in your veins, and the power that drives you ever onwards. While stars exist beyond the reaches of the Emperor's light, there can be no rest, for it is Mankind's destiny to rule the stars and you will permit no exception to that. You look with scorn upon those who crave material things, for their deeds are tainted by their impure desires, no matter how great those deeds may be. If you seek any remembrance or legacy of your own, it is as an implement of the Emperor's will, the blade in His right hand and the mouthpiece for His voice. You seek to inspire and rally others to your cause, to instil fervour and zeal and drive your fellow man to righteousness.

Cost: 200xp

Effects: Gain Charm and Common Lore (Imperial Creed) as trained Skills. In addition, gain the Inspire Wrath Talent.

Duty

To labour is human, to serve divine. You find strength in duty and eagerly embrace the strictures and dictates such duty requires. To see obligations fulfilled and assume a role in the vast structure of the Imperium is your greatest desire. So strong is that desire you will stop at nothing to see it done, and fear only failure. To others, your rigid discipline and obsessive focus may seem disquieting, but you do not share their doubts. You pity them, for they will never know the contentment and satisfaction your purpose gives you, nor the purity of life your conviction provides.

Cost: 100xp

Effects: Gain either the Armour of Contempt Talent or the Unshakeable Faith Talent. In addition, gain +3 Willpower.

Loyalty

The ship is home, the crew is family, and the captain is its ruler. To those who ply the void, this is an indisputable truth, a notion so strong that in some people it provides a sense of purpose great enough to brave any risk. There may be disputes between different parts of the crew, but such things are all in the family, not for the concern of outsiders. You would do anything for your captain, and will go anywhere the ship goes. You burn with pride at the sight of her and at the triumphs of her crew, and to shame or mock the her is the gravest mistake an outsider can make. You care not where you go or what you face, so long as you do it with that familiar deck plating beneath your feet, surrounded by men and women whose abilities you trust without hesitation.

Cost: 100xp

Effects: Gain Trade (Voidfarer) as a Trained Skill, and gain a +5 bonus to all Willpower and Fellowship tests made while aboard the ship the character lives on.

Knowledge

Knowledge may be selected in place of the Vengeance or Pride entries on the standard Origin Path table.

You crave understanding, desire comprehension, and value knowledge above all else. It is not something to be shared or given freely, but something to be unearthed and drawn close, held secure within the vaults of your mind. In a very real sense, knowledge is power, for those who possess it have the means to overcome things against which the ignorant would falter. It can be a shield against the greatest of foes, or a tool to uncover yet greater secrets, or even a holy thing in its own right... but it can also be damning. Those who seek knowledge must be wary, for their greed and curiosity can lead them down treacherous paths. Some things, after all, are not meant to be known.

Select one of the following options:

Knowledge is Life, Life is Knowledge

Lore is all-important to you; it is your purpose and your reason, it is your goal and your desire, and it is the one thing above all else that you aspire to possess. There is no ulterior motive to your drive to understand, no hidden purpose to give that curiosity a focus. You simply crave knowledge with every fibre of your being, and you cannot stand the idea of not knowing or not understanding something. Though new insights and revelations cannot hope to sate this bottomless urge, new understanding brings with it new power and new means with which to find yet more knowledge. Each answer leads to still more questions, and every new vista promises a variety of secrets yet to be uncovered.

Cost: 300xp

Effects: Gain any two Scholastic Lore Skills as trained Skills, and the Total Recall Talent. You may purchase a third Scholastic Lore as a trained Skill for an additional 200xp.

Know Thy Foe

You consider knowledge of your enemies to be the best defence against their machinations and assaults, and work hard to collect any insight you might find about those who might threaten you. Fear of encountering a foe about which you know nothing drives you to seek out the most obscure lore; even that which seems composed entirely of unfounded rumour and hearsay is not beneath your attention. You suffer with the burden of your knowledge, for you are never truly free of that fear of the unknown and your obsession means that you shall never again find solace in ignorance as so many in the Imperium can.

Cost: 200xp

Effects: Gain any one Forbidden Lore as a Trained Skill, and the character may purchase a second for an additional 100xp.

Knowledge is Power, Guard It Well

There is no worth in knowledge if everyone possesses it; if knowledge is commonplace, then it bestows no power upon its keepers. You understand this better than most, because you possess much knowledge. It is a tool to greater power, a means of fulfilling other ambitions, brsinging ruin to enemies and elevating allies, and in all ways an advantage over those less knowledgeable. You gather information to wield in these ways, bolstering your arsenal of insights with every passing day and every new encounter. Few are those who think to cross you, for you are knowledgeable and willing to use that to your advantage in all things.

Cost: 300xp

Effects: Gain any one Common Lore or Scholastic Lore as a trained Skill, and gain the Foresight Talent. Additionally, gain +3 Intelligence or Perception.

Fear

Fear may be selected in place of any entry on the standard Origin Path table.

It is not the future's promise that drives you, but the nightmares of days past. Something haunts you, and you dare not speak of what it is that makes you so eager to press on. Only by going forward can you hope to elude whatever it is that you seek to escape, but no matter how far you go you cannot escape it completely, for the memory of it remains with you always, stealing away your sleep with dreams of terror. You know that others may see the haunted look within your eyes, and that they guess at your motives when your back is turned, watching for that tell-tale twitch or grimace that surfaces when your fears come unbidden to the forefront of your mind.

Select one of the following options:

Enemy in Ascendance

You have made a number of enemies in your life, as does anyone with power and the will to use it. However, some of your foes are particularly threatening. Perhaps they know something of your past you would prefer not to have revealed, or perhaps their power eclipses your own and they seek to eliminate a potential rival, or perhaps you have crossed them one too many times and they now seek every means possible to cast you down. Whether voluntary or not, you have fled the Imperium to escape them, entering exile in the unknown darkness. Your time beyond civilisation may be one of preparation, steeling yourself for the day you must return, or you may simply believe that you can never truly go back. In either case, you are constantly watching your back for the enemy who drove you to this.

Cost: 100xp

Effects: Gain the Paranoia Talent, and gain +3 Perception.

Haunted by Thy Own Sins

Blessed are the repentant, for they have seen the face of damnation and yet return to His light. You know you have done wrong, but in sacrifice you can be redeemed, and that distant chance gives you the courage to achieve anything. The sins of your past give you insight into corruption, and with that hard-won knowledge you can strike out against it, to cleanse your soul with the deaths of the enemies of Man. Should your life be the cost of your success, then so be it, for it is a far better thing to die a martyr than live on as a monster.

Cost: 300xp

Effects: Gain the Dark Soul, Frenzy and Flagellant (see sidebar) Talents. In addition, gain any one Forbidden Lore as an untrained Basic Skill. However, the character also gains 1d10 Corruption Points from his past sins.

Tormented by the Unspeakable

There is something out there, a nightmare given substance that you may have glimpsed for only a moment, its horror, if not its visage, burned forever onto your mind. That it is coming is enough to drive you to desperation, whether or not it is coming for you, because you know, deep down, that when it arrives, it will spell doom for everyone. You have borne witness to one of the unspeakable horrors of the universe, an entity or presence so awful that you will attempt anything to escape it, though no escape seems possible. This vision was so dreadful that the things which terrify lesser men hold no fear for you, so tame are they by comparison.

Cost: 200xp

Effects: Gain the Light Sleeper, Jaded, and Resistance (Fear) Talents. However, also gain 2d10 Insanity Points to represent the mental scars left from mental torment.

Flagellant (Talent)

You have dedicated your pain to the Emperor. Each day, you must spend twenty minutes praying and inflicting 1 point of damage upon yourself. You may not treat this Damage or allow it to be healed. Once you have castigated your flesh, you gain a +10 bonus to Willpower Tests made to resist mind control or Malignancy. Additionally, if you have the Frenzy talent, you may enter a frenzied state as a Free Action. Should you fail to flagellate yourself on any given day, you take a –5 penalty to all Tests due to shame and guilt.

Exhilaration

Exhilaration may be selected in place of the Fortune or Prestige entries on the standard Origin Path table.

What joy is there in the mundane? What pleasure can be found in experiences already oft-tasted? To your mind, there is little if any excitement left in civilised realms. For you, the unexplored is a source of endless amusement, the rush of battle a sensation to be relished anew each time. New horizons and thrills are your aim and your goal, and everything else is simply a means to that end. But you grow worried, in the quiet moments, for what will you do once you've had it all? What joys remain for one who has seen and done everything?

Select one of the following options:

New Horizons

To see the stars, the suns and the moons of worlds already claimed by Man is of no interest to you. Only the hidden promise of strange and distant worlds entices you, and you desire only to push on and see as many new horizons and unique skies as possible. To mark unknown worlds with your presence and see things the likes of which no man has ever seen before is what drives you, and such a desire leaves no time for laxity, nor any room for complacency. You must go forward, for there is nothing unseen in your wake.

Cost: 200xp

Effects: Gain Common Lore (Koronus Expanse) and either Scholastic Lore (Astromancy) or Trade (Explorator) as trained Skills.

The Thrill of War

You live for excitement, and no greater excitement can be found than that of battle. You yearn for the din and mayhem of conflict, the tests of skill, wits and courage, and eagerly seek out fights wherever they can be found. Others may condemn you as a warmonger or find your belligerent ways off-putting, but your heart craves the rush of battle and such a thing should not be denied. Even in times of peace, you prepare for war, duelling for sport and honour, honing your skills and musing through countless theoretical strategies in anticipation of wars to come.

Cost: 250xp

Effects: Gain Scholastic Lore (Tactica Imperialis) as a trained Skill. Additionally gain the Nerves of Steel and Quick Draw Talents. Finally, gain +3 Weapon Skill or Ballistic Skill, but suffer –3 Fellowship.

No Joy Unexplored

Whatever the pleasure, you have indulged in it. Your hedonism defines you, your reputation is dark and sordid, and you are not sated yet. Amongst the unknown must be sights and sounds and experiences as yet undreamt of by mankind, and you cannot stop until you have found and sampled them! The world around you grows dull and grey as you begin to exhaust the possibilities of pleasure, and even the strictest taboo of your culture are becoming increasingly tempting in you desperate search for something new to satisfy you. Whatev you find, you may not escape it unscathed —or unchanged.

Cost: 200xp

Effects: Gain the Decadence Talent, Carouse as a trained Skil and gain +3 Toughness or Fellowship. However, diverse an possibly ill-advised experiences have left their mark, taintin the character and making him incautious of further risks. Ga 1d5 Corruption Points and reduce suffer –3 Willpower.

Lineage

"Actually, I could not care less if you lived or died. My grandfather, however, felt differently."

–Kurai Yume, upon settling a blood-deb

Most Warrants of Trade are ancient, dating bac centuries or even millennia and often spannin generations. Similarly, the great houses of th Navis Nobilite have their origins in the dark and shroude times before the founding of the Imperium. Commande of great starships, devoted servants of the church and prou histories of martial prowess can all be found within in th bloodlines of powerful families. The continuation of gre familial traditions is itself an age-honoured tradition withi the Imperium, with every generation inheriting the skills an prestige of its predecessors and passing those on to the ne generation in turn.

Such lineages are not necessarily limited to families. Withi the fane-laboratories and temple-factories of the Adept Mechanicus, the covens and cabals of the Scholastica Psykan the drill-abbeys of the Schola Progenium and the Militar Academies at the great Segmentum Fortresses, education fraternities provide a similar strength of legacy, each gradua given the benefit of ancient wisdom and lore and in turn give the chance to pass that on to those who succeed them.

Regardless of its nature, a lineage defines the means b which an Explorer came by his current career path and lear the methods of that trade. Some characters will have no lineag of note, their paths forged alone with no proud ancestor guide their steps. Others may stand apart from their bloodline pursuing a different path than that of their antecedents. Wheth a character's lineage is noteworthy, infamous or utterly obscu is up to the player and the GM—this section is optional, an may be used or ignored as appropriate.

Using Lineage

Lineage is an optional addition to the Origin Path syster After choosing his options from each of the rows of th Origin Path, as described on page 15 of the Rogue Trade Core Rulebook, the player may choose whether or no he wants his character to possess a Lineage of Renow and which of the following entries he wishes to use t represent that lineage.

Lineage choices are free and open, not constrained by the other choices of the Origin Path—but that is not to say that a Lineage comes without a cost. Because they are additional options beyond the six rows of the Origin Path, each Lineage costs xp. This is to be taken from the starting xp of the character, and cannot be purchased at any time except character creation—an Explorer cannot suddenly and retroactively gain an ancient and well-known ancestry; he is either born with it or he is not.

Each of the Lineage entries below consists of a description, defining the nature of the lineage as a whole in broad terms, followed by three sub-categories describing how the character relates to that lineage. These choices define both the cost of the Lineage and the benefit the character derives from it. The description for each Lineage assumes a familial legacy, but this does not necessarily have to be the case—the description should be used as a guide for a character's background and be tailored to fit, rather than used as a strict definition of who he was and where he came from.

Example

Nathan has created a character, Jequin Hos, a Rogue Trader from a family that has long held a powerful Warrant of Trade. He decides that he will purchase a Lineage option to reflect his character's heritage, and selects A Proud Tradition, defining the Hos Warrant as having been held by a long line of respected Rogue Traders. He must then choose between the three options within A Proud Tradition: Heir Apparent, Uncertain Inheritance, or Shameful Offspring. Deciding that Jequin was one of many competing potential heirs, the one who finally triumphed over his siblings and rivals, Nathan selects Uncertain Inheritance, paying the xp cost and applying the benefits listed.

A Long and Glorious History

Your family has existed for a very long time, predating sectors of the Imperium and with branches spread far and wide across the galaxy. Your family name is one known well in many places, recorded in ancient archives of history and proudly remembered on worlds you may never see, due to the exploits of distant kin and legendary ancestors. Members of your family pride themselves on their lengthy and widespread legacy, and you were taught the lore of your ancestors from an early age.

Select one of the following options:

A Dark Secret

Something foul lurks within your ancestry, something that would bring ruin upon your family were it ever to become known to outsiders. You guard that secret with your life, for the disgrace of it would bring you and all your family low. Your power now makes that all the harder, for your enemies are many and they eagerly seek the means to overcome you. Were they to learn of your secret familial disgrace, little would be able to stop them extorting or blackmailing you for all you possess, or even simply revealing it out of spite and malice.
Cost: 100xp
Effect: Gain Deceive and Scrutiny as trained Skills, owing to the character's constantly guarded nature. However, the strain of long years of concealing the secret has hindered prosperity, so reduce starting Profit Factor by 1.

My Great-Grandfather Built This Colony

Your connections and the legacy you have inherited reach many places, and you have learned of those places well, lending authority to your presence and swaying those who might otherwise have cause to doubt you. Your ancestors laid the foundations for your present prosperity, and you take advantage of that whenever the opportunity arises. When your own reputation does not open doors for you, that of your forebears will.
Cost: 350xp
Effect: Gain the Peer (any one) Talent, representing some of the wide-ranging connections the character's family has cultivated. In addition, increase starting Profit Factor by 1.

Prominent Ancestry

Your formative years were spent in the presence of many tutors, learning the history of the Imperium and the part your ancestors played in that history. Long hours of study, and longer ones of rote-learning and recitation, have given you a significant insight into matters historical, and the habits of your youth stay with you even to this day—you retain a deep curiosity about the events of ancient times.
Cost: 200xp
Effect: Gain Scholastic Lore (Archaic) as a trained Skill, and Scholastic Lore (Legend) as an untrained Basic Skill.

Remember Your Forebears

Though I have no doubt that your studies have given you a thorough knowledge of the history of our family, it would be remiss of me to make light the exploits of my predecessors. One can never dismiss the experiences of those who have come before, for in their triumphs and failures can be found the most crucial of details. I will never forget the lessons taught to me by the tales of your great-grandmother Helen Armengarde, whose instincts for spotting attempts upon her life failed her only once. Her wary manner and cunning were an inspiration to me, and I have since weathered no fewer than fourteen assassination attempts thanks to her example. Consider deeply the legacy left behind by your ancestors; it would be foolish to ignore them.

— A. A.

A Proud Tradition

You are the latest in a long line to take up this profession, an heir to a proud and prestigious lineage. The pressure of expectation and the weight of responsibility have always been your companions and your burden, and while you may have acted out against them as a callow youth, you are now the head of the household, the one whose name is synonymous with that of your line and your profession. For better or worse, the prestige of your lineage is now yours to carry.

Select one of the following options:

Heir Apparent

Your fate was always this: to stand at the forefront of the next generation and carry the family tradition one step further. For you, the weight of responsibility was the hardest, for you alone were required to bear the expectations of your entire family. Now, however, you look back thankfully on those harsh formative years, for the constant pressure of your teachers and predecessors gave you an advantage which will allow you to thrive in the years ahead.

Cost: 100xp

Effect: Pick a single Skill from amongst the Starting Skills for the character's Career Path.Gain the Talented Talent for that Skill.

Uncertain Inheritance

Your early years were spent in a constant state of intrigue, as you warred silently with your siblings, cousins and rivals to be the one who inherited the power and the prestige. Those who failed would be condemned to lives of lesser significance, always overshadowed by the one who claimed the prize. In the end, long-fought political battles and hard-won cunning paid off and you stand triumphant—and alone.

Cost: 300xp

Effect: Gain the Paranoid Talent, and Deceive as a trained Skill. Additionally, gain a +3 bonus to Intelligence or Perception.

Shameful Offspring

Burdened by expectations of glory and succession, you quickly sought the first escape you could find. While your siblings worked hard to earn the prestige of the family name, you indulged your whims and desires in an effort to avoid those responsibilities. Whether through cruel fate, inexplicable fortune or great calamity, however, you find yourself the only heir to the line, and your forebears shudder to think of the damage you might do to the family name now that you are in charge.

Cost: 150xp.

Effect: You gain your choice of Carouse or Gamble as a trained Skill, and the Decadence Talent. You also gain either 1d5 Corruption Points or 1d5 Insanity Points (your choice) due to the toll your life of reckless revelry has taken.

Accursed Be Thy Name

Your line is tainted, corrupted by some unspeakable foulness that has attracted the scorn and wrath of Inquisitors and Confessors and all manner of others over the generations. Like the Haarlock line of Rogue Traders (thought cursed by many) or the scions of the tainted houses of Malfi, many of your ancestors and predecessors were vile heretics, unrepentant blasphemers and twisted schemers whose evil is legendary, and more than a few of them burned for their sins. Now the burden of their infamy is yours to bear, and whether you choose to continue their legacy or strive to overcome remains to be seen.

Select one of the following options:

Outraged Scion

You stand apart from your predecessors and have made yourself an example of purity to spite their foul memory. When the purges came and claimed your living relatives, you led the Inquisition to their door, glad to see them receive the punishment they deserved. Now free to pursue your own legacy, you hope above all else that you can leave the taint of your lineage behind.

Cost: 300xp.

Effect: Gain the Armour of Contempt Talent and select two Forbidden Lore skills from the following list to treat as untrained Basic Skills: Daemonology, Heresy, Mutants, Pirates, Psykers, The Warp, or Xenos.

Secret Taint

You have long been careful to hide the worst of yourself and your family from outsiders. Their greatest atrocities are tales of horror, yet the truth of them is far worse. Endless caution and boundless cunning define generations of your ancestors, and you have inherited these traits along with something far more sinister. Now you are the head of the family, and your power can be used to any end you wish...so long as nobody discovers it.

Cost: 400xp

Effect: Gain the Dark Soul Talent and Deceive as a trained Skill. In addition, gain +5 Intelligence or Willpower. However, the taint is so deeply rooted within the character's line, he gains 1d10+10 Corruption Points.

Vile Insight

Whether for good or ill, you have seen much that no human ever should. Esoteric and forbidden knowledge was your constant companion through your early life, and your understanding of such subjects is something that would shock most people. Whether you choose to turn that insight to greater things, or are tainted by it, is for the future to decide. For now, you possess great knowledge, and it gives you a decisive edge.

Cost: 300xp

Effect: Select any three Forbidden Lore skills from the following list: Daemonology, Heresy, Mutants, Pirates, Psykers, The Warp, or Xenos. Gain those as trained Skills. However, the malign nature of your knowledge has touched the character's mind and soul. Gain 2d5 Insanity Points and 2d5 Corruption Points.



Disgraced

Shame is your inheritance. Your family line is in shambles, its resources all but depleted, its connections severed and its reputation met with only scorn and pity. You grew up in dilapidated finery, constantly mocked by the wealth and prestige of generations past, and constantly reminded of the fact that you are yet another heir with nothing of worth to inherit. Now you stand at the forefront of your broken family, and must choose whether you will continue their disgrace or end it.

Select one of the following options:

Another Generation of Shame

Your life has been ill-favoured. With nothing to look up to, no prestige to bear the burden of, your life lacked aspiration, and you have spent years whittling away what little wealth remains, allowing the family reputation to sink even lower as the glorious past grows ever more distant. Even now, you do little but bring it further shame and disrepute.

Cost: 100xp

Effect: Gain Carouse as a Trained Skill, and the Peer (Underworld) Talent. However, reduce starting Profit Factor by 1.

The Last Child

Your family is not merely disgraced, it is dead. You alone are the sole survivor of a once-proud lineage that fell into disrepute and paid the ultimate price for it. Whether they made the wrong enemies, were on the wrong world at the wrong time as war or rebellion took hold, or faced some other fate, they are gone and you are all that remains, the last heir and the only one who can ensure that your family continues or, at the very least, dies with pride. You will need all your wits and cunning to ensure the survival of your clan, as your once vast resources are now next to nothing.

Cost: 200xp

Effect: Gain Barter and Trade (any one) as trained Skills. Additionally, gain +3 Intelligence or Fellowship. However, reduce starting Profit Factor by 2.

The One to Redeem Them

Your family's shame is an outrage you have struggled beneath your whole life. Perhaps inspired by noble ancestors predating the fall from grace, or simply infuriated by the state of the family reputation and resources, you set forth to bring your inheritance back from the brink and return your clan to the glory it knew long ago. With no others to challenge your claim, you have taken control and pushed onwards to achieve something worthy of your ancestors, stopping at nothing to regain their wealth and redeem their honour.

Cost: 300xp

Effect: Gain Commerce as a trained Skill, and gain a bonus +50 Achievement Points when completing any objective for an Endeavour. However, in spite of the character's efforts, his family's resources are still not what they once were; reduce starting Profit Factor by 1.

Of Extensive Means

Wealth, power, servants... your family has all of these things in abundance. For longer than you can recall, your family has always known the right people, had the most money, been able to obtain the finest things, and had the most dignified and skilful vassals. You were born to such means, and never wanted for anything. Some may call you spoiled, or unfairly lucky, but the challenges of having and maintaining wealth and power are far beyond the unfortunates who have never possessed such things. Now that wealth and power is yours to command, and it shall take you far.

Select one of the following options:

A Powerful Legacy

A place in the politics of entire sectors of Imperial Space is the legacy you have found yourself with, and thanks to your influence amongst men and women whose wills command worlds, you are eminently comfortable in such circles. You are respected and feared for what you can do to those who earn your displeasure, and for the discretion with which you use that power. Even when people have not heard of your family, so commanding and powerful is your presence that they will listen anyway.

Cost: 350xp

Effect: You gain the Talented (Intimidate), Talented (Command) and Air of Authority Talents.

Born to Wealth

Your inheritance was huge. The wealth afforded to the lesser scions of your family was still more than sufficient to eclipse the entire estates of many lesser families. As the one who claimed the ultimate prize, your wealth is greater still, bringing with it the means to do a great many things that those of less grand circumstances might never dream of. Any desire you have now is within your grasp, for there are few doors that sufficient money cannot open eventually.

Cost: 300xp

Effect: Increase starting Profit Factor by 2.

Far-Reaching Contacts

You know people who know people, and the people you know are well-placed indeed. For generations, your family has had friends, relatives and acquaintances in every sector of Imperial society. This extensive network of contacts and allies has allowed your family to become more powerful and influential than they might otherwise have been, and now that network is yours to use. A casual name-drop here, an "I'm a friend of the Lord-Admiral" there, and sooner or later nothing is beyond your reach.

Cost: 300xp

Effect: Gain any three Peer Talents (subject to GM approval).

Witch-Born

The taint of the Witch is strong within your family, and many of your ancestors could wield the energies of the Warp. Whether they bore this taint openly, travelling to Terra aboard the Blackships to be tested and Sanctioned, or kept it secret is another matter entirely, but one thing is certain—whether or not you possess psychic powers, your heritage has influenced you in some way.

Select one of the following options:

Perilous Choice

There are fewer sins greater than concealing a psychic gift from the authorities, and fewer still that are more dangerous. Yet, for reasons you keep to yourself, you have made the decision to do just that. Through careful and illegal study, possibly at the feet of a like-minded family member, you have obtained a degree of mastery over your natural powers that allows you to keep them secret, yet ready to be called upon in direst need.

Cost: 500xp

Effect: Gain Psy Rating 1 and access to any one Psychic Discipline, along with one Psychic Technique worth no more than 100xp. In addition, gain Psyniscience as a Trained Skill. Note that the character is an unsanctioned psyker, and both is highly illegal within the Imperium, and uses the Renegade Psykers and Sorcerers row of **Table 6-1: Psychic Strength** on page 157 of the Rogue Trader Core Rulebook.

Special: Astropath and Navigator characters can never take this Lineage choice. This Lineage grants only the most basic of psychic abilities. Further development of that power (such as purchasing psychic techniques) requires Elite Advances, the availability of which should be discussed with the GM (generally, these Elite Advances should cost twice the listed xp cost for the Psychic Techniques). The GM is the final arbitrator as to what may or may not be purchased, or whether this Lineage choice is available at all.

Proven to be Pure

You are pure, either lacking psychic powers altogether, or possessing sufficient strength of soul and mind to be of use to the Imperium. In either case, long years of growing up amongst a family known for producing psykers have made you well-able to resist the power of the witch and the daemonic, and if you are a psyker yourself, your knowledge of psychic powers is all the more impressive.

Cost: 100xp

Effect: Gain the Resistance (Psychic Techniques) Talent. If the character is an Astropath-Transcendent, then he may purchase a Psychic Technique he meets all prerequisites for at its xp cost.

Witch-knowledge

Your family has long held a fascination with the warp, the witch, and the daemon. The presence of the witch amongst you has only fuelled that fascination, though you work hard to hide it from the Inquisition and others who would not understand your labours. Your quest for knowledge has led you to deal with all manner of individuals who may know useful information.

Cost: 300xp

Effect: Gain Forbidden Lore (Psykers or Warp) as a Trained Skill. Gain the Peer (Astropaths or the Insane) Talent.



Power and Profit: The Ship and Warrant Path

"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 Ship and Warrant Path system uses a chart that generates a group's starting Warrant of Trade and starship through a series of choices (This system works almost identically to the Origin Path used for creating a new character). These choices can either be made by the player group or by the Game Master. The choices made in the Ship and Warrant Path chart are structured to flow from top-to-bottom. The choices on the starting row at the top are completely open, but every choice after that one is limited by its placement on the chart. Each choice leads to the choice directly below it on the next row or adjacent to that choice. Selections on the very edge of each row are considered the extremes of that row's theme, and thus have only two selections beneath them. The Ship and Warrant Path is also shaped to include some further extremes for the Acquitement, meaning that for Exile and Reward, there is only a single choice below that you can move to.

Example

Trent is the Game Master for his group's Rogue Trader campaign. Trent has selected The Age of Redemption on Line A. He may then select from Ascending (the choice directly below on Line B), Rising Star (adjacent to Ascending), or Stable (also adjacent). Trent selects Rising Star and then selects Exile from the Acquirement row. Since Exile is on the extreme end of the row, his choice for Sanction is limited to Halo Artefacts (the choice below and adjacent to Exile).

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 the Ship and Warrant chart are a representation of the relative value of the Warrant itself—what opportunities and resources it can call upon.

Using the Path

The Game Master can generate the group's starting Warrant and Ship himself using this system if he chooses, but another option is to have the players make each choice, going in order from the Captain (who makes the first selection) to the player to his left (who makes the next selection) and so forth until the chart is completed. This method helps make the players feel more involved in their group's campaign, having made choices that affect their starting levels of Profit and the starship they will use to explore the unknown.

Starting Profit

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. Add together the Profit Factor gained from each selection on the chart. The total is the amount of starting Profit 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.

Profit Factor is discussed more thoroughly in **Rogue Trader** on pages 270-276.

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, while others possess mighty frigates or cruisers bedecked with trophies and giltwork.

Add together the Ship Points gained from each selection on the chart. The total amount of Ship Points may be spent on either purchasing a customised ship or one of the quick-start vessels (see **Rogue Trader** page 193 for details on how to purchase a beginning ship with Ship Points, and pages 165-168 for additional quick-start vessels). Any Ship Points that are not spent are added directly to the group's beginning Profit Factor on a 1:1 basis.

Warrant Age

The first step in this part of the process is to determine just how long your character's Warrant of Trade has been established. Is his dynasty a stalwart of millennia of service to the Imperium, or is it an upstart seeking to prove itself against the long established Houses already plying their trade beyond the Imperium's borders?

Warrant And Ship Origin Path

Warrant Age	The Waning SP 4, PF 2	Age of Redemption SP 6, PF 4	Age of Apostasy SP 8, PF 6	The Forging SP 10, PF 8	Age of Rebirth SP 12, PF 10	
Fortune & Fate	Rising Star SP 12, PF 10	Ascending SP 10, PF 8	Stable SP 8, PF 6	Struggling SP 6, PF 4	Fallen From Grace SP 4, PF 2	
Acquisition	Exile SP 2, PF 16	Blackmail SP 4, PF 10	Prize-of-War SP 6, PF 8	Ecclesiarchial Bequest SP 8, PF 6	Administratum Trade Mandate SP 10, PF 4	Bribery SP 12, PF 2	Reward SP 16, PF 2
Sanction	Halo Artefacts SP 4, PF 10	Fall of the Tellurian Combine SP 6, PF 8	The Meritech Wars SP 8, PF 6	Angevin Crusade SP 10, PF 4	Age of Plunder SP 12, PF 2	
Contacts	Pirates SP 4, PF 10	Merchant House SP 6, PF 8	Missionaria Galaxia SP 8, PF 6	Adeptus Mechanicus SP 10, PF 4	Battlefleet SP 12, PF 2	
Warrant Renown	Infamous SP 6, PF 12	Unknown SP 10, PF 8	Famous SP 14, PF 4			

Archeotech and Xenostech

Certain choices on the Ship and Warrant Path offer the unique opportunity to add special technology to the Rogue Trader starship. Archeotech is ancient, barely-understood technology from ages long past, often highly coveted by the Adeptus Mechanicus and usually far more efficient than most tech in use in the 41st Millennium. Xenostech is various systems, weapons, or other upgrades taken from alien civilisations, whether accepted in trade for some other valuable goods or claimed in battle from a vanquished foe.

The Age of Rebirth

A charter granted during the period known as the Age of Rebirth is not only a potent symbol of its bearer's power and influence, but a sacred relic in its own right. The charter would have been signed by the hand of one of those men now venerated across the entire Imperium as the very highest of saints. In all likelihood the charter itself will be held within a nigh impregnable stasis vault, possibly even in one of the catacombs far beneath the surface of Terra itself.

The Age of Rebirth is so-called because it marked the first chapter in the annals of the Imperium as it stands today. It was born in the immediate aftermath of the terrible, galaxy-spanning civil war that was the Horus Heresy. After the devastation there was much rebuilding to undertake, many lost worlds to recover, and many recidivist populations to re-conquer. The servants the Imperium united as a proud brotherhood, casting off the shame and ignominy of the Heresy. Great deeds were done in the name of Humanity, many of which would form the basis of myths and legends told across the Imperium for millennia to come. One of the most important achievements of the age was the compiling of the Codex Astartes, the great tome of military wisdom and martial philosophy penned by the Primarch of the Ultramarines legion of the Adeptus Astartes, Roboute Guilliman.

To bear a Warrant of Trade issued during this august period was to rank amongst the very highest of the Imperium's servants. The bearer's antecedents will have held, and exercised almost total free reign in the execution of their charter, and gone on to achieve great things indeed in the name of Humanity.

Ship Points: 12
Profit Factor: 10
One Archeotech component may be purchased.

The Forging

Following the Age of Rebirth, the Imperium entered a sustained period of growth, establishing the myriad institutions and power structures that would sustain it until the dawn of the 41st Millennium. The Priesthood, the Adeptus Terra consolidated its regime across the entire Imperium, and codified the rights and responsibilities of such peers of the Imperium as Imperial Commanders, Space Marine Chapter Masters, and Rogue Traders.

A Warrant granted during the Forging is likely to have been issued as part of that great drive to consolidate the primacy of the Adeptus Terra. During the Forging, the Imperium's borders were pushed outwards to almost as far as they were before the Horus Heresy destroyed so much that the Great Crusade had accomplished, and Rogue Traders played no small part in this great endeavour.

Many of the Rogue Trader Houses created during the Forging went on to establish entire realms at the Imperium's borders. These in time became formalized sectors, the line of the original bearer becoming a ruling nobility with power over dozens of worlds. The majority of these ancient houses have long since moved away from the traditional role of the Rogue Trader, though they still hold a charter, even if its powers have not been exercised in untold generations. Yet, even these great Houses might harbour an obscure line, a long lost scion who still plies the regions beyond the Imperium's borders, a pariah who refuses to settle down and instead desires only to pierce the benighted void as his fathers and forefathers have before him.

Ship Points: 10
Profit Factor: 8

Age of Apostasy

During the Age of Apostasy, the Imperium was plunged into anarchy when the insane High Lord of the Administratum Goge Vandire took absolute control of the Senatorum Imperialis and the Ecclesiarchy. For decades, the galaxy was split as Vandire's armies sought to enforce his mad rule across the Imperium. Many worlds were razed, while others resisted. Still more sought to bide their time, unwilling or unable to commit to one faction or another. The Age of Apostasy culminated in an assault upon Vandire's stronghold on Terra by a combined force of Adeptus Astartes and Adeptus Mechanicus, but it was only when Vandire's own guardians turned upon him, executing him at the height of the siege, that the civil war was finally ended.

A Rogue Trader House established in the midst of this turbulent period will have been forged in the fire of adversity, for many charters granted at that time were, often literally, reduced to ashes within scant decades. Vandire was an unstable and paranoid man, prone to fits of anger and contradiction. A recipient of a charter he himself granted days before might be declared a heretic before even undertaking his mission, or a favourite promised the highest of rewards executed upon the day of investiture. As such, very few of the Houses that came into being during the Age of Apostasy are extant in the 41st Millennium, and those that are keep the details of their founding far from prying eyes. Some have disappeared entirely, though even millennia since, rumours of far-flung empires established by Vandire's favourites continue to surface.

In the immediate aftermath of the Age of Apostasy, it is said that the Houses established by the hand of Vandire were required to renew their oaths, in person, to Sebastian Thor, the figurehead of the movement that overthrew him. Some of those charters were revoked, it is suggested, for they were judged to have been granted for deeds later found contrary to the good of the Imperium. Others were ratified, the recipients bending knee before Thor and pledging the fealty of their Houses for all eternity.

Ship Points: 8
Profit Factor: 6

Age of Redemption

The Age of Redemption was a second great time of re-conquest and expansion beginning in the immediate aftermath of the Age of Apostasy, which some believe increased the Imperium's size to its greatest extent, however temporarily. The Warrants of Trade issued in this period, particularly at its dawning, reflect the spirit of the times. Following the example set by the great Saint Sebastian Thor, the Imperium experienced a renaissance in faith and fervour, and many of the Rogue Traders commissioned were men of great outward zeal, while others were warriors and captains rewarded for their deeds both great and terrible in the Apostasy's wars. Confessors preached the renewed Imperial Creed across the length and breadth of the Imperium, mustering many thousands of crusades to take the True Faith to those who had turned from its ways. Many of these crusades were led by celebrated generals and admirals of the Imperium and some by the lords of the Ecclesiarchy or mighty Space Marines themselves, but a great many smaller and further flung enterprises in crusade and conquest on this era were spearheaded by a new generation of Rogue Traders.

At the beginning of the Age of Redemption, the crusades were preached in order to bring back into the fold those systems and sectors that had strayed from the light of the Imperial Creed during the Age of Apostasy. Initially at least only those who would not denounce the errors of their ways would be punished, while those willing to hear the truth and make contrition would be spared the terrible wrath of the crusades. In time, the crusades pushed beyond areas lost during the Apostasy, and onwards, into regions of space that had never known the word of the Imperial Creed. Such fragments of mankind found among these distant stars had been isolated for many millenia, long back into the near-mythical Age of Strife and most could not be reasoned with, save perhaps beneath the guns of the crusades' warships. More often than not the crusaders resorted to the fires of purgation, either through intransigence by those they found, or in horror of what these far-flung children of humanity had become, wiping out any sign of what they deemed heresy, and consigning the souls of the slain to make their own representations before the Emperor. An age that had dawned amidst hope soon became one of relentless bloodshed and terror, often waged for little gain.

As the crusades of the Age of Redemption ground on into centuries and the centuries into millennia, more resources were ploughed into their maintenance. Many became simple wars of attrition, meat grinders on a galactic scale, spurred on by fear, xenocidal hatred and worst of all, simple habit. Inexorably, the worlds of the Imperium began to be stripped of their warriors, and the Imperium's resources and fleets spread ever-thinner as the demands of eternal war at the fringes of the galaxy required. These wars were fought against those for whom the Emperor represented not the salvation of Man's soul, but its monstrous corpse-puppeteer.

The scion of a Rogue Trader House established during this age will be steeped in duty and zeal, ever determined to take the word of the Imperial Creed to those who would deny it.

Ship Points: 6
Profit Factor: 4

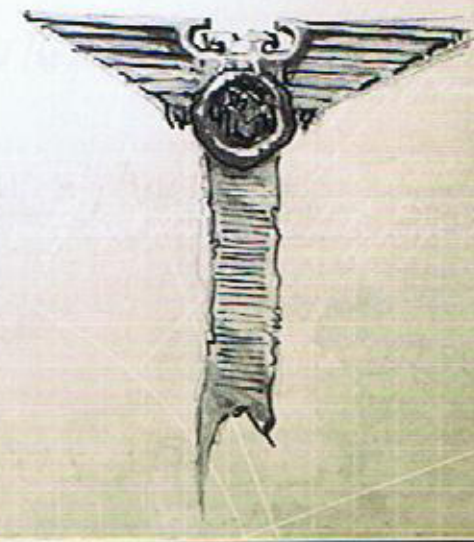
The Waning

As the glories of the Age of Redemption recede into a bloody present, the Imperium is slowly descending into another dark age of anarchy and war. So depleted were the defences of many worlds by endless crusade that internal strife soon erupted into outright rebellion, and small-scale alien raids escalated into full-scale invasions. Most dreadful of all, as the grip of the Adeptus Terra weakens across countless thousands of worlds, psykers have been left to come into their powers before they can be culled, and soon their errant powers are creating gateways into warp from which a legion of daemonic horrors erupt. Within a comparably few generations, the Imperium has lost untold numbers of worlds to the traitor, the alien and the daemon and humanity's future seems bleak.

Yet even in such a turbulent age, the High Lords have continued to grant new Warrants of Trade. As war and strife has claimed more and more worlds, so the need to redress the balance has grown all the more apparent, and nor is the weakening of the Imperium's fabric by any means universal or irreparable. Many Rogue Traders have been granted their charters in recent centuries with the express condition that they undertake missions of to re-conquer worlds lost to anarchy and invasion.

Many of these charters are little more than political tools, granted in the hope that the Rogue Traders will have the drive to succeed or at least wear down an enemy where depleted local forces either had failed, or been redeployed away to more vital duties, leading some Rogue Traders of more ancient pedigree to mockingly name them "suicide notes." Countless Rogue Traders lost all they owned, including their lives and souls, in the attempt to satisfy the nigh impossible demands placed on them in the granting of these Warrants. Yet, some do succeed and claw back both territory and millions of lost souls from the darkness. The most exceptional of these individuals have gone on to found the mightiest of the Rogue Trader Houses active at the present time. Though young in comparison to the ten thousand year old Imperium of Man, these upstart houses now rank above many older lines, for they were forged in the fires of adversity and driven by a will to endure rarely seen before or since.

Ship Points: 4
Profit Factor: 2



Fortune & Fate

The future of your Rogue Trader House rests in your hands, but you may first have to rescue it from the state in which a predecessor left it. Or perhaps yours is the unenviable task of living up to the successes of your forebears. Whatever the case, you can be sure than the eyes of generations yet to come will be upon you, and history will be the judge of your actions.

Fallen From Grace

The galaxy is a harsh place, and none are owed the success they seek. Countless numbers of Rogue Traders lose their livelihoods each year. Indeed, the entire institution of the Warrant of Trade could be said to rely upon a constant 'pruning' of the dynasties as a form of natural selection, ensuring that only the most driven and skilled of individuals continue to prosper.

A House that has fallen from grace might retain scant resources—perhaps just a vessel and a skeleton crew of bonded retainers. Such a Rogue Trader would be fully aware of his situation and might be driven to extreme measures just to get by. Although the Warrant of Trade grants even the lowliest Rogue Trader unimaginable rights, there are activities even the most powerful would be wise to avoid. A Rogue Trader with nothing to lose might be tempted to seek dealings with xenos or to explore regions long forbidden, even to his kind.

Having fallen from grace does not imply permanent misfortune, however. Perhaps a very powerful Dynasty has suffered a reversal in political status, finding formally staunch allies turning their backs and fractious competitors aligning themselves against it. And so the Rogue Trader's fortunes might turn full circle, the rising star falling from grace in the blink of an eye.

Ship Points: 4
Profit Factor: 2

Struggling

A Rogue Trader dynasty might fall upon hard times for a wide range of reasons, from disaster to incompetence, and the transition from stable to struggling might be sudden and unanticipated if it is due to external factors. Perhaps the most common reason for a dynasty to find itself in such straits is through the activities of its rivals, particularly if these have found common cause and determined to ruin the fortunes of their enemy.

Another reason a House might find itself struggling is when it comes to rely too heavily on a particular field of exploitation or revenue, only to find that resource has suddenly dried up. It is not uncommon for Rogue Traders to open up exclusive trade routes into distant regions, but if those regions should fall to alien invasion or a host of other perils, the source of so many riches might disappear overnight. If the dynasty has invested too heavily in the operation, as might be the case with a smaller or newly established House, then all will be lost. Nevertheless, Rogue Traders are uniquely optimistic individuals, even in the face of the myriad horrors and misfortunes of the galaxy. Many are at their best when faced with a nigh insurmountable challenge—some would have it no other way.

Ship Points: 6
Profit Factor: 4

Stable

Stability is a luxury rarely afforded to most Rogue Trader Houses, and one that most are poorly disposed to suffer long. For many Rogue Traders, stability is a byword for stagnation or resting on one's laurels. As most Rogue Traders are naturally inclined to risk taking, few find their fortunes stable for long.

There are some Houses however that come to attain such a state. These wealthy and powerful Houses appear capable of absorbing almost any loss while still generating astronomical profits. These are in the main the very oldest of the dynasties, those whose risks are spread out across a vast web of investment and patronage and for whom a disastrous expedition that might bankrupt a smaller, less well established House is offset by a dozen other, more successful and less risk-laden undertakings.

Ship Points: 8
Profit Factor: 6

Ascending

Most Rogue Trader Houses undergo significant fluctuations in their fortunes, and a firm hand on the tiller is required to safely navigate the peaks and troughs. A dynasty said to be in the ascendant enjoys an upturn in its fortunes and an increase in its influence and prestige. Such a house proves itself a worthy investment to any who would join it in its endeavours, and its head will have little difficulty in attracting allies and backers.

The only real problem a Rogue Trader in such a position may find is that of jealous rivals. Few dynasties survive long without attracting the ire of their peers, whether they become engaged in bitter trade wars or actually exchange broadsides out in the void. A successful House may find its position coveted, with hidden hands at work against it. The most successful Rogue Traders are those who learn to anticipate, and deal with such enemies before the fortunes of their House can be affected.

Ship Points: 10
Profit Factor: 8

Rising Star

Often only applicable to a newly created Rogue Trader House, the term 'rising star' is used to describe a dynasty most definitely on the up. The bearer of the Warrant may be cresting a wave of success and influence having recently been granted the Warrant or bequeathed the trappings, such as a fleet and military assets that may have accompanied it. Many eyes will be watching the dynasty, some with hopeful expectation, others with jealousy. A great weight of responsibility rests on the shoulders of the bearer, and they may have a great deal to prove to earn the title 'Rogue Trader' in the eyes of the Imperium and their peers.

Alternately, it is possible that the House is more established, but perhaps thanks to a succession in leadership is enjoying something of a resurgence in its fortunes. Perhaps an old, ineffectual or outright incompetent patriarch has been replaced with a younger, more dynamic progeny. Many decades, even centuries of stagnation may have been cast off as the dynasty looks forward to a new era of success and prosperity.

Ship Points: 12
Profit Factor: 10

Acquisition

There are many ways in which your Rogue Trader Dynasty might have come to be granted its Warrant of Trade, and in many cases the circumstances of that granting will affect the character of your dynasty and how you and all your servants are viewed by other institutions of the Imperium.

Reward

The most coveted of Rogue Trader Warrants are those that have been granted in genuine recognition of great deeds performed in service to the Imperium. Often, such a reward is not consciously sought and as such may come as a surprise to the recipient. A Warrant of Trade granted in this manner will be gifted to the recipient in a lavish ceremony, attended by the great and the good of the Imperium's highest offices. Many great men and women will attend, often in the hope that some of the glory and prestige will rub off on themselves. The recipient is likely to have gathered about them many powerful allies who others wish to be associated with—some might even have forged connections with Space Marine Chapters, sector lords, Admirals or Inquisitors.

The deeds for which a Warrant of Trade will be rewarded are many and varied, and there are no set definitions or conditions set. Military service is a common route by which such Warrants are gifted, but so to is mercantile or political success.

There is a darker side to a Warrant of Trade rewarded for such deeds however. The sponsor of the granting—the individual who lobbied the powers that be for the recipient to be rewarded in such a manner—will often expect some form of recompense, some favour that might not be called in for many decades. But called in it will be, and almost certainly at the most inconvenient time for the Rogue Trader.

Ship Points: 16
Profit Factor: 2

Intrigue

While it is possible for a Warrant of Trade to change hands through overt aggression, a change in title is actually more likely to occur through underhanded methods. Assassination of varying sorts is not uncommon, and neither is fraud, but the most common of such methods is outright bribery.

This might occur when a Rogue Trader has overstepped the limits of his authority, and a rival garners sufficient evidence of the transgression that the Imperium would be forced to censure him were such evidence to be presented to a high enough authority. Such crimes are most likely to include trafficking with alien empires forbidden even to Rogue Traders, or dealing in goods tainted by the Ruinous Powers. The issue might not even be something considered a crime, but rather evidence of political machinations against more powerful individuals and institutions.

Perhaps worst of all, a powerful Rogue Trader might be accused of seeking to establish his own private empire beyond the Imperium's borders, secede from the Rule of the Emperor. Many Rogue Traders have tried to do so, most eventually being brought to justice by the Imperium's forces.

In such a case, a rival might take power of an existing Warrant of Trade and all of the assets and rights associated with it. A new line is established and the old one slower dissolved until little or nothing of the former dynasty remains. No one knows how many Rogue Trader Houses have been established in this manner, but no doubt a significant number of Warrants have changed hands many times throughout the millennia.

Ship Points: 12
Profit Factor: 2

Administratum Trade Mandate

A Trade Mandate is an example of one of countless numbers of administrative instruments employed by the Adeptus Terra. It is an instrument of strategy, by which the division's policies for the managing of the unmanageable are drawn up. By way of a myriad of utterly incomprehensible cogitations, vast armies of scribes and factors plot the needs and the means of the Imperium's worlds, and attempt to allocate resources in such a way as to allow future generations to continue their work. Such a process has no meaning or function, and has long since become an end itself, the worlds of the Imperium merely carrying on as before regardless.

The Trade Mandate is a product of this system. In such a case, the cogitations have determined that at such and such a date, in such and such a region, the efforts and services of a Rogue Trader House will be required in order to steer the region's fortunes or to expand it borders in response to a particular threat. The date at which the Mandate is to be granted might be many centuries in the future, and so entire armies of scribes will spend their whole lives selecting the eventual recipient of the Mandate, even to the extent of determining that an Imperial Servant not yet even born is to receive it.

Ship Points: 10
Profit Factor: 4

Ministorum Bequest

The Ecclesiarchy does not hold the power to grant a Warrant of Trade, for that privilege ultimately lies with the Adeptus Terra and the High Lords, but, in common with many of the Imperium's highest institutions, it does have great influence in the matter. Many of the crusades launched by the Imperium against recidivist systems or vile aliens are thanks to the fiery oratory of the Ecclesiarchy's Confessors and Redemptory Priests. Such individuals preach war and redemption across dozens of worlds, igniting the zealous passions of the Imperium's subjects until vast rallies are held where millions of would-be martyrs call for the preacher's demands to be granted and war to be taken to the enemy.

Though the preachers utilise simplistic, even crude methods to gain the support of the masses, they are highly adept at the far subtler ways of ensuring their voice is heard. Even while the confessor preaches hate and bloodshed to the masses, his agents move amongst the Imperium's institutions, making promises of great favour and wealth to those who aid them, and making veiled threats to those who seek to obstruct them. One such promise the adepts might issue is the granting of a Warrant of Trade, the

confessor's allies ensuring that certain individuals with the power to grant such a reward are spoken to, in return for certain favours being performed.
Ship Points: 8
Profit Factor: 6

Prize of War

Many Warrants of Trade have been granted over the millennia as prizes of war. In such cases, a powerful and successful lord militant might be promised the charter as inducement to undertake a crusade otherwise considered impossible. Such a crusade might take decades to conclude and cost the lives of millions of the Imperium's servants, but by its conclusion the lord militant will have earned his Warrant and will be free to pursue his ambitions out amongst the stars.

Occasionally, the prize is not won, but taken. A powerful servant of the Imperium might have manoeuvred himself into such a position as to demand the Warrant of Trade as reward for service, and he may be too powerful to refuse. Or perhaps an existing Warrant has been prized from an established Dynasty, a new line taking control of an ancient Rogue Trader House as the culmination of years of plotting and scheming.
Ship Points: 6
Profit Factor: 8

Blackmail

There are some Warrants of Trade which have been obtained not by service or any other such means, but by the recipient demanding its granting as a form of blackmail. Although rare, such a situation might come about in which a Lord Militant has come to power over such vast armies that he can in effect hold entire regions of the Imperium ransom, and in some cases the granting of a Warrant of Trade is the price such an individual will demand for turning his conquests over to the Adeptus Terra.

There have also been instances of far subtler manipulation, in which the would-be recipient has come to hold power over an individual of great influence within the upper echelons of the Adeptus Terra, such that the victim is willing to sponsor the granting of the Warrant of Trade in order to avoid his secret becoming known to his peers. Such might be the case when a lord of the Administratum hides some form of mutation for example, or when the offspring of a sector governor has secretly come into psychic powers. It is said that every lord harbours a secret shame, and every man has his price. None can say for sure how many Warrants of Trade have been sponsored in order to keep such secrets covered, or what horrors lurk at the very apex of the Imperium's government as a result.
Ship Points: 4
Profit Factor: 10

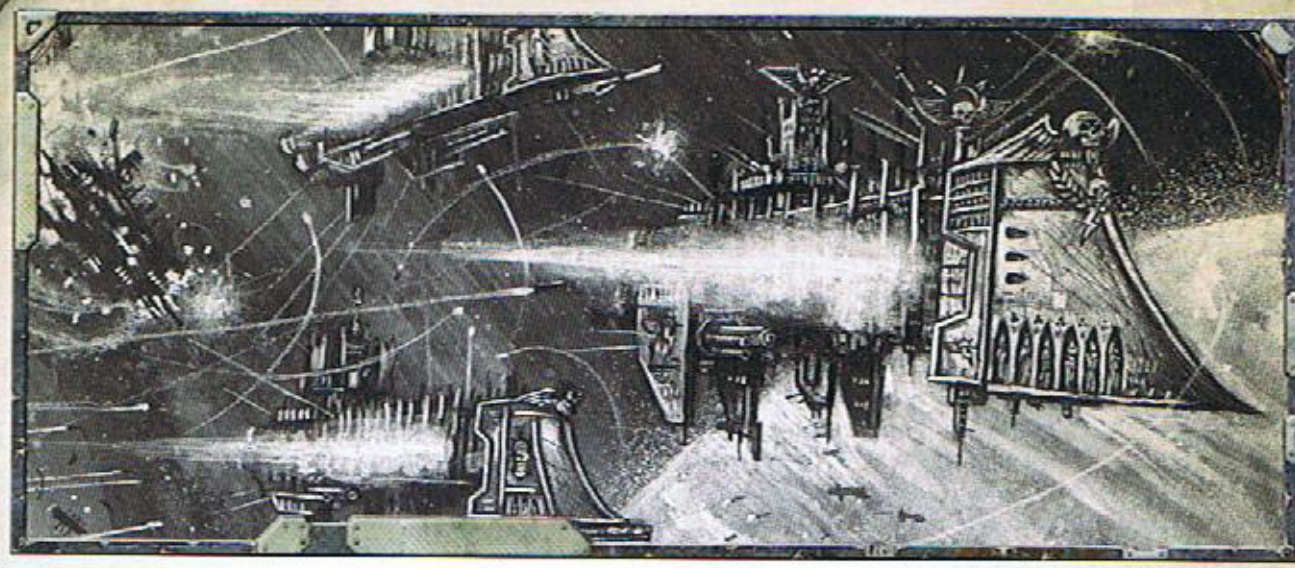
Exile

Those who strive to reach the very pinnacles of the Imperium's towering power structures quite frequently stumble before gaining the ultimate power they crave. Planetary governors might seek to rule an entire sub-sector for example, only to find their rivals aligning against them even as they reach for the prize. A general might seek to rule over the regions he has conquered in the name of the Imperium, unwilling to accept that any other has the right to do so.

Such men and women as these are too dangerous to be allowed to gain the power they seek, but also too visible and well connected to quietly remove. Though an assassin's blade could end the problem, the killing might spark an uprising far more damaging than leaving the target in power.

The solution is often to grant the troublesome Imperial servant a Warrant of Trade, giving him license to seek all the power he desires, but to do so far away from the Imperium.
Ship Points: 2
Profit Factor: 16





SANCTION

Every Rogue Trader House is known by its deeds, many of which are intertwined with the rich history of the Calixis Sector and far beyond. By determining what your House is known for, you will be setting the tone for many great adventures yet to come.

Age of Plunder

Before the Angevin Crusade, the region now known as the Calixis Sector was a benighted area of space haunted by dark, horrific alien empires. The region was also a sanctuary for renegades from nearby areas, including the Scarus and Ixanied Sectors, and worlds within the Calyx Expanse were the home of pariahs and outcasts, powerful individuals who were intent upon the establishment of their own petty empires far from the prying eyes of the Adeptus Terra and the Inquisition.

Also found in the Calyx Expanse were scores of privateers and pirates, including a number of Rogue Traders operating as such by nature or necessity. The opportunities for wealth and conquest were many and varied, and they were all pursued entirely outside of the laws of the Imperium. These pirates and renegades preyed upon one another ruthlessly, the region seething with internecine warfare. Human populations were savagely exploited by the Rogue Traders, pirates and aliens, the law of the Imperium entirely unknown to them.

A Rogue Trader Dynasty that rose to power during the region's Age of Plunder may have founded its fortunes upon barbarous acts of piracy, while other Houses were established amidst counter-pirate operations, making their fortunes on the bounties offered for the heads of the most notorious of the Imperium's outcasts. Some of the most infamous turned there coats and often more than once, becoming pirate and sanctioned pirate-hunter in turn. Though such houses as came up in these turbulent times may now be considered honourable and noble, there will often still linger echoes of a less than glorious past as well as the scars of old rivalries and vendettas.

Ship Points: 12
Profit Factor: 2

Angevin Crusade

The Calixis Sector was founded in the fourth century of the 39th Millennium, by the celebrated Golgenna Angevin, a Terran noble granted the rank of Lord Militant and charged with bringing the rule of the Imperium to the region formerly known as the Calyx Expanse. Angevin gathered a millions-strong army of crusaders, with which he prosecuted his decades-long conquest of the region's worlds. Ahead of his crusade ranged Rogue Trader and Explorator Fleets, charged with making contact with human populations and determining which would welcome Angevin's forces and fight alongside them, and which would stand against the Lord Militant. Of these Rogue Trader Houses, some were already well established, while others were newly raised by the grace and favour of Lord Angevin himself.

A Rogue Trader House that can trace its roots to this period in history is great indeed, and most wield great influence in the Calixis Sector. They are able to draw upon the military resources of the sector, calling upon millennia-old pacts and alliances. Their fortunes are founded upon exploration and conquest, and they are counted amongst the most adept in locating and exploiting the untold riches to be found beyond the Calixis Sector and into the Koronus Expanse.

Ship Points: 10
Profit Factor: 4

The Meritech Wars

In the early years of the third century of M.41, the Calixis Sector faced a threat capable of destabilising the entire region. In the dark void between the Calixis and Ixaniad Sectors was to be found a small cluster of a dozen or so worlds, ruled by the scavenging Meritech Clans. In 211.M41, the clans declared their secession from the Imperium, and began to amass sizable military might which they deployed against the interests of both of the neighbouring sectors.

The Imperium's response was to launch an overwhelming assault upon the worlds of the Merates Cluster, smashing the home worlds of the Meritech Clans. The Sector Governess Myram Harvala mustered a great force, which in addition to the Imperium's armies, included a number of Rogue Trader Houses.

Many of these Houses were newly raised, their Warrants of Trade granted thanks to the sponsorship of the Governess, on the condition of their aid in the forthcoming war.

The ensuing conflict raged for seventeen years, and saw the complete eradication of all life from the worlds of the Merates Cluster. The Meritech Clans fielded all manner of heretical technology, later found to have been supplied to them by a heretical tech-cult known as the Logicians. The Rogue Traders were at the forefront of much of the fighting, and although a great many of them were never to emerge from the wars, many others established the fortunes of future generations, acting as ruthless and highly dependable mercenaries for the Governess. Such dynasties are opportunist in nature, highly mercenary and able to bring to bear formidable military force in the pursuance of their fortunes.

Ship Points: 8
Profit Factor: 6

Fall of the Tellurian Combine

For decades preceding 428.M41, the economy of the entire Calixis Sector came to be dominated by a mighty commercial interest known as the Tellurian Combine. The fortunes of dozens of Rogue Trader Dynasties became entwined with those of the Combine, which had interests on almost every world in the sector and many beyond. The Combine supported the activities of many Rogue Trader Houses based in the Calixis Sector, and backed scores of exploratory missions into the Koronus Expanse and beyond.

It was a great shock then, when the Inquisition discovered that the Tellurian Combine was in fact a front for a malefic cult, the influence of which had spread to the very highest levels within the government of the sector, including the corruption of a number of very highly placed individuals within the Lucid Court upon Scintilla, the ruling body of the Calixis Sector. This cult was called the Brotherhood of the Horned Darkness, and its followers were entirely in the thrall of a terrible warp-spawned entity known as Balphomael.

So intertwined was the Brotherhood within the power structures of the Calixis Sector that the Inquisition could not confront it head on. Instead, the Ordos were forced to engage in a clandestine shadow war, which saw the agents and followers of the cult dealt with piecemeal, over the course of several years, until it was defeated for a time at least.

A great many of the Rogue Trader Houses with strong ties to the Tellurian Combine came under the scrutiny of the Inquisition. These profited greatly from the Combine's mercantile operations, and are founded upon the commercial expertise learned during this period. Many houses toppled along with the Combine, and those that somehow survived the purges bear a terrible stigma even to this day. There are those who whisper that such Dynasties still harbour followers of the Brotherhood of the Horned Darkness, their influence growing and their heresies spreading into the Koronus Expanse with each planet they discover. Other dynasties rose to power as their rivals fell, aiding the Inquisition in their efforts and pursuing the traitors far beyond the Imperium's borders.

Ship Points: 6
Profit Factor: 8

Halo Artefacts

Artefacts of alien manufacture are proscribed the length and breadth of the Imperium, yet demand for them in certain circles is high. The punishment for possession of even a harmless artefact could be terrible, ranging from penal servitude to public execution. The upper echelons of the Imperium's nobility produce the most demand, by the jaded scions of ruling houses, seeking illicit distractions from the lives of luxury to which many have become utterly enamoured.

Halo Artefacts are a particular class of xenos item. None know for sure who or what created them, and they are far more dangerous than the exotic curios most collectors covet. Halo Artefacts are arcane devices, invested by the power of long lost alien civilizations, and able to grant an owner powers undreamed of. Yet, such powers come at a terrible price, condemning the body and soul of the user. The grim fate and dangerous power of these artefacts means they have been placed under the highest prohibitions in the Calixis Sector by the Calixian Conclave of the Inquisition.

There are those Rogue Trader Dynasties that are built entirely upon the acquisition of such artefacts, who go out into the dark regions specifically to track them down and smuggle them back to the Imperium. They are incredibly rare, so much so that a Rogue Trader would be fortunate indeed to discover more than a handful over an entire lifetime, and even then he would have devoted his every waking moment to doing so. The fortunes of these dynasties are built upon the discovery of such artefacts. Even if only one or two are discovered in a single generation, the profits are potentially so vast that the Rogue Trader can fund a life of luxury, outfitting his vessels to the highest standard and engage in any pastime he can imagine.

Of course, the risks are as great as the rewards. Though Rogue Traders exist outside of the mainstream of the Imperium's laws, they can nonetheless make powerful enemies in the Inquisition and other bodies should their activities be discovered. Many such Rogue Traders have met with an unpleasant end at the hands of an Inquisition kill team, far beyond any hope of aid, while others lead a life of paranoia and distrust, looking over their shoulder whenever they return to the domains of the Imperium.

Ship Points: 4
Profit Factor: 10
One Xenostech Component may be purchased.

CONTACTS

There are many colourful personalities operating beyond the Imperium's borders, any number of which your Rogue Trader may have had dealings with. But choose your allies carefully, for they often demand as much as they offer!

Battlefleet

Many Rogue Traders maintain contacts in the battlefleets of the Imperial Navy, for many second sons and daughters will have served their time as officers there before returning to serve their Houses. Friends and contacts made during service are rarely forgotten, and many such Rogue Traders take every opportunity to look up old compatriots when stopping over at a naval base.

Out beyond the fringes such contacts transcend the cordialities of the officers' mess and take on a far more serious aspect. A Rogue Trader vessel that comes to grief fighting alien raiders might hold little hope of help ever arriving, but there are countless tales of such vessels being rescued by the timely arrival of a long range navy patrol vessel, the master of which happened to recognize the cipher attached to a distress call and was willing to divert and offer aid. Of course, this works both ways, and many are the times a Rogue Trader has been obliged to set aside his own mission to bolster the forces of a naval squadron against one of the many enemies that lurk in the cold void of the Expanse.

Ship Points: 12
Profit Factor: 2

Adeptus Mechanicus

It is not uncommon for the paths of Rogue Traders and Explorators to cross, particularly out amongst the unexplored systems beyond the Imperium's borders. On occasion the two factions will have cause to join forces, and as both generally have quite different objectives to their exploration this is often a successful course of action. There are plenty of times however when the interests of the two groups will clash, such as when an Explorator Fleet wishes to strip mine a newly discovered world while a Rogue Trader wishes to trade with its native population, or a particular Explorator Archmagos decides they want something the Rogue Trader has or that they know too much.

Nonetheless, many Rogue Traders maintain ties with Explorators they have worked alongside in the past. By doing so, the Rogue Trader can utilise information the Explorators have gathered, gaining exclusive access to systems the Explorators have discovered. Frequently, an Explorator Fleet will pass through a system, exploring and cataloguing it but classifying it as having little or no interest to the Adeptus Mechanicus. A Rogue Trader with contacts with the Explorator Fleets will know of such worlds long before his rivals, and have a unique opportunity to investigate them for opportunities from which his House might profit.

Ship Points: 10
Profit Factor: 4

Missionaria Galaxia

Contacts within the Missionaria Galaxia can prove extremely useful, for this division of the Ecclesiarchy maintains holdings far beyond the fringes. It may well be that a single



preacher operating out of an isolated mission proves a staunch ally in a crisis, for he will be well-schooled in the ways of the native population and well able to defend himself should the need arise.

The Missionaria does not lend its aid to just anyone however, and any preacher to whom a Rogue Trader is forced to turn for aid will only help him out after determining the individual's morale purity. Even when aid is forthcoming, the preacher may well make demands in return, often including requests for support in his own mission or substantial donations to the mission of taking the Word of the Emperor to the ignorant souls beyond the fringes.

Ship Points: 8
Profit Factor: 6

Merchant House

Those Rogue Trader Dynasties whose fortunes are built upon the acquisition and generation of vast sums of wealth will have dealings with commercial combines across entire sectors and beyond. They will have bonded scribes and factors operating in the courts of the greatest of commercial concerns and these will have the ear of the most influential merchants in the region.

It is important to remember that the great merchant houses, particularly those who span several worlds, let alone whole

Systems of Ambition

The core experience of Rogue Trader is based on the idea of a group of characters working with a single Rogue Trader aboard a single spaceship (at least at the beginning!), exploring the unknown and seeking profit amongst the stars as masters of their own destinies. However, there are many different ways to play Rogue Trader that are just as valid. Here are some options that the Game Master might consider when organising his Rogue Trader campaign.

Option 1: A Void-Caravan

The Void-Caravan option presumes that there is an NPC Rogue Trader who holds the ultimate authority of the Warrant of Trade. This NPC Rogue Trader commands a mighty fleet of starships that travel from point to point both within the Imperium and without. The player characters represent a group of trusted crew, allies, or perhaps friends of the Rogue Trader or trusted individuals assigned to a younger scion of the Rogue Trader's dynasty by its masters. In this option, the player characters may operate on a much smaller, "zoomed-in" scale, perhaps operating out of a smaller, non-Warp capable vessel, limited to finite areas of space or even operating closer to and operating between the Imperium's border areas.

The Void-Caravan presents the various massive starships like "towns" that the player characters can visit and use for resources or internal story hooks, whilst the surrounding regions where the fleet is stationed makes up the "wilderness" wherein the characters can find adventure. This option also allows for a more gradual growth to assuming power, perhaps taking over for the NPC Rogue Trader over the course of play (he may die and need to be replaced by his heir—one of the Player Characters, naturally!).

Option 2: Have Macrocannon, Will Travel

This option is perfect for a group that would prefer to minimize the involvement of Non Player Characters. The "Have Macrocannon, Will Travel" concept is based around the idea that the Rogue Trader starship is crewed almost entirely by servitors. Perhaps the vessel was blessed by a particular Magos of the Adeptus Mechanicus or is owed a favour from the Machine Cult from an ancient pact with the Rogue Trader's ancestor. Whatever the method, this option allows for the Player Characters to focus less upon their roles as leaders aboard the spaceship and allows a bit greater perception of freedom and individual action, the ship largely 'taking care of itself' until needed.

The Player Characters will have a greater challenge ahead of them, having only each other and some lobotomized servitors to rely upon when trouble strikes. Some players relish the opportunity to take on the role of a small, independent band, however. Additionally, the results of the Player Character's actions will feel much more significant when they apply only to that small group.

Option 3: War Stories

As it is often rightly said "In the Grim Darkness of the Far Future There is Only War," and Rogue Traders sometimes have a part to play in the Imperium's Wars, most particularly when an Imperial campaign or Crusade must strike out into xenos or renegade held space or into the uncharted void that is the Rogue Trader's true domain. In this option the Rogue Trader is allied or attached to a wider and ongoing war effort, this allows the GM to have some very definite goals and missions in mind for the game, as well as offer assistance such as temporary forces, re-enforcements and repair to the Rogue Trader and crew easily without risking giving them too much, too soon and overbalancing their ongoing games.

While this might seem like it does remove something of the Player Character's freedom to act, this need not be the case, as there's a lot of profit to be made (both legitimately and by other means) in the chaos of any war zone, not to mention long term friends and enemies alike. This option could also be used quite easily to start off a Rogue Trader campaign and serve to springboard a more open style of play once the Player Characters have settled in just as easily.

actions are powerful institutions, and not ones to be crossed lightly. Organisations with vast wealth and a long arm are dangerous; more than one Rogue Trader has been brought to ruin by a merchant house they thought dirt-bound and limited.

Merchant contacts have a great many uses, for they allow the Rogue Trader to tap into the vast web of influence and power of the merchant houses in question. This network will extend to the major settlements on almost every major world in the Calixis Sector and in many cases beyond. For a price, the Rogue Trader will be able to any service, from repair facilities for a damaged vessel to the services of the merchant house's indentured mercenaries.

Ship Points: 6
Profit Factor: 8

Pirates

The space lanes of the Imperium are plagued with outlaws and pirates. Some are human but others are alien such as the dread Eldar Corsairs and brutal Ork Raiders. The closer to Wilderness Space and the Fringes a Rogue Trader operates, the more likely he is to come into contact with such scum, and worse, humans who have cast aside even a pirates' limited sensibilities and given themselves over to the nightmarish veneration of the Ruinous Powers.

Every Rogue Trader will have faced pirates in battle, and some will have had cause to join together with them too from time to time. Out beyond the borders one cannot afford

to be too choosy who ones allies with when the enemy is a ravening alien horror or a gestalt swarm consciousness intent upon feeding upon the Rogue Trader and his friends. Such alliances are more often than not short-lived and matters, for Rogue Traders and pirates exist at opposite ends of the scale in terms of the Imperium's institutions, yet it could be said that both share a similar outlook in life—both parties see the galaxy as there to be exploited in one way or another.

Even those Rogue Traders who would never condescend to fight alongside a pirate may often find themselves in contact with them at one of the many border stations and outlaw trading posts both will have occasion to visit in the course of their operations. The most successful of pirates comport themselves as petty kings or foppish princes, and trait the share with many Rogue Traders.

Ship Points: 4
Profit Factor: 10

WARRANT RENOWN

The last part of the process of creating your Rogue Trader Dynasty is to establish how well known it is. Rogue Traders enjoy the rarest of opportunities—the chance to be remembered for something. Just be sure not to squander the privilege!

Famous

Whether or not they choose to admit it openly, or even to themselves, the great majority of Rogue Traders crave fame and the attendant powers and privileges that accompany it. To have one's name spoken with awe and respect by High Lords and commoners the length and breadth of the Imperium is for many the ultimate reward, perhaps even greater than the vast personal wealth they amass along the way. In a galaxy in which literally billions of lives are lost every single day in the service of the Emperor, where a single man has little hope of gaining recognition for even the greatest, most selfless of acts, to be remembered after one's time is perhaps the greatest reward one can aspire to.

Ship Points: 14
Profit Factor: 4

Unknown

For many Rogue Traders, the thought of their name going unremarked upon would be a terrible insult, while others prefer to operate that way. Most Rogue Traders belong to the former group, for they have not become the all-powerful servants of the Imperium they are without promoting themselves and their abilities to some degree.

For many Rogue Trader dynasties, the condition of being unknown is likely to be only temporary. Most seek fame, even if, despite their best efforts, they ultimately earn only infamy.

Ship Points: 10
Profit Factor: 8

Infamous

Some Rogue Trader Dynasties are known for all the wrong reasons. A House purged in the aftermath of the Fall of the Tellurian Combine for example might be held as an object lesson in the follies of dappling in things man should have no truck with. Other Houses are known for the ruthlessness of their actions and although respected are not regarded with any warmth. A Rogue Trader from such a House would be wise to consider very carefully how widely he broadcasts his name when operating beyond Imperial Space, for there are many rivals who might take advantage of even a temporary state of vulnerability.

Ship Points: 6
Profit Factor: 12





II

Koronus Careers

- Kroot
- Kroot Mercenary
- Orks
- Ork Freebooter
- Alternate Career Ranks
- Elite Advances

Chapter II: Koronus Careers

"Only when one flies beyond the bounds of the Imperium does she truly know herself."

–Captain Aoife Armenguarde

The **Rogue Trader** Core Rulebook provides an overview of the wide variety of people who might be found on a Rogue Trader's starship. However, the Career options provided in Rogue Trader are deliberately general. Unlike the highly regimented facets of much of Imperial society, a Rogue Trader and his crew can be a disparate and varied lot. An Arch-militant could be anyone from a former soldier, to a bounty hunter, to an assassin for hire, and most other Careers offer an equal amount of variation.

However, many players might prefer to give their characters a greater focus, possibly directing their evolution so that they emphasise a type of individual unique to the Expanse, or just markedly different from their broad character template. Much of this customisation is done through the process of roleplaying, and developing the character's personality, opinions, and goals. To aid this, this chapter introduces Alternate Career Ranks, starting on page 70. These allow for extensive character customization, and can take Careers in very different directions than those presented in the **Rogue Trader** Core Rulebook.

In addition to the Alternate Career Ranks, this chapter also contains two entirely new Careers, the Kroot Mercenary and the Ork Freebooter.

XENOS CHARACTERS

Ork and Kroot are both xenos races—that is to say, non-human. The relationship between xenos races and humanity is strained at best, outright hostile at worst, and xenos themselves can think and behave in ways truly alien to humanity. Both races are available as a Career choice when creating a new Character. However, before doing so, the player should talk with his GM. At the very least, the GM should know there will be a xenos character in his game, so that he can take it into account. The GM may even ask the player not to play a xenos character, as it might disrupt plans he has for the game. In this case, the player and the GM should work to come to a mutually acceptable solution.

For the most part, xenos characters work in the same way as human characters. They gain experience, which they can spend on their advance schemes. They gain Talents and Skills, just like human characters. However, in other ways they differ. One important difference is that xenos characters do not use the Origin Path in Rogue Trader. The Origin Path is designed to reflect human experiences, and does not apply to xenos. Instead, xenos characters have different choices detailing their backgrounds, as found in their individual entries.

In addition, all xenos characters have several Traits that apply to them, detailed below.

THE ALIEN IN THE IMPERIUM

To call the Imperium of Man xenophobic is something of an understatement. The Imperium believes in the manifest destiny of the human race to rule the galaxy; the preachers of the Ministorum tell the unwashed masses to abhore and fear the vile alien, and Crusades to purge planets, star systems, or even entire sectors of xenos races are common-place. Whether this attitude is abhorrent or laudable is debatable—there are many xenos races who are just as eager to destroy the Imperium as the Imperium is to destroy them. In any case, non-humans are manifestly unwelcome in the Imperium. The Imperium is not a cosmopolitan society, and the few xenos that interact with it live on its fringes: on Frontier worlds, far-flung void stations, and amongst the crews of certain Rogue Trader vessels.

This isolation generates ignorance—both the Imperium's ignorance of xenos physiognomy, civilisation, and culture, and xenos ignorance of the details and minutia of the Imperium. When combined with the very 'alienness' of a xenos (sentient though it may be), it imposes certain limitations between a xenos player character and Imperial society. Therefore, all xenos player characters (such as Ork Freebooterz and Kroot Mercenaries), gain the following Traits, in addition to the Traits, Talents, and Skills provided by their Careers.

Non-imperial (Trait)

This Character was not raised amongst humans, and knows little about the culture and history of the Imperium. The laws, traditions, religion and superstitions of Mankind are unfamiliar and alien to Characters with this trait. The character suffers a -10 penalty on all Common Lore, Forbidden Lore and Scholastic Lore tests relating to the Imperium of Man.

Speak Not Unto The Alien (Trait)

This character is a member of an alien species, viewed with a mixture of fear and loathing by those of other species, and so is essentially different in form and thought that any kind of social interaction is a significant challenge.

This creature counts all Fellowship-based tests as being two steps more difficult when dealing with creatures of a species other than its own. Additionally, those of other species treat their Fellowship-based tests as being two steps more difficult when dealing with him. These penalties do not apply when dealing with individuals who have come to trust the xenos player character, for whatever reason (although the final arbitrator of this is the GM). Finally, the presence of any xenos aboard a human vessel is unsettling for the crew, and as rumours spread, discontent over the alien in their midst becomes noticeable. The continued presence of one or more xenos player characters aboard a ship reduces its Morale by 2.



Kroot

"You are strong. It will be good to have that strength."

–Awkrin Ghorank, Shaper of the Bloodhawk Kindred

The Kroot homeworld of Pech lies within the Ultima Segmentum, not far from the Tau Empire. On this world, massive evergreen forests of the hardy jagga tree cover most of the prime continent. The other regions of Pech that are not covered by forest are mainly inhospitable ranges of rock cliffs and jagged mountains. It is from Pech's deep forests that the Kroot originated, and there, they live within arboreal colonies in family groups known as Kindreds, led by wise and ancient Kroot called Shapers. Most make their homes, nestled amongst the higher branches of the trees, from animal hides and regurgitated dead wood pulp.

The Kroot are a tall race, averaging two metres in height, and their lanky frames have a deceptively fragile appearance. In reality, Kroot musculature is composed of dense fibre spindles that are extremely efficient and powerful. This structure possesses a higher power to mass ratio than humans, and rapid muscle contractions create a whiplash effect—meaning that a Kroot can deliver a rapid series of powerful blows. Kroot can leap from tree to tree with great speed, and on the ground they move with a hopping, bounding gait that eats up distance. Kroot are clearly evolved from avian stock, possessing a light but strong bone structure, a quill-like "ruff," and a beak.

The Kroot remain a primitive culture in many ways. They favour harnesses worked from animal hides and often adorn themselves with bones, handcrafted amulets, and circlets. Kroot culture reflects the savage environment of their origin—they are fierce and ruthless warriors with few scruples, but they possess many noble qualities as well. Kroot are courageous, tenacious, and often proud. They are well-known for honouring any agreement to the letter. Kroot are often confused by advanced technology, but they learn quickly and have adapted to many improvements made to gear that they are already familiar with, such as the enhanced ammunition and the Kroot rifles adapted to fire that ammunition, both provided by the Tau.

The most infamous habit of the Kroot is their preference for eating the flesh of the dead. Even in the midst of combat, Kroot will often ritually devour the corpses of those they have killed, and there is almost nothing beyond their tastes.

The Kroot digestive system is a marvel of efficiency, capable of breaking down almost any organic material into a form of energy stored in specialised organs called nymunes scattered throughout their bodies. By far, the strangest quirk of Kroot digestion is their ability to extract potentially useful strands of their food's DNA. Much of the double-helix structure of the Kroot's own DNA is somehow "blank," used to separate those areas that do contain useful genetic information. The Kroot have inherited a unique mutation that gives them the ability to incorporate useful DNA codes into their own genetic structure. With guidance from the Shapers, successive generations of Kroot may exhibit special qualities of those gene-codes.

The presence of the Kroot in the Koronus Expanse is an intriguing mystery. Whilst the Shapers have not answered questions on the subject, it is rumoured that a number of Kroot Warspheres entered the Expanse via a previously-unknown warp gate—a gate that somehow links the Expanse to the vastly distant Eastern Fringe.

ALIEN BIOLOGY

Like all aliens, Kroot differ from humanity in a number of ways—some obvious, others less so. The most evident differences are listed in their own sections: the Kroot's avian characteristics, enhanced senses, unusual musculature, and unnatural hunger for the dead. Other, more subtle differences are noted below.

Medical Attention

Kroot physiology is completely unlike that of any human. Because the use of the Medicae Skill is oriented primarily towards humans, treating a Xenos creature of any kind is a challenge. Any Medicae Tests used on a Kroot are automatically one degree harder in difficulty. Typically, human-made drugs have little to no effect upon a Kroot, although poisons and toxins have their normal effect. The GM should decide if a particular drug should effect a Kroot, and to what extent.

Bionics are completely unknown amongst the Kroot, and their unusual musculature and bone structure make bionic limbs nearly impossible to correctly install on a Kroot's body. The GM may allow a Kroot to acquire certain bionics or cybernetic implants at his discretion, but such things should be considered unnatural to the Kroot, both physically and culturally. The GM should consider very carefully before he allows a Kroot character to gain any bionic or cybernetic implants.

Kroot and Technology

Generally speaking, the Kroot are still a mostly primitive culture. The Kroot have learned how to operate some examples of advanced technology, including their Tau-adapted Kroot rifles and warsphere spacecraft, but a typical Kroot still lives as his ancestors did centuries ago. Kroot generally disdain any kind of heavy armour, preferring the range of motion their unique musculature and skeletal structures allow. Their unique shape and distinctive movements also render human armor thoroughly incompatible. Customising equipment for a Kroot is an expensive process. Any human weapons, armour, or gear modified for a Kroot's body increases its Rarity by one step, due to the effort involved.

KROOT PLAYER CHARACTERS

Kroot are stealthy, inquisitive, and bold. They respect strength and wealth, and although they have an appreciation for high technology, they do not worship it. Kroot are quite different from other types of characters in what motivates them and how they react to unusual circumstances. Because of these factors, Kroot characters are recommended for experienced players familiar with the Warhammer 40,000 universe. Kroot characters do not use the standard character generation process in the **Rogue Trader** Core Rulebook.

In order to create a Kroot character, you must first obtain your Game Master's permission. GMs should carefully consider the kind of campaign and adventures they intend to run before deciding to allow Kroot player characters. Alien characters present a number of difficulties when dealing with typical agencies or organisations of the Imperium—not to mention other, more puritanical Rogue Traders and their retinues, who may object to the character's very presence. The GM should also consider the grisly habits of a Kroot with regards to devouring corpses, as not all roleplaying groups will find this subject comfortable.

If these complications are properly considered by the GM and he has given his consent to the creation of a Kroot character, then generating a Kroot player character is a very similar process to creating a human one. Kroot characters do not use the Origin Path (except at the GM's discretion), and instead use all the following modifications, additional Traits, and other information.

The Kroot Race

When one thinks of "alien mercenaries" in the Expanse, it is the avian Kroot that are often first brought to mind. Kroot have recently become more common amongst the Unbeholden Reaches, with sightings of their drifting warspheres and the presence of their hired warbands the subject of innumerable voidfarer's stories. My experiences with Kroot have been somewhat limited, but I have observed other Rogue Traders signing on these aliens as bodyguards and trackers. Kroot seem quite competent at both these professions, and my understanding is that they are much more biddable and predictable mercenaries than other aliens, particularly Orks. Unlike the Greenskins, about which much is already known, the Kroot are quite a mystery. Spiritual and military leaders known as Shapers guide the Kroot from world to world, but so far they have kept their own counsel as their purpose here.

—A. A.

Kroot Traits

The following Traits are common to all Kroot. All Kroot Player Characters automatically gain these Traits.

Eaters of the Dead

Kroot are infamous for their practice of devouring the corpses of their foes. If necessary, they will even turn cannibal and eat Kroot corpses. A Kroot who devours a fresh corpse (the GM has discretion to decide what qualifies as "fresh"—typically, the corpse must have been killed no more than 24 hours previously, and the corpse must be that of an organic creature; no daemons or machines!) gains a number of bonus Wounds equal to the unmodified Toughness Bonus that the corpse possessed when it was alive (typically three). These bonus Wounds may not exceed the Kroot's own Toughness Bonus and remain for a number of hours equal to the Kroot's Toughness Bonus or until they are lost, whichever comes first. Unlike normal Wounds, these bonus Wounds are removed when affected by the Damage of any successful attack, and are always removed first before applying Damage to the Kroot's normal Wounds. In addition, a Kroot who consumes a fresh corpse heals at twice the normal rate and adds one additional bonus Wound to any wounds healed through any other means (i.e., psychic healing, etc.) for a number of hours equal to his Toughness Bonus. A Kroot can only receive bonus Wounds from one consumed corpse at a time.

If a Kroot consumes a corpse while benefiting from bonus Wounds from a previous corpse, he loses the previous bonus Wounds and gains bonus Wounds from the new corpse instead.

Fieldcraft

Kroot gain a +10 bonus to all Concealment, Shadowing, and Silent Move Tests. In addition, Kroot treat forests, jungles, and similar environments as open terrain.

Kroot Beak

The Kroot's beak is a natural weapon (see page 366 in **Rogue Trader**) with the following profile: Id5+SB R, Primitive.

Kroot Physiology

Kroot are far more comfortable wearing light armour or piecemeal protection scavenged from the battlefield. When a Kroot wears armour that provides more than 3 APs, he loses the benefits of the Unnatural Perception and Fieldcraft Traits. (Note that Kroot do not start with Unnatural Perception, but can purchase it.)

Kroot Kindreds

Among the Kroot, a Kindred represents a combination of clan and tribe—a group of warriors serving the same Shaper (or Shaper council). They are brethren, fiercely loyal to each other and trained in the same beliefs and traditions since birth. A Kroot character must select one of the following Kindreds:

Bold Hunter

This Kroot was born into a Kindred that has selected prey possessing great courage. Many such Kindreds have feasted upon the apex predators of a dozen of worlds, passing on the gifts of increased bravery, excellent hand-eye coordination, and coolness under fire.

Benefits: The Kroot gains +5 BS, a +5 bonus to Wrangling Tests, and a +10 bonus to resist Fear or Pinning.

Cunning Hybrid

Upon entering the Koronus Expanse, the Kroot soon encountered the devious alien merchants known as the Stryxis. They were delicious. Shapers who have directed their Kindred to feed upon Stryxis notice a proclivity for cunning and deviousness in later generations of Kroot.

Benefits: The Kroot gains +10 Int, a +5 bonus to Barter and Deceive Tests, and a +1 bonus to Initiative.

Greenskin Hybrid

The Kroot have battled against Orks for centuries, and it was during a major battle on their homeworld of Pech that the Kroot and Tau first formed an alliance. Many times since, the Orks have encountered Kroot mercenaries as both enemies and allies, and the Shapers have learned to strengthen their Kindred by devouring Ork flesh. Doing so produces a startling resilience in a Kroot's frame.

Benefits: The Kroot gains +10 Toughness. This bonus is applied *after* calculating starting Wounds.

Headhunter

Certain Kindred of Kroot have fed upon the most poisonous creatures they could hunt. The resulting generations of Kroot are nearly impervious to all forms of poison and are capable of secreting a highly corrosive acid that burns the exposed flesh of their enemies.

Benefits: The Kroot automatically passes all Toughness Tests to resist toxins and weapons with the Toxic Quality. The Kroot's beak loses the Primitive Quality and gains the Toxic Quality.

An Alien Mind

Kroot differ from humanity in mind as well as in body. Apart from the Kroot's interest in eating the dead and strengthening their race's genetic makeup, Kroot have other significant psychological divergences that are listed below.

Kroot Gender

While the Kroot do possess two genders, there are no real cultural differences between a male and a female Kroot. Physically, female Kroot are very difficult to distinguish from the males, and most observers find it nearly impossible to tell which is which. The Kroot's unusual senses mean that the sexes are mostly distinct in ways unnoticeable to a human, and by the same token, most humans appear just as sexless to the Kroot! Non-Kroot attempts to seduce Kroot, and vice versa, always fail.

Kroot and Corruption

The temptations of the Ruinous Powers do not have the same lure for the Kroot as they do for other races. Kroot characters suffer Corruption Points as normal, but the effects of Corruption Points are slightly different. The GM should carefully consider the effects of a malignancy upon a Kroot character. Generally, corruption from the warp expresses itself in the Kroot as a regression towards their more feral, crude origins. A highly corrupt Kroot, for example, may have abandoned firearms entirely in favour of devouring other sentient beings with his bare hands—ripping them into bloody gobbets to be greedily swallowed down at the slightest provocation.

Kroot and Insanity

Like most other thinking creatures, Kroot possess a measurable level of sanity, and this may be affected by their environment and experiences much like the mind of a human. Kroot characters suffer Insanity Points as normal. The GM should carefully consider the applications of various disorders on a Kroot character. For example, a Kroot is unlikely to suffer a phobia of the dead, and their outlook on concepts such as "sin" and "penance" is so alien that they are unlikely to be driven to self-mortification. A cunning hybrid Kroot may suffer from kleptomania, however.

Stalker

The predecessors of these Kroot habitually preyed upon chameleonic reptiles and other such creatures that blend into their surroundings. The resulting Kindred are incredibly stealthy, and their skin ripples with colours and patterns that make them nearly invisible when they wish to hide.

Benefits: The Kroot may make Concealment and Silent Move Tests as a Free Action and may do so even while being observed.

KROOT CHARACTERISTICS

As with human characters, Characteristics are generated one at a time for Kroot. However, where human Characteristics are all generated in the same way, by rolling 2d10 and adding 25 to the total, Kroot add different base values to each Characteristic. These are detailed on **Table 2–1: Kroot Characteristics**.

Table 2–1: Kroot Characteristics

Characteristic	2d10+
Weapon Skill	30
Ballistic Skill	25
Strength	25
Toughness	25
Agility	30
Intelligence	20
Perception	25
Willpower	25
Fellowship	20

Starting Wounds: Kroot characters double their Toughness Bonus and add 1d5+3 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine a Kroot character's starting Fate Points. On a 1-5, the Kroot begins with 2 Fate points. On a 6-10, he begins with 3 Fate Points.

KROOT TALENTS

The following Talents may only be taken by Kroot characters (or, in the case of the Mercenary Talent, are abilities all Kroot start with). Some of the Talents are also restricted for the Kroot Shaper Alternate Career Rank (page 86).

Ancestral Blessing

Prerequisites: Shamanic Powers

The Shaper's rituals are attuned to asking the warrior spirits of his ancestors for aid in battle. The Kroot may affect himself and a number of Kroot equal to his Willpower Bonus with this ability. The Shaper may apply the benefits of this Talent to non-Kroot allies, but he must first pass a **Challenging (+0) Willpower Test**. Those who benefit from this ritual gain a +2 bonus to melee damage rolls for a number of rounds equal to the Shaper's Willpower Bonus. This ability may be used only once per day.

Blood of the Stalker

Prerequisites: Shamanic Powers

The Shaper daubs the blood of a local predator upon his exposed skin and those of his allies, cawing a prayer to gain the favour of his ancestors in the coming hunt. The Shaper

may apply this Talent to himself and a number of Kroot equal to his Willpower Bonus. The Shaper may apply the benefits of this Talent to non-Kroot allies, but he must first pass a **Challenging (+0) Willpower Test**. Those who benefit from this ritual gain an additional degree of success on any passed Concealment, Shadowing, or Silent Move Tests.

Greed is Good

Prerequisites: Mercenary Trait

The mercenary fights all the harder to gain his reward, and lets nothing stand in his way. The character may re-roll any failed Willpower Test to avoid Fear and Pinning.

Hyperactive Nymune Organ

Prerequisites: Kroot

The Kroot's nymune organs are hyperactive, storing greater amounts of energy. The Kroot's metabolism is sped up, improving his raw muscle speed, reflexes, and reaction time. The Kroot gains one additional Reaction per round. When taking the Full Move action, the Kroot may move an extra number of metres equal to his unmodified Agility Bonus. When taking the Run action, he may double his movement for one round. He gains one level of Fatigue if he uses this Talent in two consecutive Turns unless he passes a **Challenging (+0) Toughness Test**.

Kroot Leap

Prerequisites: Kroot, Strength 45+, Agility 45+

Kroot are adept at using their long legs to jump, hop, and leap long distances. The Kroot has learned to use this advantage whilst rushing an enemy in close combat. When taking the Charge action, the Kroot can ignore obstacles between him and his target by making a Running Vertical Jump (see page 266 of the **Rogue Trader** Core Rulebook). This Talent may only be used if there is room for the Kroot to land next to his target and if there is enough overhead space for the Kroot to leap over the obstacles. For example, a wall that goes from floor to ceiling may not be leapt over, nor would something taller than the Kroot's vertical jump distance. If the Kroot successfully strikes his target whilst using this Talent, the Kroot may make a Knock-Down Action (see page 241 of the **Rogue Trader** Core Rulebook) against the target as a Free Action.

Mercenary

Prerequisites: Kroot

Kroot mercenaries may make a roll against the group's Profit Factor instead of his Willpower when attempting to resist Fear and Pinning. All Kroot start with this Talent.

Prophetic Dreams

Prerequisites: Shamanic Powers

Many Shapers seek guidance from their ancestors in visions and dreams. Often, these visions may grant the Shaper insight into the future, although such glimpses are quite difficult to interpret.

Kroot Weapons

Kroot are a very adaptive species, and show no hesitation in using other races' weaponry as well as their own. Kroot do not gain the Xenos Weapon Training Talent Orks can take, instead gaining additional access to Exotic Weapon Training Talents.

The Kroot may enter a trance during his normal sleep cycle. During this trance, he may receive a vision that grants him some foreknowledge of the future. The Kroot may re-roll one failed Test during the next 24 hours. In addition, the GM may (if he chooses) describe a vision that is granted to the Shaper. This vision should provide a hint or a clue as to significant events that are likely to occur to the Shaper (or to those he is closely connected with, such as other members of his Kindred or other player characters). These visions may relate to something that is likely to occur in the next week or even years hence.



Kroot Mercenary

"The Kroot are bred for battle."

–Teknar Krawk, Kroot Mercenary

The Tau Empire has entirely integrated the Kroot homeworld of Pech, but that is not to say that all Kroot fight for the Tau. In fact, many mercenary forces of Kroot can be found fighting alongside Eldar and human forces—and occasionally even amongst the ranks of foul Chaos renegades or the Ork hordes. Kroot mercenaries hold no prejudices against any particular race, and care only that they are well paid for their services. Naturally, such behaviour is anathema to the Tau's philosophy of the Greater Good. Thus, the Kroot hide their mercenary activities and avoid contact with Tau forces if at all possible. In the end, strengthening the Kroot's genetic makeup is of paramount importance, and the Koronus Expanse is an opportunity the Kroot simply cannot ignore.

Like all Kroot, the mercenaries can interpret sensory information very quickly, and their senses are all finely tuned, linked through a series of ganglia that run the length of their crests. This makes it very difficult to hide from a Kroot, and some mercenaries have been known to track prey across hundreds of miles of inhospitable terrain in order to make the kill. Kroot mercenaries are also content to wait out their prey if necessary, and can initiate a state of hibernation at will—sustained by the energy stored in their nymunes.

Kroot are fearsome opponents in an assault, able to fight far more effectively at close quarters than most humans—this ability due in part to the Kroot's sharp senses and superior corded musculature. However, unlike other soldiers who fight for what they believe in, secure in the knowledge that they are serving a higher purpose, Kroot fight solely for reward. This philosophy means that Kroot mercenaries fight harder and more tenaciously for greater payments, so their battlefield discipline is unpredictable at best. Many individuals in the Koronus Expanse who disobey Imperial prohibitions on xenos contact and would otherwise deal with xenos species will avoid arrangements with the Kroot for this very reason.

However, the vast wealth and resources of a Rogue Trader are a perfect fit for the Kroot Mercenary's approach, and more than a few Rogue Traders who operate in the Koronus Expanse, such as the famous Madam Charabelle, are known to employ Kroot amongst their armsmen. Some particularly cunning or resourceful Kroot take their place amongst a Rogue Trader's closest confidantes and advisors. In this capacity, Kroot serve as a bodyguard or chief warrior whilst providing the benefits of the Kroot's superior senses and ferocity when trouble strikes.

Starting Skills, Talents, Traits & Gear

Starting Skills: Awareness, Concealment, Dodge, Silent Move, Speak Language (Kroot, Low Gothic, Tau)
Starting Talents: Basic Weapon Training (Universal), Exotic Weapon Training (Kroot Rifle), Melee Weapon Training (Universal), Heightened Senses (Sight), Heightened Senses (Hearing), Mercenary
Starting Traits: Natural Weapons (Beak), Unnatural Strength (x2).
Starting Gear: Kroot Rifle, mono-knife, kroot leathers, Kroot-modified void-suit, micro-bead.



Kroot Characteristic Advances

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

Rank 1 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	—
Climb	100	Skill	—
Common Lore (War)	100	Skill	—
Concealment	100	Skill	—
Dodge	100	Skill	—
Intimidate	100	Skill	—
Silent Move	100	Skill	—
Tracking	100	Skill	—
Survival	100	Skill	—
Wrangling	100	Skill	—
Forbidden Lore (Xenos)	200	Skill	—
Exotic Weapon Training (Kroot Rifle)	100	Talent	—
Polyglot	200	Talent	—
Basic Weapon Training (Universal)	500	Talent	—
Melee Weapon Training (Universal)	500	Talent	—
Hyperactive Nymune Organ	500	Talent	Kroot

Rank 2 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	—
Barter	200	Skill	—
Climb +10	200	Skill	Climb
Concealment +10	200	Skill	Concealment
Contortionist	200	Skill	—
Dodge +10	200	Skill	Dodge
Scrutiny	200	Skill	—
Search	200	Skill	—
Silent Move +10	200	Skill	Silent Move
Survival +10	200	Skill	Survival
Swim	200	Skill	—
Exotic Weapon Training (Choose One) (x3)	200	Talent	—
Mimic	200	Talent	—
Sound Constitution (x3)	200	Talent	—
Kroot Leap	500	Talent	Kroot, Strength 45, Agility 45
Unnatural Perception x2	500	Trait	Per 45

Rank 3 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	200	Skill	Acrobatics
Awareness +10	200	Skill	Awareness
Barter +10	200	Skill	Barter
Climb +20	200	Skill	Climb +10
Concealment +20	200	Skill	Concealment +10
Dodge +20	200	Skill	Dodge +10
Intimidate +10	200	Skill	Intimidate
Scrutiny +10	200	Skill	Scrutiny
Search +10	200	Skill	Search
Silent Move +20	200	Skill	Silent Move +10
Survival +20	200	Skill	Survival +10
Swim +10	200	Skill	Swim
Greed is Good	500	Talent	Mercenary Trait
Ambidextrous	200	Talent	Ag 30
Assassin Strike	200	Talent	Ag 40, Acrobatics

Rank 4 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	Skill	Acrobatics +10
Awareness +20	200	Skill	Awareness +10
Barter +20	200	Skill	Barter +10
Common Lore (War) +10	200	Skill	Common Lore (War)
Contortionist +20	200	Skill	Contortionist +10
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Gamble	200	Skill	—
Scrutiny +20	200	Skill	Scrutiny +10
Search +20	200	Skill	Search +10
Berserk Charge	200	Talent	—
Bloodtracker	200	Talent	—
Catfall	200	Talent	Ag 30
Blademaster	500	Talent	WS 30, Melee Weapon Training (Any)
Combat Master	500	Talent	WS 30
Counter Attack	500	Talent	WS 40

Rank 5 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Ciphers (Mercenary Cant)	200	Skill	—
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Combat Sense	500	Talent	Per 40
Crushing Blow	500	Talent	S 40
Deadeye Shot	200	Talent	BS 30
Exotic Weapon Training (Choose One)	200	Talent	—
Furious Assault	500	Talent	WS 35
Hard Target	200	Talent	Ag 40
Hardy	200	Talent	T 40
Hip Shooting	200	Talent	BS 40, Ag 40
Leap Up	200	Talent	Ag 30
Light Sleeper	200	Talent	Per 30
Marksman	200	Talent	BS 35
Two-Weapon Wielder (Melee)	500	Talent	WS 35, Ag 35

Rank 6 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Brutal Charge	500	Trait	S 45
Intimidate +20	200	Skill	Intimidate +10
Sure Strike	200	Talent	WS 30
Precise Blow	500	Talent	Sure Strike
Quick Draw	200	Talent	—
Resistance (Fear)	200	Talent	—
Resistance (Psychic Techniques)	200	Talent	—
Talented (Dodge)	200	Talent	—
Talented (Silent Move)	200	Talent	—
Talented (Concealment)	200	Talent	—
Takedown	200	Talent	—
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Step Aside	500	Talent	Ag 40, Dodge
Swift Attack	500	Talent	WS 35
Wall of Steel	500	Talent	Ag 35

Rank 7 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Ciphers (Mercenary Cant) +10	200	Skill	Ciphers (Mercenary Cant)
Deceive	200	Skill	—
Sound Constitution (x3)	200	Talent	—
Peer (Mercenaries)	200	Talent	—
Gamble +10	200	Skill	Gamble
Wrangling +10	200	Skill	Wrangling
Wrangling +20	200	Skill	Wrangling +10
Flame Weapon Training (Universal)	500	Talent	—
Pistol Weapon Training (Universal)	500	Talent	—
Exotic Weapon Training (Choose One) (x2)	200	Talent	—
Navigation (Surface)	200	Skill	—
Navigation (Surface) +10	200	Skill	Navigation (Surface)

Rank 8 Kroot Mercenary Advances

Advance	Cost	Type	Prerequisites
Ciphers (Mercenary Cant) +20	200	Skill	Ciphers (Mercenary Cant) +10
Sound Constitution	200	Talent	—
Deceive +10	200	Skill	Deceive
Deceive +20	200	Skill	Deceive +10
Carouse	200	Skill	—
Carouse +10	200	Skill	Carouse
Die Hard	200	Talent	WP 40
Duty Unto Death	500	Talent	WP 45
Gamble +20	200	Skill	Gamble +10
Navigation (Surface) +20	200	Skill	Navigation (Surface) +10
Swim +20	200	Skill	Swim +10
Good Reputation (Mercenaries)	200	Talent	—
Lightning Attack	500	Talent	Swift Attack
Unnatural Perception x3	1,000	Trait	Unnatural Perception (x2)

Orks

"WAAAGH!"

–Typical Ork Freebooter

Alongside humans, Orks are the most numerous species in the galaxy, and their kind can be found almost everywhere. Their prolific nature is made all the more perilous by their belligerence and inclination towards violence, for the Orks are a species who crave one thing above all else: war. It is no surprise, then, that mankind and the greenskins have come into violent conflict frequently since humanity first took to the stars tens of thousands of years ago—it is even rumoured that Orks were the first Xenos species ever encountered by mankind. Orks appear to have simply always been there, careening from world to world seemingly without aim or purpose other than the enthusiastic slaughter of everything they meet.

That the Orks have not rallied together and swept aside all that stand before them is something many are thankful for, and it is the same predilection for violence that makes them a threat that also keeps them from uniting in such a terrifying manner. When there are no other adversaries immediately on hand, Orks will cheerfully make do with each other, engaging in anything from simple fist fights to all-out war, simply to satisfy their need for noise and mayhem. This in itself should be cause for relief, yet Orks revel in such warfare, and grow larger and stronger through constant battle.

Orks, then, are a race driven by the need to fight. Their species is considered, as a whole, to consist of little more than violent animals wielding crude weapons and riding aboard ramshackle starships that hurtle between the stars at random until they find something to attack. The truth is quite different. Viewed as unintelligent, Orks possess a straightforward mindset that has little time for refined or ephemeral matters and concerns itself primarily with base needs—food, drink, shelter and aggression. Their technology is more sophisticated than many will comfortably give credit for, patched together from what appears as little more than scrap metal and junk yet capable of devastating effects that escape the comprehension of all but the finest scientific minds of the Adeptus Mechanicus.

Their society is one with apparently very little internal strife—while violence is endemic to them, they consider it a natural part of life and seem to bear no ill-will towards their enemies. Ork culture is comprised of a robust caste system defined by the size, strength and aptitudes of the individuals contained within. Similarly, the issues of heresy and sedition are almost unknown amongst the Orks; lacking the inclination to muse about the nature of existence and being frequently quite content with the state of things, few Orks ever think of rebellion or the worship of the Ruinous Powers at all, let alone consider them as alternatives to the Orks' own belligerent deities; entities known simply as "Gork" and "Mork." These twin gods are sometimes said to embody the ideals of brutality and cunning, respectively, though few are certain which god embodies which ideal.

It should come as little surprise, then, to imagine that Orks comprise a significant portion of the raiders and pirates



Alien Biology

Orks, like all Xenos, differ from humans in a great many ways, some of which are more noticeable than others. For the greatest differences, a variety of traits have been written—their inhuman resilience, their genetic knowledge, their craving for violent conflict, and so forth are all covered in this manner. However, there are a potentially limitless variety of ways in which the particular genetic and biological makeup of an Ork will react differently than that of a human. A few examples of these differences are covered below. All other possible issues that come up should be discussed with the GM.

Medical Attention

Ork anatomy is more than a little different from humans, and while many equivalent organs exist, the details of their function differ. Given that the average Medicae will be trained first and foremost to treat humans, treating a Xenos creature of any kind is a challenge. With Orks in particular, this is alleviated by the fact that their anatomy is so resilient that few mistakes will have a noteworthy impact, let alone be life-threatening.

This issue also covers the use of drugs and stimulants: human-made drugs may not have an effect on Orks, and may in fact have a completely different effect. For simplicity, assume that human-made drugs have no effect whatsoever on an Ork unless the Ork passes a Toughness Test, though the GM can rule differently at any time for a particular drug.

Similarly, bionics and implants can be problematic, not only because of Ork biology, but because of the way in which Orks interact with technology (the details of which are largely unknown and the subject of many wild theories). Simply put, a bionic built for humans won't necessarily work in the way its intended, if it works at all, and all cases of Ork characters attempting to use bionics and implants of human manufacture should be subject to the final decision of the GM. Ork "Bioniks" are a different matter, of course, but just as a human bionic won't work on an Ork (generally speaking), an Ork Bionik won't work for a human. However, there are plenty of Ork bionics that duplicate the effects of human bionics.

In general, Orks can take 'Ork versions' of bionics available to humans, subject to GM approval. An Ork version can only be Poor or Common Craftsmanship, should weigh at least twice as much as human bionics, and be covered in crude welds, bolts, pistons, and the odd exhaust pipe. The GM can also veto any bionics that don't seem appropriate for an ork, such as a Calculus Logi Uprade, Cortex Implants, Locator Matrix, MIU Weapon Interface, Scribe-tines, or Volitor Implants.

If The Glove Fits...

The other matter of significance is Orks using non-Ork technology. Orks actually have little difficulty using the devices of a number of other races, humans included, though their bulky, fairly clumsy hands may find small switches and dials troublesome in some cases. On the other hand, their distinct shape makes it difficult for Orks to make use of armour made for other species, particularly if the armour is rigid like Carapace or Power armour—an Ork simply can't fit his body inside a suit of Stormtrooper Carapace made for a human being. Customising equipment for Ork use is an expensive process, normally requiring specialist artificers to perform the alterations. Orks tend not to bother, favouring the devices of their own species in most cases, and most commonly using non-Ork technology as nothing more than parts for new Ork-made items. If an Ork finds a suit of armour he can't fit into, for example, he'll likely either ignore it, or rip parts off and use those individually rather than bothering with the whole suit.

that plague Imperial shipping and ransack Imperial Worlds. Often, the defence of a convoy or an important planet has actually attracted more Orks, drawn by the prospect of an epic battle. Rarely do they care what is being defended, simply that the presence of defenders means a fight is inevitable. These raiders and pirates are often itinerant Orks set apart from much of their society by circumstance and idle whim, collectively known as "Freebooterz." Orks rampage between the stars looking for a fight and loot what they like from the ruins they leave behind, and in this Freebooterz are no different. (In fact, many items of Ork technology are made from the scavenged remains of human devices). However, when encountered in small groups or as individuals, the collective enthusiasm of their species is less pronounced, and reason becomes an option.

Negotiating with Orks is invariably a difficult matter; it is fundamentally impossible to prevent an Ork from engaging in violent activities of some description or another, so all that remains is to offer or suggest an alternative focus for those aggressive tendencies, often at a cost. So it is that Ork Freebooterz can sometimes be found as mercenaries, often in the armies of other Orks, or even working for other species in small numbers, directing their lust for battle in the manner preferred by their employer in exchange for loot and weapons, and the Orks' own unique currency.

For reasons few can guess at, the Orks employ their large fang-like teeth as a form of currency, swapping them with other Orks for equipment, food, drink and slaves. As an Ork's teeth, referred to as "Teef," are shed naturally on a regular basis (and may come out as a result of the Ork's frequent brawls anyway), few Orks are ever lacking in funds for long, and larger Orks tend to be able to afford larger purchases by literally ripping the Teef from smaller Orks. Teef degrade over time after falling out or being forcibly removed, meaning that hoarding them is seldom successful, keeping the crude—if oddly effective—Ork economy moving.

THE ORKS IN THE KORONUS EXPANSE

"I'z smashed 'umies an' panzies an' birdboyz an' dogfaces; I'z gonna smash anyfing wot gets in my way, an' take wotz left. I iz da biggest, 'ardest boss in all da 'Spanse, da biggest Kaptin ov Undred-Undred Teef, and nuffin kan stop me!"

–Morgaash Kulgraz, Warlord of Undred-Undred Teef, Kaptin of *Da Wurldbreaka*

The operations of various Ork clans are becoming a larger problem in the Kronus Expanse. In the past the Orks typically operated in bands that could fit onto one ship. Filling every available space on board, Orks would raid unprotected worlds and outposts. Particularly daring Ork Vessels would go so far as to attack other star craft in the hopes of taking the entire vessel.

These disparate groups are by no means unified; Orks often battle each other as much as anyone else. Increasingly, however, the Kaptin's operating near Undred-Undred Teef have begun cramming guns and other starship components onto asteroids and aiming them towards larger prey. A "Rok" as the Orks call it, is simply used as a mobile base as well as a planetary assault vehicle by crashing the Rok into whatever planet they wish to wage war upon.

Notably Morgaash Kulgraz has called dozens of warships to his banner, raiding Imperial worlds for the slaves he needs to salvage the wreckage of other Imperial Navy Vessels. These vessels are then used to cobble together more Kroozers or Roks and in turn raid larger Imperial targets. The threat of his Waaagh is gaining quicker Imperial response in the hopes of quashing this expansion.

Ork Physiology

"Ork Physiology is fascinating and terrifying in equal measure, demonstrating inhuman degrees of resilience to the point where they can withstand seemingly fatal wounds with little apparent long-term consequence. Indeed, Orks witnessed suffering fatal wounds in the midst of heavy fighting have often been observed again several days later, larger and stronger than they were before their injuries and with no sign of those wounds save for some largely superficial scarring."

–Genetor Aurelius Thoze, Adeptus Mechanicus Xenobiologist.

"DOK! Me arm got shot off! Gimme a new'un!"

–Wortgrod Mugskab, Ork Boy

Orks are large, broad humanoid creatures, with rough, thick green flesh and heavy musculature. The average Ork stands approximately as tall as a human, to the top of the back—an Ork's hunched frame means that the head generally sits level with the shoulders—and weighs roughly 60% more due to thicker bone and muscle. However, the nature of Ork physiology means that a more aggressive, more successful Ork will grow in size, and some of the largest known examples stand as much as three metres tall and weigh approximately half a tonne if some reports can be believed.

The Ork body is thick-set and ape-like, with long, thick arms, ended in broad, muscular hands with thick fingers ending in large, tough, sharp fingernails. The head, set in front of and between the bulky shoulders, is solid and bony, with a large protruding jaw, great yellowish tusks, a pair of beady, almost luminescent red eyes and a short, hard forehead. The mouth of an average Ork is almost big enough to fit an adult human head entirely inside, and the overall appearance of an Ork's face is one of a savage, largely unintelligent animal.

Orks are, physiologically, not entirely animal. In fact, they're actually two creatures—the animal body, and the algal/fungal strain that saturates their blood and flesh. This algal symbiote provides the Orks with many of their most unusual traits. The Ork body, for example, is insanely resilient—wounds that would be instantly and irreversibly fatal to a human being may only incapacitate an Ork for a matter of hours, and even the traumatic experience of having a limb stitched back on (it doesn't even have to be the Ork's original limb) will only hinder an Ork for a day or so. Decapitation isn't immediately fatal, and heads can be re-attached up to half an hour after removal with no lingering side-effects. The rate at which Ork bodies can heal themselves is quite astounding, and even Orks that seem dead may simply be rendered unconscious by their wounds, recuperating until they can awaken and slay the enemy.

More significant still is that this algal component of their physiology serves as their reproductive system as well. Orks shed spores as they move, and unleash a great number of these spores upon death. Given the right conditions, these spores mature into other Greenskins—Squigs, Snotlings, Gretchin, and eventually other Orks. Consequently, battlegrounds where Orks have been encountered must be thoroughly cleansed in order to minimise the risk of re-infestation at a later date. This is seldom entirely successful, and many worlds which have never had any recorded Ork invasion are known to have periodic Ork infestations, perhaps resulting from conflicts predating the Imperium.

This reproductive system gives rise to another notable Ork trait: genetic knowledge. The ability to fight, to speak, and in the cases of the specialist or "Oddboy" castes, an understanding of science, technology, medicine or any of a number of other complex skills, are all hard-wired into an Ork's genetics, as natural and instinctive as breathing. Orks emerge from the ground almost entirely mature, with most of the skills they will ever require already present.

Another disquieting side-effect of their reproductive system is the effect that the prolonged presence of Orks on a planet can have. In sufficient quantities, and if left to their own devices for long enough, Orkoid creatures (the collective term for Orks, Gretchin, Snotlings and all manner of Squigs) and assorted species of fungus tend to spread across a planet's surface, usurping and overwhelming native flora and fauna in many cases, and gradually "Orkiforming" a world. Thankfully, the process has only been observed on worlds dominated by Orks for long periods of time, but the threat of such contamination is not to be taken lightly.

Their physical response to violence is also of note. As

touched upon above, an Ork at war will grow larger and stronger as a matter of course. This is not merely an increase in physical fitness, but a physiological change—muscle mass increases, and the skeletal structure grows to accommodate the enhanced musculature. Even more significantly, Orks preparing to challenge the leadership of another will undergo a sudden increase in strength and mass, allowing them to more effectively challenge their erstwhile leader. As Orks equate size with authority, this makes a degree of sense, but it remains unknown exactly how this process happens, though there is considerable speculation that it may be somehow psychic in nature. Certainly, Orks possess a strong (if diffuse and unusual) psychic presence that seems to grow stronger in the presence of other Orks.

Ork Psychology

"Orkses is neva defeated in battle. If we win we win, if we die we die fightin' so it don't count. If we runz for it we don't lose eva, cos we can come back for annuver go, see!"

- Common Ork saying

If Ork physiology makes them brutally efficient survivors, their psychology makes them extremely dangerous warriors. As noted previously, much of Ork knowledge is genetic in nature, the Orks themselves born with an understanding of how to fight, speak and perform a variety of other tasks useful to their society. This consequently results in a culture that needs to spend very little time dealing with the practicalities of being a culture—everything they need is there for them naturally—and thus they can focus on what matters most to them. And an Ork craves three things above all else: speed, noise, and a good fight.

In particular, their desire for violence is perhaps their most defining psychological trait—Orks will fight anything, anywhere, and for the flimsiest of reasons, savouring the mayhem and thrill of battle and lamenting its end. This is, actually, one of the more curious things about the Orks. Many warrior and predator cultures known in the galaxy take pleasure in the hunt or the kill, and prize the ability to do those things. Orks are alone in their lust for the fight, not the kill. They don't possess a true notion of victory or loss, because such things are meaningless to a creature whose idea of paradise is an eternity of battle. Yet, all this focus on warfare does not mean that Orks are fearless. Indeed, while the Ork mind views defeat differently than that of a human, it still recognises the need to flee from battle. The Orks themselves rationalise this by claiming that running away doesn't signify defeat, but instead just means that the Orks can come back later and try again.

Removing the need to consider anything other than the desire to fight has an interesting effect on Ork culture as well. With violence so desirable and so easily found—a simple bar-room brawl is a common pastime for Orks, as are a number of other brutal activities—few Orks ever really want for anything, save perhaps for an endless supply of foes and an eternity of battle. This simple sense of fulfilment pervades most of Ork society, with only those of particular ambition (who tend to end up as leaders of their species anyway) craving something more, and as a result, there is little discontent or strife amongst the Orks. Disputes are settled swiftly and effectively through bursts of spontaneous violence (the Orks themselves are sufficiently resilient that injuries are few and short-lived from such encounters), but broadly speaking Ork society is lacking in any societal ills. Certainly, Orks appear almost entirely immune to the corrupting influence of Chaos, and lack any of the difficulties with sedition or heresy that must be so brutally crushed in the Imperium.

A strange facet of Ork psychology is their psychic potential. Largely unconscious, Orks produce a high level of psychic background noise which increases during periods of excitement. In the presence of other Orks, this collective noise can have strange effects. Most obvious is the way an Ork's

On Greenskins

Much is made of the greenskins' talent for violence, but in my experience it that is not their greatest asset. The Ork is, by reputation and by nature, an intimidating creature, threatening behaviour as natural to them as intrigue is to those of noble birth. Orks understand the need for and methods of intimidation, and contrary to their common depiction, well understand when the threat of violence alone is sufficient. As enforcers they are all but peerless, and while too selfish to turn their prodigious resilience to the role of bodyguard—the concept of a leader needing the protection of others is an alien idea to their species in any case—their usefulness is not to be overlooked. That their services are cheap is an additional consideration, for what other mercenaries would be content with payment in the tools of their trade, the discarded teeth of their own kind, and the constant promise of violence?

— A. A.

confidence and resolve are bolstered further by the presence of other Orks, making large groups difficult or even impossible to rout. A number of other effects have been speculated upon, some of which seem outlandish and entirely unlikely, but others are demonstrably true, such as the ability of Ork psykers (known as "Weirdboyz") to draw on this powerful mass of psychic energy and direct it as a weapon in its own right, manifesting the collective aggression of the Orks as blasts of lurid green energy or other strange effects.

In sufficiently large numbers, and with a leader of appropriately grand ambition (called a Warboss or Warlord, an Ork whose size and confidence in turn generate a stronger field), Orks can generate a psychic field so strong that it compels the Orks to greater and greater heights, as Oddboyz (particularly Mekboyz) who possess scientific and technical knowledge) are inspired to work on stranger and greater projects and the mass of common Orks puts aside their usual squabbles in anticipation of battles to come. The resultant horde of Orks, and the interstellar rampage that the horde undertakes, are both known as a "Waaagh!" and will typically only end when defeated (normally by the death of the Warlord leading it) or when they simply run out of enemies to fight, breaking up and returning to their normal state of raiding and internecine warfare between tribes and "Klans."



ORK PLAYER CHARACTERS

Orks are strong, resilient, enthusiastic and aggressive. They are alien creatures, driven by a lust for violence and a physical need to assert their strength and power over those they see as enemies. More than almost any other character type, the truth of who and what you are dictates actions and responses to the situations you find yourself in. Because of these factors, Ork Freebooter characters are recommended for experienced players familiar with the Warhammer 40,000 Universe, and do not use the standard character generation methods described in the **Rogue Trader** Core Rulebook.

In order to create an Ork Freebooter character, a player must first obtain a GM's permission. GMs should consider carefully the kind of campaign and adventures they intend to run before allowing their players to use Ork Freebooter characters. This is because, quite aside from their inhuman and virtually unparalleled ability to withstand damage, an Ork is focussed very much towards violent methods and violent activities, and is ill-suited towards games of political intrigue, social niceties and subtle investigation. And, being aliens, their presence may not be tolerated by more puritanical characters within the campaign, creating complications there.

If these factors and complications are properly considered by the GM and you have been allowed to create an Ork Freebooter character, then the methods of character creation are similar to, but not identical to, those for human characters. In the following sections, the many bizarre traits and natural abilities of an Ork are described in full, covering the matters discussed earlier in this chapter. After that, the Ork's characteristics will be determined—this is done in much the same way as determining the characteristics of a human character, but the basic values of an Ork will be wildly different.

Traits and Abilities

The following traits and abilities are common to all Ork characters. All Ork Player Characters begin with these traits and abilities.

Common Skills

A basic, instinctive knowledge of language and culture are held within an Ork's genes, and a belligerent temperament is natural to all Orks. All Ork characters gain Common Lore (Orks) (Int), Intimidate (S), and Speak Language (Ork) (Int) as Trained Basic Skills.

'Ard

Orks are extremely resilient, their bodies capable of withstanding and surviving injury that would kill humans, and recovering swiftly enough from even the most grievous wounds to get back into the fight within days. Orks gain the Unnatural Toughness (x2) and Sturdy Traits, and the Iron Jaw and True Grit Talents. Additionally, all Medicae tests to treat the injuries of an Ork gain a +20 bonus, due to the Ork's robust physiology.

Made Fer Fightin'

Battle is natural to the Orks, who possess abilities needed to wage war from birth. Orks gain the Furious Assault and Xenos Weapon Training (Ork) Talents.

Make It Work

For reasons still baffling to the Imperium, Orks seem to be able to make their own technology function when by all rights it shouldn't. Any Ork weapon with the Unreliable quality is not considered to be Unreliable when wielded by an Ork.

An Alien Mind

Just as an Ork body is different in many ways to a human one, so an Ork mind is different to that of humans. Quite aside from their innate lust for battle, the minds of Orks possess a number of quirks and oddities that make their psychology quite different to that of humans. The three most significant differences are described below. All other possible issues that come up should be discussed with the GM.

Da Boyz

Orks are fundamentally genderless. Their reproductive system is based on the spores they shed from their skins throughout their lives and at the moment of their deaths, and the notion of gender common to many other species is of absolutely no concern to Orks, nor is it something they bother to understand. Throughout this section, Orks are occasionally referred to as "he," but this is a simple convenience—Orks are not male, nor are they female, because such things are physiologically and psychologically irrelevant to Orks. This, combined with their warlike outlook and the fact that they're not at all human, means that it's fundamentally impossible to seduce an Ork, even if someone wanted to. They're simply not built that way, physically or mentally.

Kaos an' Kurrupshun

Orks in service to the Chaos Gods, or even succumbing to the corrupting influence of the Warp, are so rare as to be essentially unheard of. Simply put, Orks aren't easily tempted to Chaos and they're far more resistant to the warping influence of Chaos than humans, for reasons that nobody has been able to accurately define. Consequently, Orks don't gain Corruption Points.

Madboyz

Orks do, however, accrue Insanity Points. Like any other creature, an Ork's mind can be damaged or broken by sufficiently traumatic experiences. Initially, the quirks an Ork will pick up as he faces all manner of horrors are of little concern to other Orks; they might mutter about him behind his back, but so long as an Ork is big and strong enough to threaten and pummel those who disagree with him, it isn't a big deal if he's a little "Eksentrik." Of course, sufficiently mad Orks are another matter, which the Orks themselves collectively refer to as Madboyz. These insane Orks tend towards extremely unpredictable behaviour, particularly when gathered into groups with other Madboyz. Madboyz often take productive, "Orky" things to their furthest extreme, such as gathering scrap metal to "make sumfing important"— when they're not rummaging around dung-heaps pretending to be a Snotling, or engaged in a six-hour shouting match with their own echo. Therefore, an Ork gains Insanity Points as normal. They do not have any effect on him, however, until he accrues 100 Insanity. At this point, he becomes a Madboy, and is removed from play.

Might Makes Right

Amongst Orks, size and authority are synonymous, with larger Orks naturally viewed as leaders by those smaller than them. Orks understand that respect only comes to those with the might to claim it. When dealing with other Greenskins (Gretchin, Snotlings, other Orks), an Ork may use the Intimidate skill to perform all the normal functions of the Command Skill, affecting a number of subordinate Greenskins equal to his Strength Bonus. When dealing with non-Greenskins, the Ork does not get this bonus.

Mob Rule

Orks grow in confidence and brutality in the presence 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.

Ork Origins: Da Klan

Orks are not all the same and even when considering only the common mass of "Boyz" that make up the overwhelming majority of Orks, significant variations exist. These broad groupings, commonly seen wherever Orks gather, are collectively known as Klans, each of which has its own tendencies and predilections. On some level, all Orks possess an affinity for one or other of these Klans, demonstrating the common tendencies that define them.

Select a single **one** of the Klan entries below, and gain the accompanying benefits.

Bad Moons

These are the richest of the Orks, and tend to be the most inclined to flaunt their wealth and status. Their great fang-like teeth and tusks—collectively known as "Teef" and used as currency by the Orks—grow faster than those of the Orks of any other Klan, which means Bad Moons have greater wealth and a greater inclination to trade and barter than most. Bad Moons gain a +20 bonus on all Barter tests when dealing with other Orks, and grant a +10 bonus to any Acquisition Test made to deal with Ork traders or obtain items of Ork equipment.

Blood Axes

Largely distrusted by other Orks, Blood Axes have adopted many human ideas and tactics in their way of war, such as camouflage, and are notable for having traded with humans at various points in history. Blood Axes gain Common Lore (Imperium) (Int) or Concealment (Ag) as a Trained Skill, and +3 Perception or Agility.

Death Skulls

Justifiably considered to be thieves and looters by most other Orks, Death Skulls are superstitious plunderers, who gleefully strip the fallen (and anyone else not paying attention) of their possessions. They're notable for wearing copious amounts of blue warpaint, as blue is considered a lucky colour amongst Orks in general and Death Skulls in particular. Death Skulls gain Tech-Use (Int) or Sleight of Hand (Ag) as Trained Skills, and the Runtz Talent. Their blue warpaint and various talismans and lucky charms collectively count as a Charm.

Evil Suns

Addicted to speed almost as much as they are violence, Evil Suns love loud, fast-moving vehicles, often saving their Teef for a bike or another ramshackle vehicle so as to get to grips with the enemy even faster. Evil Suns gain Drive (Ground Vehicle) (Ag) or Tech-Use (Int) as Trained Skills.

Goffs

Typically the largest, most aggressive and most violent of a species renowned for its size, aggression and propensity for violence, Goffs are intolerant of the other Klans, whose methods they consider to be entirely Un-Orky. Goffs increase their Strength by +3.

Snakebites

Tending to be primitive in outlook, Snakebites disdain the use of technology in favour of what they see as traditional methods. Their name comes from their initiation rites, in which a venomous snake is goaded into biting a young Ork (known as a "Yoof"). Given the Orks' natural resilience, this rarely has a significant effect other than making the Ork more tolerant of poisons. Snakebites gain the Resistance (Poison) Talent, and gain either Survival (Int), Tracking (Int) or Wrangling (Int) as a Trained Skill.

Training vs. Instinct

With so much of an Ork's knowledge being instinctive, a quirk of his genetics rather than something learned, the matter of Ork learning and development becomes a little more muddled. Do Orks learn, or are their skills something that continue to develop as they grow and age? The truth of the matter is probably something between the two, with aptitudes and physical traits becoming more evident and more pronounced as the Ork ages, grows and wages war and learns new things. Certainly, Ork leaders seem to demonstrate increased cunning and ruthlessness compared to their lesser kin, and nobody can confidently say whether or not that was a facet of the nature of that particular Ork all along, or something gained as his size and confidence grew.

In rules terms, this is all treated in the same manner: the Ork character gains experience, and spends it to gain characteristic advances, skills and talents, a number of which are unique to Orks. As he fights his way across world after world, he will gain in strength and size and generally become more deadly, as Orks are wont to do. Whether or not the player or GM describes this as learning new things or simply manifesting dormant quirks of its genetics is up to the them.

Ork Origins: Orky Know-Wotz

To some degree, all Orks possess useful genetic knowledge. In some, this knowledge becomes a driving force in their lives, resulting in Orks known as "Oddboyz" whose obsessive focus makes them valuable specialists within Ork society (though they may be regarded as somewhat crazy by other Orks). In others, this is simply a specific knack they might have for certain tasks.

Select a single one of the options below, and gain the accompanying benefits. The options that will classify an Ork as an Oddboy are indicated as such, although this does nothing except indicate the Ork may be a bit manic and obsessive.

Driva

Some Orks possess a natural affinity for vehicles, learning quickly how to get them to go as fast as possible. Drivas gain Drive (Ground Vehicle) (Ag), or Pilot (Flyer or Space Craft) (Ag) as a Trained Basic Skill.

Hunta

Essential for survival in the early years of an Ork settlement, Huntas are skilled at tracking down prey for his tribe, a skill that remains useful when they start hunting enemies instead of food. Huntas gain Tracking (Int) as a Trained Skill.

Mekboy (Oddboy)

A common innate skill, some Orks possess a natural knack for making machines work. Mekboyz gain Tech-Use (Int) as a Trained Skill.

Painboy (Oddboy)

Invaluable to other Orks, Painboys are Orks with an understanding of medicine. Painboys gain Medicae (Int) as a Trained Basic Skill.

Runtherd (Oddboy)

Possessed of a natural inclination to goad slaves and wild animals into the service of the Orks, Runtherds, also known as Slavers, gain Wrangling (Int) as a Trained Basic Skill.

Trappa

Aiding the Huntas during an Ork tribe's formative years, Trappas are skilled at setting traps and guiding their kin through the most dangerous environments. Trappas gain Survival (Int) as a Trained Basic Skill.

Table 2–2: Ork Characteristics

Characteristic	2d10+
Weapon Skill	25
Ballistic Skill	10
Strength	30
Toughness	30
Agility	20
Intelligence	15
Perception	20
Willpower	20
Fellowship	15

Ork Characteristics

As with human characters, characteristics are generated one at a time for Orks. However, where human characteristics are all generated in the same way, by rolling 2d10 and adding 25 to the total, Orks have different basic values for each characteristic. These are detailed on Table 2–2: Ork Characteristics.

Starting Wounds: Ork characters roll 1d5+1 and add twice their starting Toughness Bonus to the result to determine their starting number of wounds. They do not take the effects of Unnatural Toughness into account for this purpose.

Starting Fate Points: Roll 1d10 to determine an Ork character's starting Fate Points. On a 1-5, he begins with 1 Fate Point. On a 6-10, he begins with 2 Fate Points.

SKILLS AND TALENTS

Orks, being a distinct and separate race, possess a set of unique Skills and Talents. Most of these are for use soely with Ork characters and NPCs, but a GM may grant a non-Ork player a specific Skill—such as Common Lore (Ork)—as an Elite Advance where appropriate.

Skills

The following new skill groups are intended for use with Ork characters.

Common Lore (Advanced, Investigation)

Intelligence, Skill Group: Orks

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. The following additional skill group has been added to those available. The manner in which this skill functions is unchanged.

Ork: Knowledge of Greenskin "Kultur," covering their caste system, their approach to law, and the basic nature of their Klans, along with an understanding of nature of the Greenskins themselves.

Ork Language

Orks generally speak a debased and primitive form of Low Gothic, with mangled pronunciation and more than a few 'Ork' words mixed in. Therefore, it is possible for Orks and humans to communicate (although rarely easy). Therefore, Orks start with Speak Language (Low Gothic), although their pronunciation and grasp of grammar is uniformly atrocious. The Ork written language, however, is a crude glyphic script. The core of the script is composed of glyphs that indicate clan, common Ork concepts, and elements of Ork names. This is augmented by a rudimentary series of phonetic runes.

Literacy (Advanced)

Intelligence, Skill Groups: Ork

Since an Ork's written and spoken languages are not intrinsically related, this Skill relates specifically to reading and writing the Ork language. The manner in which this skill functions is unchanged.

Ork: A crude glyphic script, augmented by rudimentary phonetic runes, this language is unsuitable for conveying anything but the most basic concepts.

Talents

The following new talents are intended for use with Ork characters, and are available for Ork player characters to purchase at various ranks of the Ork Freebooter Career Path.

Da Nekst Best Fing

Prerequisites: Ork, Mob Rule

The Ork has become sufficiently familiar with and comfortable around non-Orks that he draws a measure of confidence and resolve from their presence. When determining the bonus to Willpower gained from the Mob Rule trait, the Ork counts every two non-Orks (which may not have the Machine Trait, as they're not really people; wild animals, or any lesser Orkoid creatures like Gretchin, Squigs or Snotlings don't count either) within 10m as an Ork.

Example

Grakzog, an Ork Freebooter working for humans, is preparing to lead a boarding action onto an enemy vessel. There are no Orks around, but there are 4 humans within 10m of him. Because he has Da Nekst Best Fing, he gains a +20 bonus to his Willpower against Pinning and Fear, because each human counts as half an Ork for the purposes of Mob Rule. The Gretchin cowering behind his legs doesn't count at all, with or without the talent.

Gretchin, Snotlings, and Squigs

Since Orks often have "help" in the form of lesser greenskins, the stats for Gretchin and Squigs are provided here. The stats for Snotlings are not provided, as these tiny little annoyances are barely sentient, unable to communicate with more than squeaks, yips, and obscene gestures, and too small to hurt anyone, or really do much of anything. If need be, they should be counted as a Tiny creature that dies when hit with any weapon, and can carry roughly 1 kilogram of weight.

Gretchin

Gretchin are small, devious, and generally only dangerous in large numbers. They serve Orks to avoid being killed and/or eaten by the larger Greenskins, although this is by no means a guarantee. They are able to shoot better than their larger cousins, and are slightly more intelligent, not that it helps them in the greenskin's social hierarchy.



Gretchin Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	35	15	(2) 18	44	33	35	16	24

Move: 3/6/9/18 Wounds: 5

Skills: Awareness (Per), Concealment (Ag), Dodge (Ag), Search (Int), Shadowing (Ag), Silent Move (Ag)

Talents: Heightened Senses (Hearing), Melee Weapon Training (Primitive), Pistol Weapon Training (Primitive, SP)

Traits: Mob Rule, Size (Scrawny), Unnatural Toughness (x2)

Armour: None

Weapons: Gretchin may be armed with any one-handed SP Pistol procured by the controlling character, although Sluggas are likely the most common. They inevitably have a sneaky boot knife as well (1d5+1 R)†.

Squigs

There are countless sub-species of Squigs in the greenskin ecosystem, although most share the same basic physiological characteristics. Squigs are primarily a gigantic fang-filled maw with a large tongue, plus powerful legs and beady eyes. They have voracious appetites, and eat anything they can fit between their grossly oversized jaws, as well as plenty of things that don't. Orks and gretchin often keep squigs as pets (and food sources), being one of the few races that find any redeeming qualities in them.

Squig Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	35	(4) 22	33	08	30	25	—

Move: 3/6/9/18 Wounds: 10

Skills: Awareness +10 (Per), Tracking +20 (Int)

Talents: Furious Assault

Traits: Bestial, Improved Natural Weapons (Bite)††, Unnatural Toughness (x2)

Weapons: Grossly oversized maw (1d10+6†, R, Tearing)

†Includes Strength Bonus

††Improved Natural Weapons are not Primitive.

Ded 'Ard

Prerequisites: Ork, 'Ard, Toughness 50

The Ork is extremely resilient, to the point where even normally fatal wounds are survivable. When suffering from Blood Loss, the Ork needs only test to avoid death every five rounds instead of every round. Additionally, the Ork may re-roll any failed Toughness Tests to avoid dying immediately due to a Critical Damage.

Enemy

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz.

This talent functions exactly as described in the **Rogue Trader** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to "Own Klan" require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to "Any Ork" allow any of the above Ork-specific options to be chosen.

Give it Sum Dakka!

Prerequisites: Ork, Bulging Biceps, Strength 50
The Ork uses his Shoota with great enthusiasm, forcing the enemy to keep their heads down as he approaches. The Ork may use Suppressive Fire as a Half Action instead of a Full Action.

Good Reputation

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz.
This talent functions exactly as described in the **Rogue Trader** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to "Own Klan" require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to "Any Ork" allow any of the above Ork-specific options to be chosen.

Lissen Ta Me, Cos I'z Da Biggest

Prerequisites: Ork, Might Makes Right, Intimidate +10
The Ork knows how to get his way and bully his way around, even amongst non-Orks. The Ork may use his Might Makes Right rule with any allies, not just Greenskins. Additionally, he may affect a number of creatures with Might Makes Right equal to ten times his Strength bonus.

More fer Me!

Prerequisites: Ork, Weapon Skill 40
When confronted by numerous foes, the Ork is only encouraged by the prospect of so many enemies. When outnumbered in melee, he gains the same bonus to hit as his enemies would. This bonus applies even if he has the Combat Master Talent, which would deny his enemies the outnumbering bonus.

Peer

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz.
This talent functions exactly as described in the **Rogue Trader** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to "Own Klan" require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to "Any Ork" allow any of the above Ork-specific options to be chosen.

Rival

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz.
This talent functions exactly as described in the **Rogue Trader** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to "Own Klan" require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to "Any Ork" allow any of the above Ork-specific options to be chosen.

Runtz

Prerequisite: Ork
The Ork is constantly followed by slaves and pets, some of which may even have been spawned from the spores he sheds. The Ork has a number of Runts in his impromptu entourage equal to the number of times he has taken this talent. These may be Attack Squigs, Gretchin, or Snotlings, in any combination. Snotlings, due to their lack of size and general uselessness, count as half a Runt for the purposes of this talent. Should any of the Ork's Runts die due to battle or simple mistreatment (more than a few Gretchin have died due to being accidentally sat on by their masters, or from injuries suffered when kicked a little too hard), a new one will take its place, at the next opportunity the GM deems appropriate (such as the next time you're on a planet's surface for more than a few hours). An Ork's Runts will follow its commands, often under the threat of being kicked by the Ork, and as Greenskins are subject to the Might Makes Right rule.

Too 'Ard Ta Care

Prerequisites: Ork, 'Ard, Toughness 50
The Ork is simply unconcerned with trivial matters like extreme temperatures, hard vacuum, poison, disease or breathing. The character gains a +20 bonus on all Toughness Tests to resist the effects of heat, cold, vacuum, suffocation, disease, poison and any other adverse environmental conditions which require a Toughness Test to resist.

WAAAGH!

Prerequisites: Ork, Berserk Charge, Furious Assault, Weapon Skill 40
The Ork hurls itself into melee with reckless abandon, smashing through the enemy lines like a wrecking ball. If he successfully hits his target using the Charge Action, he may spend his Reaction to make an additional attack using the same bonuses or penalties as the original attack.

Xenos Weapon Proficiency (Ork)

Prerequisites: Ork
Orks know from the moment they burst from the ground how to wield a basic range of weaponry. The Ork is proficient in the use of, and can use without penalty, Shootas, Sluggas, Big Choppas, Choppas and all Primitive Melee Weapons.

Ork Freebooter

"OI! Lissen ta me wen I'z talkin' to ya! We'z gonna go on 'dere ship, we'z gonna smash it up an' kill anyfing dat gets in our way, an' den we'z gonna get back on da boat an' go home. Dat'll show 'em. Do you lot of 'umie runts unnastand dat? Good. Now, wiv me: WAAAGH!"

–Gorgal 'edkicka

The Orks are a matter of growing concern to explorers of the Koronus Expanse, and to the authorities of the nearby Calixis Sector. But some see the gathering hordes of Greenskins as an opportunity, for a great many of those Orks are Freebooterz, inclined to lend out their services as mercenaries to anyone and everyone for the right price. While Orks will often use teeth as currency, Freebooterz understand the actual value of objects and often demand their payment in equipment or other objects they might find useful.

In the service of humans, Freebooterz are often hired singly, the potential risk of gathering together a mob of Orks amongst humans being too great compared to the rewards, even for Rogue Traders not normally adverse to risk. Those who do employ Freebooterz are well advised to keep them busy, as a bored Ork aboard a starship can lead to dangerous complications. Line Freebooterz serve as brutal enforcers, combat specialists and terror weapons, the Orks themselves happy to do anything so long as they get their share of the profits and have ample opportunities for violence. There is also the issue of an Ork's spores, and most Rogue Traders in the Koronus Expanse who have employed Ork Freebooterz note the beasts tend to be accompanied by gretchen and squigs as time goes on. If they do grow from Ork spores, the creatures seem to be limited to the smaller greenskins. Perhaps this is due to there only being one or two Orks aboard ship? Even so, some Rogue Traders who employ Orks have taken to purging the area around the greenskin's quarters with flamers, "just to be sure."

Freebooterz tend to be more open-minded than most Orks, willing to see non-greenskins as something other than enemies, and often inclined to learn other languages. Freebooterz often affect piratical or naval-style outfits—mixed haphazardly with the squig-hide leather and scavenged armour plates that Orks typically wear. Their melee weapons tend to skew towards "bigger is better" weapons, capable of disabling an enemy in one decisive crushing blow. Ranged weapons follow a similar trend, the louder the weapon the better. Orks often describe this phenomenon as "shootier" or "more dakka".

The lifespan of Orks is unknown, and it has been speculated that they simply continue living until they die in battle, growing ever larger and more battle-scarred as years, decades or even centuries of warfare pass. Some of the Orks in the Expanse, carried there by the uncertain tides of the Warp, may be centuries-old veterans, bringing with them the experience of a lifetime of unrelenting violence. Such Orks are, where they can be found on their own, highly sought-after as mercenaries, their great size and strength unsurpassed by any unaugmented human being. Sometimes their resilience even surpasses the mighty warriors of the Adeptus Astartes.



Starting Skills, Talents, Traits & Gear

Starting Skills: Awareness (Per), Barter (Fel), Carouse (T), Common Lore (War) (Int), Speak Language (Low Gothic)

Starting Talents: Basic Weapon Training (Primitive, SP), Melee Weapon Training (Universal), Peer (Own Klan), Pistol Weapon Training (Primitive, SP)

Starting Traits: 'Ard, Made Fer Fightin', Make It Work, Might Makes Right, Mob Rule

Starting Gear: Common-Craftsmanship Shoota, or Good-Craftsmanship Slugga, plus one Best-Craftsmanship Choppa or Good-Craftsmanship Big Choppa. Ork style void suit, Squig-hide Coat and Squig-hide Leggings. Helmet or skull taken from fallen foe. 1d5 Teef.

Ork Freebooter Characteristic Advances

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

Rank 1 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Carouse	100	Skill	
Common Lore (War)	100	Skill	
Basic Weapon Training (Primitive)	100	Talent	
Pistol Weapon Training (Primitive)	100	Talent	
Barter	200	Skill	
Drive (Ground Vehicle)	200	Skill	
Drive (Walker)	200	Skill	
Speak Language (Low Gothic)	200	Skill	
Survival	200	Skill	
Ambidextrous	200	Talent	Ag 30
Basic Weapon Training (SP)	200	Talent	
Peer (Own Klan)	200	Talent	Fel 30
Pistol Weapon Training (SP)	200	Talent	
Resistance (Cold)	200	Talent	
Resistance (Heat)	200	Talent	
Resistance (Poisons)	200	Talent	
Sound Constitution (x2)	200	Talent	
Quick Draw	300	Talent	
Melee Weapon Training (Universal)	500	Talent	
Brutal Charge	500	Trait	

Rank 2 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Carouse +10	100	Skill	Carouse
Intimidate +10	100	Skill	Intimidate
Common Lore (Orks) +10	200	Skill	Common Lore (Orks)
Common Lore (War) +10	200	Skill	Common Lore (War)
Dodge	200	Skill	
Speak Language (Ork) +10	200	Skill	Speak Language (Ork)
Exotic Weapon Training (Big Shoota)	200	Talent	
Exotic Weapon Training (Burna)	200	Talent	
Exotic Weapon Training (Rokkit Launcha)	200	Talent	
Heavy Weapon Training (SP)	200	Talent	
Rapid Reload	200	Talent	
Sound Constitution (x2)	200	Talent	
Common Lore (Imperium)	300	Skill	
Forbidden Lore (Xenos)	300	Skill	
Bulging Biceps	300	Talent	S 45
Disturbing Voice	300	Talent	
Nerves of Steel	300	Talent	
Runtz	300	Talent	Ork
Two-Weapon Wielder (Melee)	300	Talent	WS 35, Ag 35
Crushing Blow	500	Talent	S 40

Rank 3 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Awareness +10	100	Skill	Awareness
Decadence	100	Talent	T 30
Carouse +20	200	Skill	Carouse +10
Drive (Ground Vehicle) +10	200	Skill	Drive (Ground Vehicle)
Drive (Walker) +10	200	Skill	Drive (Walker)
Intimidate +20	200	Skill	Intimidate +10
Survival +10	200	Skill	Survival
Die Hard	200	Talent	WP 40
Hardy	200	Talent	T 40
Sound Constitution (x2)	200	Talent	
Command	300	Skill	
Common Lore (Imperial Guard)	300	Skill	
Da Nekst Best Fing	300	Talent	Ork, Mob Rule
Heavy Weapons Training (Bolt)	300	Talent	
Jaded	300	Talent	WP 30
Resistance (Fear)	300	Talent	
Runtz	300	Talent	Ork
Exotic Weapon Training (Any 1 from Ork Armoury)	500	Talent	
Lissen Ta Me, Cos I'z Da Biggest	500	Talent	Ork, Might Makes Right, Intimidate +10
Too 'Ard Ta Care	500	Talent	Ork, 'Ard, T 50

Rank 4 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Barter +10	200	Skill	Barter
Common Lore (Orks) +20	200	Skill	Common Lore (Orks) +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Speak Language (Ork) +20	200	Skill	Speak Language (Ork) +10
Light Sleeper	200	Talent	Per 30
Sound Constitution (x2)	200	Talent	
Talented (Intimidate)	200	Talent	
Command +10	300	Skill	Command
Forbidden Lore (Xenos) +10	300	Skill	Forbidden Lore (Xenos)
Pilot (Flyer)	300	Skill	
Heavy Weapon Training (Choose One) (x2)	300	Talent	
Runtz (x2)	300	Talent	Ork
Ded 'Ard	500	Talent	Ork, 'Ard, T 50
Dual Strike	500	Talent	Ag 40, Two-Weapon Wielder (Melee)
Exotic Weapon Training (Any 1 from Ork Armoury)	500	Talent	
Swift Attack	500	Talent	
Two-Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Unarmed Warrior	500	Talent	WS 35, Ag 35

Rank 5 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Dodge +10	200	Skill	Dodge
Drive (Ground Vehicle) +20	200	Skill	Drive (Ground Vehicle) +10
Drive (Walker) +20	200	Skill	Drive (Walker) +10
Speak Language (Low Gothic) +10	200	Skill	Speak Language (Low Gothic)
Survival +20	200	Skill	Survival
Peer (Any Ork)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	
Command +10	300	Skill	Command
Common Lore (Imperial Guard) +10	300	Skill	Common Lore (Imperial Guard)
Pilot (Personal)	300	Skill	
Hulking	300	Talent	S 50, T 50
Berserk Charge	500	Talent	
Give it Sum Dakka!	500	Talent	Ork, Bulging Biceps, Strength 50
Frenzy	800	Talent	

Rank 6 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Climb	200	Skill	
Double Team	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Common Lore (Imperium) +10	300	Skill	Common Lore (Imperium)
Forbidden Lore (Xenos) +20	300	Skill	Forbidden Lore (Xenos)
Pilot (Flyer) +10	300	Skill	Pilot (Flyer)
Pilot (Spacecraft)	300	Skill	
Cleanse and Purify	500	Talent	Flame Weapon Training (Universal)
Combat Master	500	Talent	WS 30
Flame Weapon Training (Universal)	500	Talent	
Gunslinger	500	Talent	BS 40, Two-Weapon Wielder (Ballistic)
Hip Shooting	500	Talent	BS 40, Ag 40
Iron Discipline	500	Talent	WP 30, Command
Mighty Shot	500	Talent	BS 40
More fer Me!	500	Talent	Ork, Weapon Skill 40
Runtz	500	Talent	
Sure Strike	500	Talent	WS 30
Unnatural Strength x2	800	Trait	Hulking

Rank 7 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Barter +20	200	Skill	Barter +10
Swim	200	Skill	
Peer (Any Ork) (x2)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	
Command +20	300	Skill	Command +10
Common Lore (Imperial Guard) +20	300	Skill	Common Lore (Imperial Guard) +10
Pilot (Personal) +10	300	Skill	Pilot (Personal)
Battle Rage	500	Talent	Frenzy
Blademaster	500	Talent	WS 30
Combat Sense	500	Talent	Per 40
Crippling Strike	500	Talent	WS 50
Dual Strike	500	Talent	Ag 40, Two-Weapon Wielder (Melee)
Fearless	500	Talent	
Into the Jaws of Hell	500	Talent	Iron Discipline
Last Man Standing	500	Talent	Nerves of Steel
Lightning Attack	500	Talent	Swift Attack
Lightning Reflexes	500	Talent	
Fear (1)	1000	Trait	Hulking, Unnatural Strength, Intimidate +10

Rank 8 Ork Freebooter Advances

Advance	Cost	Type	Prerequisites
Climb +10	200	Skill	Climb
Swim +10	200	Skill	Swim
Heavy Weapon Training (x2)	200	Talent	
Resistance (Psychic Powers)	200	Talent	
Common Lore (Imperium) +20	300	Skill	Common Lore (Imperium) +10
Pilot (Flyer) +20	300	Skill	Pilot (Flyer) +10
Pilot (Spacecraft) +10	300	Skill	Pilot (Spacecraft)
Basic Weapon Training (Universal)	500	Talent	
Counter Attack	500	Talent	WS 40
Dual Shot	500	Talent	Ag 40, Two-Weapon Wielder (Ballistic)
Pistol Weapon Training (Universal)	500	Talent	
Runtz	500	Talent	
Sprint	500	Talent	
Unarmed Master	500	Talent	WS 45, Ag 40, Unarmed Warrior
WAAAGH!	500	Talent	Ork, Berserk Charge, Furious Assault, WS 40

Alternate Career Ranks

"Look sharp, you lot! You're in the Expanse now, and there's not a world here that won't kill you in a blink!"

–Bosun Stern, instructing a new cadre of armsmen

Alternate Career Ranks represent diversions and differing branches to a character's basic career path. These may be the result of a character's exposure to new cultures or agencies in the Expanse, hidden secrets a character chooses to reveal to his fellow explorers, or the result of specialised training or equipment a character has gained in his travels. Note that these Alternate Ranks do not fundamentally change a character's nature; if a character is following the Arch-Militant Career Path, then his path will stay focused on martial abilities and conflict. Rather, they signify a character's experiences moving along a side path, learning new abilities and gaining new experiences along the way.

Alternate Careers can let a player differentiate and personalise his character, especially in situations where several players have chosen the same career. Based on the new directions a player wishes his character to follow, he may find his character evolving into paths the player had not envisioned when creating him. Alternate Careers also allow a character to become even more firmly rooted into the setting of **Rogue Trader**, the Calixis Sector, and the Koronus Expanse. Each of these new paths offers a character new and exciting ways to interact with the rest their surroundings (such as looting them), and their surroundings (usually heavily armed) to interact with them.

Taking an Alternate Career Rank

Alternate Ranks may look very appealing, and not just because they represent something new from the standard career path. With access to new powers, Skills, and Talents, a character can stand out from others and, ideally, better aid their fellow explorers in their Endeavours. However, some Alternate Careers may complicate the campaign a character is taking part in, and the player should ideally check with his GM before having his character take an Alternative Career Rank.

Each Alternate Rank has several prerequisites that must be met before a character can take them. Many of the Alternate Ranks include one or more prerequisite talents, skills, or characteristic levels, and all of these must be fulfilled before taking the Rank.

Elite Advances from Missed Career Ranks

Choosing an Alternate Career Rank means a character has diverged from the generalised regular path of his career for a more specialised one. While this means access to new and often unique abilities during his tenure, it may often mean missing out on the opportunities afforded in the regular development of his character. These "missed" Skills and Talents can be purchased however by the character (with the GMs approval) as Elite Advances in the missed Rank for a base cost of twice the original cost (a 200 xp Skill would cost 400 xp, while a 500 xp Talent would cost an impressive 1,000 xp). The GM can modify this amount up or down as he sees fit, but should keep in mind that Alternate Ranks present opportunities to characters they normally would not get, and there should be a trade-off for this opportunity.

In addition, each Alternate Rank is only available to certain Career Paths—a Flight Marshal, for example, can only be taken by a character with the Void Master Career. Lastly, each Alternate Rank has a minimum level at which they can be taken. A character must have reached that at least that level in their career in order to take that Rank.

If a character meets all the prerequisites for an Alternate Career Rank, he may take the Rank. To take an Alternate Career Rank, the player replaces the next rank they would have taken with the Alternate Career Rank. The new Advance Scheme is exchanged for the original Advance Scheme in that rank of the Career Path. At this point, the character has access to the new Advances and may spend experience points to purchase them. Some of the Alternate Career Ranks also have special Traits or other abilities that are immediately applied to the character taking the Rank. Once the character has earned enough experience points to reach the next rank in his Career, he returns to the next rank in his original Career Path.

While any new Alternate Rank will be filled with new opportunities, there are some drawbacks. This new focus may deny a character access to other Skills and Talents, or force the character to pay more experience for them. A player may even find his character's maximum ability with certain Skills capped out earlier than he had planned. This is a potential price for taking a more generalised character in a more specific and specialised direction.

As all of this may complicate the normal character progression system, Alternate Career Ranks are recommended for experienced players. Keep in mind also that regardless of how many new options a character may gain, the character's Rank is still governed by the total amount of experience he has earned.



Example

Missionary Kantarine Slephan wishes to focus more on saving the souls of those who live on the frontier worlds of the Expanse, and decides to become a Torchbearer. She has all of the prerequisites needed, and at Rank 3 switches to the Torchbearer Advances table. She is still a Missionary, but now devotes less of her time to civilised worlds and more to the solitude and nomadic existence of the wastelands. Kantarine has access to the Skills and Talents listed under the Torch-bearer Advances and at the costs listed there, and may spend xp on them freely from this point forward. While the piety is to be admired and she will be better able to survive on many otherwise unforgiving planets, she will have missed out on certain opportunities from the standard Missionary Rank 3 list such as bettering herself with pistol weapons. When she moves on to Missionary Rank 4, if she still wishes to obtain these (and has the necessary xp to spend), she must pay for them as Elite Advances.

Career Progression

Advancing to a character's next Rank is done normally once the character has accumulated and spent enough xp. The character may find in later levels that the digression he took for his Alternate Rank has left him bereft of certain Skills, ones needed as prerequisites for some of the Advances the character may wish to have. To acquire them the player must obtain them as Elite Advances.

Alternatively, the player may find developing the new Advances his character gained in his Alternate Career is a way to further individualise a character and make up for the missed opportunities of the "path not taken."

Example

Kantarine the Missionary, once Torchbearer, will be travelling to a developing hive world with her fellow explorers where they hope to exploit a newly discovered vein of archeotech weapons. This will require a close dealings with the hive workers on a daily basis, and doubtless many interactions with them to keep them working well. Having the Peer (Worker) Advance from the Missionary Rank 3 she side-stepped would be useful, but she missed out on that opportunity while she was away on several desert planets converting nomadic tribes. Her GM allows her to take the Advance, contingent on her spending numerous off-hours ministering to the workers, the better to gain their trust and fellowship. She will also have to spend 600 xp (the base cost of 500 plus an extra 100 to represent her own efforts to overcome her previously solitary nature and become more gregarious with her new friends).

Acquisitionist

"Illegal? The black market is just another market. And as long as you have a supply, I will keep making demands."

—Pontius Forbrex, chief advisor to the Kelvin Dynasty

Everything has a price. Of all a Rogue Trader's allies, none understand this principal better than the Seneschal. While most weigh an item's worth in terms of coinage, a rare few look beyond the limitations of money and legitimate commerce, measuring value in terms of blood, lies, and human lives. These rare Seneschals ascribe to the view that in the realm of business, the only sin is not to buy or sell. They become Acquisitionists, driven to ensure that their Rogue Trader has every advantage—political, financial, and material. Acquisitionists direct networks of spies, thugs, thieves, and assassins. What cannot be purchased with money, an Acquisitionist takes by deception and force. Less a factotum and more of an underworld kingpin, an Acquisitionist hides a criminal mind behind the face of a well-mannered businessman.

When an Imperial authority needs to be bribed, an Acquisitionist can quote his price down to the last gelt. When illicit goods must be moved between worlds, an Acquisitionist plots the course that will draw the least attention to the endeavour. When a business partner is reluctant to honour the terms of an agreement, an Acquisitionist applies just the right amount of motivation, often at the end of a gun. But an Acquisitionist's role is more varied than this. They are, after all, expected to acquire that which their masters and mistresses desire. Any item, product, or illicit service may be purchased through an Acquisitionist's extensive network of contacts and fences. With tendrils reaching from the highest hive spires to the lowest mutant warrens, these masters of intrigue consider nothing beyond their reach.



While many Seneschals are content to bask in the finery of their luxurious offices and counting houses aboard the voidships of their employers, reading reports, filling ledgers, and engaging in the occasional interview with a trusted contact, Acquisitionists prefer to take an active hand in their duties. Is there a traitor aboard ship? A reluctant merchant to be persuaded? A debt to be collected? An Acquisitionist prefers to attend to these matters personally. Better the Acquisitionist bloody his hands with the grim necessities of cut-throat dealings than his master's reputation become stained. What an Arc Militant cannot accomplish with an army, an Acquisition can accomplish with a small party of heavies or a sing killing strike from the shadows.

Acquisitionists have their uses off ship as well. Wh putting into port, Acquisitionists see to it that the prop authorities are bribed, reticent informants shaken down, a the best local vices supplied to the crew. When goods must liberated from a warehouse or stasis block, the Acquisition is there, leading a cadre of hired muscle. When a Rogue Trad attends a gala event, his Acquisitionist can be seen lurking the background, spreading the right rumours and cutting t right deals. Provided, of course, that the Acquisitionist wish to be seen.

Perhaps the greatest asset an Acquisitionist brings to Rogue Trader's crew is plausible deniability. By leaving t most underhanded dealings to an Acquisitionist, a Rog Trader and his crew can remain blameless on those ra occasions when they must bend to Imperial authority. Th is not to say that any Acquisitionist worth his contract wou cheerfully bear the brunt of Imperial law. Rather, a skill Acquisitionist ensures that there is always a patsy on hand, sacrifice to be offered up to the proper authorities, allowi the Rogue Trader and his staff to claim any and all misdee were the result of a lone criminal element that had someho worked its way aboard their vessel.



Becoming an Acquisitionist

When a Seneschal first turns his gaze to the bla market, the transition into an Acquisitionist begi Much like the Inquisitor who turns to the path Radicalism, a Seneschal begins to take on the role an Acquisitionist when he first turns the weapo of the underworld against itself. Faced with t limitations of Imperial law and common ethi and confronted with the raw power of the crimin element, it does not take long for the Senesch to consider the possibility that the only way protect one's interests from ne'er-do-wells is becoming a more sophisticated ne'er-do-we From there, the young Acquisitionist exten his reach into black markets and cold trad purging the wastrels from his roster of contac and replacing them with loyal brutes a easily cowed patsies. He subverts underwor threats to his master's endeavours, then mak the underworld his own, just another asset be bartered with and turned to the cause profit.

Required Career: Seneschal
Alternate Rank: 3 (10,000 xp) or higher

Acquisitionist Advances

Advance	Cost	Type	Prerequisite
Ciphers (Underworld)	100	Skill	
Common Lore (Underworld) +10	100	Skill	Common Lore (Underworld)
Drive (Skimmer)	200	Skill	
Forbidden Lore (Pirates)	200	Skill	
Gamble +10	200	Skill	Gamble
Interrogation	200	Skill	
Intimidate	200	Skill	
Secret Tongue (Underdecks)	200	Skill	
Interrogation +10	500	Skill	Interrogation
Decadence	100	Talent	T 30
Disturbing Voice	200	Talent	
Hatred (Criminals, Pirates, or Rogue Trader)	200	Talents	
Peer (Hivers)	200	Talent	
Peer (Underworld)	200	Talent	
Peer (Workers)	200	Talent	
Bloodtracker	300	Talent	
Concealed Cavity	300	Talent	
Paranoia	300	Talent	Paranoia
Crippling Strike	500	Talent	WS 50
Good Reputation (Choose one)	500	Talent	Fel 50, Peer

–Entrusted aboard the void clipper Rutius Vulpex, en-route to Port Wander from Corpse-Fortune, 082.811.M41.

To Lady Igraine Armengarde, my daughter and heir.

A Warrant of Trade confers two things upon its bearer: the power to profit, and a host of enemies. I was reminded of this fact several days journey out of Footfall, when Rubius Carlon, my esteemed seneschal, stormed unannounced into my stateroom and deposited a young man's severed head upon the amberwood writing desk where I now quill this missive. The grizzly trophy, Rubius informed me, belonged to what had been a mind-cleansed agent of one of our dynasty's many rivals. The poor dupe had apparently been smuggled aboard with the new ratings we took on at Footfall. The agent's mind had been engramically imprinted with orders to sabotage the Bansidhe's secondary plasma furnace. Carlon, a savant rumoured to have a thousand eyes across the Expanse, caught wind of the plot and captured the unfortunate drone in the act of dismantling an essential drive plate. Rubius learned much from the would-be saboteur, though how he interrogated a mind-cleansed slave without psyker aid remains a mystery. When it comes to men such as Carlon, it is perhaps best not to inquire about methodology. My seneschal did swear, on the saboteur's liberated head, that the party responsible would be met with appropriate reprisal. I pity all who draw Carlon's ire, for experience has taught me that when he makes such a pledge, he pursues it with the tenacity of a Maleziel pit leech. I will not speculate upon the identity of the saboteur's master, but suffice to say that if you see Lord-Captain Wilhelm Shrake at court, please inquire as to how his plasma burns have healed.

Your devoted mother,
Lord-Captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe

Augmenticist

"Your body of flesh is utilitarian, crudely functional. But a body like mine, of plastic, wire, and steel, is a wonder of efficiency and grace. It makes me something more than human. I am a work of living art!"

–Lady Sephia Trell, Lord Captain of the *Axiom Imperial*

Augmetic implants are ubiquitous throughout the Imperium. From the prosthetic limbs of Imperial Guard veterans, to the life-extending sanguinary actuators of ancient savants, to the multi-jointed mechadendrites of the Adeptus Mechanicus, one is hard pressed to find a resident of a civilised world who does not sport some form of bionic implant. Within the upper classes of Imperial society, where money is freely spent in service to status and fashion, the scions of nobility strut like peacocks displaying a plumage of coiling wire and ribbed augmetic tubing. But for some, bionic modification is more than a mark of status, age, or devotion to the Omnissiah. For some, it is an obsession. For these few, known as Augmenticists, there is no greater goal than physical and aesthetic perfection. It is through repeated bionic surgery that Augmenticists believe such a goal can be attained.

There are as many reasons for becoming an Augmenticist as there are Augmenticists themselves. An ageing servant, driven by fervent devotion, replaces his failing organs one by one lest he die leaving some task incomplete. A warrior of exceptional skill nevertheless becomes frustrated with the limits of the human body, undertaking repeated muscle grafts and the implantation of ever-more-lethal weapons in a quest to become death incarnate. The foppish merchant prince, a slave to youth and beauty, puts himself under the surgeon's knife time and again until he has attained statuesque allure and an inhuman tolerance to even the most exotic intoxicants. It is not long before such burgeoning Augmenticists pass the point of no return, reasoning in their various ways that they are better off as beings of mechanical perfection than creatures of crude and ugly flesh. As they pursue their physical ideal, many Augmenticists declare their contempt for the flesh proudly, displaying each new implant with gleeful abandon, every graft moving them one more step above the ruck and run or humanity. Others hide their increasingly artificial bodies behind knowing smiles and tailored robes, content in the knowledge of their own physical superiority. However, an Augmenticist's obsession rarely ends in the realm of the physical. What is the mind, they reason, but another organ to be improved upon or replaced?

The Cult Mechanicus looks upon Augmenticists with the same cold logic with which it evaluates all things. Most tech-priests applaud the burgeoning Augmenticist for recognising the limitations of the flesh and for taking steps towards the "true flesh" of the Machine God. Unfortunately, as an Augmenticist is implanted with increasingly complex devices for ever-more-selfish reasons, the Adeptus Mechanicus comes to regard him as a fetishistic dabbler, an abuser of both his body and the sacred technology that infuses it. It takes an Augmenticist of exceptional comportment and devotion to maintain the respect of the Cult Mechanicus. For their part, Augmenticists tend to view tech-priests as hidebound dogmatists weighted down with ugly cybernetics.

Despite their differing opinions, many alliances have been struck between individual Augmenticists and the servants of the Machine God. Augmenticist Rogue Traders have been known to escort Explorator contingents deep into wilderness space in the hopes of being the first to benefit from whatever bionic technology may be rediscovered. In their quest for the rarest and most potent implants, Augmenticists all too often come into contact with heretek factions and fabricators of proscribed technology. Augmenticists who report such groups quickly earn the respect and gratitude of the Adeptus Mechanicus, often becoming regular informants for both the Machine Cult and the Inquisition.

As Augmenticists evolve, they find themselves becoming more familiar with the ways of machines and less comfortable amongst beings of flesh and blood. They spend the majority of their time in private, tuning up their implants and polishing exposed metal, emerging only to seek out new cybernetic technology and engage in social activities that best allow them to display their unreal forms. Some Augmenticists come to view those without bionics with disdain, replacing servants and crew with servitors and augmented savants. To the true Augmenticist, such isolation is a small price to pay for physical perfection and the immortality of steel.



Physical Perfection (Talent)

Prerequisites: Augmenticist Alternate Career

Similar to the Explorator Talent The Flesh is Weak (see the Rogue Trader Core Rulebook page 107), the Augmenticist's body has been modified to the point where it is almost totally mechanical. This Talent grants the Explorer one level of the Machine Trait. This Talent can only be taken up to three times, gaining one additional level of the Machine Trait each time. Additionally, the Explorer's Wounds may be healed with the Tech-Use Skill in place of Medicae. However, due to the esoteric nature of the aumentations, any Tech-Use Test to do suffers a –20 penalty, in addition to any other modifiers.

Augmenticist Advances

Advance	Cost	Type	Prerequisite
Common Lore (Tech)	200	Skill	
Trade (Technomat)	200	Skill	
Forbidden Lore (Archeotech)	300	Skill	
Speak Language (Techna-Lingua)	300	Skill	
Autosanguine	200	Talent	
Binary Chatter	200	Talent	
Chem Geld	200	Talent	
Concealed Cavity	200	Talent	
Disturbing Voice	200	Talent	
Heightened Senses (Sight, Sound, Smell, or Taste) x4	100	Talent	
Mimic	200	Talent	
Peer (Nobility)	200	Talent	Fel 30
Electro Graft Use	300	Talent	
Infused Knowledge	300	Talent	Int 40
Logis Implant	300	Talent	
Orthoproxy	300	Talent	
Peer (Adeptus Mechanicus)	300	Talent	Fel 30
Prosanguine	500	Talent	Autosanguine
Total Recall	500	Talent	Int 30
Physical Perfection x3	500	Talent	Augmenticist Alternate Career

Becoming an Augmenticist

The path of the Augmenticist begins when an Explorer first realises the true potential of his bionic modification. This moment may come when the Explorer first uses a cybernetic arm to accomplish a feat of strength beyond the limits of any mortal brute. It may come the first time he is overwhelmed by the rush of data flowing through an implanted cogitation engine. Or it may come when he is rendered euphoric by the enhanced sensations imparted by an auger implant. However it begins, the Explorer is quickly obsessed, making it his goal to forsake the limitations of the flesh and embrace the potentialities of the machine.

Required Career: Any, except Explorator, Missionary, Ork, and Kroot.

Alternate Rank: 2 or higher (7,000 xp)

Other Requirements: The Explorer must have at least 1 bionic replacement limb and 1 implant system when this Alternate Rank is taken. Additionally, he may possess no cybernetic gear of Poor quality, and at least one implant must be of Best Craftsmanship.

Entrusted aboard the frigate Hawk of Malfi en-rout to Port Wander from Bastion, 004.815.M41.

To Lady Igraine Armengarde, my daughter and heir.
For the past several weeks my flagship has played host to Count Hadrak, the infamous clockwork count of Cantus. I can now say from experience that the rumours surrounding this man are true. Every visible inch of his body is plated in lustrous metal, buffed each morning by his servitor attendants to a blinding gleam. Though he is not one for conversation, a keen mind lurks behind the artificial eyes he replaces daily. Despite his vanity, the Count is no fop. On the eighth day of our tour of the Cinerius Malificum we were attacked by Da Ship Gobbla, a space hulk captained by Dak Tefnasha. My own ship could not have escaped the confrontation were it not for the enhanced martial prowess of Count Hadrak. As I led my crew in a valiant defensive action, I witnessed the Count slay nine Ork Freebooterz with his bare hands. The Count's personal surgeon assures me that his body can be fully repaired as soon as we return to port.

Your devoted mother,
Lord-Captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe

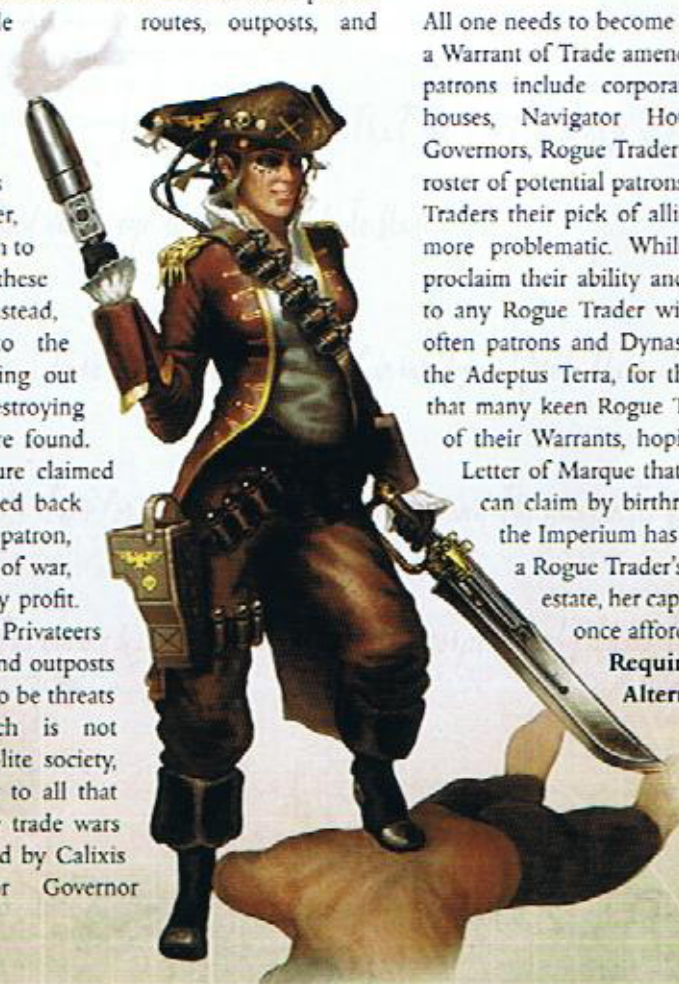
Calixian Privateer

"Lower your void shields, silence your guns, open your coffers, and be glad that I am as much a gentleman as I am a brigand."

–Festio Borealis, Lord-Captain of the corsair *Falcon's Grasp*

In the distant reaches of the Koronus Expanse, where Imperial authority is weak or non-existent, where the laws of the Empire hold no sway, there is often little distinction between the activities of legitimate merchants and brutal pirates, pioneers and the rapacious architects of pocket empires, explorers and smugglers of ill-gotten treasure. Thankfully, a Calixian Privateer knows where he stands on all counts, in both the eyes of his peers and the law. Bound to the power blocks of the Calixis Sector by special clauses, known as Letters of Marque, buried deep within the punctilious language of their Warrants of Trade, these select Rogue Traders are empowered to prey upon the interests and ventures of their patron's rivals in the Expanse.

Calixian Privateers are not the snarling lapdogs of their patrons, and take any such assertion as a grave insult and a call to duel. Rather, Privateers protect their benefactors' interests in the Expanse in exchange for a safe port of call, the political capital that comes from friends in high places, and a certain amount of legal dispensation for their more questionable activities. Officially, a Calixian Privateer's mission is to protect and defend. The trade routes, outposts, and colonies of the Expanse are all vulnerable to the predations of Freebooterz, pirate fleets, and unscrupulous merchants. However, most Privateers are loath to sit back and wait for these threats to strike. Instead, they forge deep into the Expanse, actively seeking out potential foes and destroying them wherever they are found. Any salvage and treasure claimed in these forays is carried back to the Privateer's patron, registered as the spoils of war, and unloaded at a hefty profit. The fact that most Privateers consider the convoys and outposts of their patron's rivals to be threats worthy of dispatch is not mentioned in polite society, but it is clear to all that the bloody trade wars outlawed by Calixis Sector Governor Marius Hax have simply moved outward into the Expanse. The fact that Governor Hax does little to curtail the issuing of Letters of Marque, and has been known to issue them himself, is taken as a sign that he intends to keep such conflicts out of his sector, but within his sphere of influence.



Because Calixian Privateers openly engage in activity that is considered morally unsound at best and outright illegal at worst, they must frequently deal with the dregs of society, from smugglers, criminal syndicates, fallen nobles, and slavers, to entire populations rendered destitute by the actions of other Privateers. By maintaining close ties to these unsavoury types, Privateers are able to build sprawling power bases and support networks beyond the influence of their patrons. When times become hard and conflicts arise between a Privateer and his patron, these shadowy allies and reluctant accomplices are turned to for aid. Privateers who cultivate such alliances often find themselves rulers of piratical kingdoms and criminal empires. A wise patron keeps a close watch on their Privateer, lest he become too successful and begins to question the need for his relationship.

There are as many different types of Calixian Privateer as there are Warrants of Trade. For every ruthless brigand there is a gentleman thief, for every raiding marauder, a champion and defender of the people. For every destitute Rogue Trader forced into servitude while seeking an ally, there is a browbeating pirate king with a patron living in virtual imprisonment within the gilded gage of a palatial estate. The two traits all Calixian Privateers have in common are close ties to their patrons and well-earned reputations, both good and ill.

Becoming a Calixian Privateer

All one needs to become a Calixian Privateer is a patron and a Warrant of Trade amended with a Letter of Marque. Viable patrons include corporations, Imperial nobility, merchant houses, Navigator Houses, Planetary and Sub-sector Governors, Rogue Trader Dynasties, and wealthy guilds. The roster of potential patrons is long, giving enterprising Rogue Traders their pick of allies. Attaining a Letter of Marque is more problematic. While some would-be patrons loudly proclaim their ability and desire to issue Letters of Marque to any Rogue Trader willing to pledge their service, most often patrons and Dynasties must petition each other, and the Adeptus Terra, for the privilege. It is for these reasons that many keen Rogue Traders pore over the legal minutia of their Warrants, hoping to find a notation indicating a Letter of Marque that was never rescinded and that they can claim by birthright. Many a well-to-do citizen of the Imperium has been rudely awakened only to find a Rogue Trader's ship darkening the skies over their estate, her captain demanding the same hospitality once afforded a long-dead ancestor.

Required Career: Rogue Trader

Alternate Rank: 2 or Higher (7,000 xp).

Other Requirements: A Rogue Trader must possess the Renowned Warrant Talent before becoming a Calixian Privateer.

Calixian Privateer Advances

Advance	Cost	Type	Prerequisite
Scholastic Lore (Imperial Warrants)	100	Skill	
Carouse	200	Skill	
Ciphers (Underworld)	200	Skill	
Deceive	200	Skill	
Deceive +10	200	Skil	
Forbidden Lore (Pirates)	200	Skill	
Forbidden Lore (Pirates) +10	200	Skill	Forbidden Lore (Pirates)
Gamble	200	Skill	
Intimidate	200	Skill	
Pilot (Space Craft) +10	200	Skill	Pilot (Space Craft)
Scholastic Lore (Judgement)	200	Skill	
Charm +10	300	Skill	Charm
Command +10	400	Skill	Command
Secret Tongue (Underdecks)	300	Skill	
Peer (Nobility)	100	Talent	Fel 30
Peer (Underworld)	100	Talent	Fel 30
Hatred (Rogue Trader)	200	Talent	
Two Weapon Wielder (Melee)	200	Talent	WS 35, Ag 35
Two Weapon Wielder (Ballistic)	200	Talent	BS 35, Ag 35
Decadence	300	Talent	T 30
Nerves of Steel	300	Talent	
Bloodtracker	500	Talent	
Hard Bargain	500	Talent	
Whispers	500	Talent	Int 40, Fel 30

Entrusted aboard the Late of Capricorn, en-route to Port Wander from Lucin's Breath, 018.814.M41.

To my cherished daughter, the Lady Igraine Armengarde,

I have recently made the acquaintance of one Mordread Drakeholm, the self-proclaimed pirate prince of Winterscale's Realm. Our chance meeting was less than auspicious, occurring as it did when my convoy emerged from the Immaterium at the edge of the Egarian Dominion. I shall not burden you with my reasons for venturing into such an ill-omened place, but know that in most cases, the darker the legend, the greater the profit.

Imagine my surprise when, in the vulnerable seconds after translation from the Warp, a lance beam fired across the prow of my flagship. A boisterous hail followed this warning shot from Mordread himself, proud and secure on the bridge of his Havoc-class raider. Refusing to be outgunned or outmanoeuvered, I stalled for time, hoping that if I kept this bloodhard engaged long enough, my master of etherics might spot some weak point in the aggressor's hull. Thankfully, Mordread has a gift for words, and what began as an exchange of cutting remarks evolved into a spirited conversation we were both loathe to end with an exchange of macrobattery fire. Never underestimate the power of words, my dear Igraine. Just as a single careless word can kill so too can a cunning turn of phrase save your life. Our dialogue did not end until well after supper, which was held in a sumptuous dining hall aboard Mordread's raider, the Red Talon.

It seems Mordread's attack upon my convoy was the result of a misunderstanding. Mordread is a privateer, one of several operating in the Expanse at the behest of the Calixian nobility. One can imagine my relief when Mordread realised his intelligence had obviously been false, and I was not in league with House Krin. One can also imagine the relief that will be felt by Lord Krin when he receives my shipment of Egarian shardcasters.

Your quite satisfied mother,
Lord-Captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe

Drusian Adherent

"Raise high the Drusian standard! Chant loudly the warrior's prayer! Know well the Abenican prophesies! Take up the Saint's crusade and do the God-Emperor's work in the Expanse! To do less is to be damned."

—Domingus Quall, Lord-Captain of the Sanctus Vesica

Throughout the Calixis Sector there is no figure, save the God-Emperor himself, more revered than Saint Drusus. A warrior without peer, Saint Drusus lead the Angevin Crusade to victory, bringing the Emperor's light to the Calyx Expanse, transforming it into the Calixis Sector as men know it today. The Saint attracted many followers in his lifetime, and a sizeable Ministorum cult continues to venerate Drusus and his deeds. Among the faithful, there are those who believe the Saint's mission ended in the year 384.M39, when the Angevin Crusade was officially called to a close. There are others who claim that the crusade can never end, for as long as there are worlds to conquer, the works of Saint Drusus remain unfinished. It is from this doctrinal schism that the first Drusian Dissidents were born. When the Koronus Passage opened, an event prophesied in Drusian chronicles by the seer Abenicus, the Dissidents gave rise to a new faction. The Drusian Adherents, as they came to be known, did not pore over musty tomes of saintly lore and engage in theosophical debate. Instead, they armed themselves and drove deep into the Expanse, eager to claim new worlds and tame wilderness space in the name of Saint Drusus.

Drusian Adherents are driven by fanatical devotion to their patron Saint, and by the belief that every citizen has a sacred duty to push the borders of the Empire outward, braving hostile environments, indigenous xenos races, and uncultured heathens. For a Drusian, there is no respite from the Saint's crusade. Every world, from looming gas giants to airless icy moons, must be touched by the God-Emperor's light and claimed with the Drusian standard. With the Koronus Passage open, disparate Adherents gather at Port Wander, forming ramshackle armies eager to march into the Expanse and prove both their devotion and the righteousness of their cause.

Adherents are often asked if Saint Drusus had meant for the crusade to continue, why would he have called it to a close? Adherents of a pragmatic nature typically answer that their Saint was forced to end the crusade prematurely by order of the High Lords of Terra, making the cessation a political necessity. Others posit that Saint Drusus intentionally left worlds unconquered so that future generations could be tested in the crucible of war. A third explanation claims that the declaration of the end of the Angevin Crusade was meant to be temporary, Drusus intending to resume his conquest after consolidating his gains in the Calyx Expanse, and that the Saint's death prevented a glorious return to the field of battle.

The path of the Drusian Adherent has broad appeal, attracting devotees from the lowest death world dregs to ambitious nobles of the highest spires. The faith is also popular amongst Rogue Traders and their crews, both those who view profit and conquest as a God-Emperor-given right, and those looking for an army of crusaders to bolster their own mercenary forces. Regrettably, for every Adherent of high standing there is a charlatan eager to exploit the faithful for personal gain. For their part, the Adherents care little, so long as they tread upon alien worlds, cleansing them with bolter and chainsword as Drusus did in his day.



Scholastic Lore (Drusian Chronicles)

Adherents are expected to study the life and times of Saint Drusus that they might better model their lives upon his own. A successful Scholastic Lore (Drusian Chronicles) Test allows the Explorer to recall specific information about Saint Drusus, his role in the Angevin Crusade, miraculous deeds, his process of beatification, and sundry apocryphal tales espoused by the Drusian movement. This skill also confers knowledge of countless Ecclesiarchal prayers and rituals that invoke or even simply mention the Saint.

Becoming a Drusian Adherent

For men of faith, becoming a Drusian Adherent is a simple matter. One need only take up the standard of Saint Drusus and pledge their life in service to the unending crusade. But to truly call oneself worthy of the Drusian ideal, these words must be backed by action. The Adherent must be more than willing—he must also be able to carry out the sacrament of conquest. A Drusian Adherent does not sit within a command centre directing his brethren from afar. The true Adherent marches proudly into the fray, revelling in

Drusian Adherent Advances

Advance	Cost	Type	Prerequisite
Common Lore (Imperial Creed)	100	Skill	
Scholastic Lore (Drusian Chronicles)	100	Skill	
Intimidate	200	Skill	
Literacy	200	Skill	
Scholastic Lore (Drusian Chronicles) +10	200	Skill	Scholastic Lore (Drusian Chronicles)
Scholastic Lore (Drusian Chronicles) +20	200	Skill	Scholastic Lore (Drusian Chronicles) +10
Secret Tongue (Military)	200	Skill	
Survival	300	Skill	
Scholastic Lore (Imperial Creed)	300	Skill	
Peer (Ecclesiarchy)	100	Talent	
Basic Weapon Training (Flame)	200	Talent	
Hatred (choose one xenos race) (x3)	200	Talent	
Peer (Military)	200	Talent	
Heavy Weapon Training (Flame)	300	Talent	
Sound Constitution (x2)	300	Talent	
Orthoproxy	300	Talent	
Peer (Inquisition)	300	Talent	
Jaded	400	Talent	WP 30
Frenzy	500	Talent	
Unshakeable Faith	500	Talent	

the act of physical confrontation, and knowing beyond any doubt that if he dies, he dies in glory, at last worthy of Drusus' blessing.

Required Career: Any, except Astropath Transcendent, Explorator, Ork, and Kroot.

Alternate Rank: 1 or higher (5,000 xp)

Other Requirements: The character may have no more than 10 Corruption Points when this career is taken.

Note: Although this Rank has the option of replacing the first Rank of a Career, it does not re-list any starting Skills and Talents. All Skills and Talents listed here are in addition to starting Skills and Talents the Career may contain.

The Warrior's Prayer to Saint Drusus

Drusus, bless this sword,
that it may cut deep into the flesh of the alien!
Drusus, bless this gun,
that it may execute my enemies!
Drusus, bless this armour,
that it might protect your humble servant!
Drusus, bless this warrior's soul,
that I might bring the light of the God-Emperor to the farthest star!
With blessed Drusus in my heart,
may I do His work!
In the God-Emperor's name!

Flight Marshal

"Greetings, recruits. Welcome to Third Wing. First, this isn't the Navy or whatever mossy pee-dee-eff you came from. You're now with the Phantoms, the finest group of fighting pilots in this hellhole of space, and I'm the finest fighting pilot amongst them. So when I give an order, you'd be wise to treat it as if it comes from the lips of the Emperor himself!"

–Flight Marshal Shioban O'Neill, call-sign "Viper," addressing new pilots of the 3rd Fury Interceptor Wing

Many Void-masters start as pilots, rising through the ranks of their homeworld services from small atmospheric craft to system ship and then to mighty starships kilometres in length, such as the ones they serve on now. For some, though, there is no pull to move from graceful fighters to big, lumbering hulks. Instead they continue to pilot small craft—particularly deadly Imperial fighters—honing their skills to the edge of human endurance. For them, there is nothing as pure as a dogfight in the air or in the void, one on one until one is dead and the other victorious. Years of such combat breeds an unparalleled bravado. They are a breed apart, an elite corps like no others. The Flight Marshals who lead these pilots are even more so, for they must possess not only the flying skills to humble their charges, but also the leadership skills to make a group of daredevil individuals into a cohesive combat force. Whether in the cockpit, the briefing room, or the tavern, they have to be better than the best to ensure the continued loyalty and respect of their men. That continued drive for constant excellence sets the Flight Marshal apart.

Many Flight Marshals got their start in the local PDF or the Imperial Navy. In the Imperium's military, the Navy is responsible for any flying machines, even those limited to the atmosphere. These pilots hone their skills in atmospheric attack fighters such as the famous Thunderbolts or Lightnings. Within these powerful planes and among a company of other talented flyers, the true warriors begin to emerge, those who can not only out fly but out think their opponent while issuing commands and protecting their comrades. They learn to trust only their fellow flyers, and know them by the callsigns they earn in the air. Anyone not part of their fighter group is tolerated—or more often ignored. Indeed, many pilots have more respect for their opponents in the air than the ground troops on their own side.

The finest of these may pilot voidfighters, duelling in the blackness of space with huge Fury Interceptors and Starhawk Bombers. Such craft are enormous, requiring a small flight crew to augment the pilot's abilities. In time, the pilot bonds with his crew, just as he does with his fellow pilots. They fly together, fight together, and—eventually—they will die together.

A flyer also forms a strong connection to his craft, growing to feel as though his starfighter is an extension of himself. He can gaug his engine's performance by the pitch of the vibration through his cockpit even as he can tell how many tonne of ordnance remain in his bays by the sharpness of h

Best of the Best (Talent)

Prerequisites: Pilot (Flyers and Space Craft) +20, Pilot (Personal) +10

The Flight Marshall is simply the finest pilot in the sky, the void, or even five meters off the ground on a dare. His reputation is based on considerable skills, alongside a meticulously cultivated image; there are few in the business who are not in awe of his legend. Pirates, renegades, blood-red ork fightas, even the elegant and deadly Eldar corsairs; so far none have bested him.

Whenever making an Opposed Pilot Test, if the Flight Marshal and his opponent both make the same number of degrees of success, the Flight Marshal counts as winning the Test (in essence, he wins ties). The Flight Marshal also wins ties when making any opposed Interaction Skill Tests with other members of the Imperial Navy.



Flight Marshal Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Carouse	200	Skill	
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Drive (Skimmer/Hoverer) +10	200	Skill	Drive (Skimmer/Hoverer)
Scholastic Lore (Tactica Imperialis)	200	Skill	
Command +20	200	Skill	Command +10
Pilot (Personal) +10	200	Skill	Pilot (Personal)
Air of Authority	200	Talent	Fel 30
Best of the Best	400	Talent	Pilot (Flyers, Space Craft) +20, Pilot (Personal) +10
Charm +10	200	Talent	Charm
Deadeye Shot	200	Talent	BS 40
Decadence	200	Talent	T 40
Talented (Gamble)	200	Talent	
Hip Shooting	200	Talent	BS 40, Ag 40
Hotshot Pilot	200	Talent	Pilot Skill, Ag 40
Iron Discipline	200	Talent	WP 30, Command
Peer (Imperial Navy)	200	Talent	Fel 30
Sound Constitution	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Good Reputation (Imperial Navy)	500	Talent	Fel 50, Peer (Imperial Navy)
Talented (Command)	500	Talent	
Void Tactician	500	Talent	Int 35

turning manoeuvres. He and his plane are bonded, and each pilot lovingly adorns his craft with his callsign, squadron insignia, and other personalised artwork. Of course, every kill is also prominently displayed, depicting the type of craft and the enemy who flew them. Those who fight with mercenary brigades or Rogue Trader carrier wings may display their personal heraldry or the markings of their liege-commander, though this is not always the case. The Windsharks squadron flying as part of the Bastion Eternal's combat wing became well-known throughout Winterscale's Realm for their reversal of this practice. Their dead metal exteriors, stripped of paint and coloration, reflected the cold and unerring skill each pilot displayed as they calmly shot down every enemy they encountered.

But the Flight Marshal must not only fight, he must also command, an altogether different struggle. Often, the pilots under his command constantly seek to challenge him. Their leader may not be the finest technical pilot, but must be smarter and sharper, using superior experience and knowledge to demonstrate he can still out fly anyone. He must also be as inspirational as any Ministorum Missionary, motivating his pilots with fiery speeches of death and glory. Knowing what will maintain esprit de corps and keep his flyers the deadliest group in the void is another of the arts a Flight Marshal must learn in order to lead effectively. Pilots know the Emperor guards and guides those who fly through the great spaces of the void, but their Flight Marshal will surely be working with him every step of the way.

Becoming a Flight Marshal

Becoming a Flight Marshal is not often a role a leading pilot will actively seek out—usually the role is assumed as part of a natural progression. Years of flight hones their skills in combat, while years of guiding lesser pilots hones their skills in command. Giving orders becomes second nature, and such is their ability that few would question their directives. To lead such a highly individualistic and strong-willed group is more than most Imperial officers could tolerate, especially when the flight groups are mercenary or bound to a Rogue Trader's line. Instead of herding unwilling sheep into the fray, a Flight Marshal carefully guides his wolves, tempering their bloodlust and properly directing their fury.

Required Career: Void-master

Alternate Rank: Rank 4 or Higher (13,000 xp)

Other Requirements: Pilot (Flyers and Space Craft) +10, Command

Genetor

"Subject species "Ork," height is 218.6cm, 25.56cm above observed mean. Mass is 163.15kg, consisting mostly of dense skeletal structure and musculature, and 31.4% above observed mean. Epidermal layer is thick and lacking in nerve endings compared to the human norm. Pain response is... less than anticipated, demonstrating extreme tolerance for discomfort. Previous test has awakened subject, and it now attempts to free itself. Muscle relaxant administered to reduce disruptive motion, at 460% of human standard dosage—tolerance for chemical influences is considerable. Preparing to open chest cavity..."

–Genetor Aurelius Thoze, Adeptus Mechanicus Xenobiologist.

Genetors are scholars into matters genetic and biological. Sometimes referred to as Magos Biologis, Genetors number alongside the Logis, Artisan and Magos ranks of the Adeptus Mechanicus as its ruling Priesthood, possessing access to knowledge and resources far beyond that of the lesser Enginseers and Lexmechanics. A Genetor's field of study makes him distinct from the majority of Tech-Priests, their professional obsession with organic life often making them seem strange to their more mechanically-inclined brethren.

For the most part, Genetors differ little from other Tech-Priests—they bear the same manner of implants, venerate information and understanding as the manifestation of divinity, and engage upon the Quest for Knowledge in much the same way. The difference is that they are not so quick to judge flesh and blood as inferior to steel and plasma, seeing living creatures as extremely complex and adaptable machines. Where some are content to make this observation distantly, others embrace it, seeking to improve their forms not with steel, but with better flesh and better blood. To an unknowing observer, a Genetor may appear little different to any other Tech-Priest when swathed in their robes. However, where most Tech-Priests' mass is derived from steel reinforcement and implanted armour plate, a Genetor may have augmented himself with vat-muscle, toughened skin, and organic-reinforced bones instead.

Their interest in the organic is not merely limited to their own forms, or even to that of humans. The study of alien genetics, to understand how they function so as to slay them the better, is a common field of study for Genetors, this sub-sect collectively known as Xenobiologists. Such knowledge is dangerous, and many Genetors have been condemned as heretics for claiming the superiority of a particular xenos' biology to that of humans. Regardless, the presence of a Genetor, particularly a Xenobiologist, is seen as an asset by Explorator Fleets and Rogue Traders alike, as their knowledge of human and inhuman forms allows them to discern the nature of a newly-encountered Xenos or indiginous species, or categorise a new strain of abhuman found on a far-flung world.

Within the Calixis Sector, Genetors have a particularly illustrious history— Xenobiologists in great numbers joined with the Angevin Crusade to study the aliens native to the region as their realms were shattered by the forces of the Imperium. Since that time, they have remained a noteworthy, if often overlooked, element of Cult Mechanicus politics within the Lathes and beyond, and they gather in significant numbers to join expeditions into the Koronus Expanse, seeking to be the first to encounter new life to dissect and analyse.

A Machine of Flesh (Talent)

Talent Groups: Brute, Clawed/Fanged, Feels No Pain, Multiple Arms, Nightsider, Regeneration, Sonar Sense, Sturdy, Tough Hide, Venomous, Winged

Flesh is not a weakness as far as you are concerned, but rather a font of untapped potential. Locked within your genes and your tissues are the secrets to greater power, and though you do not eschew the purity of steel nor your existing implants, you see them only as part of the mechanism by which you can better yourself. You gain one of the following mutations: Brute, Clawed/Fanged, Feels No Pain, Nightsider, Tough Hide, or Venomous, or one of the following Traits: Regeneration, Sonar Sense or Sturdy. You gain that Trait or the effects of the Mutation (although, as you are either grafting biological systems into your body or manipulating your own genetic structure, whether or not you are actually a mutant is debatable).



Genetor 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 Mechanicus) +10
Forbidden Lore (Mutants)	200	Skill	
Forbidden Lore (Xenos)	200	Skill	
Medicae +10	200	Skill	Medicae
Navigation (Surface)	200	Skill	
Scholastic Lore (Beasts)	200	Skill	
Scholastic Lore (Chymistry)	200	Skill	
Tech-Use +20	200	Skill	Tech-Use +10
Trade (Chymist)	200	Skill	
Trade (Chymist) +10	200	Skill	Trade (Chymist)
Trade (Explorator)	200	Skill	
Forbidden Lore (Mutants) +10	300	Skill	Forbidden Lore (Mutants)
Forbidden Lore (Xenos) +10	300	Skill	Forbidden Lore (Xenos)
Scholastic Lore (Beasts) +10	300	Skill	Scholastic Lore (Beasts)
Forbidden Lore (Mutants) +20	500	Skill	Forbidden Lore (Mutants) +10
Forbidden Lore (Xenos) +20	500	Skill	Forbidden Lore (Xenos) +10
Scholastic Lore (Beasts) +20	500	Skill	Scholastic Lore (Beasts) +10
Feedback Screech	200	Talent	Mechanicus Implants
Luminen Shock	200	Talent	Mechanicus Implants
Nerves of Steel	200	Talent	
Peer (Adeptus Mechanicus)	200	Talent	
Resistance (Poison)	200	Talent	
A Machine of Flesh x3	500	Talent	
Master Chirurgeon	500	Talent	Medicae +10

Three distinct philosophies exist amongst the Calixis Sector's Genetors. The first and oldest is the Primus Humanum which espouses the purity of the human form as a vessel for knowledge, viewing the Emperor's form as that of the ideal human and that of the perfect vessel for knowledge. The second and presently most dominant amongst the Genetors of the Lathes are collectively known as Apexists, believing that adversity breeds strength in the organic, and that the perfect organism is the one that has overcome every rival and every challenge; the philosophy itself is an adaptation of the writings of an ancient pre-Imperial scholar. The third philosophy, currently gaining favour amongst more widely-travelled Genetors and causing concern amongst more traditional Genetors, is espoused by the Companions of Vogel, whose leader, Heydrich Vogel, returned from a century-long expedition into the Koronus Expanse and began preaching a creed of forced genetic and biological augmentation in order to strengthen humanity for the troubles ahead. Some believe that Vogel's ideology verges upon heresy, and its suggestion that humanity is somehow insufficient in its current state is seen by many as being a blasphemy in its own right.

Becoming a Genetor

The difference between a Genetor and a more conventional Tech-Priest is one of training, aptitude and focus. As is so frequently the case in the Adeptus Mechanicus, understanding begets power, which in turn begets knowledge, and only those who possess the will and the wit to understand that knowledge can properly obtain any form of status amongst their kind.

A particular and unusual disposition is required to become a Genetor; the tendency to view organic life as a form of machine in its own right, rather than as the weak fleshy shell many Tech-Priests view it as. Beyond this, however, it takes mainly dedication and research for an Explorator to become a Genetor, using his knowledge of the organic sciences to aid in the exploration of the realms beyond the Imperium.

Required Career: Explorator

Alternate Rank: Rank 3 or Higher (10,000 xp)

Other Requirements: The Explorer must have a Toughness of 35 or higher, an Intelligence of 40 or higher, and possess the Autosanguine and Prosanguine Talents.

Gland Warrior

"The killing rush, it's stronger than Slaught, hypes me better than Frenzon. I'd kill to taste it... even kill you to taste it."

–Ryant Gos, Gland Warrior Mercenary

To act as an Arch-Militant means being one of the finest warriors humanity has to offer. Having risen through the ranks or up from the underhives, survived countless battles and killed endless foes, it would be easy to believe such a person is more than a match for any opponent. The longer spent fighting in the Expanse, however, the more one realises that being merely human isn't always good enough. For some this means improved martial disciplines, mechanical augmentics, or superior weaponry. There is another path though, infamously rumoured through the undercircuit of mercenaries and pit fighters and all others who make their living by the bolter and chainsword—to submit to the flesh manipulations of the Adeptus Mechanicus and become a Gland Warrior.

The quest of improving the human body as a fighting machine has been ongoing for millennia—the Holy Emperor's favoured sons, the Adeptus Astartes, are living examples of this quest. The Adeptus Mechanicus favour a more direct approach, simply replacing troublesome flesh and blood with the purity of plasteel and circuitry in order to create forces like the Skittari Tech-Guard. However, the secrets of these processes are jealously guarded and often too time-consuming for the needs of the Imperium's war machine, so other techniques have been explored. For many centuries the Genetors of the Adeptus Mechanicus strived to improve the flesh itself via series of operations and implantations which could be done in a relatively short period of time. Finally, on the forge worlds of Dantis III, they achieved success. An unexpected Tyranid invasion had caught the system unawares, and only the nearby Imperial Guard regiment on Lostok was able to offer any defence. Unfortunately, the heavily-polluted planet was already covered with vile Tyranid organisms, rendering combat outside the factory complexes nearly impossible. Several companies of the toughest guardsmen volunteered for experimental surgeries to allow them to fight effectively in the deadly environment. Implanted with series of new vat-grown organs and drug-secreting glands, those who lived through the process could now fight unprotected on the surface and counter the horrific creatures with an inhuman aggressiveness and ferocity of their own. After many months, the swarm was repulsed and the few survivors of the combat were recovered for further study and examination. Of those, several were quickly plucked away by Inquisitors and others wishing to have such an individual fighting at their side (or in their name).



The process of creating Gland Warriors is more art than science, like much of the Imperium's works. Despite this, many more of these augmented humans have appeared in wars throughout the Imperium, and have acted more covertly as assassins. Their exploits became legends amongst the Imperial Guard regiments which have seen action with them. In the Calixis Sector, detatchements of Gland Warriors have been used effectively in the hive war on Tranch, where their ferocity matches that of their mutant foes. While most Imperial Guard armies in the sector do not normally contain Gland Warrior units, some elite formations do feature these specialised squads. It is even whispered that entire fighting regiments of these flesh-augmentics operate in the more desperate and hellish warzones of Calixis.

While the surgeries that produce these once-men are somewhat short, it takes many months for the recipient to learn how to properly utilise their new biological additions, assuming the soldier survives the process. Even soldiers already used to fighting with the aid of combat drugs must re-learn how to use their body in order to make use of their newly-heightened motor functions and more-durable physiology. The physical changes can also bring about mental ones, increasing one's focus on killing and combat until there is little else driving them but impatience for the next battle.

Given the nightmarish conditions they often fight in, it is not uncommon for Gland Warriors to decide they would

Lostok Augmentation (Trait)

The Lostok process introduces a series of new organs and glands to a Gland Warrior's body, allowing it to survive in more toxic environments as well as fight even more fiercely than before. These duplicate the effects of a Respirator and make them immune to most Toxins (including the extra damage dealt by weapons with the Toxic quality). Their new glands also act as Injectors containing Frenzon, Slaught, Stimm, and Spur. The user may activate their implant glands to produce any of these drugs as a Free Action requiring a **Routine (+20) Willpower Test** for each dosage. A Failure means that gland has malfunctioned, and will need 1d5 days to recover. Other newly added organs are designed to filter away any chemical by-products of the dosages, so the user does not need to take any tests afterwards for ill effects. The augmented physiology will also ward off any effects of excessive drug use (see page 142 of Rogue Trader).

Gland Warrior Advances

Advance	Cost	Type	Prerequisites
Chem-Use	200	Skill	
Chem-Use +10	200	Skill	Chem Use
Common Lore (Imperial Guard) +10	200	Skill	Common Lore (Imperial Guard)
Common Lore (Koronus Expanse)	200	Skill	
Battle Rage	200	Talent	Frenzy
Blind Fighting	200	Talent	Per 30
Chem Geld	200	Talent	
Light Sleeper	200	Talent	Per 30
Nerves of Steel	200	Talent	
Paranoia	200	Talent	
Sound Constitution (x2)	200	Talent	
Berserk Charge	500	Talent	
Jaded	500	Talent	WP 30
Sprint	500	Talent	
Swift Attack	500	Talent	WS 35
Unarmed Warrior	500	Talent	Ag 35
Autosangine	600	Talent	

rather pick who and when they will fight than depend on the whims of a superior officer. Many become mercenaries, prized through the sector and beyond. In the Expanse there are also Genetors both authorised and renegade willing to work their operations on existing warriors to transform them from human to more than human. Here their life is filled with blood, for there is always a conflict that needs fighters of their calibre. Membership in warrior lodges is not uncommon, for they often find true fellowship only in the company of other augmentics. These secretive cults often draw the attention of the Inquisition, even in the lawless reaches beyond the Imperium's rule. The Red Night Brotherhood is just one of the lodges destroyed by massed Imperial forces lead by the Ordo Hereticus, but there are many others where the more feral Gland Warriors gather, and what they may discuss beyond the heavy fur lodge curtains no one can say. Most Rogue Traders are willing to turn a blind eye to such activities as long as the warrior continues his duties and maintains his loyalty, but a vigilant trader will always keep an eye on every member of his crew.

Becoming a Gland Warrior

While some careers are the result of specialised training or years of intensive studies, the transformation to a Gland Warrior is due primarily to a series of surgeries. These introduce tox-filters into their lungs and bloodways as well as artificial vat-grown organs and drug-producing gland implants, all designed to greatly augment an already formidable fighter to levels normally impossible to attain otherwise. Only those of sufficiently strong constitution and combat expertise would be selected for the process, and only those with a sufficiently strong will to live despite the agonies associates with the process will survive it. Once they have adapted to their newly augmented bodies though, they are death incarnate in combat.

Required Career: Arch-Militant

Alternate Rank: Rank 4 or Higher (13,000 xp)

Other Requirements: The character must have a Toughness of 40 or higher, and must posses the Melee Weapon Training (Universal), True Grit, and Die Hard Talents.

Traits: All Gland Warriors receive the Lostok Augmentation Trait upon taking the Alternate Rank.

Dearest Ingraine,

Although I have often said you must be willing to use whatever resources are available, I warn you to be cautious of the gland warriors. Though they do indeed live up their reputation, they are a dangerous and unpredictable lot. The glands and organs that boost their combat abilities also send a berserker fury through their veins. I have heard dark tales of gland warrior bodyguards falling on those whom they were supposed to protect, overwhelmed by bloodlust. Do not tell our aristocratic cousins, but I would sooner trust a barbarian Kroot with my safety. At least they are loyal so long as the money lasts.

—A. A.

Kroot Shaper

"Sharpen your knives, my kin. I will strengthen you, and the Kindred that come after."

–Master Shaper Anghkor Prok

Shapers are leaders amongst the Kroot, often credited with ancient wisdom and shamanic powers of insight. A Shaper is usually an elder Kroot who has proven his ability to survive through battle and storm. Shapers are revered amongst Kroot culture, and few Kroot have the patience and inner strength required to achieve this lofty title.

Shapers possess a unique ability to analyse the content of their stomach and extract from it characteristics that may be of use to the Kroot genetic code. This task is performed rapidly and intuitively, meaning that a Shaper will know whether or not a meal will be beneficial to his Kindred within a few bites. Once a characteristic of the prey is identified, the Shaper directs members of the kindred to consume this particular prey animal. Afterwards, the Kindred's breeding is controlled to ensure that those who have absorbed the chosen genetic morsel fix it as part of their own DNA. This rapidly advanced evolutionary eugenics program ensures that the Kroot remain the dominant species of Pech and continue to advance—none are certain what the upper limits of such evolution are, or even if such limits exist.

Each Shaper belongs to a single Kindred, and guides that Kindred along a slightly different path from the others, meaning that each Kindred possesses a fractionally different genetic code. This diversity is necessary, for the Kroot, like many lifeforms native to Pech, risk being trapped into a single DNA structure that is effectively a dead-end, with no more variety possible. There are a number of other, related creatures from Pech that have suffered this fate—Knarloc, Krootoxen, and Kroot Hounds are just a few examples. These beings are all closely related to the Kroot, and may have, in fact, even been Kroot at some point in the distant past until they encountered an evolutionary roadblock.



In addition to their ability to guide the evolution of their Kindred, Shapers are distinct from other Kroot in a number of ways. First, Shapers are often larger than their kin, their frames packed with gnarled muscle and tough, leathery hide. Shapers also serve as spiritual leaders for their Kindred, and many are credited with prophetic dreams and a primal connection to the Kindred's totem animals—often a creature from their homeworld, such as the widely revered Kroothawk.

Many Kindreds of Kroot have ventured into the Koronus Expanse, seeking new and different DNA to add to their genetic code—hopefully, to return in triumph to Pech, laden with trophies and wealth from a dozen distant worlds. As the Kroot came to the Expanse, so too did the Shapers, and the wisdom of the elders has led to a number of alliances between Kroot Kindreds and the Rogue Traders who operate within the region. Whilst some Rogue Traders are content to hire Kroot mercenaries to fill out their armed forces, others make a point of harnessing the wisdom, experience, and special abilities of the Shapers for the benefit of both groups.

Elite Advance

Kroot Shaper is an elite advance that may be selected by a Kroot explorer.

Required Race: Kroot

Alternate Rank: Rank 3 or higher (10,000 xp)

Other requirements: You must be the nominal leader for a number of Kroot (usually a group of ten or more) who are part of your Kindred.

Benefit: You gain the Instinctual Understanding and Shamanic Powers Traits.

Kroot Shaper Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Evaluate	200	Skill	
Evaluate +10	200	Skill	Evaluate
Evaluate +20	200	Skill	Evaluate +10
Scholastic Lore (Legend)	200	Skill	
Scholastic Lore (Legend) +10	200	Skill	Scholastic Lore (Legend)
Scholastic Lore (Legend) +20	200	Skill	Scholastic Lore (Legend) +10
Scholastic Lore (Occult)	200	Skill	
Scholastic Lore (Occult) +10	200	Skill	Scholastic Lore (Occult)
Scholastic Lore (Occult) +20	200	Skill	Scholastic Lore (Occult) +20
Air of Authority	200	Talent	Fel 30
Iron Discipline	500	Talent	WP 30, Command
Into the Jaws of Hell	500	Talent	Iron Discipline
Master & Commander	700	Talent	Int 35, Fel 35
Resistance (Psychic Techniques)	200	Talent	
Strong Minded	500	Talent	WP 30, Resistance (Psychic Techniques)
Talented (Command)	100	Talent	
Prophetic Dreams	500	Talent	Shamanic Powers
Blood of the Stalker	500	Talent	Shamanic Powers
Ancestral Blessing	500	Talent	Shamanic Powers

Instinctual Understanding (Trait)

The Shaper may select one target that he can see. If the Shaper has previously devoured an example of the target's race, the Shaper may make a Challenging (+0) Scrutiny Test against the target as a Half Action. If successful, the Shaper may determine the number of Wounds that the target possesses, and may further determine a number of the target's characteristic bonuses equal to the degrees of success on the Scrutiny Test. The Shaper may select which characteristic bonuses he discovers when using this ability. The Shaper may use this ability once per target per encounter.

Shamanic Powers (Trait)

One of the many roles of a Shaper within Kroot society is to act as a focus for the practice of ancestor worship. Kroot Shapers have a great mastery of rituals that call upon the ancestor spirits of their Kindred. These rituals often have unusual effects that lend Shapers a reputation for supernatural powers. The Kroot Shaper may select certain advances that have this trait as a pre-requisite. These advances are known as Shamanic Talents. Each must be activated by the Shaper, usually involving a sonorous chant and access to the powders, rocks and bones kept within the Shaper's fetish pouch. Activating a Shamanic Talent is a Full Action.

Legend of the Expanse

"I have walked upon a hundred foreign worlds beneath the light of a hundred strange stars. I have slain monsters the likes of which your foulest nightmares and darkest imaginings could not produce. I have made fortunes that could purchase this world from beneath your feet a dozen times. I am a visionary, a paragon of humanity, a slayer of worlds and forger of destinies. I am a legend, and you are merely a man. Who, then, are you to deny me?"

–Sarvus Trask, Rogue Trader.

For an ambitious few, it is not enough to be wealthy. It is not sufficient to be powerful, respected and renowned; such individuals must be legendary, their names and reputations greater even than themselves, more enduring than anything of human artifice save the Imperium itself. Their names must inspire awe and dread and reverence in equal measure, the mere mention of them conjuring thoughts of Gods amongst men whose power is matched only by their ambition.

Such a lust for glory would be seen as madness in many, a fool's dream as unattainable as an audience with the Emperor Himself. But for those with the means and the will to make it happen (or die trying!) it is the culmination of a lifetime's efforts and travails. Few who aim to become so notorious a figure ever survive to see their legend realized, their lives extinguished and their reputations condemned to trivia at best and ignominy at worst. It is a risk felt to be worth the rewards, for no man can become legendary without overcoming such challenges, and none who cannot endure such trials is fit for such lofty status in any case.

Of course, for those who have attained such legendary status, a challenge remains—to maintain it, and perhaps even to expand it further. Some voyage to new sectors and new expanses to bear witness to new horizons and new trials and to forge new chapters of their myth. Others are content to establish monuments to their triumphs, or voyage forth in search of those things even other men of power and ambition shy away from, if they have not done so already. Others still are never seen or heard from again, their legends confirmed by the mystery of their disappearance, enduring because of the distant possibility that they may return.

Where a few legendary explorers are benevolent in inclination, they are rare, for infamy is far easier to achieve than fame. Erasmus Haarlock, a descendant of the no-less-legendary Solomon Haarlock, whose name is synonymous with the early history of the Calixis Sector, is known across the region and beyond as a depraved madman who slaughtered every single rival claimant to the Haarlock Warrant, along with everyone even remotely connected to them (the truth of the matter is far more complex than the legend might suggest, of course), while Mordechai Vrayne's descent into madness and subsequent genocidal rampages remain far better-known than the three centuries of righteousness that preceded them (though, oddly, the treatise that accompanied his madness—*Heteroclasm: To Destroy the Deviant*—remains a standard text among certain Schola Progenium abbeys within the Calixis Sector).

It is not merely Rogue Traders who aspire to such heights of renown. Fame is indiscriminate, and so is the desire to be famous. The greatest of Explorators and Archeotechnologists are no less renowned than the most notable of Rogue Traders, and in many cases can achieve even greater legacies—Magos Arkhan Land's contributions remain in use all across the Imperium more than ten millennia after his death, with the STC vehicles he discovered still in service on innumerable worlds. Students of military history study the speeches and tactics of Macharius and Yarrick, and the latter continues to forge new chapters in his own legend. For Navigators, fame is another tool in their political arsenal, since a legendary scion can lift his House to greater heights of wealth and power.



Whatever the path to glory, whatever the reasons behind it, and whatever the atrocities committed or halted by those who aspire to it, one thing remains true: as long as fame and fortune wait beyond the reaches of civilisation, there will be men and women whose ambition is virtually unmatched, individuals for whom a lifetime of greatness is woefully inadequate. Immortality alone, whether figurative or literal, is the only prize worth pursuing.

Legend of the Expanse Advances

Advance	Cost	Type	Prerequisites
Paranoia	100	Talent	
Charm +20	200	Skill	Charm +10
Command +20	200	Skill	Command +10
Commerce +20	200	Skill	Commerce +10
Intimidate +20	200	Skill	Intimidate +10
Invocation +20	200	Skill	Invocation +10
Pilot (Choose One) +20 (x2)	200	Skill	Pilot (Choose One) +10
Psyniscience +20	200	Skill	Psyniscience +10
Tech-Use +20	200	Skill	Tech-Use +10
Air of Authority	200	Talent	Fellowship 30
Light Sleeper	200	Talent	Perception 30
Lightning Reflexes	200	Talent	
Peer (x3)	300	Talent	Fellowship 30
Rapid Reaction	300	Talent	Agility 40
Talented (Choose One) (x3)	300	Talent	
Good Reputation (x3)	500	Talent	Fellowship 50, Peer
Renowned Warrant	500	Talent	
Watchful For Betrayal	500	Talent	Awareness, Light Sleeper, Paranoia, Perception 40
Legendary	1000	Talent	

Becoming a Legend of the Expanse

Aspiring to be legendary is one thing; succeeding is another entirely. To attempt the grandest endeavours and face the greatest challenges—and live to tell the tale—is only part of it; you must have the treasures and trophies to prove it, the resources to demonstrate your enduring success, and the wits to protect it. Those who seek such endless glory must be as wary as they are ambitious, for betrayal lurks around every corner, and those who seek to make their own name will often attempt to do so at the expense of yours.

Required Career: Any

Alternate Rank: Rank 6 or Higher (21,000 xp)

Other Requirements: The Explorer must have at least two Characteristics with scores of 50 or higher, at least two Skills with a +20 bonus, and three or more Skills with a +10 bonus. Further, the Explorer's party must have a total Profit Factor of 70 or higher at the time he enters this Advanced Career.

Legendary (Talent)

Your name is known on hundreds, even thousands of worlds and maybe even beyond. Your reputation is larger-than-life, preceding you by light years for good or ill. Many will bow down before you as you approach, tales of your exploits giving them reason to revere you, but as many will reach for their blades and watch you warily or shy away in dread at the mention of your name.

Any successful Influence Tests the Explorer makes using Profit Factor automatically gain an additional two 'bonus' degrees of success. In a Social Challenge, any successful Interaction Skill Tests made by the Explorer automatically gain an additional two 'bonus' degrees of success. In Combat, the Explorer counts as having the Fear (1) Trait.

Watchful For Betrayal (Talent)

Prerequisites: Awareness, Light Sleeper, Paranoia, Perception 40

You are constantly wary of attack from all sides, taking no chances that you may be brought low by an unseen enemy at any moment. As long as you are conscious and your senses are not impaired (such as by drugs or a blindfold, the GM has final arbitration of this), you cannot be Surprised.

Navis Scion

"A pleasure to meet you, sir. Allow me to introduce myself. I am your charioteer, your gatekeeper to the stars. These trade conferences are such a bore, don't you think? We have all week to discuss the trade routes of the Expanse. Would you care to join me in a glass of amasec? Wonderful! A toast—to our endeavours."

–Navigator Gadevillious Obrex, emissary of House Vor'cle

Navigators are a fortunate few born into privilege, their politically affluent clans wellsprings of intrigue as grim and convoluted as their mutating bodies. While some Navigator Houses empower agents to act as intermediaries between themselves and Imperial society, others look within, selecting from among their number cunning Navigators who can wield the political influence of the House to greatest effect. Though the Navis Nobilite are a part of the Imperium, each Navigator House possesses great autonomy, and their influence and power is on par with the Imperium's great Adepta. Thus, it is only natural that many Houses have diplomats and representatives for dealings with the larger Imperium. These Scions of the Navis Nobilite are the faces of the great Houses, groomed to act as diplomats and power brokers, seeing to it that their family's interests are protected.

Equally at home in the estates of the Navigator Houses or the courts of the Imperial elite, Navis Scions are masters of conversation and courtly protocol. Often selected from amongst their fellows based on their relative lack of disfiguring mutations as much as their social skills, these Navigators attract a great deal of attention on their many public outings. Fated to be the centre of attention in virtually any courtly setting, Scions revel in the gawking of onlookers, using their instant fame to woo potential allies and mock known foes. It is rare to see a Navigator in public, and rarer still to see one surrounded by an admiring (or simply curious) crowd. Whether regaling an audience with tales of travel beyond the reaches of the Imperium or wounding a boor's pride with a witty remark, Navis Scions are exceptionally socially adroit.

However, a Scion bears a responsibility far greater than providing dazzling conversation. He is still expected to be an adroit Navigator for ships travelling the immaterium, and serves as a vital link between his House and its allies. He is expected to act as an agent and representative, seeking out new clients for his House and seeing to it that existing allies have the House's best interests at heart. The intimidating presence of a full-blooded Navigator can quickly sway the outcome of a trade negotiation. Likewise, the enemies of the Nobilite must be careful to hold their tongues when a Navis Scion glides confidently into court. Wielding the political and economic power of his House, a Navis Scion is something to be feared and respected.

The extensive education and political experience of Navis Scions make them valuable companions. In the course of their duties, many Scions become advisors to Rogue Traders, Admirals, and other high-ranking officials who respect their expertise and pedigree. Many a noble has turned to a Scion for advice in matters of politics, trade, and even personal matters. Though the rumour that a Navigator's third eye can glimpse the future is only partly true, that does not stop most Scions from acting as psychic advisors, knowing full well that the right prophesy muttered in the right ear is capable of fulfilling itself.

One cannot simply choose to serve his House as a Scion. Scions must be groomed from an early age, entering courtly life before the mutations that are their heritage manifest. As a result, the highly public lives and exotic inhuman beauty of most Scions lead many to believe the stories of monstrously deformed Navigators to be no more than fables the Houses use to intimidate rivals. A Navigator cannot escape the betrayal of his own body, and as a consequence, most Scions have short public careers. However, the alliances brokered and social doorways opened in this time can serve a Navigator throughout his prolonged existence, and may even be refined and enhanced through clever manoeuvring later in life. Still, many Scions become so enamoured with the dance of courtly intrigue that they cannot bear to leave it behind when the time comes. More than a few Scions have resorted to extensive reconstructive surgery and invasive bionic augmentation to maintain the almost-human features that once made them presentable and celebrated in Imperial high society.



Becoming a Navis Scion

One becomes a Navis Scion while still in infancy, when the elders of a Navigator House select a newly-born child, one free of prenatal mutation, and prepare for it a life of higher education and social tutoring. Navis Scions are still trained to harness their natural abilities to perceive the Warp and direct the course of mighty voidships, but are also tutored in history, literature, and the realities of Imperial politics. Though their skill in the art of navigation may suffer, Scions emerge from the their studies with sharp minds and sharper tongues, ready to represent their House in all things.

Required Career: Navigator
Alternate Rank: 1 (5,000 xp) only.
Other Requirements: Due to their excessive mutations and marginalised existence at the fringes of Imperial society, Navigators of the Renegade Houses cannot select this Alternate Career.

Navis Scion Advances

Advance	Cost	Type	Prerequisite
Barter	100	Skill	
Ciphers (Nobilite Family)	100	Skill	
Carouse	100	Skill	
Performer (Storyteller)	100	Skill	
Scholastic Lore (Heraldry)	100	Skill	
Scholastic Lore (Navis Nobility)	100	Skill	
Carouse +10	200	Skill	Carouse
Charm	200	Skill	
Commerce	200	Skill	
Inquiry	200	Skill	
Speak Language (Trader's Cant)	200	Skill	
Trade (Soothsayer)	200	Skill	
Disguise	500	Skill	
Charm +10	500	Skill	Charm
Commerce +10	500	Skill	Commerce
Peer (Government)	100	Talent	Fel 30
Peer (Nobility)	100	Talent	
Decadence	500	Talent	T 30
Good Reputation (choose one)	500	Talent	Fel 50, Peer
Hard Bargain	500	Talent	

Note: Although this Rank replaces Rank 1 of the Navigator Career, it does not re-list the Navigator's starting Skills and Talents. All Skills and Talents listed here are in addition to the Navigator's starting Skills and Talents.

–Entrusted aboard the Naval scout Vigilo Umbra, en-route to Port Wander from Ritammeron, 097.819.M41.

To my faithful daughter and heir, the Lady Igraine Armengarde,
It is my regrettable duty to inform you that our dynasty's senior Navigator, Mondrovax Brom, has taken his place at the foot of the Golden Throne. Though you knew him only as a jovial old man with boney knees, I shall forever remember him as a sage, explorer, confidante, and friend. No one can replace him in my heart. But someone must replace him aboard the Bansidhe. For this reason the Bansidhe rendezvoused with the Splendour Unknowing, a highliner maintained by House Aleene. It was aboard this stately craft that I had the pleasure meeting Mondovus Greal.
Expecting to deal with House functionaries, it came as a surprise when a charming young navigator greeted me at the main airlock. Though his third eye was evident, he exhibited nothing in the way of obvious mutation. Though he was unnaturally pale for one so young, he nevertheless possessed strikingly handsome features and charm to match. We spent much of the evening discussing Mondrovax with obvious fondness in our voices. Mondovus, as it happened, is Mondrovax's maternal nephew, and had many a tale to tell about his uncle's exploits before his service to the Armengarde dynasty. We bantered long into the night, and raised many a toast to well-remembered Mondrovax.
In the midst of that night of fond reminiscences, we managed to negotiate a contract between the Armengarde dynasty and House Aleene. A skilful navigator once again guides the Bansidhe through the turbulent routes of the Expanse. What a pity that it could not be Mondovus.

Yours in mourning,
Lord-Captain Aoife Armengarde
Bearer of the Armendorde Warrant and master of the cruiser Bansidhe

Ork Kommando

"Da ooman base iz got walls an' fings, see. So, if I'z goes up to da wall, all sneaky-like, and blows it up wiv me bombs, den dere'll be an 'ole in da wall wot da ladz can go fru, see. So, when you'z lot 'ears sumfing go boom, you charge,' cos dere'll be an 'ole in da wall. Unnastand?"

–Snikskin, Ork Kommando, explaining a plan to a group of other Orks

Few people would ever think of Orks as a subtle species. Generally speaking, few Orks think of themselves as subtle. Kommandos are different, the exception that proves the rule. Rare enough that many Imperial Guard commanders refuse to believe in their existence, Kommandos are nevertheless an example of Orks breaking from the stereotype of witless, bestial monsters that most humans believe them to be.

Many Kommandos are Blood Axes in origin, having learnt from and adopted a range of human battlefield tactics, such as the use of camouflage, stealth and surprise. In spite of the generally boisterous and unsubtle inclinations of Orks, they are remarkably successful in their chosen role as infiltrators, guerrillas and masters of psychological warfare, turning the belief that Orks could never sneak up on someone to their advantage by doing just that. The shock of their success at closing on enemies unseen is a terrifying thing, for even a small Ork (small being a relative term) is a deadly combatant in its own right, more than capable of tearing apart enemies with only the most basic of weaponry. At close range, an Ork is at its deadliest, and its enemies have few opportunities to bring such a resilient beast down by the time it reaches melee. The notion of having such a creature in your midst without warning, then, is not one that any soldier wishes to contemplate.

Compounding matters is that other Orks have come to the conclusion that sneaking towards an enemy and putting bombs on them without anyone noticing is not only great fun, but is also highly effective. Consequently, many Kommandos are experts in demolition, using the crude but spectacular explosives made by Mekboys to breach bunkers and set traps. Their tendency towards demolitions is both a matter of tactical effectiveness and of mutual competition—seeing which Kommandos can sneak the closest, plant the biggest bombs, and cause the biggest explosions without ever being spotted. For all their inclination towards stealth, Kommandos are still Orks, and the chance to cause a good explosion is a hard thing to pass up.

Many Kommandos take their work very seriously, smearing their bodies in paint and wearing camouflaged clothing (neither of which is necessarily in the correct colours to actually conceal the Ork; Ork camouflage is of extremely variable effectiveness), stripping down to carry as little equipment as possible, and even smearing their weapons with soot or mud to eliminate a telltale gleam. Their inclination, as masters of stealth in a society that barely understands the concept, is to be "sneaky" at all times, lurking in shadows, hiding behind piles of scrap and moving as quietly as possible for as much of the time as possible. Other Orks tend either not to notice or not to care, which means that Kommandos go unperturbed for great lengths of time, or at least until they get bored and leap from their hiding place to attack.

As mercenaries, Kommandos are considered quite valuable. Being predominantly Blood Axes, Kommandos often have little compunction about working for a human, and



Ded Sneaky (Talent)

Prerequisites: Ork, Concealment +10, Silent Move +10

The prospect of an Ork bursting from a concealed position and attacking is an unsettling one to say the least, and the few who survive the experience never forget the sight of a hulking green-skinned monster appearing nearby with a gigantic blade in hand. During any turn in which the Ork Kommando begins unseen by his enemy and chooses to reveal itself and attack them, he counts as having the Fear (1) Trait—or if he already has the Fear Trait, he counts his Fear Trait as one hgiehr than normal.

Ork Kommando Advances

Advance	Cost	Type	Prerequisites
Barter +10	200	Skill	Barter
Common Lore (Orks) +20	200	Skill	Common Lore (Orks) +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Concealment	200	Skill	
Concealment +10	200	Skill	Concealment
Concealment +20	200	Skill	Concealment +10
Demolition	200	Skill	
Demolition +10	200	Skill	Demolition
Demolition +20	200	Skill	Demolition +10
Shadowing	200	Skill	
Shadowing +10	200	Skill	Shadowing
Shadowing +20	200	Skill	Shadowing +10
Silent Move	200	Skill	
Silent Move +10	200	Skill	Silent Move
Silent Move +20	200	Skill	Silent Move +10
Speak Language (Ork) +20	200	Skill	Speak Language (Ork) +10
Light Sleeper	200	Talent	Per 30
Sound Constitution (x2)	200	Talent	
Talented (Intimidate)	200	Talent	
Forbidden Lore (Xenos) +10	300	Skill	Forbidden Lore (Xenos)
Heavy Weapon Training (Choose One)	300	Talent	
Ded 'Ard	500	Talent	Ork, 'Ard, T 50
Ded Sneaky	500	Talent	Ork, Concealment +10, Silent Move +10
Dual Strike	500	Talent	Ag 40, Two-Weapon Wielder (Melee)
Exotic Weapon Training (Any One)	500	Talent	
Swift Attack	500	Talent	
Two-Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Unarmed Warrior	500	Talent	WS 35, Ag 35

they eagerly accept payment in all manner of human-made wargear. More importantly, their understanding of stealth tactics makes them far more controllable and practical than most other Ork Freebooterz—as Orks who know how to keep quiet and wait for things, they are far less of a liability than any other Ork in tense situations, and they don't lack for any of an Ork's normal proclivity for violence. For the Kommando, the benefits are notable as well—lacking appreciation of his skill from his own kind, and eager to learn more of this "sneaky kunnin'" from the humans that inspired his particular ilk in the first place, Kommandos find working for humans to be a valuable experience, at least until they get bored and decide humans would be more entertaining to fight.

Amongst those soldiers who frequently face Orks, Kommandos are considered some of the most terrifying to face, because they differ so greatly from what is considered to be standard Ork tactics. In many cases, experienced bands of Kommandos have learnt to play on this fear, engaging in practices such as scalping, or taunting their foes while concealed, in order to inspire further dread.

Becoming an Ork Kommando

As with many Ork "professions," Kommandos are created by equal parts instinct, inspiration and obsession. Few Orks understand, let alone care to wonder, why different Orks take up different paths. It's simply part of being an Ork. Becoming a Kommando, then, is simple enough—an Ork must be introduced to the idea of stealth (either through seeing enemies use it, or by another Kommando), be inspired by the idea, and have the willingness to take it further. Everything else, it seems, comes as naturally as most things come to Orks.

Required Career: Ork Freebooter

Alternate Rank: Rank 4 or Higher (13,000 xp)

Other Requirements: You must have an Agility of 35 or higher, and a Perception of 35 or higher.

Ork Mekboy

"Da best shoota I eva made, dat iz. Loadza barrulz, so dat it's ded shooty. 'Sept dat wun, 'cos dat's da skorcha, dat's burny insted. Yeah, good an' propa. An' da bullitz is 'splosiv...dey goez boom inna fings wot you'z shootin.' An' dat button dere...dat's da best bit. Wot it duz, see, iz...iz...oh, zog. Nah, its nuffin' boss. Nah, you'z don't need ta see wot dat button duz...'onist. Don't push it!"

–Last words of renowned Ork Mekboy Nazdakka Boomsnik

Without Mekboyz, Orks would be unable to voyage from world to world. They would have no guns but those they stole from enemies, no vehicles, no "bionik" upgrades to make Orks stronger or faster or able to breathe underwater. In short, it is because of Mekboyz that Orks are the threat they are, for from the minds and genetic instincts of Mekboyz, comes all Ork technology.

As with much of Ork knowledge, the technical skill possessed by Mekboyz is innate, found within their genetics, more an instinctive talent than a learned skill. In spite of this, or perhaps because of it, Ork technology at its peak—normally when Mekboyz are at their most inspired and erratic—is able to accomplish things that human science struggles to achieve. The ramshackle appearance and unstable mechanisms used in the most sophisticated of Ork devices—which are normally used by Mekboyz as well, as few other Orks have the patience or inclination to figure out how such things work—seem not to hinder their function, yet when examined by the Tech-Priests of the Adeptus Mechanicus, are built in such a way that while the science behind their creation is sound, the device should not function at all due to a variety of crucial flaws and defects.

Mekboyz are considered to be a strange but vital part of Ork society, their preoccupation with machinery distancing them from other Orks, but the undeniable usefulness of their creations make highly valued by other Orks, who hand over vast quantities of Teef to obtain the latest, biggest, noisiest and most destructive creations, be they weapons, a new type of bomb, some kind of vehicle, or—in the most impressive of cases—a Gargant (a massive Ork war engine, equal in size and destructive power to an Imperial Titan) or starship. Given the intermittently unreliable nature of such devices, Meks soon after receive additional payment as their creations have broken down or exploded and need either repairing or replacing.

Some of the most successful of Mekboyz work for (and under the dubious protection of) a single large and powerful Ork Boss, turning their craft to ensure that their patron Boss gets the biggest guns, the fastest vehicles and the best armour. Others manage to play rival warbands against each other, cunningly ensuring that nobody has too much of an advantage over the others and producing lots of dangerous devices to keep everything even and the Mekboy free to work as he pleases. A rare few develop the kind of might and ambition normally seen only in Ork Nobz and Bosses, becoming what are known as Big Meks, who gather others of their kind to them and venture forth to make weapons and vehicles and starships of insane power for no reason other than that they want to.

Becoming an Ork Mekboy

Ork Mekboyz are born, not made. On some level, every Mekboy has been one ever since he emerged from the dirt as a "Yoof," whether he realises it or not. That level of instinctive understanding of machines, getting guns to work when other Orks couldn't, being able to fix a bike or trukk, and a host of other



Ork Mekboy Advances

Advance	Cost	Type	Prerequisites
Barter +10	200	Skill	Barter
Common Lore (Orks) +20	200	Skill	Common Lore (Orks) +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Demolition	200	Skill	
Demolition +10	200	Skill	Demolition
Demolition +20	200	Skill	Demolition +10
Speak Language (Ork) +20	200	Skill	Speak Language (Ork) +10
Tech-Use +10	200	Skill	Tech-Use
Tech-Use +20	200	Skill	Tech-Use
Trade (Armourer)	200	Skill	
Trade (Armourer) +10	200	Skill	Trade (Armourer)
Trade (Armourer) +20	200	Skill	Trade (Armourer) +10
Trade (Shipwright)	200	Skill	
Trade (Shipwright) +10	200	Skill	Trade (Shipwright)
Trade (Shipwright) +20	200	Skill	Trade (Shipwright) +10
Light Sleeper	200	Talent	Per 30
Sound Constitution (x2)	200	Talent	
Technical Knock	200	Talent	Int 30
Forbidden Lore (Xenos) +10	300	Skill	Forbidden Lore (Xenos)
Pilot (Flyer)	300	Skill	
Heavy Weapon Training (Choose One) (x2)	300	Talent	
Runtz (x2)	300	Talent	Ork
Ded 'Ard	500	Talent	Ork, 'Ard, T 50
Exotic Weapon Training (Any One) (x2)	500	Talent	
Talented (Tech-Use)	500	Talent	
Two-Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Worky Gubbinz	500	Talent	Ork, Tech-Use +10, WP 30

Worky Gubbinz (Talent)

Prerequisites: Ork, Tech-Use +10, Willpower 30+

The Ork has an innate and instinctive skill with machinery, allowing him to perform feats of engineering that defy logic, cobbling together random lumps of wrecked technology and scrap metal into something bizarre and startlingly effective. Orks with this talent gain the following benefits:

An Ork with this talent counts all Ork-made weapons as Reliable—his greater understanding of them allows him to use the weapons more effectively than other Orks.

An Ork with this talent may attempt a Tech-Use Test to quickly "kustomise" any device he comes across, whether it needs it or not. With weapons, this takes a number of minutes equal to the number of half actions the gun normally takes to reload. If the test is successful, then the gun's craftsmanship improves by one step until the next time it needs to be reloaded, at which point it breaks and will need to be repaired. If the Ork "kustomises" another hand-held device or piece of gear, all tests to use the object gain a +5 bonus for a number of hours equal to the Ork's Willpower Bonus, at which point it will cease functioning. *The GM can devise alternative effects for a Mekboy's "kustomisations." In all cases, if the test is failed, then the device breaks and will not work until repaired fully.*

things all lead towards a young Ork eventually realising his fate and taking up spanner and oil squig to become a Mekboy. Trial and error—usually lots of error, but Orks are tough enough not to care too much—hone the Ork's skill with machinery, and failed experiments are routinely sold to gullible Orks.

Required Career: *Ork Freebooter*
Alternate Rank: *Rank 4 or Higher (13,000 xp)*
Other Requirements: You must have an Intelligence of 30 or higher. In addition, you must be trained in the Tech-Use Skill, and have at least two Exotic Weapon Proficiency Talents.

Transubstantial Initiate

"I have made the pilgrimage to Holy Terra. I have knelt at the foot of the Golden Throne. I have been made to look upon His divine countenance, and it struck me blind! The Soul-Bound are forever changed. Dare you claim to be holier than I?"

–Tien Voor, senior Astropath of the merchantman *Solis Lux*

An Astropath's life is a hard one. Taken from their home worlds at a tender age, kept in fetid cells aboard the Blackships of the Inquisition, subjected to rigourous testing and brutal conditioning by the Scholastica Psykana, then Soul-Bound to the God-Emperor in a punishing ritual that few survive and leaves all blind, only to spend their lives toiling in a profession that causes many of their number to "burn out" from mental and psychic fatigue, it's a wonder that any Astropath enters service with his sanity intact. But there exist a rare few for whom the journey to Terra and back again is not a grinding mechanism to ensure the survival of the Empire, but a righteous trial rewarded with epiphany and spiritual transubstantiation. For such Astropaths, the loss of their eyes is an insignificant price to pay for a brief communion with the God-Emperor. If there was ever any doubt in their hearts about the divinity of The Master of Mankind, it is burned away by the crackling psychic fires of Soul-Binding. Perhaps it is the rather recent founding of the Calixis Sector by Holy Crusade, but such viewpoints are common in the Calixis Sector—and by extension, the Koronus Expanse. Though such individuals go by many names throughout the galaxy, the Calixian Conclave of the Holy Inquisition has taken to referring to these Astropaths as Transubstantial Initiates.

Not content to simply ferry the messages of the God-Emperor's servants, Transubstantial Initiates dedicate their lives to serving the will of the God-Emperor of Mankind in a more direct role. They see their psychic powers as a blessing of the God-Emperor, and they believe it is their divine duty to use their powers to further his will. They also tend towards a religious focus. In the course of their nominal duties as messengers, Transubstantial Initiates give special priority to the communiqués of the Adeptus Ministorum, Inquisition, and any others they judge as undertaking a holy mission. Both the Calixian Conclave and the Ecclesiarchy operations in the Expanse find such Astropaths very useful for that reason.



Unlike most Astropaths, Transubstantial Initiates make no attempt to cover what remains of their eyes within polite society. They consider their blindness to be a mark of honour and devotion, holy stigmata granted by the God-Emperor. Initiates display their blindness proudly, their rheumy eyes, shrivelled retinas, and empty sockets a gruesome testament to the singular event that made them what they are. Transubstantial Initiates spend what scant leisure time they have in theosophical study, prayer, and meditation. Many have been known to loudly broadcast liturgies deep into the Warp, claiming that in so doing they drive away Daemons and other Chaos spawn, while others insist that so long as excerpts of the Creed flit between worlds the wisdom of the righteous can never be lost. Other Initiates are even more active in their faith, seeking out the ignorant and the faithless that they might be made to repent and accept the will of the God-Emperor. Astropaths on such a self-appointed mission are said to rewrite the contents of heathen minds, defending their actions by stating that there is no free will, only His Will.

It is for these reasons that many assume Transubstantial Initiates and Missionaries would make fast allies. Unfortunately, the adamantine convictions of the two leads to conflict; Missionaries see Transubstantial Initiates are borderline heretics, and Transubstantial Initiates see Missionaries as unfortunates too quick to look beyond the Imperium before attempting to understand the true nature of The Master of Mankind.

There are many amongst the Expanse who proclaim Transubstantial Initiates to be nothing more than heretics who bear a brand of sanction. They denounce such Astropaths as deluded fools driven to madness by mental trauma wrongly assumed to be a religious experience. Why the Ecclesiarchy does not outright condemn the beliefs of the Transubstantials, nor the Inquisition widely prosecute them, is a testament to their usefulness to the two organisations. When questioned about the possible incorrectness of their faith, Transubstantials are quick to point out that their detractors

Transubstantial Initiate Advances

Advance	Cost	Type	Prerequisite
Ciphers (Astropath Sign)	100	Skill	
Common Lore (Ecclesiarchy)	100	Skill	
Forbidden Lore (Warp)	200	Skill	
Literacy	100	Skill	
Performer (choose one)	100	Skill	
Scholastic Lore (Imperial Creed)	200	Skill	
Scholastic Lore (Imperial Creed)+10	200	Skill	Scholastic Lore (Imperial Creed)
Scholastic Lore (Philosophy)	200	Skill	
Scholastic Lore (Philosophy)+10	200	Skill	Scholastic Lore (Philosophy)
Trade (Remembrancer)	200	Skill	
Secret Tongue (Ecclesiarchy)	300	Skill	
Dodge	500	Skill	
Psychic Technique (x2)	200	Talent	
Chem Geld	200	Talent	
Flame Weapon Training (Universal)	300	Talent	
Foresight	300	Talent	Int 30
Master Orator	300	Talent	Fel 30
Peer (Ecclesiarchy)	300	Talent	
Peer (Inquisition)	300	Talent	
Peer (The Insane)	300	Talent	
Rite of Sanctioning	300	Talent	Psy Rating, Special
Psychic Discipline	750	Talent	Psy Rating
Unshakeable Faith	500	Talent	

have never set foot upon Holy Terra, nor have they stood in the light of The Golden Throne.

Inevitably, Transubstantial Initiates come into conflict with the religious and secular authorities of the Imperium. Some, not wishing to come into open conflict with fellow servants of the God-Emperor, turn inward, quieting their fervour in public for the sake of concordance with the Adeptus. Those that refuse to curtail the expression of their piety draw the ire of many, becoming pariahs. These outcasts are often the first Astropaths to sign on to an Expanse-bound Rogue Trader's crew, seeking freedom beyond The Maw and a chance to demonstrate the living glory of the God-Emperor on worlds far from His holy light. Most Rogue Traders are more than willing to take on a Transubstantial Initiate, as their fervour and conviction tends to translate to vastly increased psychic power. It is because of this that many Transubstantial Initiates scorn conventional weaponry, preferring to fight with purifying flame or their "blessed" powers.

Becoming a Transubstantial Initiate

The path to becoming a Transubstantial Initiates is a short one, beginning at the moment of Soul-Binding, when the intoxicating psychic energies of the God-Emperor blast their way through the young Psyker's mind, leaving behind a small fragment of His power and little else. No experience in the course of the Astropath's life can compare with this moment. For many, it takes far longer to adjust and interpret this event, meaning many Astropaths do not declare themselves Transubstantial Initiates until after undertaking duties in the Koronus Expanse. It is there, as they begin their duties amongst the very reaches of the God-Emperor's domain, that many come to the conclusion that they have been spiritually transformed and uplifted. Some become obsessed with the notion. This usually does happen early in their career, however, so it is almost unheard of for an established Astropath to become a Transubstantial Initiate, though under exceptional circumstances the GM may wish to grant access to this Alternate Rank as part of an Elite Advance.

Required Career: Astropath Transcendent

Alternate Rank: 1 (5,000 xp) only.

Other Requirements: An Explorer may have no more than 5 Corruption Points when this Alternate Career is taken. An Explorer who takes this Alternate Career suffers –3 Weapon Skill and –3 Ballistic Skill.

Note: Although this Rank replaces Rank 1 of the Astropath Transcendent Career, it does not re-list the Astropath Transcendent's starting Skills and Talents. All Skills and Talents listed here (including the two Psychic Technique Talents) are in addition to starting Skills and Talents.

Torchbearer

"As the fire warms your body, know that the Emperor's righteousness will warm your soul. As this fire keeps the animals at bay, so the Emperor's wrath will ward off the unspeakable terrors that would prey on you. As this fire lights the night, so the Emperor's illumination will bring you out of the darkness and into the bosom of the Holy Imperium of Man"

–Lindesfarre Schaeln, Torchbearer to the lost tribes of the Red Wastelands

The Missionaries operating in the Expanse are a breed apart from those who serve the Emperor's Will in the civilised space of Calixis, for they encounter terrors and wonders undreamed of by their brethren ministering to the sector. Travelling from world to world in these lawless systems and bringing the Holy Creed to those who have lost the Emperor's light is a Missionary's sacred duty. However, some of the roughest and most dangerous worlds in the Expanse have primitive human cultures that predate the Imperium. These heathen worlds have never heard of the God-Emperor or the Imperium of Man, and are likely to violently resist the word of the Ministorum. In these cases, a typical Missionary has little chance of converting a populace, and the Ministorum relies on the talents of the Missionaries known very informally as Torchbearers.

Torchbearers are sent to human cultures far from the Emperor's light, who may worship dark and savage gods. On these worlds, where feral nomads rule and primitive weapons are the height of development, it requires a strength of body and willingness to devote years or decades to the struggle to save the inhabitants' souls from the shadows. Too few possess the fortitude to survive in such environments let alone carry on their blessed duties; to be a Torch-bearer is to bear aloft the fire of the Imperium with which to light the way, while the spirit of the God-Emperor burns within, sustaining the Missionary in his travails.

While all Missionaries who travel through the Expanse are expected to operate independently for long periods, a Torchbearer might find himself planted on a desolate and unforgiving world with no contact for years at a time, stranded due to severe Warp-storms or perhaps simply forgotten for decades at a time. As such, they are experts in survival, and are expected to endure the predations of both nature and man. When they arrive on a new world they may know nothing other than the fragmentary reports of passing explorers who mentioned the unprofitable natives encountered and little else. Other planets may provide nothing but a Ministorum beacon designed to attract their attention, left behind by ancient Missionaria Galaxia probes. So Torchbearers learn to travel light with a wide range of essential gear, building and creating whatever else they need—for their skills are great and their needs are few. In little time they can fashion permanent missions where the newly faithful may learn to properly worship their God-Emperor.

Torchbearers go into their new worlds knowing they may never be recovered, given the vagaries of Warp travel. Many say their farewells to their shipmates and comrades on departure, for it may be years before they are reunited. Yet such is their spiritual nature that they are comfortable with these long stretches of isolation from civilisation's comforts, and find renewed energy in their blessed endeavours. Their existence is a simple one, attractive to those wishing to be spared the subtle and vicous politics that permeating the Ministorum hierarchies. And yet temptation can overwhelm even the most pious and dedicated of these missionaries, as was the case of Karthom Laui. Grounded deep in the Ragged Worlds, he was not seen for another 45 years until his homeship Aurum Veneratus returned, and the landing party was ambushed as their craft was overrun by hordes of fanatical natives now lead by their All-Father Karthom the Beneficent. His mind twisted by the long years of isolation, he remade the Imperial Creed into a glorification of himself and became a god of the savage tribes. Laui was presumed killed in the ensuing series of attacks throughout the system, but rumours of



Survival Master (Talent)

Prerequisites: Toughness (40)

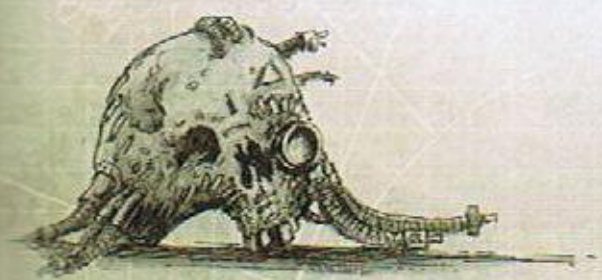
The Torchbearer's ability to thrive in the most inhospitable and desolate areas allows him to continue his holy mission where others would fall. Be it endless desert dunes, rainforests of entangling fauna, barren mountain ranges, or even hideous death worlds, he can persevere. The character may re-roll all failed Survival, Tracking, and Wrangling Skill Tests, although each check can only be re-rolled once.

Torchbearer Advances

Advance	Cost	Type	Prerequisites
Charm +10	200	Skill	
Climb	200	Skill	
Common Lore (Ecclesiarchy) +10	200	Skill	
Common Lore (Koronus Expanse)	200	Skill	
Common Lore (Imperial Creed) +10	200	Skill	
Dodge +10	200	Skill	Dodge
Forbidden Lore (Mutants)	200	Skill	
Medicae +10	200	Skill	Medicae
Scholastic Lore (Beasts)	200	Skill	
Scholastic Lore (Beasts) +10	200	Skill	Scholastic Lore (Beasts)
Survival	200	Skill	
Survival +10	200	Skill	Survival
Survival +20	200	Skill	Survival +10
Swim	200	Skill	
Tracking	200	Skill	
Tracking +10	200	Skill	Tracking
Wrangling	200	Skill	
Wrangling +10	200	Skill	Wrangling
Good Reputation (Feral Worlders)	200	Talent	Fel 50, Peer (Feral Worlders)
Hardy	200	Talent	T 40
Marksman	200	Talent	BS 35
Peer (Feral Worlders)	200	Talent	Fel 30
Polyglot	200	Talent	Int 40, Fel 30
Resistance (Cold or Heat, choose one)	200	Talent	
Sound Constitution (x2)	200	Talent	
Divine Ministration	500	Talent	Pure Faith
Master Orator	500	Talent	Fel 30
Survival Master	500	Talent	T 40
Thrown Weapon Training (Universal)	500	Talent	
Unarmed Warrior	500	Talent	WS 35, Ag 35

his insane vision persist, and his followers are still sometimes encountered on other undeveloped planets.

Such infamies endure despite the efforts of the Ecclesiarchy to suppress such heretical tales. It is better to heed the saga of Trell Palnus, the Flame of Westwind. He devoted the his life to a forsaken world, spending long years walking from settlement to settlement and converting those he found, either through holy word or holy flame. Such was his presence that few were required to be consecrated by the latter. In just three generations the planet went from a worthless rock to burning light in the Expanse, a profitable shrineworld and home to many of the Ministorum's most fiercely devout subjects. As long as there are such examples to set souls aflame, surely Kronus can be saved from the darkness that pervades the Expanse.



Becoming a Torchbearer

Few choose the path of Torchbearer, for it is a harsh life devoid of even the most basic of creature comforts. It also will mean isolation from the Ministorum itself, possibly leading to less chances of promotion and recognition. This path is more for those seeking spiritual reward, or perhaps seeking penance for some hidden failures of the part. A successful Torch-bearer will establish a network of grateful devotees across the Expanse, ready to come to his aid and the aid of his compatriots. It is a rare backwater planet that will not remember the one who brought the Emperor's Flame to their world, and his name will travel with them across the stars. Wherever they go, he shall have friends waiting for him.

Required Career: Missionary

Alternate Rank: Rank 2 or Higher (7,000 xp)

Other Requirements: You must have a Toughness of at least 35 and Willpower of at least 35, and have taken at least one Sound Constitution Talent.

Xenographer

"Do you have any idea what you possess? This is no simple curio. This is wraithbone! I dread to think what other relics you misuse. A Yu'vath glyphshard used as a doorstop perhaps? An Egerian geode pressed into ignoble service as a paperweight? You couldn't tell a Halo Device from a hat rack!"

–Last words of Baron Choliz Balmonte, author of *The Savage Noble: One Man's Time Among The Kroot*

The Imperial Creed instructs all citizens to speak not to the alien, learn not from the alien, trust not the alien, and above all, to ensure the extinction of the alien. Despite these prohibitions, there are many who seek out the forbidden lore of xenos races and covet artefacts of alien manufacture. Within the borders of the Imperium one can always find a handful of academics and eccentrics who are self-proclaimed experts in the realm of xenos lore. For some, it is not enough to cobble together fragments of legendary and gawk over relics of indeterminate history and purpose. For some, the alien is not something to be feared and exploited. For the Xenographer, the inhuman beings of the universe are to be sought out, understood, and harnessed. Far from the centres of Imperial authority, the Xenographer thrives, called to uncharted reaches such as the Koronus Expanse by the siren song of xenos lore to be gleaned from races both living and dead.

Xenographers fancy themselves scholars and explorers, people of cunning and bravery with the mental fortitude needed to master alien secrets with their sanity intact. Within the Expanse, free from the dictates of Imperial law, Xenographers are found indexing the remains xenos ruins, disinterring the contents of alien tombs, and entreating extant xenos breeds to parley. It is this firsthand experience that separates a true Xenographer from the poseur students of xenoarcana that pollute the halls of academia with their petty conjectures.

For a Rogue Trader, a Xenographer is a valuable asset. Who better to advise an entrepreneur in establishing a cold trade, negotiate with Eldar corsairs, or plan the invasion of a Rak'Gol stronghold? When the Lord Captain wishes to hire Kroot mercenaries, his Xenographer knows where to find them and what price will guarantee their loyalty. When the Arch-Militant intends to strike at the heart of an Ork Freebooter fleet, the Xenographer knows where they will be most vulnerable. When the Missionary converts the human population of a heathen planet rife with xenos taint, it is the Xenographer who knows which local traditions are compatible with the Creed, and which are corrupt and alien.

During his travails, a Xenographer not only amasses vast repositories of alien lore, but a collection of relics. Tomes of lore bound in xenohide are bookended with gewgaws and artefacts of outré beauty. Such relics are not collected for their own sake. A Xenographer can name each, state its history, and command its powers with some skill. Xenotechnology is a rare and powerful thing, and Xenographers come to cherish this power, seeking out and claiming such items only to use them to secure more potent examples of alien craftsmanship. The most flamboyant Xenographers openly declare xenotechnology superior to the sanctified devices of the Adeptus Mechanicus. Those who ascribe to this belief had best hold their tongues, should they wish to return to the Imperium and live to brag about their discoveries.

Many doubt the sanity and intentions of the Xenographer, claiming that no human mind can survive grappling with alien logic, and that for any proper Imperial citizen, to see an alien is to desire its destruction. Xenographers have been called deluded, mad, and outright treasonous for their actions. It is no



Peer (Xenos)

Over the course of their lives, Xenographers will have prolonged contact with a variety of xenos breeds. Depending on the history that exists between then, Xenographers can earn a certain amount of grudging respect in the eyes (or equivalent sensory organs) of the aliens with which they maintain the closest ties. At the Game Master's discretion, a Xenographer can purchase the Peer (Xenos) Talent as an Elite Advance for 200 experience to represent the respect he has earned from a particular xenos species. This Advance should only be awarded if the Xenographer character has had extensive contact with the xenos in question, has performed deeds worthy of their esteem, and roleplayed his interactions with the species in question with exceptional skill.

Xenographer Advances

Advance	Cost	Type	Prerequisite
Forbidden Lore (Xenos)	100	Skill	
Scrutiny	100	Skill	
Survival	100	Skill	
Trade (Archeologist)	100	Skill	
Trade (Archeologist) +10	200	Skill	Trade (Archeologist)
Trade (Archeologist) +20	200	Skill	Trade (Archeologist) +10
Evaluate	200	Skill	
Evaluate +10	200	Skill	
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Speak Language (Eldar)	200	Skill	
Speak Language (Kroot)	200	Skill	
Speak Language (Ork)	200	Skill	
Speak Language (Stryxis)	200	Skill	
Forbidden Lore (Xenos) +20	250	Skill	Forbidden Lore (Xenos) +10
Speak Language (Eldar) +10	250	Skill	Speak Language (Eldar)
Speak Language (Kroot) +10	250	Skill	Speak Language (Kroot)
Speak Language (Ork) +10	250	Skill	Speak Language (Ork)
Speak Language (Stryxis) +10	250	Skill	Speak Language (Stryxis)
Exotic Weapon Training (Choose One) (x4)	200	Talent	
Meditation	200	Talent	
Mimic	300	Talent	
Polyglot	300	Talent	Int 30, Fel 30
Dark Soul	400	Talent	

small wonder that the most renowned Xenographers lose their place in Imperial society altogether and chose to "go native," living amongst the xenos breeds they have studied and treated with, and with whom they have earned some modicum of respect and acceptance. The best of these self-imposed exiles act as bridges between Explorers and the xenos with which they share the Expanse. The worst of them become as inhuman in mind and soul as their xenos peers, revelling in the worship of alien gods and fighting against those Rogue Traders, crusaders, and Battlefleet Admirals who come to claim alien worlds by right of conquest. Despite their haunted corruption, there are still those who seek out these race traitors, for their knowledge of xenos, though profane and intimate, is vast.

Thankfully, there are Xenographers who are not motivated by outright fascination with all things alien. There is no weapon in this galaxy more powerful or dangerous than knowledge, and for many Xenographers, it is a weapon that they gladly wield against the enemies of Mankind. For men such as this, there are few sights more cherished than that of a xenos impaled on its own weapon. Like their enamoured fellows, these Xenographers seek out living examples of various xenos breeds. Unlike them, they do so that they might capture and interrogate where others would interview and bargain. When the Xenographer has learned all he can through cunning and force of will, all that remains is to perform vivisection. The pulsing organs and convoluted viscera of the howling subject hold secrets all their own.

Becoming an Xenographer

Xenographers are of a scholarly bent, and while each seeks out xenos lore for different reasons, each sees such knowledge as the key to their success. Xenographers come from many highborn and scholarly backgrounds, and each has had some direct experience with at least one xenos breed, be it the sting of a haughty Eldar's taunts, or the overwhelming sight of a Yu'vath corpse city.

Required Career: Any, except Ork and Kroot.

Alternate Rank: 2 or higher (7,000 xp)

Other Requirements: An Explorer must have had some direct contact with a xenos breed or prolonged exposure to their creations before selecting this Alternate Career. Additionally, the Explorer must possess both the Literacy and Tech-Use Skills.



Elite Advances

"What is wisdom, but the scars upon the mind left by experience?"

–Tobin Heiss, Arch-Deacon of the Cathedral of Illumination, and renowned Philosopher

A character's Career and his Advance Scheme are only part of the picture, an array of pre-chosen advances themed to a particular kind of character. In-character, they are the fruits of the character's expected lifestyle and assumed training, the things that the character is likely to learn simply for being who he is; an Arch-Militant can be assumed to gain proficiency in the arts of war, an Explorator can be expected to expand his knowledge of science and technology.

But what of training and experience beyond a character's profession? Unexpected encounters, new opportunities, and life-changing experiences can all have an influence on a character's development, allowing for advances beyond those provided by their Career Path. Elite Advances, described on page 39 of the **Rogue Trader** Core Rulebook, allow for these extra-curricular options, and used effectively can create memorable characters that grow far beyond the broad-but-basic archetypes laid out by the Career Paths.

Using Elite Advances

The basic procedure for obtaining Elite Advances is described in the **Rogue Trader** Core Rulebook. However, that brief section only scratches the surface of the possibilities that Elite Advances can provide. This section will go into more detail about the ways in which Elite Advances can be obtained and used by both players and GMs to theme characters and campaigns alike.

At the heart of it, the use of Elite Advances centres around the character—his desires, his experiences, and the opportunities he discovers. Gaining an Elite Advance should always be focussed upon representing that, with the rules used to reflect the character and the campaign. They aren't a quick way to bypass the structure of the Career Path to get a powerful talent early (or, at least, not without a valid, in-character justification), nor should they simply be used to power up a character.

Elite Advances come in two broad categories: player-requested advances, where the player gives a justification for why his character should learn something, and GM-granted advances, where a situation within the context of the ongoing game prompts the GM to offer an advance to one or more of the player characters.

With player-requested advances, the player selects the advance he would like his character to obtain, gives an in-character justification for gaining that advance, and makes an offer of how much the character is willing to pay in exchange for that advance —this should be in xp in all but the oddest of circumstances. The GM then considers the request, and may alter it as he sees fit (including outright denying it), sometimes changing the cost (or adding an additional price—skill tests, Insanity or Corruption Points, a cost in time or resources, etc) and sometimes changing the advance granted for something similarly appropriate. The GM's word in this regard is final.

GM-granted advances skip the first step described above, with the GM setting a price, picking the skills, talents and/or traits being granted, and giving an in-character reason for the advance. Such advances can be used to promote the theme of a campaign, to represent special training offered by an ally, patron or other grateful or benevolent party (or less-than-benevolent party with an ulterior motive), or even as a reward for a particular success or noteworthy event. GM-granted advances are, of course, optional—a player unwilling to accept the cost will gain nothing and lose nothing—and may be either permanent additions to a character's advance scheme (meaning that they can be taken at any point from then on) or available only for a limited time, perhaps only at that particular time and place.

Counting the Cost

While there are no hard-and-fast rules for obtaining Elite Advances, some guidance can be provided for GMs and players alike as to what different abilities are likely to cost. It is easy enough to estimate an advance's worth from its presence in the various career paths—most advances cost 100, 200 or 500xp. When purchased as an Elite Advance, such advances should usually be priced above their normal value, usually twice their regular cost. Some of this cost can then, if appropriate to the advance itself, or the difficulty of obtaining it, be exchanged for an appropriate alternative cost—Corruption Points, Insanity Points, the accumulation of enemies, time spent training, roleplaying challenges as a mentor is sought out or negotiated with... the possibilities are as limitless as the variety of Elite Advances themselves.

Elite Advance Packages

Elite Advance Packages take the concept of Elite Advances a step further, providing new and unique abilities as well as the potential for multiple advances in a single package deal. Elite Advance Packages, like the simpler Elite Advances, are ways to tailor and shift the direction of a character in ways that aren't covered by the normal Career Paths or even by the Advanced Careers like those earlier in this chapter. The packages contain a wide variety of possible effects, and some of them may even add to your character's advance scheme, providing a list of skills and talents which can be purchased at a later point for additional experience. When spending this additional experience, you advance through your career normally—it matters not where your experience is spent, only that you spend it.

The following Elite Advance Packages are examples, a selection of possible ways for the player and GM to use Elite Advance Packages to develop characters and campaigns beyond the limits of a character's career path. There are, in theory, an endless number of possible Elite Advance Packages, because there are an endless variety of things which can cause significant changes to a character during his or her lifetime. There are no hard-or-fast rules for creating these packages—this is left up to a GM's own judgement as to what they should cost and what abilities they should grant. One thing should remain constant, however: there should always be a cost. In many cases, that



cost will be in xp, but as with ordinary Elite Advances, the cost may instead be partially or completely in Insanity Points, Corruption Points, the accumulation of enemies, tests of skill and ability, roleplaying challenges, wealth and resources, or anything that players or their characters value.

As with all Elite Advances, Elite Advance Packages should be narrative-led, they should reflect some in-game occurrence, or some force, ideology, faction or event within a game. They are not simply a way for a player to string together powerful abilities for his character to have, just because he wants them—there should be some element of the narrative driving the acquisition of such abilities, and a cost to obtain them. **This is why the GM is always the final arbitrator of what an Elite Advance Package consists of and whether or not a player can take it.**

Elite Advance Package use is optional, and because they modify and can potentially upset the balance of the character progression system, they are recommended for experienced groups.

AGENT OF THE THRONE

"You may speak with His voice in this Throne-forsaken place, Lord-Captain, but I am His eyes and ears, and it may serve you well not to utter such blasphemies where He can hear..."

–Confessor Aidus Hevaille, Pontifex-Auditor of Synod Calixis

The Imperium grants Rogue Traders great power, for without such power their task would be insurmountable, and individuals of sufficient will and purpose would seldom seek such a role. Even so, their autonomy is not always as complete as it may seem, nor their power as unassailable as they might wish to believe. The Imperium has many organisations, offices and departments with a vested interest in the discoveries and exploits of a Rogue Trader, and as many more again who turn their attentions towards the Rogue Traders themselves, watchful for signs of corruption or infirmity that would jeopardise their duty to Him-on-Terra.

Surrounded as they are by all manner of adjutants, advisors and assistants, a Rogue Trader's entourage is the perfect place for an agent of one of those myriad organisations, their loyalty given to an authority higher than that of the individual they watch so carefully. Some operate openly, their differing loyalties plain for all to see, their advice given in the best interests of their superiors. Others keep their true purpose hidden, acting as spies against the man they claim to serve, all in the name of greater masters.

Agents of the Throne and Dark Heresy

It is no coincidence that the Agent of the Throne package is entirely appropriate to represent the skills and powers that might be possessed by Acolytes of the Inquisition, particularly senior ones who have proven their worth. As an Elite Advance, this package is easily used in **Dark Heresy** without modification, and could well be given to an entire group of Acolytes as a way of giving them a common skill base distinct from their own unique proficiencies.

Agent of the Throne Advances

Advance	Cost	Type	Prerequisites
Common Lore (Adeptus Arbites)	200	Skill	
Common Lore (Adeptus Astra Telepathica)	200	Skill	
Common Lore (Adeptus Mechanicus)	200	Skill	
Common Lore (Administratum)	200	Skill	
Common Lore (Ecclesiarchy)	200	Skill	
Common Lore (Imperial Guard)	200	Skill	
Common Lore (Imperial Navy)	200	Skill	
Common Lore (Navis Nobilite)	200	Skill	
Ciphers (choose one) (x3)	300	Skill	
Command	300	Skill	
Common Lore (choose one) +10	300	Skill	Common Lore (any one)
Deceive	300	Skill	
Forbidden Lore (The Inquisition)	300	Skill	
Inquiry	300	Skill	
Intimidate	300	Skill	
Scholastic Lore (Bureaucracy)	300	Skill	
Scholastic Lore (Judgement)	300	Skill	
Command +10	500	Skill	Command
Deceive +10	500	Skill	Deceive
Forbidden Lore (The Inquisition) +10	500	Skill	Forbidden Lore (The Inquisition)
Inquiry +10	500	Skill	Inquiry
Intimidate +10	500	Skill	Intimidate
Air of Authority	500	Talent	Fel 30

Those Who Serve the Golden Throne

Given the diverse and dangerous nature of a Rogue Trader's exploits, it is of little surprise that many organisations go to great lengths to observe these powerful men and women. Most notorious and terrifying amongst these is the Inquisition, whose vigilant Acolytes move secretly through all parts of the Imperium, with the ships of Rogue Traders no exception. However, where the agents of the Inquisition may be the most obvious example of Agents of the Throne, they are far from the only ones.

With new worlds, forgotten enclaves of humankind and lost knowledge of immense worth to be found beyond the reach of the Imperium, the Ecclesiarchy and the Adeptus Mechanicus both are eager to send agents out to find and exploit these resources. The Missionaria Galaxia of the Ecclesiarchy and the Explorators of the Adeptus Mechanicus are the most overt agents these organisations possess, but others are used as well. Within the Calixis Sector and out into the Koronus Expanse, for example, Pontifex-Auditors serve as the spies and observers of Cardinal Ignato.

No less significant are Administratum and Departmento Munitorum Archivists, who record in exacting detail the exploits of their subject, or representatives of Lord-Admirals of the Imperial Navy and Lord-Generals of the Imperial Guard who wish to keep a close eye on the realms they may one day be crusading to conquer in the Emperor's name. Even the Navis Nobilite is wont to indulge in secretive intelligence-gathering, another part of the great game of intrigue that runs all through the Great Houses of the Navigators.

Restrictions: Only human, non-mutant characters may select this Elite Advance Package.

Advance Cost: 600xp

Effect: Gain the Writ of Authority trait, and the Peer talent appropriate to the organisation the character serves, chosen from the following list (additional options available at GM's discretion): Adeptus Arbites, Adeptus Mechanicus, Administratum, Ecclesiarchy, Government, Inquisition, or Military. In addition,the character may spend xp on the Agent of the Throne advances shown on the table above.

Special: There are a number of Common Lore skills on the Agent of the Throne Advances table, as well as Forbidden Lore (Inquisition). Due to the broad range of organisations an Agent of the Throne may belong to, this list covers many groups and factions within the Imperium. You may, under normal circumstances, only select Common or Forbidden Lore skills from the Agent of the Throne Advances table that directly relate to your chosen organisation.

Writ of Authority (Trait)

You are a legitimate and senior agent of one of the many organisations of the Imperium, and bear their authority. This Writ of Authority is often carried in the form of a symbol or icon such as the Rosettes of the Inquisition or the badges of the Adeptus Arbites, and serves as the physical proof of your authority.

Gain a +10 bonus on Command and Intimidate Tests when dealing with those who understand and either respect or fear the authority you wield. You must be identified as an agent who bears a Writ of Authority to gain this bonus.

Glimpse From Beyond

"There are things... in the void... that no man should know of, much less see... I have borne witness to such things, and I now am cursed to see them always, their visage burned into my memory such that they scar mind and soul. I am damned, and would wish my fate upon no other. Beware the world of the dead."

–Last recorded words of Kobras Aquirre, received via Astrotelepathy in 688.M41. Transmission is believed to have originated from within the Hecaton Rifts in 201.M41.

The Koronus Expanse is a haunted and terrible place, where dead civilisations are buried and madness is as inescapable as the light of the stars. There are an untold variety of things within the Expanse that would shatter the minds of men or leave them as twisted reflections of who and what they once were. Legends abound of such things, of worlds that bleed, and the ships of vengeful ghosts, of the fell light and dreadful silence of the Rifts, shrouded in storm, and of the dread Yu'vath who once stalked the stars.

In a place so assailed by all manner of accursed and fearful legends, it is no surprise that the legends themselves carry within them some fragment of truth. Such truths are terrible and costly to know, for even the slightest glimpse of the horrors that birthed these legends is a dangerous thing, vile and deadly enough to wound the psyche and sear the soul. Those who bear witness to such impossible horrors seldom survive, and those who do are not untouched by the experience, their minds forever more haunted by things that should not be.

Witness to the Accursed

To see beyond the fragile veil of sanity and purity, to catch even the merest glimpse of things that defy all imagination, is to suffer great trauma. Those who survive are seldom the same, both less than they were, and something more.

Some endure with their minds clear, possessed of a strength and focus that is often startling to those who knew the witness, yet beneath this apparent strength and vigour is a soul blasted and scarred, tainted by exposure to one of the nightmares of the cosmos. Others suffer the wretched maladies of the mind, no longer certain of the shape or substance of reality or fully in control of themselves, yet pure of spirit in spite of all they have seen. Others still see their sanity fracture and their purity wither in the presence of such horror.

Yet amidst it all comes an insight, an understanding of the unholy that few possess. With the loss of mind or purity comes an instinct that defies reason, to understand things which should not be known. The warped conclusions of these witnesses are often invaluable to those who must brave the terrible perils of the Expanse, and servants of the Inquisition and other organisations charged with facing the foulest things the galaxy can produce often find use for those who have witnessed the unholy and survived.

Restrictions: It up to a GM to decide whether or not a particular encounter is vile and traumatic enough to access to this Elite Advance Package—but the Explorer must gain at least 5 Corruption Points or Insanity Points—or a Mental Disorder or Malignancy—from the experience in order to take this Elite Advance Package.

Advance Cost: 400xp

Effect: Gain the Unholy Insight trait and a further 2d10 Corruption Points or Insanity Points (GM's choice). In addition, the Explorer can spend xp on the Glimpse From Beyond advances shown on the table below.

Unholy Insight (Trait)

Your mind has been touched by something vast and damning. Whether through soul-scarring clarity or the vile artifice of an insane mind, you hold secrets that no human being should ever possess.

Whenever an Explorer with this trait attempts a Forbidden Lore Test, he can choose to gain a +10 bonus on the test, as the twisted architecture of his mind sees patterns that make little sense and come to conclusions that are disturbingly precise. However, each time the Explorer gains this bonus, he gains 1 Insanity or 1 Corruption Point (whichever is appropriate). Additionally, when attempting any Intelligence or Willpower test, the Explorer may instead substitute his Corruption Point or Insanity Point total for those Characteristics.

Glimpse From Beyond Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Daemonology, Heresy, Mutants, Psykers, the Warp, or Xenos)	200	Skill	
Forbidden Lore (Daemonology, Heresy, Mutants, Psykers, the Warp, or Xenos) +10	300	Skill	Forbidden Lore (Daemonology, Heresy, Mutants, Psykers, the Warp, or Xenos)
Forbidden Lore (Daemonology, Heresy, Mutants, Psykers, the Warp, or Xenos) +20	400	Skill	Forbidden Lore (Daemonology, Heresy, Mutants, Psykers, the Warp, or Xenos) +10
Disturbing Voice	200	Talent	
Paranoia	200	Talent	
Peer (The Insane)	200	Talent	
Resistance (Psychic Techniques)	200	Talent	
Dark Soul	500	Talent	
Strong-Minded	500	Talent	WP 30, Resistance (Psychic Techniques)
From Beyond	800	Trait	

Binary Cortex (Trait)

Your brain is joined by another, allowing you to share intellect and knowledge swiftly.

The brain is that of another Tech-Priest, with a distinct identity and personality, and distinct abilities and skills. Roll 2d10+40 to determine this character's Intelligence, and 2d10+30 to determine its Willpower. These characteristic scores are assumed to already include Simple and Trained Intelligence advances and a Simple Willpower advance.

The brain starts with a number of Intelligence-based Skills, chosen from those currently available on the Explorer's Advance Scheme (so, if the Explorer is a Rank 4 Explorator, the other brain in the Binary Cortex can buy any skills from ranks 1-4 of the Explorator advance scheme), equal to his Intelligence Bonus, and all are considered to be Trained Skills, Basic or Advanced depending on the skill's normal type.

This second brain has no influence over the Explorer's body, nor any access to his senses (though he can share thoughts and memories freely, so it can see what he has seen only fractions of a second later), and is utterly incapable of performing any action with a physical component. The second brain may attempt any non-physical skill or ability check (using the characteristics determined earlier) freely, and may assist the Explorer with any task involving a Skill that both possess, granting the usual bonuses for having someone to assist him. If it tests against a Skill you do not possess, it can pass the information gained to you as a free action, allowing you to use that information as if you had passed the test or been otherwise informed of those details.

Experience may be spent on skills, talents and advances for the second brain, all of which are taken from the Explorer's present advance scheme but which must be purchased with its own experience, which it gains at half the rate the Explorer does. Talents may only be purchased for the second brain if the effects of those talents are completely and utterly mental in nature, and the second brain cannot meet the prerequisites for any talent if they include any characteristic the second brain does not possess. Similarly, bionics and implants may be added to the second brain only if they apply specifically to the brain—there's no point fitting a binary cortex with a bionic arm, but a Cortex Implant is entirely appropriate.

However, having a second mind communicating with the Explorer constantly, unaware of what's going on outside and occasionally disagreeing with him can be distracting. To represent this incessant distraction, the Explorer suffers –5 to his Perception Characteristic, and a –5 to Initiative.

RITE OF DUPLESSENCE

"We stand as two minds to one purpose, Lord-Captain. Our intellects—In a moment, Tharizon—as I was saying, our intellects are joined in the purity of the Quest for Knowledge and—Excuse me, Captain; my colleague has just hypothesized something which demands our immediate attention."

–Magos Amyntor Golansz, bonded by the Rite of Duplessence with Magos Abimelech Tharizon

The Adeptus Mechanicus are willing to go to almost any lengths to further their understanding of the arcane sciences they study. For many Tech-Priests, the flesh is a weakness, a soft and feeble container for the brain, and the brain itself is only useful as a tool for the storage and comprehension of knowledge. The ritual and methodical replacement of organic tissue with bionic equivalents, and the cold scorn heaped upon those who succumb to emotions and other weaknesses of the flesh (including, but not limited to, eating, drinking and sleeping) are all indicative of this belief, and most Tech-Priests eager to discard the flesh that causes such weakness and replace it with the purity of steel and electricity.

In the most extreme cases, some of the oldest Arch-Magi have long since become little more than artificially-sustained brains linked to vast meme-vaults and data-crypts, driven insane by possessing far more knowledge than any human mind can truly comprehend and willingly locked within a steel prison of their own design for centuries. For men such as these, the pursuit of knowledge is something worth paying any price for, and such a disembodied existence, basking in the purity of absolute and incalculable knowledge unfettered by the weaknesses of the flesh, is something that more than a few Tech-Priests aspire to.

To discard all but the brain in the pursuit of knowledge is not as uncommon as it might seem. This is especially common amongst the most respected Magos of the Lathes, some of whom are many centuries old. In several other cases amongst Mechanicus agents working in the Expanse, two Tech-Priests working upon the same project have been known to enter into the deepest of collaborations, a process known to the Disciples of Thule as the Rite of Duplessence. This procedure requires that one of the two Tech-Priests shed his flesh and most of his implants to become a disembodied brain, which is then implanted into the body of the other Tech-Priest, their brains linked together so that they can work together more closely. To undertake this rite is looked upon favourably by many Tech-Priests, who particularly applaud the one who willingly takes on the burden of remaining clothed in flesh so that another can be freed of it.

Two Minds with a Single Purpose

To undertake the Rite of Duplessence is a sacrifice and a boon in equal measure. To remain clad in flesh while your colleague escapes it is an act viewed with great honour because it is burdensome, and because it shows you to be willing to sacrifice your own selfish desires in exchange for a

greater benefit to others—in essence, you have demonstrated yourself willing to be a cog in a far greater machine. To take on the mind of another into your body is the greatest of boons because knowledge can be shared so swiftly and fully, without the burdensome need for language.

The union of a Binary Cortex—as the resulting symbiosis of two brains is called—is not always an easy one, however. Each mind within the union is still an independent, free-willed entity possessed of its own memories, experiences, opinions and beliefs. While the Rite of Duplessence is seldom performed on two Tech-Priests of radically differing perspectives, differences of opinion can arise, particularly as both Tech-Priests have no way to be distanced from one another. Even the purest-minded and most logical Tech-Priests are sometimes prone to becoming irritated by such close proximity with a colleague.

The benefits, however, are vast. When working perfectly in synch with one another, the two Tech-Priests can collaborate on tasks with impossible speed, completing research and solving technical problems faster and more efficiently than either of them could have done alone, able to receive an alternate opinion on their theories instantaneously.

Restrictions: You must have the Mechanicus Implants trait, and be a member in good standing of the Adeptus Mechanicus to gain this Elite Advance Package. Additionally, you must find another Tech-Priest willing to join you in the rite, and both of you must undergo extensive augmetic surgery taking several months in order to become a Binary Cortex.

Advance Cost: 1000xp

Effect: You gain the Binary Cortex trait. Additionally, you gain the Good Reputation (Adeptus Mechanicus) Talent, even if you don't meet the prerequisites, to demonstrate the increased favour you are shown for undertaking the Rite of Duplessence.

SANCTIONED XENOS

"Caves of steel... have your people no pride in their ability to survive the elements? No matter. The man you seek is that way; even in this place, I can discern his trail quite clearly."

– Renshar Vak, Sanctioned Kroot Mercenary, on his first visit to Port Wander

In the broadest of terms, no human may interact with a xenos creature in any way except violently—such creatures are inherently blasphemous against the God-Emperor and must be eliminated on sight without exception. From a young age, citizens of the Imperium are taught to fear and hate the xenos, and innumerable legions of Imperial Guardsmen are taught of the superiority of Man over all inhuman things as they are drilled in the use of lasgun and bayonet. The number of xenos who have set foot upon human worlds peacefully and survived is small indeed.

But this is not always the case. Though the Imperium was founded upon a creed of intolerance towards non-humans, peaceful contact with a variety of xenos species actually happens frequently. In most instances, these are short-term alliances or matters of temporary mutual convenience. Just as frequently, illegal contact with xenos cultures is sufficiently commonplace that the Inquisition and the Adeptus Arbites keep a constant watch for potential contamination through contact with xenos; in spite of such vigilance, the "Cold Trade" of xenos goods on the black market still exists. A number of xenos species hire themselves out as mercenaries to a number of other species, for reasons all their own, and there are more than a few unscrupulous Imperial Commanders willing to hire such creatures to bolster their forces, seeing them as the ultimate expendable mercenaries and caring little for their fate.

Rogue Traders, and a few other individuals, have the power to do more, and do so legitimately. These men and women, freed from the normal strictures and feudal requirements of the Imperium, have the influence and authority to make peaceful contact with xenos species for trade, temporary alliance or even to hire them as mercenaries. In some cases, an allied xenos may almost become a trusted companion, highly valued for its skills. Individuals with trusted xenos allies may find that the normal laws and doctrines against consorting with xenos hamper their operations, and in regions on the fringes of the Imperium, like the Calixis Sector, a method of sanctioning xenos allies has come about to ease these difficulties.



To Serve Another Species

These Sanctioned Xenos are still regarded with caution and hostility by most, but this is unsurprising—even the Sanctioned Psykers of the Imperium are still subject to the prejudice against witches that is so readily promoted in the Imperium. However, so long as they remain in the company of an ally who can vouch for their service (assorted documentation in copious amounts is provided for this purpose), and agree to be visibly marked to prove that they are Sanctioned—this mark is typically a brand or tattoo on the face or hands, where it can be clearly seen. The permanence of such a mark is of no

concern—without a human employer to vouch for the xenos, the mark is essentially meaningless, and should the xenos cease to serve the Imperium, its life is forfeit anyway, and the creature is slain as soon as possible.

Within the Calixis Sector, obtaining such Sanctioning is an expensive and challenging matter; there are few who will even concede that such a practice exists, let alone perform it. A handful of Administratum Ordinates in Port Wander provide the service, having been recruited for such a purpose by interested Inquisitors, whose purity is tested on a regular basis to monitor potential contamination. Their identities are not widely known, and the service itself must be specifically requested, as they will not offer it otherwise.

As rare as Sanctioning is, it is recognised in many of the more well-travelled parts of the Calixis Sector and the settled worlds of the Expanse. As the required mark is very similar to that which identifies Sanctioned Psykers, it quickly becomes apparent what the mark means to those with any knowledge of the structure of the Imperium. It is still wise to be cautious in bringing even a Sanctioned xenos to a human world; those who will understand the nature of the mark and the notion of Sanctioning are still a minority, and a xenos creature will spread only fear and anger by its presence amongst the common masses of mankind.

Restrictions: Only xenos characters require Sanctionin this manner. To be Sanctioned, the character must locat individual willing and able to provide the service, and ha human patron present, who will be subjected to a thoro interview and purity testing and must succeed at an Acquisi Test for a Very Rare service—scale and quality do not ap to this test—in order to obtain the correct documenta for the Sanctioning to go ahead. The character must also willing to be permanently and obviously marked to show service to the Imperium.

Advance Cost: 800xp

Effect: You gain the Sanctioned Xenos trait.

Sanctioned Xenos (Trait)

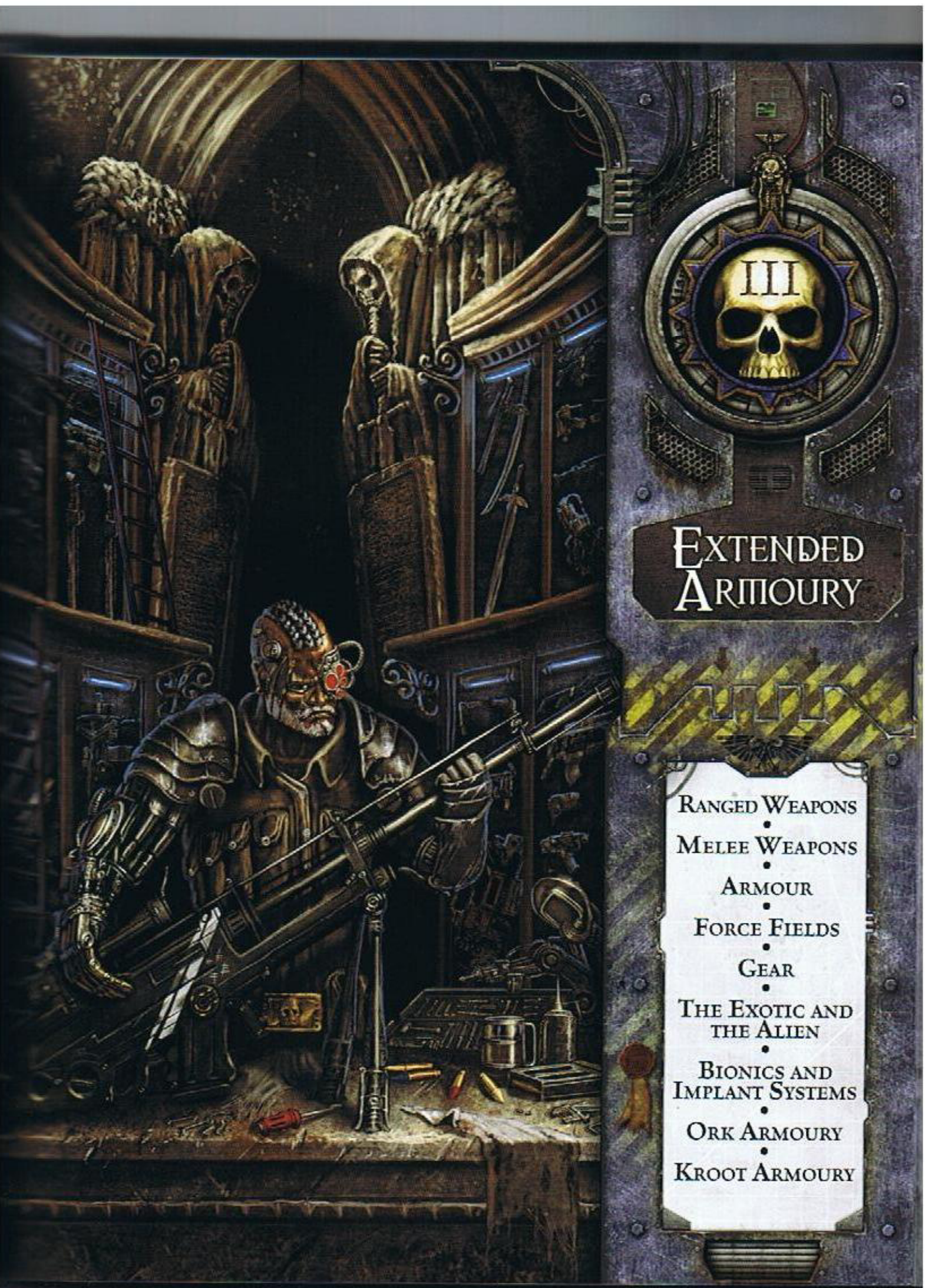
You have been vouched for and deemed sufficiently valuable to the works and cause of the Imperium that you may live on within Imperial space for as long as you remain in the service of your employer and the Imperium of Man. You are now permitted to set foot on Imperial worlds, so long as your mark is clearly shown and your employer is present to vouch for your Sanctioning. Because of this, and because you have acquired greater familiarity with the Imperium in your travels than most of your kind, you eliminate any penalty on Interaction or Fellowship tests from being non-human (such as that from Speak Not Unto The Alien), so long as the person to whom you are speaking is aware of and understands the nature of your Sanctioning.

Rogue Traders and the Inquisition

One must be ever mindful of those who watch your every move. Few can match those who bear a Warrant of Trade on equal terms in all respects—but Inquisitors do, and their resources are both insidious and far-reaching. Our kind is of great interest to them, for we encounter things that typically fall within their domain, and where we are ambitious and eager to see the secrets the void possesses, they are wary of such things, swift to condemn and swift to punish perceived wrongdoings.

This is the case in the most general of terms. For practical purposes, they are as diverse as we, each an individual of unique drive and distinct motive. Their duties to the Imperium are far different to ours, and while their powers are theoretically limitless, they are bound by their focus on the persecution of the enemies of Man—something not always a concern for Warrant-bearers. Their power alone is reason to be wary of them; an Inquisitor can bring to bear the resources of worlds if it suits their purposes, and where our power diminishes where the Adeptus Terra rules, an Inquisitor's authority does not, and in fact becomes all the more formidable when surrounded by such resources. Never cross an Inquisitor if you can help it, and to be discrete and cunning when it cannot be avoided. We are the Emperor's Voice in parts beyond the Imperium, but they wield His authority in all places, and are all the more dangerous for the ruthlessness and guile that is necessary to wield such power.

— A. A.



III

Extended Armoury

Ranged Weapons
•
Melee Weapons
•
Armour
•
Force Fields
•
Gear
•
The Exotic and the Alien
•
Bionics and Implant Systems
•
Ork Armoury
•
Kroot Armoury

Chapter III: Expanded Armoury

"May the Emperor guard your souls, may He shine his Light on your endeavours, may He grant you safe passage through these dark lands, and above all may He bless your weapons."

–From the Benediction of Chaplain Tersius Edwardo on the departure of *Eternal Righteousness* into the Expanse

The Expanse offers a great many opportunities for profit and glory for a Rogue Trader and his crew. It is also a place where archeotech devices buried for uncounted millennia wait to be discovered, where xenos items can be acquired with little or no Inquisitorial scrutiny, and strange and esoteric weapons and devices can be used far from the prying eyes of the Departmento Munitorum.

This chapter covers just a few of the myriad weapons, armour, gear, and other devices available for a Rogue Trader and his crew. A great many of them are strange and exotic weapons, far beyond the reach of an average Imperial citizen. However, Rogue Traders are certainly no average citizens, and an enterprising Rogue Trader and his cadre may well find themselves with some of the items on these pages.

Ranged Weapons

"In my many years of negotiations, trade deals, ill-conceived quests, and outright wars in the Koronus Expanse, I have found one maxim that consistently holds true. My inferno pistol solves all problems."

–Kurai Yume, Seneschal to the Rogue Trader Sarvus Tras

The Imperium is a galaxy of firearms, from the robu and reliable las-weaponry of the Imperial Guard, to th crude stub-guns of the Calixis Sector's underhives, t the mighty bolters of the Adeptus Astartes. In the dangerou Koronus Expanse, it is a rare Rogue Trader who does nc carry a gun.

Las Weapons

Las weapons are common within the Imperium, due to thei simple, reliable mechanisms, and the ease with which the can be supplied with ammunition. Many las weapons can b recharged from almost any power source, some even from th sun's light or fire's warmth.

Mark IV "Dervish" Laspistol

The Dervish laspistol was originally created by the Hos Conglomerate in the Calixis Sector as viable las-weapor

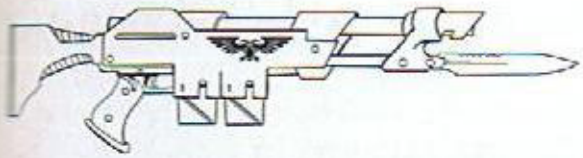


alternative to the cheap and reliable slug-weapons produced in Gunmetal City on Scintilla. Although the weapon never truly caught on amongst the criminal underclasses, it did find a market amongst those travelling to Frontier worlds or unexplored locations. The Dervish offers them a combination of reliability and power that is appealing to those who do not have access to a steady supply of bullets.

Merovech Pattern Assault Lasgun

Designed purely for close range assaults, this gun is heavily reinforced and has a bayonet built into its short and heavy frame. Slots for two power packs are included so the gun can switch to a fresh pack with no reloading. Since the firefights it's designed for are typically over long before two packs are exhausted, it serves its design perfectly.

Each Merovech Assault Lasgun may be used as a spear with the Mono upgrade in melee combat (see **Rogue Trader** page 131). This weapon may be equipped with any lasgun ammo.



Mezoa-Pattern Lascutter

Used mostly for cutting through bulkheads and sealed doorways, lascutters emit high powered daggers of energy which can allow Imperial forces to bypass barricades or rip through vehicles and bunkers. While not as powerful as a plasma cutter or meltagun, many prefer them as they require less training and are less dangerous to operate. However, Mezoa-pattern lascutters are one of the few versions small enough to be considered "man-portable."

A lascutter can also be used to cut through plates of hullmetal or adamantium up to 5 cm thick at a rate of 25 cm per round. Each round doing so uses one charge in the weapon's clip. This weapon may not be equipped with any unusual ammo.

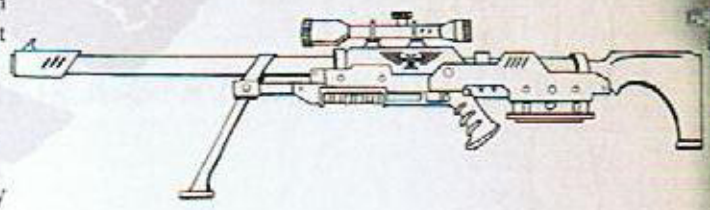
Solid Projectile Weapons

The technology for solid projectile weapons dates back to the earliest history of ancient Terra and beyond.

"Absolution" Sniper Rifle

Less advanced than the standard military needle sniper rifle, this solid projectile weapon is more easily obtainable and very effective against lightly armoured targets. Complete with a tripod brace, silencer, and telescopic sight, in the hands of a skilled marksman it can quickly crush insurrections, put down rebellious natives, or quash labour revolts.

The integral noise baffles built into the rifle make it very quiet. Any attempts to detect the sound of a shot fired by this weapon require a **Hard (–20) Awareness Check.** This weapon may be equipped with any autogun ammo.



Civilian Firearm

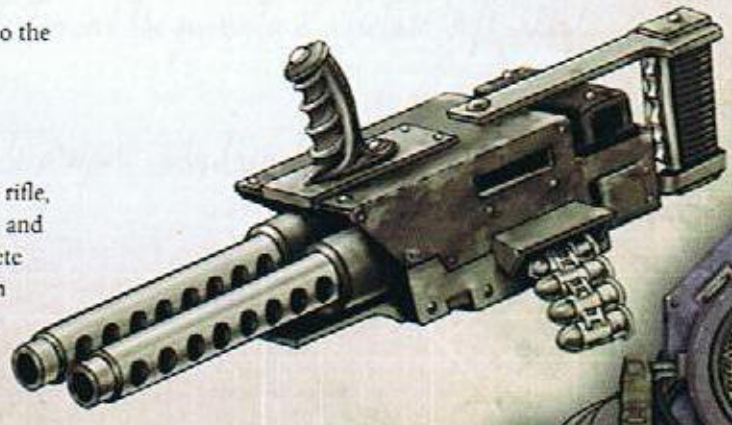
These come in a wide variety from numerous hive-factories, and typically come into play only when civilians are part of an armed uprising or are forced to defend themselves from attacking invaders or raiding pirates. They are generally not meant for military use. This weapon may not be equipped with any unusual ammo.

Disposable Handgun

Many shipboard survival kits contain one of these inexpensive weapons—essentially an extremely stripped-down autopistol with a small clip. The made by a wide variety of manufacturers, 'disposable handguns' are one of the most easily obtainable firearms in the Expanse, at the expense of shoddy craftsmanship and poor performance. Though not technically disposible, seasoned warriors joke that when the clip runs out, someone is better off throwing the gun at an opponent than trying to reload. However, many of the destitute cannot afford a better weapon. This weapon may not be equipped with any unusual ammo.

Echon Pattern Mark III Assault Stubber

A more specialised and advanced variant of the heavy stubber, this weapon has two barrels that spew out stub ammunition to lay down a dense barrage of shells. It is often used by special operations forces in quelling armed uprisings. The Echon is designed to be used with a backpack ammo pack (see **Rogue Trader** page 135), weighing 25 kg and carrying 200 rounds of ammunition. This weapon may be equipped with any heavy stubber ammo.



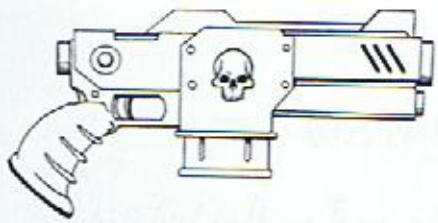
Combi-Weapons

Combi-weapons are an offshoot of the linked weapons system. Whereas Linked Weapons are essentially two of the same weapon mounted together, combi-weapons instead meld two different weapons together. This offers the user more tactical flexibility in the field, as he can switch from one weapon to the other without needing to stow one and draw a new one (as well as save weight by not having to carry them both). A combi-weapon contains a primary weapon, usually a lasgun, autogun, or boltgun, plus a one-shot secondary weapon mounted alongside the primary barrel. This is normally more powerful than the primary weapon, as it can only be used once, and as such is usually part of the weapon name (combi-plasma, combi-melta, etc). They are prized weapons amongst a wide variety of high-ranking Imperial servants, from Adeptus Astartes officers to Imperial Guard commanders to Adepta Sororitas Sister Superiors (who naturally favour combi-flamers).

Any two basic ranged weapons or any two pistol weapons can be combined into a combi-weapon. First, select which weapon is the primary weapon and which is the secondary weapon. The primary weapon retains its statistics—rate of fire, ammo capacity, and so forth—while the secondary weapon has its clip size reduced to one and its rate of fire becomes S/–/–. The weight of the new, combined weapon is equal to the weight of the primary weapon plus half the weight of the secondary weapon. The rarity is equal to the rarity of the rarer of the two weapons, plus one additional step. The GM has the final say on which weapons may and may not be combined.

Ripper Pistol

The favoured personal weapon of those who venture into hostile jungle planets and Death Worlds, this modified auto-pistol fires specially designed armour-piercing rounds containing a vicious cocktail of venomous chemicals. It is designed so that if the vicious impact of the bullet doesn't kill the target, the poisons flooding into its bloodstream will, and thus can bring down the largest opponents in a single shot. Often, they are the final word in terminal close encounters. As this weapon is designed to be used with a specific type of ammunition, it may not be equipped with any unusual ammo.



Void Speargun

A straightforward and easy-to-use weapon, the void speargun was designed to tear holes in void suits. Most models use a simple recoilless gas discharge system, but some models are even simpler and use a modified crossbow often mounted on the forearm. While not normally deadly on its own, the sudden rip of a void suit generally will cause a foe to be distracted long enough repair the suit integrity lest he suffers decompression. As this weapon is designed to be used with a specific type of ammunition, it may not be equipped with any unusual ammo.

Bolt Weapons

Bolt weapons fire a mass-reactive, self-propelled shell that penetrates a target before exploding, destroying the opposition with lethal (and messy) results.

Concealed Bolter-Cane

While many Rogue Traders favour a brusque, overwhelmi appearance, festooned with bandoliers of pistols and pow weapons, some attempt a more subtle (but no less dead style, favouring concealed weapons. These are also usef when local customs dictate leaving one's weapons behind, in dire emergencies where one last shot is needed. For su Explorers, these ostentatious canes (also fashioned as sta and batons) come into play. Each can store one bolter rou in the upper end, specially modified with a penetrator tip pierce the false bottom of the cane. While it can be reloade bolter-canes are primarily designed for one single shot, be refitted and re-disguised after the battle is done and t Amasec can be poured. This weapon may be equipped wi any bolt pistol ammo.

Perinetus-pattern "Solo" Mark II Boltgun

The "Solo" is a bolter variant looked down on as heretical b some elements of the Adeptus Mechanicus, with much le sophisticated workings. It can only be fired in single-sho mode, trading automatic fire for a slightly longer range an more reliable mechanism, making it popular for PDF force and insurrectionists alike. The weapon's simple mechanis also has the added advantage of making it more accurate. Thi weapon may be equipped with any bolter ammo.

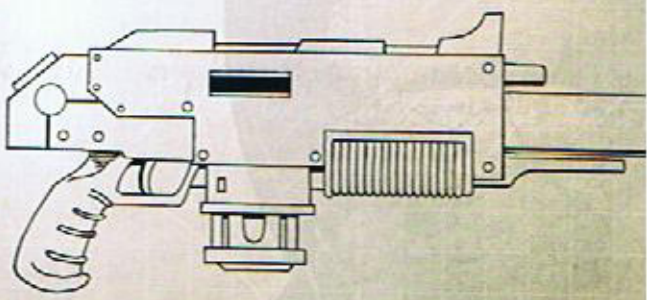


Table 3-1: Ranged Weapons

Las Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Assault Lasgun	Basic	50m	1/–/5	1d10+3 E	0	120	2 Full	Reliable	4.5 kg	Average
Mark IV "Dervish"	Pistol	25m	S/4/–	1d10+3 E	0	20	1 Full	Reliable	1.5 kg	Scarce
Mezoa Lascutter	Heavy	5m	S/–/–	2d10+3 E	6	10	2 Full		8 kg	Rare

Solid Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Assault Stubber	Basic	100m	–/–/6	1d10+4 I	3	200	2 Full	Storm	21 kg	Average
Civilian Firearm	Basic	60m	S/2/–	1d10+3 I	0	6	Full	–	3 kg	Common
Disposable Handgun	Pistol	30m	S/2/–	1d10+2 I	0	8	2 Full	Inaccurate, Unreliable	2 kg	Ubiquitous
Ripper Pistol	Pistol	30m	S/2/–	1d10+3 I	7	8	Full	Tearing, Toxic	4 kg	Extremely Rare
Sniper Rifle	Basic	220m	S/–/–	1d10+4 I	0	6	Full	Accurate	4 kg	Rare
Void Speargun	Basic	10m	S/–/–	1d10+2 R	2	1	Full		1.5 kg	Average

Bolt Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Bolter Cane	Pistol	30m	S/–/–	1d10+5 X	4	1	2 Full	Tearing	3 kg	Very Rare
Solo Boltgun	Basic	100m	S/–/–	1d10+5 X	4	8	Full	Accurate, Tearing, Reliable	7 kg	Very Rare

Melta Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Beamer Meltagun	Basic	40m	S/–/–	2d10+6 E	12	6	2 Full		9 kg	Very Rare

Plasma Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Clovis Plasma Gun	Basic	60m	1/3/5	1d10+5 E	6	40	5 Full	Overheat	20 kg	Extremely Rare
Wrath Plasma Pistol	Pistol	40m	1/–/–	1d10+8 E	6	8	3 Full	Overheat, Accurate	5 kg	Extremely Rare

Flame Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Assault Flamer	Basic	10m	S/–/–	1d10+4 E	1	12	3 Full	Flame	6 kg	Scarce

Primitive Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Blunderbuss	Basic	30m	S/–/–	1d10+2 I	0	1	2 Full	Primitive, Unreliable, Inaccurate	4 kg	Plentiful
Hunting Quoit	Thrown	10m	S/–/–	1d10 R	0	1	—	Primitive	.5 kg	Common
Javelin	Thrown	10m	S/–/–	1d10 R	0	1	—	Primitive	.5 kg	Common

Launcher Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Auto-Launcher	Heavy	15m	S/–/–	†	†	3	3 Full		30 kg	Very Rare
Bola Launcher	Basic	20m	S/–/–	1d10 I	0	6	Full	Primitive, Snare	8.75 kg	Scarce
Disposable Launcher	Heavy	200m	S/–/–	3d10+3 X	4	1	N/A		10 kg	Rare
Hunter-Killer Missile	Heavy	350m	S/–/–	3d10+6 X	6	1	N/A		64 kg	Very Rare
Mole Mortar	Heavy	50-200m	S/–/–	2d10+2 X	2	1	Full	Inaccurate, Shocking, Blast (4)	50 kg	Extremely Rare
Mortar (Voss)	Heavy	50-300m	S/–/–	2d10 X	3	1	Full	Inaccurate, Blast (5)	41 kg	Rare
Mortar (Locke)	Heavy	50-300m	S/–/–	2d10 X	3	6	2 Full	Inaccurate, Blast (5)	48 kg	Rare

† Varies with Grenade

Melta Weapons

Meltaguns fire a super-hot beam of gases ignited into a sub-molecular state and able to cut through adamantium, making them useful anti-armour weapons.

Zepherus Mark I "Beamer" Meltagun

The Beamer style of meltagun was an attempt to create a longer-range melta-weapon that was still light enough to be easily carried into combat. Using fragments of decaying scrolls describing several ancient design patterns (and after much divination and prayer) the Zepherus pattern was developed. Though it still uses specialized gases melded and ignited into a sub-molecular thermal state, this weapon features a longer barrel with a radiation beam surrounding the gaseous discharge. This low-level radiations acts as a harmonic wavefront for the super-hot release, allowing it to strike at longer distances. The necessary tuning for the beam to match the discharge proved impractical in the field, however, and only those willing (or able) to spend many hours of difficult correction after prolonged use still stand by the weapon. Almost no fighting units still utilise them despite the superior range, and their manufacture ceased after the first production run. Now prized as trophy weapons, some still see use as part of elite mercenary groups or Inquisitorial Kill-teams. This weapon may be equipped with any meltagun ammo.

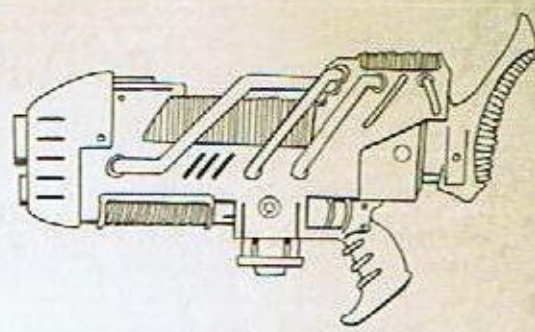
Plasma Weapons

Superheated bolts of starstuff make for an extremely dangerous weapon, for both the target and the wielder.

Clovis Mark IV Plasma Gun

While the Clovis Munitorum is deservedly known for its shoddy and low-quality manufacturing, this gun represents a genuine attempt to imitate an ancient high-quality weapon using recently-sanctified designs discovered just decades earlier. The goal of manufacturing a more powerful plasma gun met with failure, however, given the near-impossible task of properly applying the underlying holy sciences involved; the Dark Age of Technology still remains a shadowy beacon over humanity which may never be grasped. The Mark IV pattern nevertheless became an accidental success of sorts, as its weaker collimation system produces smaller, more diffuse plasma spurts. Though it has lesser power than standard (and better manufactured) plasma weapons, the Mark IV allows the user to spray several blasts with one shot, providing effective suppressive fire against even heavily-entrenched enemies.

This weapon may be fired on Maximal Setting, but not while on fully automatic—single shot and semi-automatic only. This weapon may be equipped with any plasma gun ammo.



Ryza-pattern "Wrath" Plasma Pistol

The Wrath is a duellist's plasma pistol, made in limited numbers in the Calixis Sector and popular amongst the nobility there. Finely crafted (and correspondingly rare) these weapons are longer-ranged and higher-powered than Ryza's typical plasma pistols. The lack of a semi-automatic fire setting is regarded as unimportant—a proper duellist is expected to drop his target with his first shot. This weapon may be equipped with any plasma pistol ammo.

Flame Weapons

Almost as old as solid projectile weapons, flame weapons fire a spray of promethium that ignites when fired, showering targets in liquid fire.

Mark VII "Salamander" Assault Flamer

A somewhat common flamer variant made popular in the Calixis Sector's Tranch War, it uses a lighter fuel mixture at higher pressures, with inert propellant gas mixed in. The firing barrel has a large, thin nozzle, resulting in a wider but less powerful spray of promethium. Against lightly armoured foes like insurrectionists or Gretchin mobz, the weapon worked wonders, cutting down the creatures before they could overrun the defenders. Assault Flamers use backpack-mounted fuel canisters to lessen the weight of the gun itself and provide a more extensive fuel reserve. They also fire in a 45-degree arc as opposed to the normal 30-degree arc for Flame weapons. This weapon may be equipped with any flamer ammo.

Primitive Weapons

"Primitive" is a catch-all term referring to the makeshift weapons of feral tribes or those without access to modern materials.

Blunderbuss

This makeshift weapon is most commonly used by hive scum or even lowly xenos breeds who cannot manufacture or steal anything better. Simple and crude (often a mirror of its user), it fires whatever can be rammed down the flaring muzzle—nails, shrapnel, bits of metal, and even rocks or bone fragments. The blunderbuss may be equipped with any musket ammo.

Hunting Quoit

Though essentially simple discs or rings of metal roughly 15 centemetres in width, these primitive weapons are deadly when hurled by a skilled user. They are silent and difficult to see when in flight, making them a favoured weapon for some assassin cults. Warrior tribes may use especially lethal variants with edges honed to razor sharpness or covered with jagged barbs. These weapons can receive the Mono Upgrade.

Javelin

These small spears are designed only to be thrown (as opposed to a regular spear, which can also be used in melee combat). Most are lighter in weight as well, though some have a heavy metal tip for greater penetration on contact. Advanced versions may feature some degree of fletching for stability and accuracy. These weapons can receive the Mono Upgrade.

LAUNCHERS

Launchers are a very broad category of weapons designed to fire a wide variety of projectiles, from explosives to stun rounds to poison gas.

Bola Launcher

Bola Launchers fire a whirling set of weighted balls and cord, usually much father and more accurately than a skilled bola wielder could manage. They also have the advantage of storing the projectiles in small magazines so that several rounds can be quickly fired before reloading is needed. Bola launchers may not fire unusual ammo.

Mortar

While relatively simple in construction, this weapon provides a medium-range attack capability, particularly against targets behind cover or out of sight, as it fires its explosive rounds in a high, indirect arc. Unlike basic versions such as the Voss pattern, the Locke model incorporates a drum magazine of 6 rounds and can be fired via remote control. Mortar shells explode with a strong blast effect and also suppress enemy fire as the targets are forced to dive for protective cover. Many are operated in teams, with one manning the weapon whilst the other acts as a spotter to provide targeting information and often communicating the data in via voxlink.

The profile for both Mortars lists the damage and blast radius for frag rounds. Mortars can fire other types of rounds, however. These include Minefield Rounds, Scatter Rounds, Starflare Rounds, Blind Rounds, Smoke Rounds, and Anti-Plant Rounds (the last three are found in the **Rogue Trader** Core Rulebook). The range for these rounds is the same as for the frag rounds. Mortars may fire any other unusual ammo designed to be used with mortars.

Indirect Firing

Mortars and similar Launcher weapons are often fired in a suppression mode, where the actual enemy cannot be seen and only their rough location is known. In these cases, mortar shells and the like can be fired without any actual line of sight required. When firing in this manner, a hit means the shell still scatters 1d10 metres from the target point. A miss means it scatters 2d10 metres.

Often such weapons are fired in conjunction with a spotter who directs fire from the weapon. Any ally with an auspex or who can see the target can spend an Action to spot for the mortar fire. In this case, the next shot by the mortar only scatters 1d5 metres on a hit, and gains +20 to its Ballistic Skill Test.

Mole Mortar

Mole Mortars are odd devices that look much like regular Imperial Mortars, but they fire their shells under the ground rather than through the air via special tunneling torpedo rounds. The rounds penetrate the earth then arc back up in almost a reverse of a normal mortar round, timed to explode just underneath the surface. While not particularly accurate, they can often catch the enemy unprepared, and the resulting underground explosion can be devastating, since those enemies not killed or injured outright are typically knocked off their feet.

The profile for the Mole Mortar lists the damage and blast radius for frag rounds. Mole Mortars fire specially designed ammo and may not fire any unusual ammo that is not specifically designed to be used with a Mole Mortar.

Hunter-Killer Missile

This specialty missile launcher is often mounted on vehicles, and fires an advanced krak missile. Fitted with advanced guidance systems and fuel, it has longer range and better accuracy than standard launchers, as the internal cogitator's sensorum suite guides it to the target. Each comes in a complete launching package, good for one shot only.

A Hunter-Killer Missile grants a +20 to Ballistic Skill Tests made to fire it. Hunter-Killer Missiles may not be loaded with unusual ammo.

Disposable Rocket Launcher

A one-shot version of the standard rocket auncher pre-loaded with a single Super-Krak Missile. It is cheaper, but of course can only be used once. This weapon may not use unusual ammo.

Auto Launcher

These semi-autonomous weapons are normally mounted on fixed emplacements, defensive barricades, or vehicles. Each pre-loaded canister contains either three pairs of Frag or Smoke grenades, and can be triggered remotely from nearby crew or set to activate based on detected movement or sound. When fired they shoot out a pair of grenades in a 45 degree arc from the front, designed to either disrupt or disorient nearby infantry.

Grenades and Launcher Munitions

Most grenades are designed to be thrown, although modified versions can be fired from various forms of launchers. If a grenade is used in a launcher, its range becomes the range of the launcher.

Bloodfire

This poisonous gas attacks the nervous system, causing terrible burning sensations and convulsive paralysis which are both extremely painful and potentially lethal. Anyone within 10 metres of a detonating Bloodfire grenade must pass a **Difficult (–10) Toughness Test** or suffer 1d10+3 damage (this damage also has the Toxic quality), bypassing armour and Toughness. Respirators and sealed armour provide a +20 bonus to this Test. This grenade may be thrown, or fired from a grenade launcher.

Choke

Choke gas is commonly used by enforcement agents in the Calixis Sector and the Expanse for riot and crowd control. The reagents released in the gas cloud cause effects ranging from burning eyes and incapacited breathing to acute respiratory failure in the weak and elderly. Anyone within 10 metres of a detonating Choke grenade must pass a **Challenging (+0) Toughness Test** or suffer one level of Fatigue for each degree of failure. If they fail the test by more than five degrees they begin to Suffocate (see **Rogue Trader**, page 261). This grenade may be thrown, or fired from a grenade launcher.

Haywire

Haywire Grenades use a violent EMP pulse to disrupt all electrically based devices nearby, including energy weapons, powered armour, force fields, bionics, and most vehicles. All electrical devices—including energy weapons, bionic systems, and vehicles—in the blast radius cease to operate for 1d5 rounds, as if their power had run out. If a Haywire Grenade explodes directly on a vehicle, the vehicle immediately suffers a critical hit as if the user had scored Righteous Fury (see page 177), adding 1 to the critical hit result. These fearsome weapons are extremely difficult to come by—some say they are the weapons of the mysterious Eldar. This grenade may only be thrown.

Howler Grenade

These grenades are designed to explode with a sustained burst of sonic energy lasting 1d5 rounds, intended more to deafen and disorientate than wound. They generally cause no actual harm except for loss of hearing and are used more for incapacitating enemies, though the piercing noise can also be extremely painful and debilitating. Anyone within 10 metres of the weapon is deafened, and must pass a **Challenging (+0) Toughness Test** or be Stunned while grenade is active. This grenade may be thrown, or fired fi a grenade launcher.

Inferno Grenade

These thermal devices use a powerful incendiary fuel desig to violently melt their outer casing, causing an explosion liquefied metal shards to fill the blast area. While they not as powerful as standard melta-bomb technology can only be used to destroy smaller barricades or doorw they offer a wider area of destruction and can easily ig enclosed areas into blazing conflagrations. This grenade m be thrown, or fired from a grenade launcher.

Kinetic Grenade

An example of lost miniaturised repulsor technology, a Kin Grenade releases a rapidly-expanding sphere of kin energy. Anyone caught within the blast takes 1D10 Imp Damage and must pass a **Challenging (+0) Strength Agility Test**. On a failed Test, the blast throws the ta to the ground and renders him Prone. This grenade may thrown, or fired from a grenade launcher.

Minefield Rounds

These shells are designed to splinter open at the highest of their trajectory, releasing a plethora of sub-munitions w two impact triggers. Once the first is sprung upon con with the ground, the second trigger deploys—awaiting o a single, unlucky step to unleash its powerful explosi Easy to use and safe from a distance, minefield rounds an effective way to lay down a protective cordon aroun bunker or other defensive location. These rounds can o be used in either mortar or missile launchers (not gren launchers) and cannot be thrown.

Scatter Round

Scatter Rounds combine much smaller and less-powerful f grenades type into a single missile launcher round. These generally fired in a high arc and disperse into separate mic explosives, spreading the explosive effect over a huge rad These rounds can only be used in either mortar or mis launchers (not grenade launchers) and cannot be thrown.

Starflare Round

These are fired high into the air via missile launcher grenade launcher, where they burst into a multitude of sm flares. As the flares burn out and drift to the ground, t fully illuminate the underlying area for almost a minute. T can also dazzle the vision of anyone not wearing protect lenses, and in an emergency can even be used as an offens weapon when fired directly into a foe. These rounds can o be used in mortar or grenade launchers (not missile launch and cannot be thrown.

Table 3–2: Grenades and Missiles

Name	Class	Range	RoF	Dam	Pen	Special	Wt	Availability
Bloodfire	Thrown	SBx3	S/–/–	Special	0	—	0.5 kg	Rare
Choke	Thrown	SBx3	S/–/–	Special	0	—	0.5 kg	Rare
Haywire	Thrown	SBx3	S/–/–	Special	1	Blast (2)	0.5 kg	Near Unique
Howler	Thrown	SBx3	S/–/–	3d10 X	1	Blast (3), Shocking	0.5 kg	Scarce
Inferno	Thrown	SBx3	S/–/–	1d10+3 E	6	Blast (2), Flame	0.5 kg	Rare
Kinetic	Thrown	SBx3	S/–/–	Special	0	Blast (2)	0.5 kg	Extremely Rare
Minefield Round	†	†	S/–/–	2d10 X	1	Blast (1)	2 kg	Rare
Starflare	†	†	S/–/–	—	0		1 kg	Scarce
Scatter Round	†	†	S/–/–	2d10 X	0	Blast (4)	2 kg	Very Rare
Stunner	Thrown	SBx3	S/–/–	Special	0	—	0.5 kg	Rare
Tanglefoot	Thrown	SBx3	S/–/–	—	0	Blast (2) Snare	0.5 kg	Extremely Rare
Toxin	Thrown	SBx3	S/–/–	Special	0	—	0.5 kg	Rare

† *Varies with Launcher used*

Stunner

Milder than most gas types, this disorientates the target through neurological bio-agents which cause a stupefying effect but no actual physical harm. Covert operatives and high-end thieves make use of these devices in situations where no permanent harm is required but only incapacitation for a short while. Anyone within 10 metres of a detonating Stun grenade must pass an **Ordinary (+10) Toughness Test** or be Stunned for a number of rounds equal to the degrees of failure of the Test. Respirators and sealed armour provide a +20 bonus to this Test. This grenade can only be thrown.

Tanglefoot

Tanglefoot Grenades create concentrated fluctuations in the gravitational gradient at the detonation site much in the same way as a Graviton Gun. The area of disorientating gravity acts like a tripwire, dragging infantry prone to the ground and causing severe difficulty in movement. This grenade can only be thrown.

Toxin

Deadly and fast acting, toxin grenades use lethal chemicals and viral agents which can permeate skin and even light protective gear. Anyone within 10 metres of a detonating Toxin grenade must succeed on a **Difficult (–10) Toughness Test** or suffer 2d10+4 damage (this damage also has the Toxic quality), bypassing armour and Toughness. Respirators and sealed armour provide a +20 bonus to this Test. This grenade can only be thrown.

Exotic Ranged Weapons

The Expanse is full of countless exotic weapons. Some of these are simply rare weapons made by humans, while others may be produced by xenos races. In any case, exotic weapons are popular with Rogue Traders, often because carrying an outlandish and difficult-to-master weapon can be seen as a status symbol. Many of these weapons are very rare, and often are found only in the Calixis Sector or Koronus Expanse. All Exotic Weapons use highly-specialised ammunition, and may not be equipped with any unusual ammo.

Meritech Scatter-cannon

Created reportedly by the persecuted Meritech Clans, renegade humans who warred against the Calixis Sector centuries ago, this weapon fires tiny marble-like devices that explode with a blast similar to a krak missile round. Sometimes this weapon is built into specialised bracers, but it is far more often encountered as a thin tube studded with black crystalline controls.

Web Pistol, Webber/Web Gun, Heavy Webber

Webber or Strangler weapons are commonly used by the Adeptus Arbites as well as the multitude of planetary agencies assigned to uphold the Emperor's Law. As they are rarely lethal, these devices are also ideal for bounty hunters. Many Explorers use them a way to capture exotic and profitable xenos creatures, as part of the lucrative beast trade between the Expanse and the ever-demanding fighting-pit networks across the sector.

These weapons fire masses of filaments, which expand in the air to form a web of sticky, near-unbreakable material. Targets are quickly entangled in a painful embrace; if they attempt to struggle the filaments constrict even more, further entrapping them. Even the most ferocious rock-devil or thornsnake can usually be safely secured and made ready for transport, with little or no damage to the creature. They work very well against a wide variety of beings, and many Imperial organizations pay handsomely for live specimens of many of the hostile aliens to be found roaming the Expanse.

Rocketfire Gun

Possibly a precursor to bolt gun technology, the rocketfire launches large-bore rocket-propelled shells which ignite in the barrel, moving slowly at first then gaining velocity quickly as the shell's solid fuel burns. The shell spins as it travels thanks to small, angled exhaust vents, providing some measure of accuracy. Unlike bolter shells, the actual round carried is small and only explodes on impact with little of the dramatic carnage of a true bolt gun. Rocketfire guns have little recoil and are relatively silent, but are not as accurate or powerful as most other imperial weapons. Ammunition is also specialised and expensive, and consequentially are used primarily by aficionados or collectors of exotic weaponry.

Demerite Pattern "Screamer" Sonic Rifle

Most sonic weapons require a huge weapons-support platform in order to generate enough power to be effective. In the tight spaces on board ships, however, rifle-sized weapons can generate enough power to rupture eardrums and cause severe, disorienting pain. The Screamer is used aboard some of the warships of Battlefleet Calixis, and has gained a solid reputation for stopping attempted mutinies with little or no collateral damage to the ship.

Razorweb Launcher

This weapon fits onto the user's forearm, with a wide thin barrel projecting beyond the fingers. Cylindrical canisters provide the ammunition, kilometers of hyper-condensed monofilament lengths held in a power field. When triggered, the filaments emerge in what appears to be gouts of smoke. Users attempting to pull away from the strands are cut into ribbons by the impossibly sharp threads. While the weapon itself is thought to be of human manufacture (though reminiscent of some alien devices), the filaments are believed to be of xenos origin and thus no reputable manufacturer will take credit for the gun's production. Despite this, they are bought and traded throughout the Expanse and in the Port Wander system.

Archeotech Ranged Weapons

Archeotech ranged weapons are from humanity's far past. All weapons in this section are exotic ranged weapons, and have been discovered within the lost human civilisations of the Calixis Sector and Koronus Expanse. As with any other exotic ranged weapons, they may not be equipped with unusual ammo.

Assault Gauntlets

Worn as an oversized glove (and often used in pairs), this weapon is covered with rows of discharge tubes across the back of the hand. Each tube can fire a solid metal bolt, pre-loaded before combat, to be used as the wearer closes with his enemy. Once in melee, the gauntlet's heavy armour plating can be used as a weapon in its own right. This weapon may be used in melee as a one-handed melee weapon, dealing 1d10 I damage.

Entropic Accelerator

These unremarkable-looking weapons consist of a simple hollow barrel with a rectangular stock, revealing no sign of their true age or origin. They are assumed to be of human origin, if only because the weapon conforms to standard human physiology. Also known as Dustmaker or Heat Death, these weapons are known for the horrific effects they cause. When used, each emits a slight humming sound, belying the impossible effect it is having on its target. Victims struck by the invisible beams find their metabolisms shutting down as chemical reactions fail or flow too quickly, causing organ shutdown and higher cerebral functions to collapse. Complex molecules such as plastics or fabrics begin to deteriorate, and the entire target deforms as the component substances of flesh, bone, and metals become a horrific, melded mass. While the weapon seems to require no actual ammunition, perhaps drawing on the raw spatial tension between the Materium and the Immaterium to fuel its baleful energies, it does require time between uses to properly recharge.

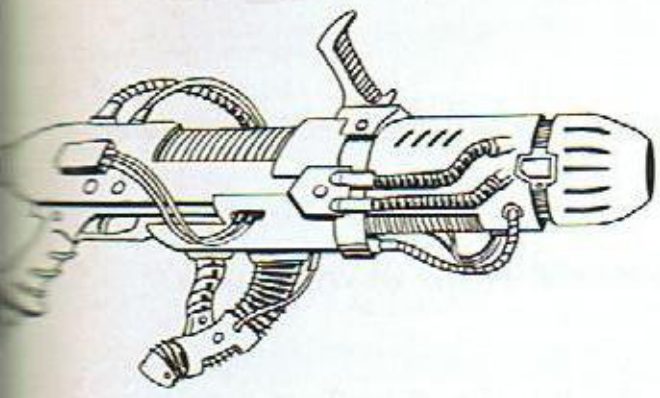
Strange Devices of the Distant Past

I have seen members of the courts and nobility sport ancient devices from mankind's distant past, amused by the clever nature of their construction and the humour of their design. Do not assume such devices represent the past of humanity. There are mechanisms beyond the understanding of even our house's most accomplished savants. I have seen the most innocuous of trinkets produce unexpected and total devastation on a foe. Such devices can be extremely useful, but be cautious: I do not wholly trust in anything I cannot understand, and the machine-spirits of these items are beyond our comprehension.

Lightning Cannon

These weapons are believed to be of ancient human design, discovered in the deep data vaults of the Lathe Forge worlds in the Calixis Sector. Though not as powerful as many other devices, they are suitably impressive, especially to native populaces or xenos barbarians. Made of ceramics and glass, when triggered a micro-beam of ionizing energies is focused on the target to create a large electrostatic charge differential between the target and the gun's spiked barrel tip. The longer the trigger is held , the larger the charge created. When the trigger is released, a powerful bolt of lightning leaps from the gun to the target, accompanied by a huge thunderclap.

Add +2 Damage and +2 Pen for a every Half Action spent aiming the weapon before it was fired (to a maximum of +4 Damage and +4 Pen). Note: this still grants the aiming bonus as well.



Quill Blaster

Unlike most other solid projectile weapons, this archeotech device fires thin needles of liquefied metal. It can operate with almost any raw material; the user simply feeds metallic chunks or pellets into a large hopper at the rear of the gun, and its internal batteries melt them into an ammunition reservoir. When discharged, the weapon accelerates a thin beam along the barrel, firing short lances of super-hot, super-sharp metal in bursts of 4-6 spines.

XENOS RANGED WEAPONS

Xenos ranged weapons are born by any number of xenos races. All weapons in this section count as exotic weapons. As with any other exotic ranged weapons, they may not be equipped with unusual ammo (their own ammo is unusual enough!).

Argonite Whistler

Named for the Rogue Trader who first encountered one of their derelict, drifting vessels, the Argonite home world has never been discovered. Their monochromatic ship interiors suggest visual abilities incomparable with humans, and these drab grey rods are thought to be a communication device, emitting a variety of pure tones when gripped in certain ways. Magi-Xenologis discovered that when greater forces are properly applied, the rods can emit a tightly focused sonic beam of destructive power. Whistlers normally feature a handgrip created to standardise a user's grip to fit desired pressure patterns on the rod, making firing much easier for novices.

Dragon's Breath Flamer

As elegant and deceptively fragile-looking as all Eldar devices, the Dragon's Breath is more sophisticated and efficient than bulkier Imperial flame weapons. It utilises a trio of rare, highly-compressed chemicals designed to ignite when mixed, forming liquid gouts of flame that are outward in a deadly spray. The chemicals do not need air for combustion, and the heavy spray adheres to most surfaces, making extinguishing the flames difficult.

The Dragon's Breath flamer must be used in an atmosphere, but that atmosphere does not have to be the standard oxygen-nitrogen mix.

Eldar Blaster

Some Eldar corsairs favour this small, pistol-like weapon for devastating short range attacks against armoured targets. It fires a stream of mysterious dark energy, still under investigation by the Adeptus Mechanicus and the Ordo Xenos. This energy is similar to laser emissions in some respects, but rather than punching holes through armor and flesh it instead rips apart targets in explosive blasts—leading to its common Imperial designation as a "Blaster." Such is the potency of this energy that even the thickest armour can be compromised with ease.

Eldar Deathspinner

A weapon favoured by Eldar Aspect Cults, the Deathspinner fires a shroud of monofilament thread in a deadly gossamer shroud. Able to fire more quickly and lethally than any Imperial version, they can also entangle small groups, as its wide arc is capable of blanketing several foes with a single shot.

Eldar Lasblaster

The Eldar are masters of laser weapons, and use a variety of elegant and lethal light-based devices. Their Lasblasters can release a fury of laser strikes at medium ranges, easily outperforming even the most advanced Imperial las weapons. Eldar take particular pride in their ability to use these powerful laser devices, signifying to all their control over light itself.

Eldar Sunrifle

A more advanced version of the Lasblaster, a Sunrifle sacrifices a longer range for even more firepower. Each discharge fires as many bolts of energy as a squad of Imperial guardsmen.

Table 3-3: Exotic Ranged Weapons

Imperial Exotic Ranged Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Meritech cannon	Pistol	15m	S/–/–	2d10+4 X	4	6	3 Full	Blast (1)	0.5 kg	Unique
Razorweb Launcher	Heavy	10m	S/–/–	2d10+4 R	5	1	Full	Blast (1), Tearing	3 kg	Extremely Rare
Rocketfire Gun	Basic	80m	S/–/–	1d10+5 I	4	6	Full	Tearing	4 kg	Very Rare
Sonic Rifle	Basic	30m	S/2/–	1d10+3 X	2	8	Full	Tearing, Shocking	3.5 kg	Rare
Web Pistol	Pistol	30m	S/–/–	—	0	1	Full	Snare	3.5 kg	Rare
Web Gun	Basic	50m	S/–/–	—	0	1	Full	Snare, Blast (2)	6 kg	Rare
Heavy Webber	Heavy	70m	S/–/–	—	0	3	Full	Snare, Blast (5)	14 kg	Rare

Archeotech Exotic Ranged Weapons

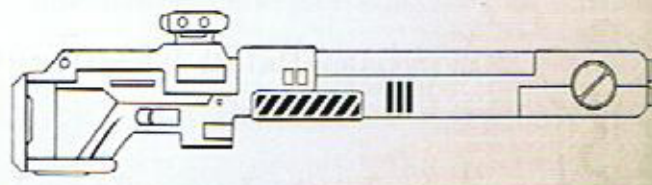
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Assault Gauntlet	Pistol	20m	S/–/8	1d10+4 I	2	24	4 Full		3 kg	Very Rare
Entropic Accelerator	Basic	40m	S/–/–	3d10+4 E	3	1	—	Recharge, Toxic	5 kg	Near Unique
Lightning Cannon	Basic	60m	S/–/–	2d5+4 E	4	2	Full	Overheats, Shocking	0.5 kg	Near Unique
Quill Blaster	Basic	50m	S/–/6	1d10 R	2	50	2 Full	Tearing, Overheats	5 kg	Near Unique

Xenostech Exotic Range Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Argonite Whistler	Pistol	40m	S/–/–	3d10 E	6	8	2 Full	Recharge	2 kg	Near Unique
Dragon's Breath	Basic	30m	S/–/–	2d10+2 E	3	20	Full	Flame	4 kg	Unique
Eldar Blaster	Basic	30m	S/–/–	2d10+5 E	8	24	Full		1.2 kg	Unique
Eldar Deathspinner	Basic	40m	S/–/–	4d10+5	2	30	2 Full	Reliable, Blast (2), Tearing	4 kg	Unique
Eldar Lasblaster	Basic	120m	S/3/6	1d10+4 E	4	90	Full	Reliable	3.5 kg	Near Unique
Eldar Sunrifle	Basic	90m	S/4/8	1d10+6 E	4	60	Full	Reliable, Storm	4 kg	Unique
Pulse Pistol	Pistol	40m	S/2/–	2d10+2 E	4	16	Half	Gyro-Stabilised	3 kg	Very Rare
Pulse Rifle	Basic	150m	S/2/4	2d10+3 E	4	36	Half	Gyro-Stabilised	8 kg	Very Rare
Pulse Carbine	Basic	60m	S/–/3	2d10+2 E	4	24	Full	Gyro-Stabilised	6 kg	Very Rare
Larn Cutters	Basic	20m	S/–/–	4d10+6 E	8	4	3 Full	Tearing	10 kg	Near Unique
Splinter Pistol	Pistol	50m	S/3/–	1d10+2 R	3	120	2 Full	Toxic	1 kg	Extremely Rare
Splinter Rifle	Basic	80m	S/3/5	1d10+2 R	3	200	2 Full	Toxic	2.5 kg	Extremely Rare
Xenos Flechette Blaster	Basic	20m	S/–/–	3d10 R	2	40	2 Full	Tearing, Blast (2)	2 kg	Very Rare

Pulse Weapons

Often Kroot Mercenaries are seen using weapons far more advanced than their regular rifles, weapons that rival many of the finest Imperial devices. They refuse to reveal their origin, only saying mysteriously that they were given in payment for services "for the good of all." These weapons are commonly referred to as Pulse Weapons, as they fire micro-pulses of accelerated plasma at high power and over great distance, comparable in effectiveness to Imperial Bolter weapons. The specialised Pulse Carbine variant sacrifices distance in order to incorporate an under-slung grenade launcher. Treat this as a Mezoa Pattern Grenade Launcher (Rogue Trader page 119). The Pulse carbine may only fire either the grenade launcher or the carbine in a single turn. Most Pulse Carbines in the Expanse have been modified to fire the wide variety of human grenades available, although there are versions only designed to fire photon grenades.



Larn Cutters

This alien cutting-beam weapon is thought to have been discovered in the Expanse by an unknown Rogue Trader. "Larn" may have been his or her name, or a ship, or the crewman who sold them first—no one knows the truth, though the Ordo Xenos is still investigating. It is thought that the Stryxis traders who sometimes deal in these devices know more than they are telling. These rifles emit an ionisation beam which slices through most matter; despite their weight and recoil they are fearsome weapons for boarding parties to use against hulls or bulkheads.

Gyro-Stabilised

The weapon has a small auto-stabilisation unit that is typically built towards the end of the barrel. While not as powerful as a suspensor, the gyro-stabiliser helps keep the weapon levelled at the optimal angle for firing. A Gyro-Stabilised weapon never counts its target as being further than Long Range (normal maximum range still applies). Heavy weapons with this Quality reduce the penalty for firing without Bracing to –20.

Splinter Weapons

These cruel weapons used by Eldar pirates and raiders are a fearsome sight to many a merchant vessel's crew. The crystalline ammunition is broken into tiny splinters in the firing process, emerging from the weapon as a high-speed cloud of deadly projectiles. The crystals often contain virulent toxins, such that even the tiniest cut can cause festering wounds of intense pain. The weapons themselves carry a wide variety of cutting blades and combat attachments, making them doubly useful in close-quarters fighting. Like all Eldar weaponry, they are surprisingly lightweight and deceptively fragile in appearance.

In Melee combat, a Splinter Pistol counts as a Mono-Knife; a Splinter Rifle counts as a Mono-Spear.

Xenos Flechette Blaster

Flechette Blasters are terrifyingly effective xenos weapons of uncertain origin that can be found in the Koronus Expanse in the hands of those with a taste for carnage. They fire bursts containing millions of razor-sharp strands that tear flesh into a pulpy mass. Though short-ranged and slow to reload, the power of this indiscriminate weapon to cause terror is prized by many.



Melee Weapons

"Though it is far more efficient to eliminate any opposition at range, those struck down with my axe I dispatch in the name of the Omnissiah."

–Explorator Orpheus

Melee weapons are even more ubiquitous in the 41st Millennium than ranged weapons, from the simple utilitarian knives of hab residents to the power weapons carried by officers in the Imperial Guard and Imperial Navy. All melee weapons listed here require one hand to use unless stated otherwise.

Primitive Weapons

Primitive weapons, though generally ineffective against Imperial technology, are still common throughout the galaxy. To use primitive weapons the character must have the Melee Weapon Training (Primitive) Talent, or the Thrown Weapon Training (Primitive) Talent, depending on the weapon.

Combat Shield

Small and lightweight, a combat shields can be attached directly to the forearm and allow the user to wield a pistol or other small arms. A Combat Shield provides 3 Armour Points to the Body and Arm wielding the Shield. This stacks with other armour. Some Combat Shields are crafted out of ceramite or adamantium. These Combat Shields count as two steps rarer, but lose the Primitive Quality.

Falchion

Combining the best of a sword and axe, these short, heavy blades are ideal for close quarters fighting in boarding parties or when repelling attackers. Similar to but heavier than a cutlass, a falchion offers a more brutal offensive capability as it can hack through tougher materials.

Lacusta Hammer

The Lacustan Windriders have developed a mixed reputation in Calixis, for despite their combat effectiveness many view them as no more civilised than their viscous reptilian mounts. They delight in brutal combat where the more blood spilled the better; dead enemies are often drained so the furry, two-legged lizards can drink their fill. One of their main weapons is a heavy warhammer mounted on a long staff, ideal for swinging in great arcs from on high. The pulped flesh left behind from each blow is testament to the strength of the attack. This weapon deals an additional +2 damage if the user is mounted. This weapon requires two hands to use.

Parrying Dagger

Unlike most blades, a parrying dagger is designed mostly for defence by catching the enemy's sword in a parrying manoeuvre with its wider guard or split tines. While it won't break the sword, it can ensnare it long enough for your counterattack to succeed. Should the opportunity arise, even a parrying dagger can inflict a nasty stabbing wound. Parrying Daggers grant an extra +5 bonus to Parry attempts, in addition to the Defensive Quality.

Swordstick Cane

Commonly carried by many of the Imperial gentry, these ornate canes or walking sticks conceal a thin, hidden blade which can be drawn and wielded like a rapier.

Weighted Memory-Wire

A popular concealed weapon for the nobility and powerful civilians, this can be sewn into capes and cloaks. When the cloth is snapped outwards it clicks into position, turning a simple gesture into a strike that can knock a man out.

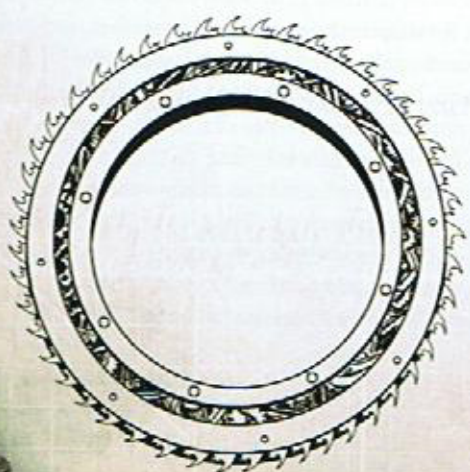
CHAIN WEAPONS

Chain weapons are a common melee weapon the galaxy over, both for their simplicity of destruction and the barbarity of their kills. Almost all feature a set of fast-moving chains studded with sharp teeth on their "cutting" edges. To use chain weapons the character must have the Melee Weapon Training (Chain) Talent, or the Thrown Weapon Training (Chain) Talent, depending on the weapon.

Crimson Crown

This ancient killing device usually takes the form of a metal circlet roughly the width of a human forearm and the thickness of a palm, surrounded by sharpened metal teeth. It is human in origin, but as most versions predate much of the Imperium's recorded history, owning one is a sign of considerable wealth.

It is heavy but when activated, micro-gravlifts negate most of the weight so that it can be hurled, utilising a central grip for a spinning throw with great range. rotating action signals the internal motor to roar into lif fire the chained teeth into rapid rotation, tearing apart and bone on contact in a spray of blood and viscera. St the brutality of the weapon, that it is one of the few h weapons that Orks will claim after defeating human for



Drusian "Crusader" Chainsword

Manufactured by a variety of forge worlds, these po weapons are a familiar sight throughout the edges o sector where memories of Saint Drusus burn brightly Drusus Day, many shrines are crowded with multitud followers, raising their chainswords (or mock replicas fo poor or young) in the air in honour of his works and sacr For those who seek to continue the crusade in the Exp the common weapon pattern uses a curved cutlass-like b Most are a holy silver in colour, and favour a large sp basket-guard to better smite the unclean xenos.

Locke-Pattern Double-edged "Mercy" Chainsword

Some of the more maniacal wielders of chainswords customised models with two ripping edges, created by remo the protective carapace surrounding the near side of the wea This modification (also available as a finished product du demand) makes the weapon dangerous to the user as well, this is not generally a concern, and wielders proudly wear numerous self-inflicted scars that using one often entails. M chainswords typically come with a longer haft, so that they be swung using two hands for deeper strikes.

SHOCK WEAPONS

Shock weapons are melee and thrown weapons that hav powerful electrical charge running through them to shock stun their targets. To use shock weapons the character must h the Melee Weapon Training (Shock) Talent, or the Thro Weapon Training (Shock) Talent, depending on the weapon.

Neural Whips

The melding of a brutal steel whip with shock weap technology, neural whips can stun or kill outright throu the massive electrical surges they impart as their long meta lashes hit flesh. At low settings they can be used to g workers or slaves to increased productivity. At higher setti they become lethal, and even without the electrical discha each blow from the whip can lacerate bare flesh with e Though not a ranged weapon, like most whips it can be u to strike victims up to three metres away.

Shock-knuckles or shock-nukks

Worn like regular knuckle-dusters, each resembles a thick ba of insulating leather with large metal knobs above each fing On impact it administers a violent electrical shock to the targ

Table 3–4: Melee Weapons

Primitive Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Combat Shield	Melee	—	1d5 I	0	Primitive, Defensive	1 kg	Common
Falchion	Melee	—	1d5+3 R	0	Primitive	2 kg	Average
Lacusta Hammer	Melee	—	1d10+2 I	0	Primitive	5 kg	Average
Memory Wire	Melee	2m	1d5-1 I	0	Primitive	1 kg	Rare
Parrying Dagger	Melee	—	1d5 R	0	Defensive, Primitive	0.5 kg	Average
Swordstick Cane	Melee	—	1d10 R	0	Balanced, Primitive	2 kg	Scarce

Chain Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Crimson Crown	Thrown	SBx4	1d10+2 R	2	Tearing	0.5 kg	Very Rare
Double-edged Chainsword	Melee	—	1d10+5 R	2	Tearing	12 g	Average
Drusian Chainsword	Melee	—	1d10+2 R	2	Tearing, Balanced	7 kg	Average

Power Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Burning Blade	Melee	—	1d10+5 E	4	Power Field, Balanced	3 kg	Extremely Rare
Loi Pattern Power Axe	Melee	—	1d10+7 E	9	Power Field, Unbalanced	9 kg	Extremely Rare
Power Discus	Thrown	SBx4	1d10+4 E	5	Power Field	.2 kg	Extremely Rare
Thunder Hammer	Melee	—	2d10+4 E	10	Power Field, Unwieldy	15 kg	Very Rare

Shock Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Shock Knuckles	Melee	—	1d10 I	0	Shocking	1 kg	Scarce
Neural Whip	Melee	3m	1d10+1 R	0	Flexible, Shocking	4 kg	Rare
Shock Stars	Thrown	SBx3	1d10 I	0	Shocking	.2 kg	Rare
Suppression Shield	Melee	—	1d10 E	0	Defensive, Recharge, Shocking	5 kg	Rare

Exotic Melee Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Agonizer	Melee	—	1d10+3 E	6	Tearing, Shocking	8 kg	Very Rare
Egerian Shard Glaive	Melee	—	1d10+4 R	2	Tearing, Toxic	4 kg	Extremely Rare
Eldar Powersword	Melee	—	1d10+4 E	8	Power Field, Balanced	2 kg	Near Unique
Forearm Powerblade	Melee	—	1d10+1 E	4	Power Field, Balanced, Defensive	1.5 kg	Very Rare
Galthite Lacerator	Melee	—	1d10+6 R	6	Tearing	1 kg	Near Unique
Inertial Hammer	Melee	—	1d10+7 I	3	Unwieldy	4 kg	Near Unique
Macro Hammer	Melee	—	1d10+7 E	10	Power Field	8 kg	Extremely Rare
Null Rod	Melee	—	1d10+5 E	4	Power Field	3 kg	Near Unique
Soft Sword	Melee	—	1d10 R	2	Balanced	1.5 kg	Rare

Shock Stars

These tiny metal throwing discs contain small power cells as well as the usual sharpened blades, imbuing each with a powerful electrical charge. The damage they do from the lacerating strike is compounded by the incapacitating shock administered on contact.

Tarsus-pattern Suppression Shield

Suppression shields are common equipment for the Adeptus Arbites, though such is their effectiveness that a host of other organisations and individuals use them as well. The suppression shield is both a bulwark and a weapon, a heavy slab of ceramite large enough for the wielder to take cover behind. Each has a built-in arc-lumin at the top, and a powerful shock-plate in the shield's centre. If the wielder strikes with the shield, he can discharge the shock-plate on impact, delivering a powerful electrical blow.

Suppression shields have the Recharge quality, since the shock-plate takes time to build to dangerous levels. It can still be used as a weapon while it is recharging, however, but during those rounds it loses the Shocking quality and gains the Primitive quality. A suppression shield requires one hand to use, and provides +4 APs to that arm and the torso of the wielder.

Tarsus-pattern suppression shields are also designed with lock-grips on the upper corners. These allow a character to fire one basic class weapon with one hand without penalty.

Power Weapons

Power weapons surround their blades in a disruptive field of crackling energy, amplifying their destructive force far beyond what a simple melee weapon can do. To use power weapons the character must have the Melee Weapon Training (Power) Talent, or the Thrown Weapon Training (Power) Talent, depending on the weapon.

Power Discus

The simplicity and elegance of this archeotech weapon has lead more than one Imperial researcher to suggest it may have origins amongst a xenos species of the Koronus Expanse. Each of the discovered weapons seems to be a seamless silvery disc no more than 30 centimetres across, roughly five centimetres in thickness but tapering to whisper thin edges. Each also feels lighter than it should, given the metallic nature. Most users wear a thick pair of plas or chain gloves to throw the device, as its edges are razor sharp and do not seem to dull under use. Once it is in flight, the device reacts to the airborne spin and activates a power field surrounding the entire disc. The power field allows it to slice through almost any material, and skilled practitioners delight in using it to decapitate their foes. The field only lasts for several seconds, allowing it to be recovered after it is thrown.

Loi-pattern Burning Blade

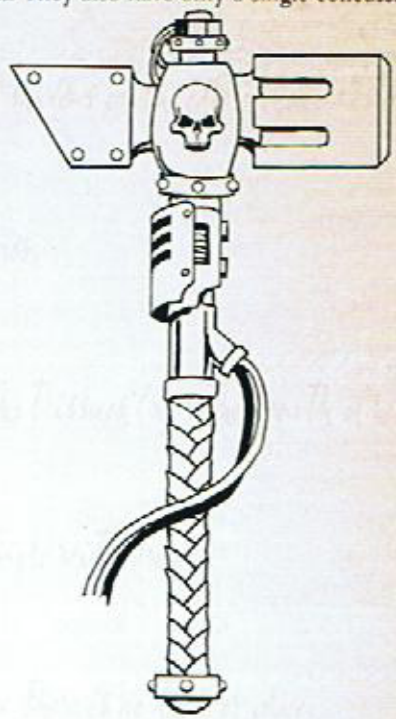
What started as a series of malfunctioning power swords from the disreputable Clovis Munitorum became a new weapon type after users discovered the faulty field conduits raised the temperature of the blade to over 600 degrees. Loi Metalworks investigated and created what are now known as burning blades, power swords that deliberately create intense heat along their blade so as to burn flesh to the bone with each strike. Heavily insulated so that the user feels little of the inferno raging inches from their palm, these swords are nevertheless extremely dangerous to the wielder as well as their opponents. On a successful hit, the target must pass a **Challenging (+0) Agility Test** or be set on fire.

Loi-pattern Power Axe

Unlike the more common Mezoa power axe with its broad blade, the Loi model sacrifices some cutting edge length for a longer haft, thus keeping the weight roughly the same. As it can be swung in a longer arc, it can strike with greater penetration. Each is almost a 1.5 meters in length, and some users modify the top of the axe in order to fashion a very intimidating walking stick. This weapon requires two hands to use.

Mezoa-pattern Thunder Hammer

Huge hammers featuring oversized heads, these weapons store energy and then release it in a violent explosion upon impact. The tremendous concussive force released is equivalent to a concentrated grenade explosion, strong enough to punch holes in vehicles and knock those nearby to the ground. Though extremely cumbersome to wield, they are often used by Ministorum priests to both smite the wicked and invigorate the faithful. Mezoa patterns are lighter than most Imperial versions, designed for use by unaugmented humans. They also have only a single concussive front.



Exotic Melee Weapons

All manner of strange an exotic weapons can be found in the far reaches of the Koronus Expanse. Some are developed by lost human cultures, while others are designed by strange and terrible xenos empires. Their rarity and exotic nature often makes them a prized possession for a Rogue Trader and his crew.

Agonizer

One of the favoured melee weapons of the vicious Eldar pirates is the Agonizer, a deliberately cruel device often worn as a gauntlet or used as a whip. It acts similarly to a shock weapon, but the energy inflicted on the enemy can bleed through armour easily, causing even more intense pain and physical trauma. Even the mightiest of warriors can be brought low when in the grip of such a weapon.

Eldar Powersword

There is perhaps nothing so dangerous as a skilled swordsman wielding one of these deadly blades. Impossibly slender yet strong, shimmering with field energies, and studded with mysterious glowing gems, an Eldar Powersword is a premier status symbol for any explorer. It is unheard of for these xenos to sell such a weapon and they reclaim them by force, adding even more of delightfully forbidden air to ownership.

An Eldar Powersword adds +10 to any Parry attempts made by the bearer (with Balanced, this becomes +20 total).



Egerian Shard Glaive

Another relic of the dead planets of the Egerian Domain, these appeared to Explorers to be long poles of black metal, tipped with the jagged crystalline growths which litter the empty maze-cities. It is unknown if they were first used in combat deliberately or in desperation, but it was soon discovered the impacted crystals could slice and splinter, leaving countless glasslike traces behind and causing intense pain as they twist through flesh.

Removing the shards can take hours of work and many doses of pain-blocking medication (along with Wobble or other stiff drink). Careful examination and collection of the shards reveals that, like Egerian geode grenades, the mass of shards and the remaining crystal is greater than before the shattering, something the Adeptus Mechanicus still refuses to validate.

Forearm Powerblade

A defensive weapon, powerblades are short, wide blades attached to the forearm and designed primarily for parrying. Often of xenos manufacture, their energy field allows them to parry almost any attack, but offers less in the way of offensive capability. Some wielders pair them with compact pistol weapons, while others wear a single powerblade while carrying a larger ranged weapon in both hands.

A forearm powerblade is mounted on the arm, and does not need to be held in a hand (allowing the wearer to carry something else in that hand or use a two-handed weapon). It is usually deactivated, and while deactivated cannot be used as a weapon. Activating is a Free Action, and the trigger is usually placed in the palm or wrist for easy access.

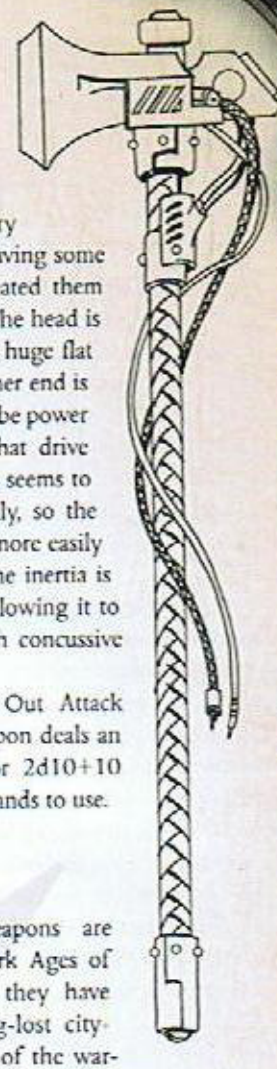
Galthite Lacerators

These alien weapons are worn over the hand, each covered with a multitude of razor-sharp short blades. Each strike from a lacerator can slice open several deep ribbons of flesh as the blades cut into their target. As they are not designed for a human hand, the interior of each gauntlet is modified so that it can be worn more comfortably. True Galthite weapons can be discerned from counterfeits as the blades tarnish with a myriad of blue-green patterns when exposed to blood.

Gryphonne-pattern Null Rod

For those who must face psykers without any psychic ability of their own, a null rod is extremely useful. These strange devices force any psykers within 10 meters to take all tests to use any psychic powers at a –30 Penalty. They also offer personal protection from psychic attacks by granting a +30 bonus to resist any psychic power that directly affects the bearer. Writhing with energies baneful to those who channel powers from the Warp, a null rod contains such furious force that it acts as a power weapon when used as a club or truncheon.

Inertial Hammer



Found mostly in the ruins of several ancient dead worlds surrounding the Cauldron, the so-called Inertial Hammers have very long haft, nearly shoulder high (leaving some to believe the xenos race that created them were taller than normal humans). The head is a dead black colour, flaring into a huge flat striking surface at one end. The other end is surrounded by what are thought to be power cables and the esoteric engines that drive the device. When swung, the head seems to gather inertial energy exponentially, so the weapon seems lighter and swings more easily the further it moves. On impact the inertia is transformed into kinetic energy, allowing it to strike in a single arc with enough concussive force to rupture a tank hull.

If the user performs an All Out Attack Action with this weapon, the weapon deals an additional 1d10+3 I damage (for 2d10+10 total). This weapon requires two hands to use.

Macro-Hammer

These puissant archeotech weapons are thought to date back to the Dark Ages of Technology. However, thus far they have only been discovered on a long-lost city-cache hidden amongst the ruins of the war-world of Zayth. The Disciples of Thule seized the majority of the weapons, though a few have found their hands into other members of the Machine Cult in the Koronus Expanse. Glowing with circuit-runes, the ancient tech-relic mounts a suitably large hammer head covered with nano-sized warp portals which burst open on contact. The impact of the portals creates intense, localised warp disruptions, causing micro-explosions which devastate the enemy. Like many human designs, its visage is intended to intimidate and cower all who would stand before the righteous might of the Imperium and the Machine God. This weapon requires two hands to use.

Soft Sword

Also known as an assassin's belt, these weapons are formed from a polymorphic material discovered on several planets near the Heathen Stars. Normally flexible like thick cloth, when stimulated by an electrical current the material will stiffen to the consistency of strong metal. Explorers who desire a more unassuming appearance (or a hidden weapon should all their obvious ones be removed) wear belts, sashes, bandoliers or other lengths of the material along with an activation grip. Once readied, the weapon can act as a staff or a short sword (if the material is honed to a sharpened edge). While it does offer the element of surprise, should the power cell in the haft fail, surprise quickly turns the other way.

Table 3–5: Naduesh Force Weapons

Name	Class	Range	Dam	Pen	Special	Wt	Availability
Force Axe	Melee	—	1d10+3 R	3	Force, Unbalanced	8 kg	Near Unique
Force Staff	Melee	—	1d10 I	2	Force	2 kg	Near Unique
Force Sword	Melee	—	1d10+1 R	2	Balanced, Force	5 kg	Near Unique

FORCE WEAPONS

Tech-Priest Explorator teams sifting through the archeotech ruins of Naduesh have unearthed numerous caches of dazzling and disturbing devices, including many whose nature and purpose is still a mystery. Given the number of possibly valuable items still to be comprehended it is understandable that the finely made but otherwise ordinary-looking swords, axes, and melee weapons were simply put aside. It was not until visiting adept-psykers of the Ordo Xenos realised the true measure of these weapons that intensive searches began for more. Further studies seem to indicate these are ancient devices, possibly stemming from the Dark Age of Technology, but the foul taint of xenos construction cannot be ruled out. It was impossible to keep the discovery secret for long, and these weapons have become a highly-valuable commodity throughout the Expanse, and some raiders attack any vessel that carries them, simply to steal them away. For many a psyker-warrior, possessing a Naduesh blade is the mark of true power in both body and mind. For those wishing a more subtle visage, a simple rod or staff can channel their power to devastating effect, as well as focus their abilities to greater levels.

Naduesh Force Axe

Favoured by the more robust and physical psykers, F Axes offer tremendous sheer power but little in the wa finesse or subtlety. For those that use them, these weap aptly indicate their mode of attack, and often their lifes as well.

Naduesh Force Staff

Longer-length force weapons typically take the form of a s and they can be used as a weapon in regular combat. So are fashioned to appear as a simple walking staff, only giv away their real function as psychic powers are channe through them. Force Staffs also act as a Psy-Focus (see Rogue Trader Core Rulebook, page 146).

Naduesh Force Sword

On the surface, force swords look just like any regular sw albeit of unusual coloration. It is only upon closer inspect that the tiny but elaborate runes appear, giving away th arcane nature. Most psykers are not skilled fighters, but those who are, a force sword is the perfect weapon as it allo them to fully use both their psychic as well as martial abilit

Entrusted aboard the trader Withering, off the Dolorous Clouds, 022.815.M41.

My daughter Igraine, I have included this note by someone you may remember, Arakos, Master of my Astropathic Choir. Heed his words.

—A. A.

Dearest Lady Igraine,

I feel I must once again stress the hidden dangers of the psyker. By now your preparations have trained you in the ways of these beings, and you have learned how to detect those who share my 'gifts' through the study of their mannerisms. I can tell you from valued personal experience, this will not be enough. There are arcane manners to guard against the warp-borne powers ones such as us can call forth, of which your mother intends to bestow upon you personally when you begin your travels. Beware, though, for the subtlest of their powers, for they can channel their minds through what appear to be common weapons, making the mundane into puissant weapons that could cleave even your great-grandfather's power armour suit in twain. Remember, in my hands, even a simple staff or blade can become a highly dangerous weapon, and you should always assume other psykers are equally capable.

— Arakos, Master Astropath

New Weapon Quality: Force

Force Weapons are unique in that they will only function properly when wielded by a true psyker, whose mental energies turn these ordinary looking weapons into devices of terrifying power. They can take the form of almost any normal hand weapon such as a sword, axe, halberd, or hammer, and in the hands of a non-psyker they would function as such. When a psyker directs his powers through them though, such a weapon can multiply his strength to superhuman levels.

Force Weapons have special rules when used by a psyker and will otherwise count as Best Craftsmanship Mono variant of the standard Primitive weapon. In the hands of a psyker, the weapon deals bonus damage and gains bonus penetration equal to the psyker's Psy Rating (so a Psy Rating 3 would grant +3 damage and +3 Penetration), and the damage type changes to Energy. In addition, whenever a psyker damages an opponent, he may make a Focus Power Test (Opposed Willpower) as a Free Action. If he succeeds in making the test and scores more degrees of success than his opponent, for every degree of success, the force weapon's wielder deals an additional 1d10 E Damage, ignoring Armour or Toughness Bonus. Force weapons cannot be destroyed by a power weapon's field.

Although Navigators are considered psykers, their powers are different from a regular psyker and they do not gain any of the above benefits for using a force weapon.

WEAPON UPGRADES

Many weapons are equipped with upgrades to enhance their performance or give them additional capabilities. Any upgrade may be equipped onto a weapon with a successful Trade (Armourer) Test.

Calamity Vents

One attempt to compensate for the dangers of plasma weaponry (or other weapons that overheat or overload), so-called "calamity vents" are emergency purge vents designed to direct the superheated exhaust away from the firer. They have never become widely popular, as their new and somewhat inferior design interferes with the ancient and superior workings of certain weapons, such as plasma weaponry (sometimes with disastrous results).

If a weapon with a Calamity Vent overheats and the bearer chooses not to drop it, roll 1d10. On a 4 or higher, the vent operates as designed. The bearer takes no damage, and the weapon does not need to spend a round cooling. On a 3 or lower, however, the bearer counts as being hit with a shot from the weapon in his body, as the vent misdirects the back-blast. Unlike regular overheating, this hit has a Pen equal to the Pen of the weapon, not 0. The weapon still does not need to spend a round cooling. This may be equipped to any weapon with the Overheat Quality.

Exterminator Cartridge

Many of the more zealous religious warriors of the Imperium use an Exterminator Cartridge affixed to their regular weapons. This small device contains a small one-shot flamer weapon. It functions in much the same manner as a Combi-Weapon, allowing the user to fire either the added weapon (once) or the weapon it is mounted to. Cheap and easy to manufacture, they are a common sight on almost every weapon used by Imperial cults like the Order of the Red Redemption or the Emperor's Purifying Light—often the last sight a heretic or apostate sees before his death. Exterminator Cartridges cannot be reloaded and must be replaced.

A single Exterminator Cartridge may be equipped to any basic or pistol weapon. It may be fired as a half action, and counts as a Hand Flamer. The Exterminator Cartridge may not be fired in the same Round as the weapon it is attached to.

Tox Dispenser

The custom of lining a blade with deadly toxins has been with humanity since the dawn of recorded time. Although smearing a poison on the blade has the advantage of simplicity, technology has since provided a better solution. A series of micro-dispensers allow a wielder to coat his weapon with poisons by simply pushing a button.

As a free action, a character with a weapon equipped with a tox dispenser may cause his weapon to gain the Toxic Quality for one Round. Most Tox Dispensers may be used 10 times before requiring refilling. This may be equipped to any Primitive or Chain melee weapon.

Table 3–6: Weapon Upgrades

Name	Weight	Availability
Calamity Vent	.5 kg	Very Rare
Exterminator Cartridge	1 kg	Common
Tox Dispenser	.75 kg	Rare



Unusual Ammo

These are some additional unusual ammunitions found in the Koronus Expanse and Calixis Sector. Each type of unusual ammo can only be used with the listed weapons.

Acid Shells

As the name suggests, these specialised shells contain vials of powerful acids, strong enough to eat through almost any material. Against armours they can dissolve deep into casings, greatly reducing any protection they might provide. Against exposed flesh they can melt tissue down to the bone in moments. Only extremely large-bore weapons can use these shells.

Effects: Acid Shells cause 2d10 E Damage, 0 Penetration. If the target takes damage it suffers the same effects as being set on Fire. Each hit against an armoured target will reduce its AP value by 1 (down to a minimum of 0); any armour damaged in this way must be repaired to regain its effectiveness.

Used With: Shotguns, pump-action shotguns, shotgun pistols, shotcannons, bolt pistols, and bolters.

Airtorch Canister

Whilst regular melta weapons are known for the tight focus of the superheated blasts they generate, Airtorch ammunition allows them to burn even hotter in a barely-controlled reaction that can almost set the air itself on fire. Indeed, the heat is so intense that it generally overwhelms the barrel allowing the blast to escape in a wide swath.

Effects: Airtorch canisters fire in a wide swath and gain the Scatter quality, but cause the weapon to suffer from the Overheating quality, as the heat is more than most melta weapons can withstand safely. The more rapid dispersal halves the weapon's Range as well.

Used With: Inferno pistols and meltaguns.

Microburst Flask

Filled with much higher concentrations of heavy ions, Microburst flasks allow a plasma weapon to fire smaller but denser bursts at farther ranges and with greater armour penetration. Microburst plasmas are cooler, however, but many users prefer it this way, given the normal thermal temperament of the weapon.

Effects: Plasma weapons using Microburst ammo add -2 Damage, +2 Penetration and +10 metres to the weapon's Range but cannot be fired in Maximal Mode. Using microburst ammo keeps the weapon from Overheating as well. Flasks add 1kg to the weapon weight.

Used With: Plasma pistols and plasma guns.

Nephium Fuel Tank

Flame weapons use liquid fuel, commonly promethium. When promethium is laced with encapsulated nephium motes, a potent secondary ignition takes place a few seconds after the promethium is lit. Few groups make use of this knowledge, for it greatly increases the chance of accidental ignition of flamer fuel stores, requiring expensive safeguards.

Effect: Agility Tests made by targets to avoid Damage suffer a –10 penalty and the weapon's base damage is increased by 2.

Used With: Any Flame weapons.

Table 3–7: Unusual Ammunition

Name	Availability
Acid Shells	Very Rare
Airtorch Canister	Extremely Rare
Microburst Flask	Extremely Rare
Nephium Fuel Tank	Very Rare
Organgrinder Rounds	Extremely Rare
Snare Shells	Rare
Toxic Shot	Scarce
Tracer Shells	Average
Void Rounds	Rare

Organgrinder Rounds

Where most ammunition types are designed to either kill or subdue, organgrinder shells are designed for a lingering, excruciatingly painful death. If the round penetrates into the flesh, spiralled ridges emerge and the shell slowly twists its way through the body, slicing tissue and bone in a pulp of viscera. There are rumours that this horrific ammunition was an attempt to recreate an actual xenos round, and those who have seen organgrinder shells in action know they are not in a hurry to meet anything that they might be patterned after.

Effects: These shells do damage equal to the weapon's regular damage. If the target takes Damage from this shell, after reduction for Armour and Toughness Bonus, he must make a Toughness Test with a -10 penalty for every point of Damage taken. Success means the shell has either failed or is not powerful enough to cause further injury. Failure deals an immediate 2d5 points of Rending Damage to the victim with no reduction from Armour or Toughness Bonus.

Used With: Hand cannons, heavy stubbers, and any Bolt weapons.

Snare Shells

These shells contain a fluid similar to that used in webber weapons, and on impact explode in a mass of ensnaring sticky filaments. Contact with air causes them to solidify, making it almost impossible for the target to escape. While not as capable as a proper web gun, snare shells are a handy accessory for any shotgun user as no extra training is needed to use them.

Effects: Snare Shells decrease the weapon's base damage by 2, but give the weapon the Snare Quality.

Used With: Shotguns, pump-action shotguns, shotgun pistols, and shotcannons.

Toxic Shot

Some feudal cultures have the unpleasant habit of preparing shot with vermin poison, deadly spores, or worse. Many travellers in the Expanse adopt this practice with more modern

weaponry, with horrifying results. Of course, utilising such dangerous substances can be just as risky to the wielder.

Effects: The weapon gains the Toxic special quality. If the weapon ever jams, the wielder takes 1d5 damage, ignoring Armour and Toughness.

Used With: Any Solid Projectile and Flame Weapons.

Tracer Shells

Many heavy weapon teams favour special rounds designed to brightly flare once projected from their gun, the better to guide their aim when firing long, sustained bursts.

Effects: The user gains a +5 to Ballistic Skill Tests when firing the weapon on Full Auto. On a turn where the user has fired Tracer Shells, all subsequent Ballistic Skill Tests made to hit the user in fog, mist, shadow, smoke, and darkness also gain a +5 as the user gives away his position.

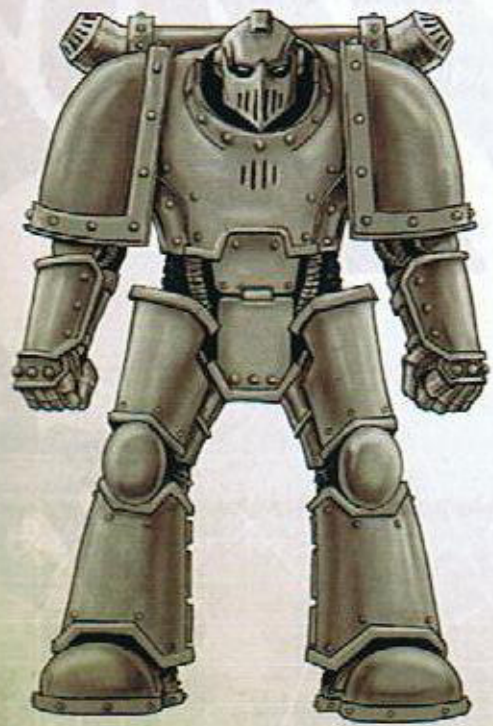
Used With: Any Solid Projectile and Bolt weapons.

Void Rounds

As most solid projectile weapons rely on a chemical detonation to provide thrust for the ammunition, they are normally ineffective in a void where the gas pressure in the barrel leaks away. Void Rounds contain special sabot-like coatings around each shell to ensure a better seal when fired, ensuring each round emerges at maximum velocity.

Effects: The firearm operates as it normally would, even when used in an atmosphere-free environment. When used in a normal atmosphere, the added weight of the coating isn't offset by the lack of atmosphere, and they suffer –1 Damage to the weapon's normal effects.

Used With: Any Solid Projectile weapons.



Armour

"Armour? Pah! Better to not get shot in the first place, I say."

–The late Torchbearer Volin Trel

As long as there have been weapons, there have been ways to protect against them. Body armour in the Imperium ranges from the simple and flexible armoured bodygloves used by scouts and assassins, to the massive adamantine and ceramite plates of power armour.

Delphis Mark II "Ironclad" Heavy Power Armour

The Delphis Mark II is a variant of standard power armour that features increased personal protection at the cost of agility, with huge plates of plasteel covering the flatter areas of the body. Exposed servo-mechanisms run along the legs and arms, and elaborate bracing runs across the spine. The helmet is small in comparison, with the high metal gorget rising from the neck almost to the cheeks. The armoured gloves are unwieldy—though a person can wield a weapon, tasks requiring manual dexterity are impossible. The power cell system in the rear has several thermal fins protruding to shed away excess heat. As each is a personal heirloom item, colourful paintwork and elaborate scrolls delineating the history of the various users cover the surface; some users have also added additional ornamental shields to indicate their personal heraldry. The more ostentatious suits include large retractable poles for flying more elaborate personal banners and their vessel's blazons.

Heavy Power Armour is extremely cumbersome, imposing a –20 penalty to the Agility of the wearer. In addition, any Dodge, Acrobatics, and Contortionist Tests undertaken by the wearer automatically fail. Ranks of power cells mounted on the rear provide 12 hours of continuous operation before recharging is needed, but require a day of recharging after each prolonged use. The mechanical servo system adds +20 to the operator's Strength Characteristic and increases his size by one step (for a standard human operator this would mean Hulking). The size increase combined with the Agility penalty means the wearer's movement speed is decreased by 1 in total. The suit also counts as an enclosed void suit and incorporates an inbuilt auspex, good craftsmanship photo-visors, an incorporated vox, and a pair of recoil gloves. Finally, built-in servos in the arm joints grant the wearer the Auto-stabilised trait. If the suit becomes unpowered, vents open automatically in the helmet to ensure the wearer does not suffocate. However, any movement while the suit is unpowered requires a **Hellish (–60) Strength Test**.

Table 3–8: Armour

Name	Locations Covered	AP	Wt	Availability
Eldar Raider Armour	All	5	4 kg	Near Unique
Flexsteel	Arms, Body, Legs	4	7 kg	Very Rare
Heavy Power Armour	All	9	150 kg	Extremely Rare
Thermal	All	3	12 kg	Rare

Eldar Raider Armour

Eldar pirates wear armour that functions in much the same way as basic Eldar armour, but is covered with spikes and cutting blades after the fashion of their weapons. Even an unarmed raider will always have a plethora of malicious devices on his person, ready to rend their foes in bloody sport. Anyone wearing this armour always counts as having a mono-knife in melee combat.

Flexsteel Suit

Flexsteel armour uses a metallic weave that appears to be solid metal but flows with the wearer's movements. Most of these suits are ancient relics dating back centuries. The techniques for cutting and rebonding the material are not commonly known to even the high Magos of the Mechanicus, and many users have to pad the interior of their suit so it better fits their body shape, as finding a suit which is actually their size is often impossible.

"Frost" Thermal Armour

Thermal Protective Wear (commonly called Frost Armour) was originally developed for work in high-temperature environments such as on inner planets or in reactor heat exchangers. They offer no more protection than a light flak suit, but are specialised to negate the effects of extreme heat. With a combination of slick flame-resistant fabrics and thermally conductive weave, the suits wick away almost all of the intense heat the user might face, and are a favourite in close quarters fighting, where a warrior knows he may face flamers or similar defensive weapons.

Frost Armour comes with a re-breather to protect against flame and smoke inhalation.



Force Fields

"Emperor's teeth, why aren't our lasguns hurting it?"

–Armsman Rafialle LaFo

Despite the protection offered by physical armo many situations do not allow it to be worn in su an overt manner. Protective force fields have t benefit of being generally easy to conceal, as well as offerir protection superior to all but the finest armoured system Each is a valuable tech-relic possibly centuries old, near impossible to recreate.

A character may only benefit from one field at a tim regardless of how many different fields he may have equippe When a character wearing an active field is attacked, roll d10 If the result is lower than or equal to the field's protectio rating, the attack is nullified and has no effect on the protecte character (although the attack may have an impact on th character's surroundings or other nearby characters, such weapons with the Blast quality).

Fields may also overload. Compare the d100 roll to avoi damage to Table 3–10. If the result is lower than or equal t the listed number, the field is overloaded and ceases to functio until it is recharged or repaired (requiring the Luminen Charg Talent or a successful **Very Hard (-30) Tech-Use Test**).

Archeotech Mirror Shield

Resembling a strange kind of ornamentation, archeotec mirror shields consist of a large reflective surface surrounde by elaborate wiring and tech-glyphs. They are normall worn on the forearm, and when struck by energy weapon can absorb and redirect the force, reflecting it back onto th attacker. A Mirror Shield's Protection Rating only applies t the Arm and Body. However, when it successfully blocks ranged attack dealing Energy damage, the wearer may spen his Reaction to make a **Challenging (+0) Agility Test**. O a success, the wearer reflects the shot back at a target of hi choice within the range of the weapon. The target takes th hit, suffering all effects.

Protection Rating: 60

Table 3–9: Fields

Name	Rating	Weight	Availability
Archeotech Shield	60	1.5 kg	Near Unique
Conversion Field	50	1 kg	Extremely Rare
Displacer Field	55	2 kg	Near Unique
Eldar Forceshield	75	.2 kg	Unique
Power Field (Personal)	80	50 kg	Near Unique
Power Field (Vehicle/ Emplacement)	80	500 kg	Extremely Rare
Refractor Field	30	2 kg	Very Rare
Salvation Shield	70	.05 kg	Near Unique

Conversion Field (Locke-pattern)

Conversion fields steal the force of an attack, rendering it less harmful, and then release that force in a blinding flash of light that can stun or disorientate nearby foes. Conversion fields are contained in the iconic Rosarius devices worn by Space Marine Chaplains and agents of the Ecclesiarchy, but are also mounted in more esoteric settings.

If the field blocks more than 12 points of Damage from a single attack, the release of light is strong enough to act as a photon flash grenade burst centred on the wearer (Rogue Trader, page 126). The character wearing the conversion field is unaffected by this burst of light.

Protection Rating: 50

Displacer Field (Mars-pattern)

Unlike most force fields which absorb and defect attacks, archeotech displacer field devices work by moving the wearer out of harm's way. The wearer can activate the field manually, but the device also somehow detects incoming attacks and automatically activates a miniature warp-jump engine. This flicks the wearer out of the Materium to avoid the attack, restoring him to the Materium some distance away an instant later. These devices are considered hallowed artefacts by the Calixian Machine Cult, and few are known. Almost all of those are enshrined in forge world temples to the Omnissiah's glory.

If the field blocks an attack, roll for a random direction, then then roll 2d10 for the number of metres travelled—the wearer will always emerge on solid footing and in a suitable empty space. If all three dice come up with the same number (e.g. three sevens), then the user does not re-emerge for 1d5 Rounds and gains 1 Corruption point from exposure to strange energies. If the wearer was Surprised, he must forfeit his next Turn due to the shock.

Protection Rating: 55

Eldar Forceshield

Rather than relying on cumbersome (by their standards) physical armour, many of the higher-ranking Eldar leaders instead turn to field protective devices. Forceshields are one such item, often worn on the arm or belt. These provide protection on par with the more powerful Imperial fields, but without the bulk or weight—indeed many resemble the ovoid jewels or other alien ornamentation favoured by this decadent race.

Protection Rating: 75

Power Field (Ryza-pattern)

While most personal force fields are small and unobtrusive, power fields are heavy, cumbersome devices ranging from backpack-sized generators for personal use to large field emplacements for protecting important installations or vehicles. They all work by projecting a force wall to deflect away incoming kinetic and energy-based attacks. This wall can be varied in strength and size, but drains power at a prodigious rate—a personal unit can only be active for an hour before burning out its generator. So cumbersome are Power Field generators that any personal unit automatically encumbers the wearer.

Table 3–10: Field Craftsmanship

Field Craftsmanship	Overload Roll
Poor	01-20
Common	01-10
Good	01-05
Best	1

A power field causes the air to visibly ripple and crackle with static discharge. This imposes a –40 penalty on all Tests requiring stealth to succeed. The Power Field does not function against ranged attacks made within 3 metres, or melee attacks.

Protection Rating: 80

Refractor Field (Mars-pattern)

Refractor field devices see service with highly ranked and trusted Imperial agents of all kinds. No smaller than a pistol ammunition clip, they disperse the energy of an attack throughout the total area of the field effect. They are noticeable when activated as they surround the user with a hazy glow of light, making them easily detectible in low lighting or at night. Many are fashioned in the shape of a gorget and worn around the neck.

Protection Rating: 30



Salvation Shield

Reportedly created by the mysterious Jokaero, although other reports claim they are relics of human technology from the Dark Age, these tiny devices resemble a button or small broach. When activated by a coded series of touches, a button shield generates a silent, invisible field of roughly one square metre projecting outward half a metre. The field is strong, on the scale of a power field, but can only last a few minutes before the charge dissipates; once used it requires several hours to recharge itself. These are worn singly on the chest, but for the few individuals with access to several button shields, they can be worn in a pattern to protect more of the body. The more daring wear them as rings, so as to provide the most dramatic usage to unsuspecting foes.

Protection Rating: 70

Arming for Conquest

The Departmento Munitorum is (among other things) responsible for providing munitions, war machines, armaments, and other support materiel necessary to maintain Imperial Guard forces and their ability to prosecute war. Their vast logistical agencies stretch across the Imperium, and without it the Hammer of the Emperor would fall apart. In the Calixis Sector the local offices are headquartered on Scintilla and work with several main forge worlds and hive-factories to supply their needs, thus maintaining the various ongoing crusades and campaigns and ensuring the continued security of Calixis space.

Of the major forge worlds and manufactorium-hives, Gunmetal City and the Lathes are perhaps the best known in the sector. Other manufactoriums are devoted to more specialised armaments, notably the Sentinel hive-factories of Grove's Fall. Others are more exotic, such as the "Orbital Forges," void-shield repair and production facilities that share the complex orbits of the Lathe worlds. These are the major armaments plants which keep Calixis from falling to enemies both within and without and supply the bulk of all armed expeditions through the Maw. Some of the more specialised minor suppliers include:

The Merovech Combine

A major supplier of las-weapons, known for the ironwood stocks and side-panels on their products. The Combine is based throughout the Calixis Sector, and is working to expand their workings into the Koronus Expanse. Generally their weapons are sturdy and robust and viewed favourably; veteran guardsmen look for the deep red wood of a Merovech lasgun, and eagerly trade new recruits for their "cheap, wooden weapons."

House Praxis

This Malfi-based corporate house specializes in clothing and flak armour uniforms, with smaller sub-factories dealing in carapace and stronger armours, and well known for superior fire resistance qualities. Praxis flak capes and cloaks are highly desired by defensive forces, as they can withstand burning promethium just long enough to be easily and safely discarded.

Loi Metalworks

Loi Metalworks is based on Landunder, and is a useful source for those seeking power weapons. They have centuries of experience in melding swords and other bladed weapons with the finest Adeptus Mechanicus power field generators, producing superior weapons that will serve as heirlooms for a Rogue Trader's family for generations. Even with the field disabled, the distinctive green-tinged blade is a match for most other close combat weapons. It is said that Loi keeps close ties to the Magos of the Lathes, and that Mechanicus Techpriests work with them as "honoured overseers."

Clovis Munitorum

While many manufacturers indicate their products with a unique brand or symbol, this Gunmetal City based Munitorium leaves their weapons (mostly basic lasguns and laspistols) bare except for the usual Aquila mark all Imperial weapons carry. This could be as they have a somewhat deserved reputation for weapons that barely meet Munitorum standards, all somewhat shoddy and prone to malfunction. As they are much cheaper than many other manufacturer's products though, as long as they continue to just pass quality checks they will remain a major supplier. They are a favourite for arming large conquest fleets where quantity is more important than quality.

Sigurd Foundry

A somewhat unsuccessful ammunitions hive-factory on Sigurd IV, whose owners were found to be both unwise at business as well as in spiritual matters by the Inquisition. New ownership in the last century successfully converted the factories to producing rations and food packs. The existing machinery for refining and packing chemical propellants and explosives transitioned smoothly, and now the company imports vast quantities of agri-world products and turns them into processed meal kits. They are a staple of many survival packs and many portable habs even include them as part of the ready-assembly.

Lindwyrm Armoury

One of the largest ammunitions producers, supplying nearly a quarter of all frag grenades used across the Calixis Sector and beyond. They also produce untold tons of autogun and autopistol rounds each day, along with countless mortar and tank shells, heavy rounds for autocannons, and more all carrying their curled snake-symbol. While technically not a Forge world, their main facilities on Lind dominate the planet. Their highly rated PDF forces have also been hired out to many an expeditionary force, with the Armoury gaining a stake in any worlds conquered.

My daughter, a word of advice. When fighting a foe of mea
such as a rival Rogue Trader or aristocrat, never assume t
baubles he bedecks himself with are simply ornamentation. I s
bear the scars from a duel with the savage Jek Or'kal, wh
my "unblockable" sword thrust was turned away by his perso
conversion field.

Gear

"The Expanse offers a million and one wonders, and I wish only to claim them all."

–Rogue Trader Lady Sun Lee

The equipment a Rogue Trader has access to is as varied as the worlds in the Imperium, and can be used for any number of tasks. This chapter ranges from the clothing a Rogue Trader may wear, to gear he may need when stranded on a strange world.

Clothing

For a Rogue Trader, opulence and impressive appearances are often as important (or more so) than utility. This holds especially true for clothing.

Blast Goggles

Simple in design but essential in many situations, blast goggles serve two main purposes. The first is eye protection, essential in many close quarters fire-fights when small shrapnel may be flying in all directions. The glassteel lenses can withstand fragments that would puncture many armours and keeps the user from falling prey to threats to his vision. The other main purpose is in diminishing the effects of high intensity bursts of light, such as close range lasgun fire or even photon flash grenade blasts. Overall blast goggles are part of many the gear for both boarding raiders or defending armsmen.

Lathe-pattern "Rockhound" Void Suit

Void suits are protective suits worn by the workers who make their livelihoods mining asteroids, carving comets for ice, cold ship repair work, or any of the other dangerous but lucrative professions to be found in the void. Unlike most heavy void suits, the "Rockhound" is lighter and allows more user dexterity, an essential trait given the nature of their work. The models feature a solid torso carapace over layers of thin but tough voidproof fabrics with extra padding on the knees and elbows. The helmet is large, and completely clear. It sports a backpack to provide a re-breather and power supply. The main feature of the suit is the cold-gas micro-jets which surround the torso carapace, to be used for locomotion in limited or absent gravity. Each suit also has a variety of storage pouches, attachment points, and belts for carrying any and all of the tools and supplies a void worker might need. Most users customise their suits in a variety of eye-catching ways, the better to identify each other at a distance. Many miners, for example, will decorate their suit with symbols indicating rich strikes, or banner poles showing their home vessel.

Each suit can sustain the user in the void for 15 hours of operations, and includes a vox-link, suit-patch kit, helmet, protective eyewear including a photo-visor, and a clip harness with ten metres of line. The suit also applies a -5 penalty to the user's Agility Characteristic while wearing the suit. The micro-jets grant the user the Fly (3) Trait in low or zero gravity situations.

Table 3–11: Clothing

Name	Weight	Availability
Blast Goggles	.5 kg	Common
Rockhound Voidware Suit	30 kg	Scarce
Slip Suit	7.5 kg	Very Rare
Targeting Monocle	.02 kg	Very Rare

Slip Suit

Made of a leathery, faded yellow material of unknown origin, and sometimes found for trade on Footfall, slip suits have a greasy texture and are nearly frictionless to the touch. They are rare but sought after by many thieves and some bloodsport pit fighters for the benefits they provide in melee combats. The tough fabric is most often stitched into capes or vests. This item gives a +10 bonus to any attempts to break free from a Grapple action, and opponents Grappling the wearer suffer a –10 penalty.

Targeting Monocle

For a Rogue Trader, image is everything, both in terms of what it projects and what it conceals. A Targeting Monocle does both—it gives the impression of someone more willing to wear a cumbersome affectation than receive normal ocular augmentics, while secretly providing a dazzling display of information to the user via translucent projections directly to the eye. Distances, wind velocity, infra-red detections, target movement, and more are visible overlaying the normal visual image. Advanced models can link into specially upgraded guns to also include precise firing solutions, ammunition count, and weapon status. A targeting monocle can either be a Motion Predictor, Photo Sight, Preysense Sight, or Telescopic Sight (this is determined when the monocle is acquired). However, it requires a **Very Hard (–30) Scrutiny Test** to determine this is anything but a Monocle. The Monocle must be linked (usually via a low-power vox connection) with a weapon, and counts as a weapon's sight.

Drugs and Consumables

This covers a wide variety of consumable substances, from those that simply provide sustenance, to others that have much more interesting effects on an individual.

Blush

This intoxicating drink is made from a rare small yellow fruit found on some worlds on the rimward edges of the Calixis Sector. Fermented properly in raw stone vats, it gives a very pleasant glowing feeling when imbibed. This glow is quite literal—as intoxication sets in, the drinker actually emits a soft reddish hue that diminishes as the effects fade and sobriety sets back in. Popular amongst debauched young nobles, it is a favourite drink at their parties, where they compete to see who can glow the brightest before passing out.

Ploin Juice

The ploin is a fruit grown in both the Calixis Sector and Koronus Expanse. It is often brewed into a non-alcoholic beverage popular with many Explorers as it combats many common illnesses brought on by the habitual poor diets inherent to extended space travel. Made from the lopsided ploin fruit, it is rich in nutrients. When cheaply fermented it produces a clear, strong drink commonly known as "wobble"—as this is both what the fruit does when set upright, as well as what most users do after imbibing. Drinking wobble requires a **Difficult (–10) Carouse Test** to avoid extreme drunkenness—a level of fatigue in game terms—and painful headaches the following morning.

Raenka

Raenka is a highly prized brandy made from fermented Ploin juice and crafted through careful distillation in used amasec barrels. On several feudal worlds, it is a main export and secures a great percentage of yearly revenues. Prized for its rich dark yellow hue and subtle bouquet, raenka connoisseurs eagerly watch for news each season on the stages of ageing and which areas are releasing their vintages. Many traders make a small but tidy profit carrying barrels by special request from fermentation yards to impatient buyers willing to circumvent the normal flow of the liqueur.

Attention Spanner (Drug)

This drug induces a state of near monomania, allowing the user to totally focus their concentration on a single subject. It is not to be used carelessly; if the mind wanders while the drug takes effect there is no telling what topic may become the fixation. Still, when a deadly puzzle must be solved or an ancient scroll deciphered it can literally become a lifesaver. Users taking the drug must first take a **Difficult (-10) Willpower Test** to see if they successfully focus on the desired topic. If they succeed, then they take all Intelligence-based tests at +30 bonus for 3d10 rounds. If they fail however, for the same period of time they take all tests at a –20 penalty, perhaps concentrating more on an attractive shipmate or the pattern or the stars through the glassteel void portals.

Cold Fire (Drug)

As long as Ghostfire has been used to produce Frenzon and many of the other combat stimulants in Calixis, there has been the refined extract commonly called Cold Fire. While Frenzon induces a near-suicidal state of aggression (which is fine for Penal Legionaries), Cold Fire allows for more self-control, although it is still illegal unless issued by regimental commanders. Users gain the Battle Rage Talent, lasting for 3d10 rounds per dose.

Spur (Drug)

A common drug for those who live by the sword, spur infuses the user with boundless energy until he feels ready to tackle any situation. The powerful stimulant increases reaction times and overall stamina for a short period, with the inevitable crash of depression and weariness following soon after. Each dose lasts 2d10 minutes, during which the user cannot be Stunned and takes no Fatigue. Afterwards, however, the character takes a –20 Penalty for Toughness and Agility Tests for one hour, as well as one Fatigue level for every two they would have received while the drug was active. If used more than five times in a week long period, the user must make a **Hard (–20) Willpower Test**, or ingest the drug daily as he becomes addicted.

Table 3–12: Drugs and Consumables

Name	Weight	Availability
Attention Spanner	—	Very Rare
Blush	—	Rare
Cold Fire	—	Rare
Ploin Juice	—	Ubiquitous
Raenka	—	Scarce
Spur	—	Scarce
Wideawake	—	Plentiful
White Void	—	Rare

White Void (Drug)

An addictive and illegal drug mostly found amid front line units entrenched in seemingly endless combat, White Void creates a beatific feeling of well being. Common methods of usage involve either sprinkling the powder onto damp lho sticks, or immersing the sticks in dissolved powder then smoking them once dry. Long-term usage slowly removes coloration from the eye, eventually leaving a small black dot surrounded by white. Users gain +20 WP for 1d10 minutes per dose. If used more than twice in a week long period, the user must make a **Hard (–20) Willpower Test** or become addicted, unable to fight his cravings and ingesting the drug on a daily basis.

Wideawake (Drug)

A simple drug made in numerous styles from many different ingredients, Wideawake acts to ward off feelings of drowsiness and keeps the user alert for many hours beyond his normal limit. While multiple doses will keep the user awake even longer, once the effects wear off the resulting collapse will last much longer and lead to feelings of listlessness for several days. Wideawake allows the user to stay awake and alert, ignoring one level of Fatigue for 1d5 hours. Additional doses prolong the affect, but do not counteract more than one Fatigue level. fter the drug wears off the user suffers an additional level of Fatigue.

TOOLS

This section includes all manner of devices that may prove useful in an Explorer's adventures. Unless specified otherwise, Good and Best Craftsmanship versions of a device weigh two-thirds and half the listed weight. Poor versions weigh half again the listed weight, and may have other defects at the GM's discretion.

Aquila Magnificus

One of the sacred duties entrusted to all Rogue Trader expeditions into the unknown reaches beyond the Calixis Sector is to find the lost remnants of humanity and bring them back to the loving embrace of the Adeptus Ministorum, lest their souls be forever lost to the darkness. While this duty is undertaken with varying degrees of enthusiasm and diligence (often depending on how many Thrones will be gained in the process), those Explorers with close ties to the Ministorum often carry many of these impressive pylon-like apparatuses with them in their travels, as they cannot always tarry behind to see to these lost sheep. Each is planted into the ground using deep spike-anchors. They stand 10 meters tall, with the metallic symbol of the Imperium of Man perched at the top, illuminated day and night via internal batteries and solar cells. A variety of homing beacons, vox broadcasters, and recording auspex sensors operate inside the wide base to alert any passing Ministorum vessels that this flock is ready to receive its shepherds. Common Craftmanship versions will operate for five years without repairs, Good and Best Craftmanship versions operate two and three times as long, respectively.

Bloodlock Bolt

Rogue Traders by their very nature deal with the extremely valuable and impossibly precious, items of irreplaceable worth beyond the dreams of mere planetary governors or Imperial warlords. Such things are of course to be guarded heavily, for between the time of taking possession to the time they are sold there could be many opportunities for others to steal them away. To keep such prizes safe, some explorers use the famed bloodlock bolt, a special chest combining stasis technology with sophisticated auspex medicae sensors. Once the chest is secured, the combination lock is set by dripping the user's blood into the lock portal which sequences not only the exact blood makeup and gene-patterns, but also any other chemicals in the blood such as alcohol levels, drug types, and the like. By carefully dosing himself with an exact set of liquids and chemicals, the user essentially sets the exact combination to open the chest back up—for it will take not only his exact blood but also the exact combination of drugs and consumables as well. The stasis field, set within the chest, ensures that until the lock is properly opened the contents remain safe—if the lock is simply blown apart, the field collapses and destroys the contents.

Bomb Spray

Also known as Dry Death, this concoction of several liquids can be sprayed as an aerosol or even simply poured directly onto almost any surface. As long as it stays liquid it is safe, but once dry it will react to any sudden impact (such as a bullet strike or even a thrown rock) with a violent detonation. While not as powerful as regular manufactured explosives, it is very useful for setting surprise attacks or ambushes, or sabotaging a vehicle. Bomb Spray explosives inflict 1d5+3 X Damage per kilogram used, and a blast radius of two metres per their weight in kilograms.

Concealed Holster

It is a fact that very little can move faster than a deal gone bad, so many traders incorporate hidden holsters with fast-action draws to aid in the expeditious and favourable settlement of such negotiations. Basic models attach simply to the small of the back, ankle, or under robes or coat. Fancier models include mechanical rapid-access devices to quickly slam a pistol into the hand from a forearm or bicep mounting, granting a lightning-quick response to the situation. Such holsters can only be used with compact pistol weapons.

A Common or Good Craftsmanship concealed holster imposes a –20 to all tests (Awareness, Scrutiny, or Search) to discover the weapon on the person. A Best Craftsmanship version also allows the wielder to draw the weapon in the holster as a Free Action.

Detcord & Det-tape

The two most common types of explosives timer used in the Imperial Guard due to their reliability and simplicity, often used in conjunction with tube-charges. The delay is set by either pealing back the tape or cutting the cord to the desired length. Both can be used as a low-grade explosive material in an emergency as well, inflicting 1d5 X Damage per kilogram used, and a blast radius of five metres per their weight in kilograms. Best Craftsmanship Detcord does 1d5+1 X damage, instead.

Disguise Kit

There are many times when an Explorer may wish to conceal his appearance or take on the guise of another. Several Rogue Traders have even established rumours of their own demise then surreptitiously returned from the Expanse, the better to smuggle highly illegal goods. Disguise kits range from basic makeup and prosthetic flesh appliances to elaborate skin dyes, vocal augmenters, and even false dermal layering to fool gene scanners. Disguise Kits grant a +20 bonus to use of the Disguise Skill, with Best Craftsmanship versions granting +30 instead.

Emergency Hab

This heavy cloth can be formed into a very durable shelter with the simple addition of water, either from the user or from nature. When exposed to water (or most liquids) one side of the material stiffens into rockcrete, while a layer of silicasheet on the inside acts to keep the hab dry. Most kits come with simple support rods to provide shape to the cloth as it sets, allowing users to form a variety of hab shapes as desired, with room for up to three people. Needless to say, the cloth is stored in a very water-proof container (which can then double as a water bag). Good and Best Craftsmanship versions can contain four and six people, respectively.

Flak Spray

This spay is often used by covert operatives, as it can be dispensed by a seemingly innocuous applicator. Sprayed onto regular fabric it bonds rapidly, turning it into impact

armour strong enough to shield against most blows. The effects fade quickly, however, as body movement gradually breaks down the adhesion and the protection wears away. But for someone moving from a civilian event into a fire-fight (or taking a civilian into a fire-fight), it makes for a perfect accessory. Flak Spray makes any clothing act as Guard Flak Armour for 3d10 rounds.

Flex-Tent

This thin fabric turns utterly rigid when a small electrostatic charge is applied. It is part of many emergency shelter kits, as it is very light weight and needs no supports; users can simply unroll and activate to form a strong shelter against the elements. When the charge is deactivated, the fabric collapses and can be reused if needed, making it a popular item in long distance marches. Common Craftsmanship versions hold two people, Good and Best hold three and four people, respectively.

Flip-Belt

Anti-grav Flip-belts are used by the decadent Eldar of the so-called Harlequin cult, in a sheer affront to the laws of physics. They allow the user to partially negate the effects of gravity; the impossibly acrobatic movements allowed by the belt along with the wearer's natural agility and skill make the taunting xenos extremely difficult targets to hit despite their outlandish costumes and coloration. A flip-belt grants the Hover Trait (6) and +20 on all Agility-based Tests, and requires the Pilot (Personal) Skill to use. All Flip-belts are at least Good Craftsmanship.

Firewater

Found primarily in the gas giants in systems near the Cauldron, this oily blue-green liquid is rather unremarkable except that it spontaneously bursts into a dark blue flame when exposed to oxygen. Rebel and recidivist strike forces sometimes use it in booby traps, or simply throw glass bottles of the liquid at their enemy. Firewater explosions inflict 1d10 E Damage per kilogram used, and a blast radius of two meters per the weight in kilograms. Those caught in the blast area must make an Agility Test or catch on fire. There is no Good or Best Craftsmanship version of this item.

Glidewing

These large metallic folding wings are made of multiple flat plates resembling long feathers. Combined with suspensor fields, they allow the user to glide long distances and even fly for some time. When folded they are bulky and about half a metre thick on the user's back; extended the wings are quite wide and very noticeable, especially when vain users adorn them with real feathers and colorful paint schemes. Glidewings grants the user the Flyer Trait (12), and require the Pilot (Personal) Skill to use. However the user must launch himself from an elevated position (at least 15 metres high) for them to be used. Best Craftsmanship Glidewings grant a +10 bonus to Skill Tests to use them.

Gravity Generator

Bulk versions of the standard grav plating found on all Imperial voidships and stations, gravity generators are huge squares of metal which can be laid out on the surface to replicate the feeling of Blessed Terra either by increasing or reducing the local gravity field. They are useful when operating in areas of much greater or lesser gravity than is the norm, for meeting with natives, negotiating trade accords, securing cargo, or other short-term dealings. They can also be used as portable restraining cells, keeping prisoners secure under very high gravitational restraint.

Jovian-Pattern Modular Hab Base

Designed for speed of deployment and ease of assembly, these pre-fabricated units can be set into place by landing craft or even drop pods. Once in the desired location, rocket pinions anchor each unit into place, then each is connected into the larger overall base via enclosed corridors. Modular habs such as these (or the Phaeton pattern) can be used in a variety of environments including inhospitable or even toxic atmospheres.

A Common Craftsmanship Modular Hab Base includes: one barracks for up to 40 people, commissary, medicae facility, command and communications hub (complete with vox and auspex arrays), two storage sheds, a small genatorium, and a prefab landing pad. Good Craftsmanship bases include a prefabricated bulwark, capable of surrounding the base, and two Sabre defence platforms armed with two twin-linked heavy stubbers. Best Craftsmanship versions also include a laboratory facility.

Lingua-Vox Servitor

Useful to diplomats and explorers, a Lingua-Vox Servitor is a specially designed servo-skull equipped with an advanced linguistic cogitation engine. The Lingua-Vox hovers just over the shoulder of its master, aiding him in translating and understanding unfamiliar tongues. An Explorer with an active Lingui-Vox Servitor treats all Speak Language Skills as Basic Skills. Best Craftsmanship Linqua-Vox drones are capable of deciphering Secret Tongues.

Locke-pattern Long-Range Auspex



This is a larger and more powerful version of the hand-held auspex devices used by Imperial agents, usually mounted on a large, transportable chassis for added stability. Though bulky, it can scan huge areas of terrain as well as the sky above and the ground below to detect movement patterns, vox signals, seismic disturbances, and other programmed criteria. Its onboard cogitators analyse and

display detected information. The Long-range Auspex counts as an Auspex in all respects, save its range is 5 kilometres and it can penetrate walls up to a metre thick. Good Craftsmanship versions increase the range to 10 kilometres, and Best versions grant a +30 to Awareness Tests made with the device, instead of a +20.

Locke-pattern Stasis Pod

While fabulously rare, the stasis pods produced by the forge world of Locke are exceedingly well crafted. Each will preserve one humanoid-sized item in a state of unchanging time for as long as power can be maintained. Though used infrequently given the more widely-available nature of saviour systems, stasis pods are ideal for containing dangerous xenos or animal life during transport without the risk of escape or damage. Rogue Traders who specialise in beast hunts may have many dozens of pods lining their cargo holds, containing everything from the nightmare creatures of Burnscour to savage Genestealers stolen from drifting space hulks.

Nephitic Acid

The origin of Nephitic Acid is one of the many secrets of the Adeptus Mechanicus. It is unknown whether this grey-green liquid was derived from a xenos breed or devised through the aid of ancient STC datavaults. It quickly dissolves most materials in seconds and then fades into an inert grey paste. Only pure silicate glass can hold it effectively and even the most airtight of bottles still emits the acid's strong bitter odour. When applied to other materials, it deals 2d10+10 E Damage before becoming inert (the damage is applied once during a single Round). A single dose can eat through the equivalent of five centimetre thick square metre of adamantium in that time.

Perimeter Defence System

Used frequently on many newly-colonised planets, these systems are formed from dozens of large pylons bristling with power relay nodes, all linked together in line to form an invisible protective barrier around important installations or structures. They draw a great deal of power and can easily keep most native animals or civilians at bay, but will normally falter against aggressive attacks from armed forces or monstrous creatures. The field causes 2d10+6 E Damage with the Shocking quality. Good and Best Craftsmanship versions do an additional 1d10 damage.

Physik Kit

Though indeed primitive, in skilled hands it can operate as effectively as any advanced medikit. Filled with basics such as needles, scalpels, bandages, antiseptics, gauze, pain-killers, synthetic flesh spray, wound glue, and more, it is ideal for most minor wounds suffered in combat. A Physik Kit grants +10 when using the Medicae skill for first-aid treatment. Best Craftsmanship versions grant +20 instead.

Plaguewort Venom

This deadly poison is extracted from the neurotoxic sap of the widespread Calixian plaguewort plant's crushed leaves. Skin contact causes numbing, and if introduced into the bloodstream (for example by coating a bladed weapon or spear with the sweet smelling liquid) it can lead to paralysis and death. Any weapon coated with this venom gains the Toxic quality for 1d5 Rounds of combat. In addition to the Toxic damage, if the target fails its Toughness Test, it suffers 1d10 Agility damage. There is no Good or Best Craftsmanship version of this item.

Power Board

Many still refuse to believe these featureless flat planks exist. Power Boards are very much real, most older than many a starship but still gleaming and unmarked. Each allows the user to glide through the air, using anti-grav engines of unknown design. Internal power cells recharge slowly after use, but each charge can last hours depending on the speed and distance desired. Users operate a board with their own body orientation, and most affix footholds to prevent falls. Most users also decorate their boards with bold and colourful patterns and sayings, the better to advertise their reckless nature, as riding a board well is truly the mark of a skilful individual. A Power Board grants the user the Flyer (15) Trait, but any user must have the Pilot (Personal) Skill to use one.

Promethium

The common Imperial petrochemical-based liquid fuel, most often used to refer to the jelly-like chemical used to power most Imperial Flamer weapons. It can also be used to create anti-personnel explosives and bombs as it is often readily available in most war zones. Most voidships carry huge reserves as well, both to power many systems as well as for trading with local systems. Refined Promethium is valued across the stars, and is the basis for many bartering cultures. Promethium explosives inflict 1d10 Energy Damage per kilogram used, and a blast radius of four meters per their weight in kilograms. Those caught in the blast area must make an Agility Test or catch on fire. There is no Good or Best Craftsmanship version of this item.

Psycrystal

These small, rare quartz-like crystals emit a soft purple glow when psychic energy is being used nearby, with the intensity varying depending on the degree of power released. They are found mostly on barren worlds devoid of life, an unquietly common phenomenon in the Expanse. Psycrystals perform best when used by non-psykers, paradoxically enough, giving off false indications or even causing mental distress when held by those who can channel the warp. Each crystal glows if psychic powers are being used by an individual within a short distance, usually five metres, or are targeting an individual within the same radius. There is no Good or Best Craftsmanship version of this item.

Ryboth Travel Survival Kit

A staple for many air and ground transports, the Ryboth kit is relatively lightweight and transportable (as many crashed pilots will need to quickly remove themselves from their wreckage to safety before enemy troops arrive). Typical kits contain basics such as fishing gear and animal snares, firestarter tabs, flares, compass and signal mirror, water purification tabs, antibiotic and detox pills, insect repellent, sunscreen gel, flextent shelter, limited med kit, exposure cloth depending on the projected travel locations, multi-tool, disposable handgun, a booklet on survival tips, prayer scrolls, vox hailer, combat blade, and more. Rations included are basic in the extreme but will keep body and soul in the Emperor's Embrace until rescue can arrive. Ryboth kits grant a +10 bonus to Survival Tests, providing the tools (but not the knowledge) to aid the user in staying alive longer than he would otherwise. Good and Best Craftsmanship versions grant a +20 instead.

Skinplant

Skinplants are a more sophisticated version of the electoo—entire devices can be built just under the skin using crystal technology provided by the Machine Cult. Users can replicate electronic ID systems, lamplights, chronos, and a host of other non-mechanical items. Highly fashionable, they adorn the arms and hands of many of the sector's wealthiest and most stylish individuals. Good and Best Craftsmanship versions are usually more detailed designs or more complex devices (at the GM's discretion).

Screaming Tourniquet

This advanced item is a staple in many medikits. It uses sonic waves that penetrate deep into the flesh to staunch bleeding. Wrapped around a limb, it closes off arteries and can be tuned to stop bleeding without interfering with regular blood flow, thus preventing anoxia and possible loss of the limb. When used to stop blood loss, this device grants a +10 bonus to any Medicae Test. Good and Best Craftsmanship versions grant a +20 instead.

Strait-Cape

Once prisoners (or bounties) are caught, strait-capes are often used to secure them. Made from heavy, durable fabric, each is lined with memory wire so that when thrown over a body and activated they constrict and wrap the foe into a tight bundle. Once locked, they are almost escape-proof and allow for easy transport of the now-mummified target. Strait-capes can be used as a thrown weapon with the Inaccurate and Snare Qualities, and impose a –10 penalty on all tests to escape its coils, no matter what variety.

Table 3–13: Tools

Name	Weight	Availability
Aquila Magnificus	25 kg	Very Rare
Bloodlock Bolt	125 kg	Extremely Rare
Bomb Spray	.02 kg	Very Rare
Concealed Holster	2 kg	Scarce
Det-cord, Det-tape	1 kg	Common
Disguise Kit	5 kg	Rare
Emergency Hab	10 kg	Scarce
Firewater	1 kg	Rare
Flak Spray	4 kg	Very Rare
Flex Tent	2 kg	Scarce
Flip-Belt	2 kg	Extremely Rare
Glidewing	25 kg	Extremely Rare
Gravity Generator	500 kg	Very Rare
Hab Base	not applicable	Extremely Rare
Lingua-Vox Servitor	2.5 kg	Very Rare
Long-Range Auspex	175 kg	Very Rare
Nephitic Acid	—	Very Rare
Perimeter System	175 kg per pylon	Very Rare
Physik Kit	2 kg	Common
Plaguewort Venom	—	Rare
Power Board	15 kg	Near Unique
Promethium	1 kg	Abundant
Psycrystal	.3 kg	Near Unique
Skinplant	—	Scarce
Stasis Pod	250 kg	Extremely Rare
Travel Survival Kit	15 kg	Rare
Screaming Tourniquet	2 kg	Very Rare
Strait-Cape	4 kg	Scarce

The Exotic and the Alien

"Come now, are these precautions necessary? It is just a harmless bauble."

–Vox-log fragment found at the site of a lost Egarian Dominion Expedition

Rogue Traders are some of the few members of the Imperium who can handle the strange items of the xenos without being immediately condemned to death for doing so. Even with their wide remit, however, a Rogue Trader should be careful lest some overzealous Inquisitor or Imperial official decide to punish his "transgression." However, some items crafted by human hands can be just as strange as those created by xenos, and these are often very valuable to a Rogue Trader. All of these items are automatically Good Craftsmanship—Common and Poor versions are likely frauds passed as the real thing.

Archeotech Blurshield

Rather than actually providing physical protection, a blurshield creates a fuzzy blur around the wearer so that it

is not clear exactly where the target is. While useful against most ranged weapons and even melee attacks, it offers little help against flame or blast weapons that rely more on the area of effect than precision targeting. Blurshields impose a -20 penalty on all Ballistic Skill Tests made to attack the wearer.

Blacklight Projector

The dead world of Foulstone first produced these small angular machines (sometimes known as Shadowcasters), when Questors of the Adeptus Mechanicus discovered a cache buried in what was thought to be a mausoleum. Testing displayed their most obvious value—when one end was depressed, the other would emit a beam of purest midnight, deep enough to cloak any visible light and submerge anyone within the area in an instant nightfall. That it only blankets the wavelengths humans associate with vision is a troubling matter for of the Ordo Xenos; it is still unknown if they were designed deliberately as a weapon against humans who may have ventured into the Expanse long ago or if this is simply the byproduct of a less-noticeable effect. Anyone under the area effect of a Blacklight suffers -40 to all Perception based tests involving vision

Caged Songbird

These tiny, winged mechanical birds were originally thought of as simple baubles, remnants of one of the many extinct civilisations that dot the Unbeholden Reaches, their soothing warbles fit for shipboard amusement in many a Rogue Trader's quarters to help pass the long days of travel. It was Captain Reddertun Kavile who first reported their greater worth, when his began to shriek loudly shortly before his Gellar Field suffered a severe fluctuation. Kavile made the connection, and after some very risky testing established that they could indeed sense intrusions of the warp. Now the birds can be found more often on bridges than in cabins, their uncanny and as-yet unexplained ability to preternaturally detect an approaching Gellar Field failure a prized part of any vessel. If the ship suffers a Gellar Field failure or fluctuation, this item will provide a warning 1d10 Rounds beforehand. They will also warn the bearer if they are within 10 metres of a daemon, although this is not a guarantee (certain daemons can disguise their presence, and this ability is left to the GM's discretion).

Carnelian Sievestone

These flattened, dark-red bowls were first discovered in the drifting xenos-palaces orbiting Stanx, and seemed yet another unusual but unprofitable discovery of the Expanse—until a crewman used one to collect dripping bilge water from a leaky ceiling pipe. To his dismay, what looked like waterproof stone was actually very permeable, slopping bilge water all over the floor. Strangely, though, that water looked crystal clear, while that in the bowl was still foul and riddled with effluent. A quick check showed the bowl had indeed filtered away all contaminants, allowing only utterly pure water to pass. What had been a worthless curio became a highly sought-after relic, probably of deliberate xenos manufacture as more were found in a variety of other shapes. The sieves can filter any liquid



from blood to promethium to amasec easily, inexpensively and nearly flawlessly. Since their initial find, they have turned up on a surprising number of worlds throughout the Heathen Stars in a variety of forms, from huge urns that create potable water supplies for hundreds of colonists to smaller barrels for fuel refinements or liqueur distillations.

Chronal Energizer

It is uncertain if these incredibly rare devices are of ancient human design or the work of the unclean xenos, but many collectors of the rare and arcane spend many years in search of one. Most take the form of small black tetrahedrons covered with what could be unfathomable runes, circuitry designs of dark green, or perhaps both. When the top is twisted, a temporal warp develops around the device to envelop the user. The surrounding world takes on an eldritch, emerald glow as outside motion slows to a crawl. Those viewing the user perceive him as a blurred image, barely discernible as his body vibrates out of tune with the materium. As the top slowly moves back into its starting position, the effect wears off and the user returns to the passage of normal time. Dark stories abound of desperate users who have stretched time too long and were never seen again; possibly scattered into other dimensions, or trapped in a terrible flux state, alive but unable to interact with the real world. When used, the user may take two Full Actions in a single Round, (and may take two Combat Actions instead of one). During the subsequent Round, he may take no actions, and suffers 1 level of Fatigue. This item's benefit does not stack with any other powers that grant similar effects.

Table 3–14: Archeotech & Xenostech

Name	Weight	Availability
Blacklight Projector	12 kg	Extremely Rare
Blurshield	3 kg	Near Unique
Caged Songbird	.5 kg	Extremely Rare
Carnelian Sievestone	Varies	Extremely Rare
Chronal Energizer	8 kg	Unique
Holo-Suit	2 kg	Extremely Rare
Stryxian Compact	.1 kg	Extremely Rare
Void Abacus	65 kg	Near Unique
Warp Jump Pack	25 kg	Unique

Holo-Suit

The so-called "Harlequin" Eldar use a variety of items to disorientate their opponents before bringing about their excruciating deaths. They wear little or no physical armour, instead relying on cowardly Holo-suits to project dozens of distorted illusions of their mocking image as they move. When they fall still, the suits rapidly activate mimicry cells so that the user appears to fade into the surrounding terrain. Holo-suits apply a -20 to all Ballistic and Weapon Skill Tests targeting the user. The user also gains +30 to Concealment Tests if they are stationary, and attempts to target them with Ranged Weapons suffer an additional -20 penalty.

Stryxian Compact

This elaborate document, written in alien characters upon unidentifiable xenohide vellum, is a trade agreement signifying the bearer as a (somewhat) trusted trading partner of the nomadic Stryxis. Normally found in the possession of only the most unscrupulous Rogue Traders, the bearer of a Styxian Compact receives a +20 Bonus on all Interaction Skill Tests when dealing with the Stryxis. Though each Compact is supposedly issued only to specific humans who have earned the trust of the race, the Stryxis care little about the identity of the bearer, respecting the terms of the Compact regardless of who presents it.

Teleportation Pack

Rogue Traders are known for the extreme nature of their lives, from risky smuggling runs to facing down alien warfleets to closed-room deals for the fate of entire star systems, but even they would cringe from using these archeotech mechanisms. Warp Jump Packs come under a variety of names and in a multitude of shapes, but are usually worn as a backpack under heavy clothing or a cloak. No sane person would deliberately use one unless it was an emergency of the direst sort, for these packs allow the user to make short teleports (usually no more than several hundred meters) through the Warp, unprotected by a Gellar Field or other warding device. Even these short-range jumps though the warp are incredibly risky, and often those teleported are never heard from again, or appear far away from their target spot. Far worse fates await those who are attacked by the unholy creatures that reside in that unreal dimension. Despite these perils they are highly sought after, and there are always those with more thrones than sense ready to buy one. Teleportation Packs allow the user to make a Movement of up to 4d10 meters—the wearer will always emerge on solid footing and in a suitable empty space. If three of the four dice come up with the same number (e.g. three threes), then the user does not re-emerge for 1d5 Rounds and gains 1 Corruption point from exposure to strange energies. If all four dice come up as the same number, then the user suffers 1d5 Insanity Points as well.

Void Abacus

While the search for priceless archeotech is one of the most profitable endeavours a Rogue Trader can undertake, there are those who dedicate their lives to the suppression and elimination of many wondrous items from the Dark Age of Technology. One such item sought after by both camps is the Void Abacus, most famously unearthed on the cursed Munitorum planet of Soloman in the Markayn Marches but also recovered in the bowels of many an ancient hive spire or nameless space hulk. For these can do something very valuable indeed—when integrated into a ship's auspex and propulsion systems they can allow a ship to make accurate void jumps four or five times longer than normal without a Navigator's aid. This allows many more types of ships to travel safely, something the Navigator's Guild cannot allow. While the Guild cannot directly outlaw their use, they can act to buy, destroy, or sabotage any and all they can find. That they will arrange for the same fate to befall to any vessel found using one is an open secret as well. Having an Abacus networked into a ship's systems allows the crew to safely plot warp jumps of up to 5-10 days in duration with an **Ordinary (+10) Navigation Test**.



Bionics and Implant Systems

"If the human body is simply a machine, why not replace the defective parts?"

–Magos Biologis Kralor

The replacement and repair of the human form with machines is commonplace within the Imperium. Indeed, some groups amongst humanity, foremost the Adeptus Mechanicus, encourage it. Bionic eyes, limbs, cranial jacks, and other augmetics are a part of life for many Imperial citizens, though there are other, more radical bionics as well.

Blackbone Bracing

Some or all of the user's bones are wrapped with a lattice of plasteel to strengthen them and prevent damage. This implant is commonly provided for fingers, forearms, shins, and ribs both to offer a stronger punch as well as grant more protection in combat. A character with this Implant gains the Bulging Biceps and Iron Jaw Talents, and gains a +2 bonus to Damage for all unarmed attacks.

Gastral Bionics

This replaces the stomach and intestinal tract with a mechanized digestive system, allowing the user to digest almost any organic material and even many non-organic materials, so long as there are nutrients to be found. It will handle most dangerous poisons and harmful bio-motes as well. This implant allows the user to ignore the effects of any ingested toxic foodstuffs or poisons. Best craftmanship implants allow the user to survive by eating anything organic (although they may not enjoy doing so, as the bionics do not protect against flavours, textures, spines, spikes, or splinters).

Internal Blade

Mounted inside the forearm is a long blade, which can spring from a skin vent along the back of the hand to act as a shortsword or dagger, an ideal surprise for a foe who believes an individual unarmed. In some versions, the entire hand is augmetic, folding to form a hilt for the revealed blade. The internal blade has the same characteristics as a mono-knife, and may gain any weapon upgrades appropriate for its type. Some rare internal blades are power weapons or possess internal reservoirs of poison with which to coat the blade. Good craftmanship Internal Blades possess the Toxic Quality, while Best craftmanship Internal Blades gain +2 damage, +2 Pen, and the Power Field Quality.

Table 3–15: Cybernetics

Name	Availability
Blackbone Bracing	Very Rare
Gastral Bionics	Scarce
Internal Blade	Very Rare
Internal Power Cell	Very Rare
Pain Ward	Rare
Vitae Supplement	Rare

Internal Power Cell

These implanted power cells use body heat and movement to recharge, requiring a day to gain a charge roughly equivalent to a lasgun power pack. Unlike a Potentia Coil implant, this does not generate enough power to operate complex machinery but is smaller, more easily concealed, and still useful in an emergency. Wiring leads to ports in the skin that accept most standard power conduits. The Power Cell can act as an ammo charge pack for a standard Lasgun or Hellgun and will take a full day to recharge after use.

Pain Ward

The pain ward implant redirects incapacitating levels of pain to other regions of the brain, causing the sufferer to experience that pain as colours, hallucinations, or tastes. The implanted character can ignore Stun effects and involuntary actions or penalties resulting from the pain of critical damage, being on fire, drowning, and so on. Involuntary actions and restrictions caused by the mechanics of a particular injury still occur as normal.

Vitae Supplacement

This is simply an emergency life support system built into the chest and wired into the spine, intended to sustain fragile flesh when it fails. It can oxygenate blood via electrolytic microfabric implanted in the lungs, keep blood circulating via backup pumps, and send necessary electrical stimulus to the rest of the body when it senses catastrophic injury. While it won't last for longer than a few hours, the actions of the Vitae Supplacement are usually sufficient to prevent death until the medicae arrive. Vitae Supplacement grants the Autosanguine Talent and, at the GM's discretion, may give a 50% chance of not dying due to blood loss or other normally fatal consequences of severe wounds. Common Craftsmanship versions can preserve someone for up to four hours. Good and Best versions double and triple this time, respectively.

Ork Armoury

"Well, 'course dis one's betta! It's lotz 'eavier, and gots dem spikey bitz on de ends."

—Anonymous Ork

In a galaxy of guns and swords, Ork weapons stand apart. Ork weapon design is slavishly devoted to two principles—bigger is always better, and more is always better.

Since players can choose to play Ork Explorers, the Ork Armoury has been separated in this book from other weapons for convenience. Orks tend to prefer their own weapons to those of other races, anyway! Throughout this armoury, most items have two different Availabilities listed. The first is for non-Ork Explorers, the second is for Ork Explorers.

Gunz

For an Ork, Gunz include anything that fires a projectile, missile, or anything that can kill someone from a distance. **All Ork weapons lose the Unreliable Trait when used by an Ork.**

Big Shoota

To the Ork mind, bigger is always better, and as the name suggests, a big shoota is a larger and more destructive version of the standard Ork shoota, though the word "standard" can only be used in the loosest possible sense when applied to Ork technology.



Burna

Orks take savage delight in the pure destructive power of fire. To that end, the green menace has created a wide variety of flame weapons simply named burnas. While most burnas are little more than cans of fuel hooked up to a pump, they are devastating on the battlefield. Orks use burnas for more than just incinerating enemies. A successful **Challenging (+0) Tech-Use Test** converts a burna into a powerful blowtorch capable of cutting through anything from personal armour to a voidship's hull—treat this as a Burning Blade with the Unwieldy Quality (page 124) that requires two hands to use.

Deffgun

The favoured armaments of Lootas, deffguns are heavy weapons of exceptional size and potency. A deffgun is so large it must be mounted on a special firing rig strapped to an Ork's broad shoulders. This cumbersome rig is needed to absorb bone-breaking recoil each time the deffgun is fired. It is impossible for a human to fit into a deffgun rig without heavy augmentics or thick slabs of vat-grown muscle.

Ork Kraftsmanship

The Ork weapons presented in this chapter are of Common craftsmanship. Though the universally crude appearance of Ork technology would suggest otherwise, Ork weapons do possess varying degrees of craftsmanship. The difference between one shoota and another has as much to do with the skill and mad inspiration of the Mek who created it as it does with the constant tinkering the weapon has been subjected to over years of regular use. As a general rule, Orks suscribe to the belief that bigger always equates to better, and the efficacy of massive Kustom Shootas in the hands of Ork Nobz would suggest that in their case, this is true. The Craftsmanship ratings below replace those found in Rogue Trader when dealing with Ork weapons.

Poor: Little more than an assemblage of scrap metal, Poor craftsmanship weapons suffer no additional penalties when wielded by Orks. However, any attempt by a non-Ork to use a Poor craftsmanship weapon causes it to jam instantly, or in the case of melee weapons, simply fall apart. A Poor craftsmanship Ork weapons weighs .5 kg less than the listed weight.

Good: Examples of more sturdy construction, Good craftsmanship weapons are bedecked with extra "flash." Though they are no more reliable than their Common counterparts, retaining the Unreliable quality, Good quality weapons grant a +5 bonus to all Ballistic and Weapons Skill Tests. Good craftsmanship weapons weigh .5 kg more than the listed weight.

Best: The biggest and most effective examples of Ork armaments, Best craftsmanship weapons bristle with "flash bitz" and "gubbins." Best quality weapons have all the advantages of Good weapons, inflict 1 additional Damage, and automatically possess one Kustom Bit (see **Table 3-19: Kustom Bitz**, page 145). Best craftsmanship weapons weigh 1 kg more than their listed weight.

Rokkit Launcha

Rokkit Launchas probably spawned from an Ork's desire to make something explode that wasn't within easy reach of a grenade. Resembling a crude bazooka or mortar, Rokkit Launchas fire missiles crammed full of high explosives on wildly inaccurate trajectories. Though the chances of hitting a target are fairly low, this does not bother the average Ork, who is satisfied as long as the warhead explodes.

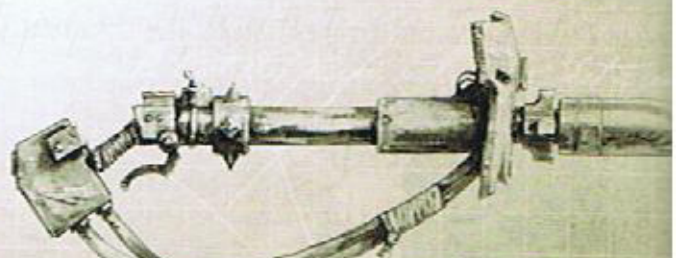


Table 3–16: Ork Ranged Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Rld	Special	Kg	Availability
Big Shoota	Basic	80m	S/3/10	1d10+6 I	1	40	1 Full	Inaccurate, Unreliable	6	Rare/Average
Burna	Basic	15m	S/–/–	1d10+5 E	3	8	2 Full	Inaccurate, Unreliable, Flame	8	Very Rare/ Scarce
Deffgun	Heavy	90m	S/4/8	1d10+10 I	2	50	2 Full	Inaccurate, Unreliable, Unwieldy, Storm	45	Extremely Rare/ Rare
Rokkit Launcha	Basic	120m	S/–/–	3d10+5	6	1	Half	Inaccurate, Unreliable	15	Very Rare/ Scarce

ORK GRENADES

If there is anything that an Ork likes almost as much as getting stuck in with an enemy, it is making that enemy explode.

Bomb Squig

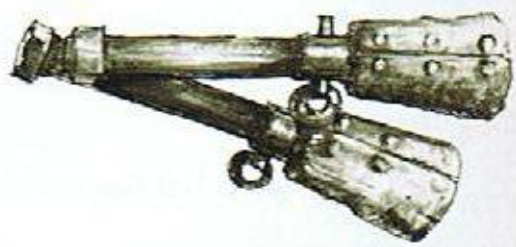
Bomb squigs are little more than common squigs with explosives strapped to their sides or gripped firmly in their teeth. When properly goaded, they run headlong at their master's desired target, detonating their explosive payload when in close proximity. Bomb squigs can be fitted with any explosive (see **Rogue Trader**, **Table 5-6: Grenades and Missiles**, page 127), but are mostly likely to be equipped with as many stikkbombz as can be crammed on their back—which is what is represented in the weapon's profile. (If different grenades are used, simply replace damage and special effects with those of the grenade used.) An Ork may use the Wrangling Skill in place of Thrown Weapons Training when attacking with a bomb squig. When attacking with the Squig, the Ork rolls to see how far the Squig travels before exploding. If the distance is further than the target, the Squig explodes upon reaching the target. If shorter, the Squig travels the distance rolled, then explodes.

'Sploding Squig

This unusual subspecies of legless Squig possesses multiple stomachs, each containing a thick broth of unstable digestive chemicals. When agitated, usually though violent shaking, the 'sploding squig's digestive juices combine into a combustible liquid, causing the squig to explode in a shower of meat, teeth, and bone fragments. While typically thrown in combat, 'sploding squigs are also often buried and used as mines. Orks are known to force-feed 'sploding squigs a meal of scrap metal before battle in an effort to enhance their lethality. On a successful **Challenging (+0) Wrangling Test**, a force-fed 'sploding squig gains Penetration 3.

Stikkbombz

The two words that best describe these brutal grenades of Ork manufacture are big and loud. Consisting of an explosive canister on the end of a long handle sized for an Ork's meaty throwing hand, stikkbombz take full advantage of raw Ork strength when thrown. In the heat of battle, Orks have been known to use stikkbombz as improvised clubs. When used in such a suicidal manner, stikkbombz are considered truncheons (see the **Rogue Trader** Core Rulebook, **Table 1-8: Melee Weapons**, page 131), exploding on a Weapon Skill Test result of 91 or higher.



Stinkbombz

Made from cultured fungus and other unsavoury substances, stinkbombz release a cloud of noxious green vapour, the stench of which is beyond description. Anyone within 10 metres of a detonating stinkbomb must succeed on a **Hard (–20) Toughness Test** or be overcome by the foul odor, incapable of any action other than retching for 1D5 Rounds. Respirators and sealed armour provide a +20 bonus to this Test. Even on a successful Toughness Test, those breathing the gas take a –10 Penalty on all Tests due to watering eyes and burning nostrils. Stinkbombz have no effect on Orks or creatures without a sense of smell.

Table 3–17: Ork Grenades and Missiles

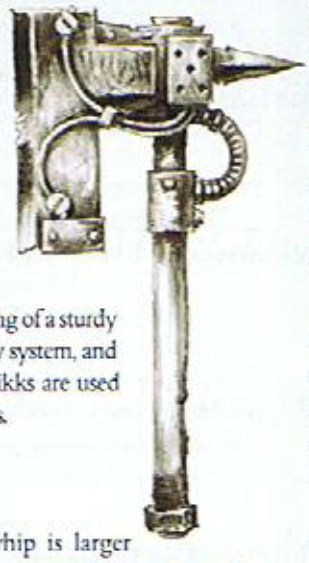
Name	Class	Range	Rof	Damage	Pen	Special	kg	Availability
Bomb Squig	Thrown	3d10m	S/-/-	4d10+5	0	Accurate, Blast (1d5)	5	Extremely Rare/Rare
'Sploding Squig	Thrown	SBx3	S/-/-	2d10 R	0	Blast (2)	1	Extremely Rare/Rare
Stikkbomb	Thrown	SBx3	S/-/-	2d10+5 X	2	Blast (1)	1	Scarce/Common
Stinkbomb	Thrown	SBx3	S/-/-	Special	0	Smoke	1.5	Rare/Average

Ork Melee Weapons

Ork melee weapons operate on a simple principle—the bigger, sharper, pointier, and 'urtier, the better. For some unexplained reason, Orks get as much use out of a slab of metal with a handle as a seasoned swordsman with a power weapon. **All Ork Melee Weapons with the Tearing Quality lose this Quality if not wielded by an Ork.**

Big Choppa

Larger and fiercer looking than the common Choppa, Big Choppas are brutal two-handed weapons.



Grabba Stikk

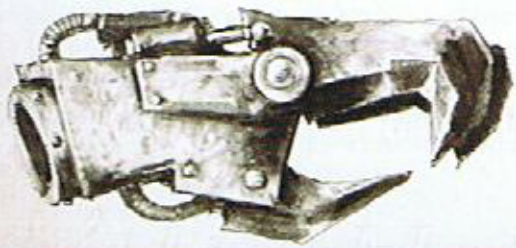
Ork slavers known as Runtherdz commonly use grabba stikks. Consisting of a sturdy metal pole, a deceptively simple pulley system, and an articulated barbed claw, grabba stikks are used to capture and restrain potential slaves.

Grotwhip

Like all Ork weapons, the Grotwhip is larger and more brutal than its human counterpart, the Groxwhip. Used to keep Grotz in line, the Grotwhip is a barbed lash several metres long.

Power Klaw

This brutal mechanical gauntlet is a favoured weapon of Ork Warbosses. Strapped to an Ork's arm, the power klaw ends in two or more snapping blades that can cut through nearly anything. Within Ork society, a power klaw is a symbol of status as much as a weapon. Orks often amputate their own arms and graft a power klaw to the stump, taking the weapon as an augmentic implant. Power Klaws double the wearer's Strength Bonus with that weapon, as if they had the Unnatural Strength Trait. If they do have the Unnatural Strength Trait, they add +1 to that Trait (x2 would go to x3, for example).



Kustom Bitz

Like human weapons, Ork weapons can be upgraded to enha their performance. Orks forever tinker with their weapo strapping on extra bitz that occasionally improve the weapo performance. An Ork with the Trade (Armourer) Skill n upgrade weapons by making a successful Test. It is import to note that Ork weapons cannot be given human upgrades (Rogue Trader, Table 5-9: Weapon Upgrades, page 133) a human weapons cannot be given Ork upgrades. The follow upgrades cannot be used to modify human weapons.

Bigga Barrel

A longer barrel and crude rifling give this weapon additio range. Increase the weapon's range by 10 metres.
Upgrades: Any ranged weapon.

Bigga Klip

Somehow, room for additional ammunition has been added the weapon, often in the form of additional clips or dangli ammo belts, doubling the weapon's Clip size.
Upgrades: Any Ranged weapon.

Kombi-Shoota

This is not so much an upgrade as two weapons welded togetl Unlike human weapons, Twin-linked Ork weapons need be identical. When a weapon receives this upgrade, it may combined with any other ranged weapon possessed by the C If the two combined weapons are the same, this weapon recei the Twin-Linked Quality. If they are different, this follows rules for making Combi-weapons found on page 112.
Upgrades: Any ranged weapon.



Kustom Job

The weapon is retooled to the user's specifications or broker by years of use. The weapon is granted the Customised Qual
Upgrades: Any ranged weapon.

Table 3–18: Ork Melee Weapons

Name	Class	Range	Damage	Pen	Special	kg	Availability
Big Choppa	Melee	–	2d10 R	2	Tearing, Unbalanced	10	Rare/Average
Grabba Stikk	Melee	2	1d5	0	Snare	5	Rare/Average
Grotwhip	Melee	3	1d10+3 R	0	Flexible, Tearing, Primitive	5	Rare/Average
Power Klaw	Melee	–	2d10 E	10	Power Field, Tearing, Unwieldy	17	Near Unique/Very Rare

Ork Weapons In Other Books

There are plenty of Ork weapons in other books, such as the Slugga and Shoota in Rogue Trader. However, these weapons can be customised with Kustom Bitz, and may be affected by special rules contained in this book. In books other than Into the Storm, all weapons with Ork in their title are considered to be Ork weapons. In the case of any confusion, the GM is also the final arbitrator of what is, and what is not, an Ork weapon.

Loudener

The weapon's muzzle has been exaggerated to ludicrous proportions, amplifying its shots. When used in a Suppressing Fire Action, this weapon inflicts a -10 penalty on all Pinning Tests.
Upgrades: All weapons capable of Suppressive Fire.

More Shooty

A slightly more complicated firing mechanism and a longer barrel make this weapon's shots "hit 'arder." Increase the weapon's Damage and Penetration by 1.
Upgrades: Any Basic or Heavy ranged weapon.

Red Light

Though this Kustom Bit is little more than a small red light bulb, Orks swear it improves a weapon's accuracy. This upgrade functions as a Red-Dot Laser Sight (Rogue Trader page 134).
Upgrades: Any ranged weapon.

Sparky Knobz

The weapon has been fitted with capacitors and a cluster of prongs that release massive electrical discharges on contact. This weapon gains the Shocking quality.
Upgrades: Any melee weapon.

Spikey Bitz

The weapon is covered in spikes, sharp protrusions, and additional blades. A ranged weapon with this upgrade counts as an Unbalanced sword in close combat. Melee weapons gain +1 Damage.
Upgrades: Any weapon.

ORK ARMOUR

Ork Armour usually consists of massive plates of metal or sheets of tough squig-hide leather draped over the Ork's frame. **In general, Orks cannot wear human armour, as it is far too small, and humans cannot wear Ork armour, as it is far too heavy.**

'Ard Hat

Made from a slab of metal beaten into a rough bowl shape and embellished with rivets, an 'ard hat complements the protection offered by the Ork's legendarily thick skull.

Table 3–19: Kustom Bitz

Name	Weight	Availability
Bigga Barrel	+2.5 kg	Common
Bigga Klip	x1 1/2	Abundant
Kombi-Shoota	Per linked weapon	Very Rare
Kustom Job	+0 kg	Very Rare
Loudener	+2 kg	Average
More Shooty	+3 kg	Common
Red Light	+1 kg	Rare
Sparky Knobz	+2 kg	Scarce
Spikey Bitz	+4 kg	Abundant

Boss Pole

Many nobz and warbosses wear a big pole strapped to their back adorned with skulls, sharp bits, and metal Ork glyphs, to show other Orks they're not to be messed with. Boss poles grant a +10 Bonus to all Command Tests made when interacting with other Orks.

'Eavy Armour

Consisting of thick metal plates that have been strapped, bolted, and welded together, 'eavy armour is a robust alternative to squighide, and the favoured armour of 'Ard Boyz. 'Eavy armour has a ramshackle, improvised appearance. Often assembled from scrap metal scavenged from the battlefield, 'eavy armour offers far more protection than its humble origin would suggest.

Iron Gob

These massive metal facial appliances are bolted onto an Ork' lower jaw, exaggerating the already fearsome appearance of the hulking green brutes. An iron gob grants +2 AP to the Head Location and a +10 bonus to Intimidation Tests. The AP of an iron gob is cumulative with any other armour protecting the Head Location.

Squighide Coat and Leggins

Made from the tanned hides of the common squig, these heavy leathers are the most common type of Ork armor. Capable of being dyed, Orks often use the colour of their squighide to show allegiance to a particular Clan or Warboss. **Squighide counts as Primitive, unless it is worn by an Ork.**

Table 3–20: Ork Armour

Name	Locations Covered	AP	kg	Avail.
'Ard Hat	Head	2	3	Scarce/Common
Boss Pole	Head	—	5	Very Rare/Rare
'Eavy Armor	Body, Legs	4	8	Very Rare/Scarce
Iron Gob	Head	2	5	Very Rare/Scarce
Squighide	Body, Arms, legs	3	4	Scarce/Plentiful

Kroot Armoury

"They may look like something you'd see on a muck-covered feral worlder, but their weapons are actually strangely advanced."

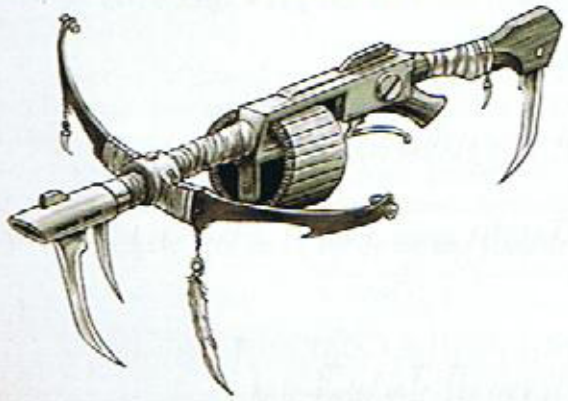
–Xenographer Klung

Like the Orks, Kroot Explorers have their own armoury separated from the remainder of the book for their convenience. Unlike Ork Explorers, however, Kroot are perfectly willing to use other species equipment, which is why the Kroot Armoury is smaller.

Throughout this armoury, most items have two different Availabilities listed. The first is for non-Kroot Explorers, the second is for Kroot Explorers.

Krootbow

The Krootbow is an unusual weapon only rarely seen in Kindreds visiting the Koronus Expanse. At first glance, it appears to be nothing more than an unusual, if primitive, crossbow. Closer inspection reveals that considerable upgrades have been applied to this weapon, utilising unusual advanced magnetic technology of alien origin. It is suspected that some Tau artisan was involved in their construction, but whatever the truth, Krootbows possess a rotary firing system that allows the weapon to fire a flurry of quarrels with a single pull of the trigger. The quarrels possess mono-edged metallic heads and are often poisoned by the Kroot with various toxins.



Kroot Hunting Rifle

A variant on the normal Kroot rifle, this weapon lacks the normal close combat attachments and is a single-shot breech-loader. The Kroot hunting rifle uses the same charged pulse ammunition as the Kroot rifle, but it is far more accurate and performs admirably when sniping at long range.

Table 3-21: Kroot Weapons

Kroot Ranged Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Hunting Rifle	Basic	150m	S/–/–	1d10+5 E	3	8	Full	Accurate	4 kg	Extremely Ra
Krootbow	Basic	40m	S/4/8	1d10+3 R	3	20	2 Full	Tearing, Toxic	6 kg	Near Unique

Table 3-22: Kroot Gear

Name	Locations Covered	AP	Kg	Availability
Fetish Pouch	—	—	2	Extremely Rare/ Rare
Kroot Leathers	All	2	4	Very Rare/Rare
Totem	—	—	1	Near Unique/ Extremely Rare

Kroot Gear

Although Kroot make use of gear from many different they do have their own items as well.

Fetish Pouch

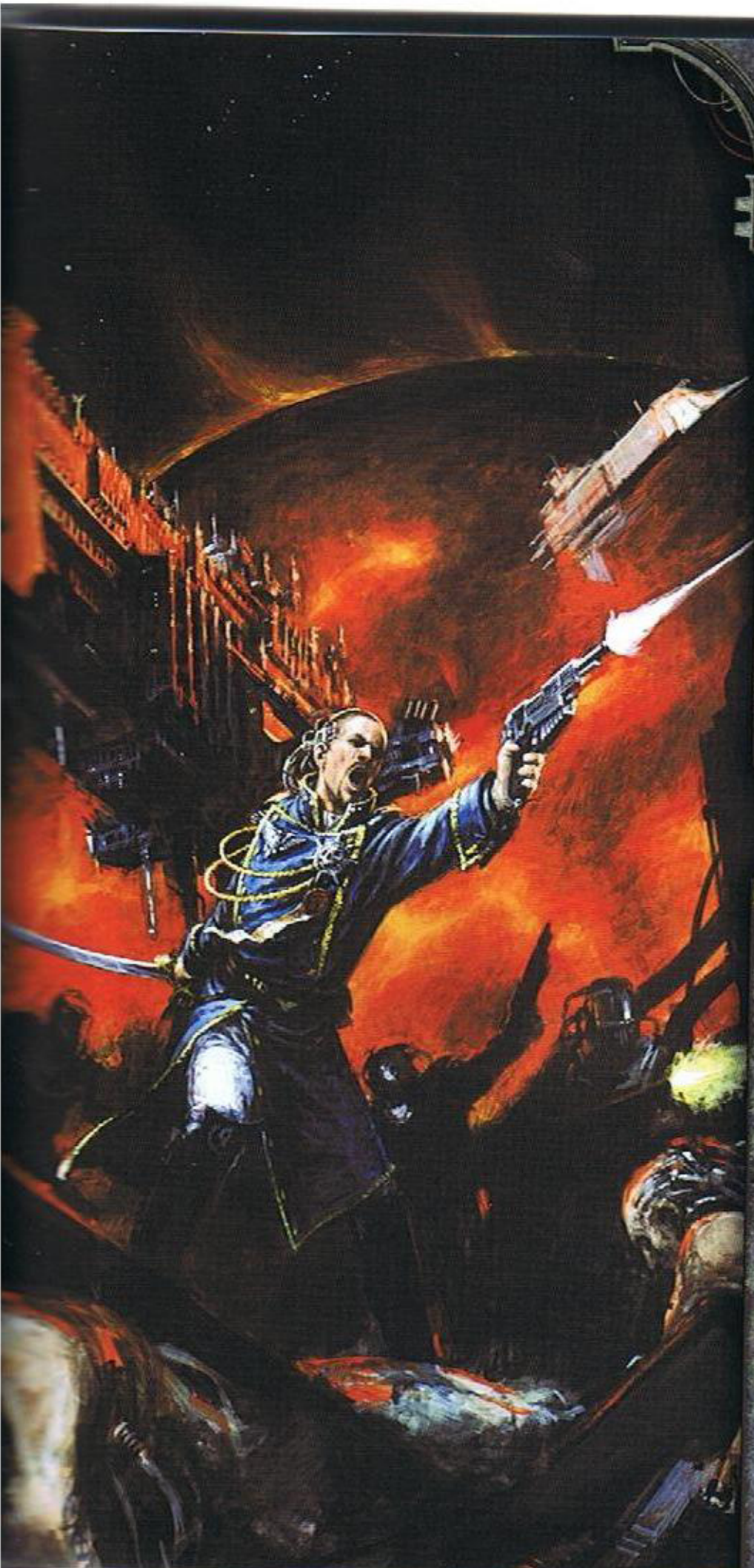
Kroot Shapers often carry totems, medallions, circle other adornments that possess great sacred significance Kindred. Although it may take many forms, most of are a collections of such items stored in a crudely-sti leather sack known as a fetish pouch. The materials fetish pouch are used in the various shamanic rituals th Shaper has learned. Amongst most Kindreds, the thef fetish pouch is punishable by death.

Kroot Leathers

The Kroot hunt a bewildering variety of creatures on hun of worlds, and many Kindreds use as much of their slair as possible. The prey's meat becomes a meal for the Kir whilst its bones, fangs, or claws become adornment crafted into charms (or, occasionally, weapons). The fl tanned and worked into leathers. Some creatures that p a particularly durable hide create a crude form of armou is nevertheless undeniably effective.

Krootbawk Totem

The kroothawk is a revered creature for the Kroot of and its image is often worked into items of great cu or spiritual significance. Many Kroot Shapers carry u totems into battle, believing that they carry a special bl that invokes the kroothawk's protection. A Shaper who c a Kroothawk Totem gains the benefits of an additiona Point. However, this bonus Fate Point may only be sp may not be burnt for any reason.



IV

Starships Expanded

- Serving Aboard a Starship
- New Starship Hulls
- Ship Background Packages
- Additional Components
- Ship Upgrades
- Example Rogue Trader Vessels

Chapter IV: Starships Expanded

"O Eternal God Emperor: be pleased to receive into thy protection the souls of thy servants of the Fleet:
Preserve us from the dangers of the void and our foes:
That we may be a bulwark unto our fellow man and a shield for those who pass through the void,
And we may return in triumph to praise your holy name."

–Common Ministorum prayer aboard Battlefleet Calixis

There are thousands of different types of starships in the Imperium, from the vast warships of the Imperial fleet and Mechanicus mass conveyors to tramp freighters and lean sprint traders. In addition, even two starships of the same "class" may be wildly different, based on the shipyards they were built in and centuries of service and repair. A Rogue Trader could possess any one of these myriad vessels, and upon doing so is likely to customise it even more, to suit his needs.

This chapter provides information about life aboard a starship, then details new starship hulls, ship background packages, and new essential and supplemental components. Finally it provides rules for Ship Upgrades, additional ways to customise a vessel. Lastly, it presents four example starships, pre-built and available for players who want to begin playing Rogue Trader immediately.

Serving Aboard a Starship

"Every man shall work his fingers to the bone to accomplish the task at hand. If that proves insufficient, he shall work them to the marrow!"

–First standing order of Captain Krassus, Battlefleet Gothic

A Rogue Trader is master of his vessel, and his trusted retainers direct its workings with only slightly less authority. However, no matter how absolute their word, the Rogue Trader and his fellow Explorers are only the tip of the iceberg. They stand at the top of a vast pyramid of men and women ranging from the educated and highly trained command staff aboard a starship's bridge, to the specialist crew-members who know something of the vessel's arcane inner workings, to the armsmen who enforce discipline with the truncheon and protect the vessel with shotcannon and sabre. At the very bottom of the pyramid are the ratings, the dregs of society drafted aboard the ship. Only rarely do ratings prove their worth and are subsequently elevated to serve amongst the upper ranks of a starship's crew. Usually, their lives are comprised of brute labour, and all too often are cut tragically short. There are no shortages of accidents waiting to happen aboard a starship, and that's discounting the myriad dangers lurking outside the hull.



This is one of the reasons that many Imperial vessels sail with exceptionally large crews. Of course, an Imperial ship is a gigantic vessel, often multiple kilometres in length. Often, the understanding of the marvellously complex technologies woven into a certain ship's design have been lost to both its creators and its crew. Although a ship's systems may have once performed certain vital tasks simply and effectively, none remain who can operate them—or the systems themselves have degraded to the point of uselessness. Raw manpower is a crude but effective substitute, whether employed in the sweating chain gangs who haul a ship's macrocannon into firing position, or the groaning, foot-powered tread wheels that open and close the louvres shielding a starship's mighty attitude jets.

That being said, it is possible for many Imperial ships to operate with smaller crews than their optimal crew compliment. Some do just that, especially the smaller system-ships that operate within civilised and defended Imperial systems, and never leave the protective embrace of local Navy patrols. Beyond those systems, amongst the vast gulf of interstellar space, it is a far different story.

Few trade routes within the Imperium can be considered truly safe. Even the most populous sectors abound with a thousand threats—pirates, mutant renegades, pocket xenos empires, and even the dread minions of the Dark Gods. In addition, a single ship is extremely valuable—representing decades (if not centuries) of construction, and centuries or millennia of service. There are planets worth less to the Adeptus Terra than a single transport. Therefore, it is common practice for even the most unassuming tramp freighter or mass conveyor to be outfitted for war. Adamantium armour and void shields for defence, a few batteries of macroweapons to hopefully drive away a foe. And, of course, a crew population beyond the minimum needed for day-to-day operations—a surplus to absorb the inevitable casualties from fires, explosions, decompressions, and desperate boarding actions.

FAMILIES AND DYNASTIES

That is not to say, however, that every crew-member aboard a starship—save perhaps the captain—is doomed to a slow death through privation and servitude (possibly interrupted by a very quick death through combat or fatal accident). Many crew, especially amongst those who are skilled enough to make themselves vital to the ship's smooth operations, adapt to their life amongst the stars, and even thrive. These void-born learn to love the countless corridors and passageways of a starship, from plasma drive to pointed prow.

It helps that most captains afford their trained crew a certain latitude not granted to the masses of ratings. In exchange for their specialised skills they are given larger quarters, better meals, the opportunity for shore leave at friendly ports, and even the dispensation to form relationships and raise families. Often, these families pass down duties—and the knowledge to perform them—from parent to child. On the Rogue Trader vessel *Starweaver*, for example, all of the launch bay door operators on the ship's starboard side belong to the Orell clan, a situation that has remained unchanged for three centuries. On a starship's gundecks, each macrocannon may be crewed by a different family, who might all be embroiled in a complex web of feuds, alliances, and unpleasant little wars with the other macroweapon clans. Often, a good crew chief or bosun is indispensable precisely because he can navigate the labyrinthine political webs woven amongst the thousands of ship's crew.

The primary advantage to these dynasties, of course, is that the ship's crew essentially trains itself in many matters. Invaluable knowledge is passed down through generations, carefully preserved so that the families in turn may preserve their privileges and pride amongst the crew. That being said, there are certain risks as well. To protect their valued positions, these crew dynasties often make sure that their knowledge of how to operate their systems

Entrusted aboard Naval Destroyer Squadron: Hunter, on patrol from Port Wander, 284.807.M41.

To my daughter, the Lady Igraine,

Today the crew celebrated your day of birth. If that comes as a shock to you, be assured that it did to me as well. I only learned of it quite by accident. The machine spirits that govern the tertiary attitude jets have become somewhat restive of late, and Explorator Maggos Verona suggested my presence at the re-calibration ceremony may appease them. The tertiary jets are located deep in the bowels of the Bansidhe, and as I returned to the bridge I happened to surreptitiously observe one of the chain gangs pause in their labours. The crew chief passed a flagon of some sort around, and the crew toasted your birth, good health, and wisdom in command when you inherit the Warrant.

I have since learned this is a long-standing tradition amongst the low-decks crew, although none of my forbearers ever wrote about it. However, Rubius suggests such traditions are only to be expected on a ship this size. I really must find time to investigate this further.

Your somewhat bemused mother,
Lord-Captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe

Teleportariums and You

The teleportarium is a marvellous relic of the Dark Age of Technology, and any ship equipped with one singularly blessed. Most players are likely to feel the same way—such a device provides their characters wit a true dues ex machina, allowing them to bypass the most dangerous foes, escape from mortal danger in an instant, o simply avoid boring shuttle trips to a planet's surface.

However, teleportariums (and in fact the entire concept of long-range teleportation) can present the GM with somethin of a problem. On the one hand, the teleportation is the sort of device that could be easily abused by players. On the othe hand, the players chose to obtain the item, likely giving up the chance to obtain other, equally interesting archaeotec Components in the process (or spending a great deal of resources). It wouldn't be fair if they didn't get a chance to use it.

Therefore, here are some guidelines for using a teleportarium in games. These can be modified by the GM as needed but at the very least should provide a baseline for how to use a teleportarium without letting it be abused. In general however, once a GM has decided on a set of guidelines governing teleportarium use, he should stick to them.

- The teleportarium is primarily designed to be used in starship combat to perform hit and run attacks. In that function it should be able to be used once per round in space combat.
- Void Shields can provide a protective barrier against teleport attacks. If a starship's void shields have not been brought dow by weapons fire during that Turn, they can not be attacked by way of a teleportarium. In effect, except in specific situations a starship must first bring down its target's void shields before using a teleportarium to teleport onto the target.
- When not in starship combat, the GM should limit the teleportarium's use to one major use per session—in othe words, a single one-way trip, either to or from the ship. This allows the teleportarium to extremely useful to th players, but still forces them to be creative in its employment. For example, an arch-militant and a trusted squa could be teleported into the heart of the citadel of Chaos reavers in order to rescue their captain. The teleportariun transports them right outside his cell, and they are able to free the captain easily. However, they are still faced witl the tricky problem of getting out…
- If the Explorers obtain a device such as a teleport homer, the GM should consider allowing them to break the abov rule in certain situations (allowing multiple teleports).

or perform their duties remains a secret known only within their clan. So long as they remain aboard their ship and at their posts, this is not a problem. However, should the status quo change, a ship could find itself in a precarious position. During one of its battles with a dangerous Yu'vath remnant, the raider *Cerberus* lost nearly an entire crew family to a catastrophic decompression in the aft decks. This family had been responsible for regulating coolant lines to the ship's secondary plasma drives. Had the ship's Seneschal not called for the clan's twelve-year-old son to serve as a message runner, not a living soul aboard the *Cerberus* would have known where the emergency purge valves were located, and the entire ship would likely have suffered catastrophic drive failure.

All the Comforts of Home

Not all starships become populated by crew dynasties and clans. Indeed, the practice is much less likely to be tolerated aboard a Navy vessel—and a proper warship's crew turnover is usually too constant for such things to be established anyway. It is more common aboard transports and Rogue Trader vessels, where discipline may be more lax and a ship may go years without seeing combat.

Where crew dynasties and families do develop, a ship tends to become as much a community as a vessel. It is not uncommon for crew-members to do work for their fellows in their spare time, and this can lead to quite a thriving underground market in goods and services. This can go far beyond rough stills and exotic xenos avians—indeed if something is not provided to the ship's crew by their mast they likely produce it themselves. All manner of craftst may ply their trade amongst the crew, producing everyth from work-boots and strong amasec to crude bionics. I not unknown for some ship crews to produce their o currency, whether crudely stamped "ship coins," discar adamantium bolts, or even the knucklebones of long-d fellow shipmates.

Along with these trade-crafts and exchanges, m starships develop their own black markets. These "lowd markets" trade in both contraband and illegal service drugs, xenos artefacts, weaponry (most ships ban comm crew from carrying weapons other than a knife), and ill recreation. Ships may have hidden gambling halls and fighting arenas in long-forgotten corridors. There, off-d crew crowd the bulkheads to spend coin or trinkets at gar of chance, or bet on how many hull-ghasts the C-Deck Bo can slay in five minutes.

Many captains choose to ignore such activities unl they interfere with the performance of the ship, recognisi them as a necessary evil to maintain crew morale. M puritan-minded captains may not be so forgiving, a may even employ agents styled off the Commissariat root out malcontents. Other captains take the oppos approach—it is rumoured that Calligos Winterscale vi his ship's fighting pits with some regularity, and many fighters fight in the hopes the Rogue Trader may beco their patron.

New Starship Hulls

Never trust an Orion-class ship; they're all temperamental and tricky, but that's better than the Jerichos, who are just lazy. The best ships are the Navy classes, Swords and Lunars. Dutiful. Honourable. You can trust them."

–Bosun Bregan, apparently misunderstanding the question

There are thousands (if not more) of different hull types in the Imperium alone, and many are used in some form or another by Rogue Traders. These hulls are all provided as additional options for players when they are building their starships. Most are the stripped down hulls of the Rogue Trader example starships found on page 211 of Rogue Trader and pages 165-168 of this book. This allows players to build variations of these famous vessels.

Transports

There are many types of transports, from unwieldy bulk freighters to fast clippers.

Loki-class Q-ship

Dimensions: 2 km long, .4 km abeam approx
Mass: 8 megatons
Crew: 18000 crew, approx.
Accel: 3 gravities max. sustainable acceleration

The Loki class is actually a "catch-all" class of several different types of transports that have been modified as Q-ships. Although it is the Navy's sacred duty to protect Imperial commerce, there are too many trade lanes to defend, and too few warships to do so. In addition, many pirate wolfpacks will stay away from heavily defended convoys, waiting for weaker prey.

Q-ships offer the Imperium a way to turn the predators into the prey. Disguised as helpless merchantmen, they actually pack powerful macrobatteries and even lances. Their favoured tactic is to heave to at the first sight of a pirate, pretending to surrender without a fight. When the raider is close enough, they run out their guns and give them massed broadsides at point-blank range. Although this can often defeat their opponents in a single crushing broadside, most Loki-class ships are still as slow and unwieldy as other merchantmen—not designed for sustained combat.

Speed: 4 **Manoeuvrability:** –5
Detection: +10 **Hull Integrity:** 40
Armour: 13 **Turret Rating:** 1
Space: 45 **SP:** 21
Weapon Capacity: Dorsal 1, Prow 1
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 Rogue Trader 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 two Power to this Component.

Hidden Predator: This ship automatically gains the Wolf in Sheep's Clothing Past History (players using this ship do not roll for Past Histories.)

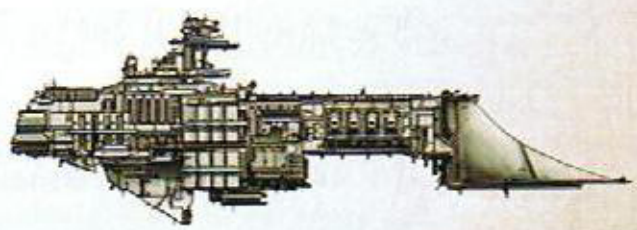
Orion-class Star Clipper

Dimensions: 3 km long, .4 km abeam at fins approx
Mass: 8 megatons
Crew: 14000 crew, approx.
Accel: 5.4 gravities max. sustainable acceleration

The Orions are something of a rarity amongst the Imperium's starships—a fast transport or star-clipper. Though they are designed for cargo, their lean forms, raked bows, and powerful drive tubes are less optimised for cargo hauling and more designed for travelling at speed.

Orion-class starships are constructed to transport smaller, high-value cargoes that must reach their destination quickly or through hostile territory. Rather than rely on armed escorts, Orions travel alone. They trust in their speed to see them clear of most predators, and count on their weapons to send off those quick enough to keep up. Often they are successful, but Orions do have one major drawback. The redundant internal bulkheads and exterior armour that would normally be added to human ships has been forgone in order to increase speed and cargo capacity. As a result, a few stiff hits can easily cripple an Orion.

Speed: 10 **Manoeuvrability:** +25
Detection: +10 **Hull Integrity:** 35
Armour: 12 **Turret Rating:** 1
Space: 40 **SP:** 25
Weapon Capacity: 1 Dorsal, 1 Keel
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 Rogue Trader 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 two Power to this Component.
Fast Ship: Due to the precisely calibrated nature of this ship, it cannot be equipped with Components that increase its Armour.



Raiders

These fast, light vessels are often used for piracy. However, navies often use packs of raiders (often referred to as "destroyers") for hit and fade attacks on opposing fleets.

Cobra-class Destroyer

Dimensions: 1.5 km long, .3 km abeam at fins
Mass: 5.7 megatons
Crew: 15000 crew, approx.
Accel: 7.6 gravities max. sustainable acceleration

The Cobra-class destroyer is one of the smallest warp-capable ships in the Imperial fleet, and also one of the fastest. It fills two roles in the Imperial Navy. The first, and most common, is a torpedo vessel. Armed with massive anti-warship torpedoes, squadrons of Cobras are agile enough to dart into fleet engagements, launch spreads of ordinance, then flee—hopefully before their larger adversaries can hit them with a massed broadside.

Although no ship could be said to be mass-produced in the Imperium, the Cobra is one of the simplest to build, with a well-equipped shipyard able to construct one in only several years. This makes them popular with Rogue Traders who are—relatively—destitute. A Cobra can be far easier to procure than a cruiser, and still possesses a warp drive. Many Rogue Traders who do so retrofit a Cobra to remove the massive torpedo bays, however, to create space for cargo or other weapons.

Speed: 10 **Manoeuvrability:** +30
Detection: +10 **Hull Integrity:** 30
Armour: 15 **Turret Rating:** 1
Space: 35 **SP:** 30
Weapon Capacity: Dorsal 1, Prow 1

Frigates

The frigate's chief benefit (to navies and Rogue Traders alike) is its versatility.

Firestorm class Frigate

Dimensions: 1.8 km long, .3 km abeam at fins
Mass: 6 megatonnes approx
Crew: 25000 crew, approx.
Accel: 4.4 gravities max. sustainable

The Firestorm is a relatively recent innovation in Battlefleet Obscuras, an attempt to merge the manoeuvrability of escort class ships with the ship-killing power of a lance weapon. The Firestorm is essentially a redesigned Sword, with many of the weapon batteries removed to make space for a prow-mounted lance that runs most of the length of the ship. In fleet engagements, Firestorms often hunt other escorts, their lances letting them out-range and outgun most frigates and raiders.

Firestorms are not commonly used by Rogue Traders, as the lance takes up room that could be used for cargo or supplies. However, more militant individuals have been known to utilise them, as lance-armed frigates are relatively uncommon.

Speed: 7 **Manoeuvrability:** +20
Detection: +15 **Hull Integrity:** 38
Armour: 18 **Turret Rating:** 1
Space: 40 **SP:** 41
Weapon Capacity: Dorsal 1, Prow 1

Light Cruisers

Though not as powerful as full cruisers, light cruisers are often more manoeuvrable, or equipped for long range reconnaissance.

Secutor-class monitor-cruiser

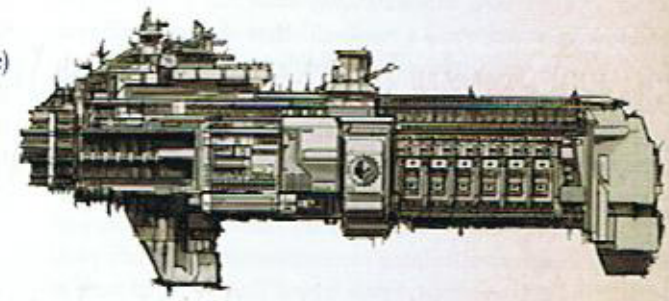
Dimensions: 4.3 km long, .5 km abeam at fins
Mass: 24 megatonnes
Crew: 50000 crew, approx.
Accel: 3.9 gravities max. sustainable acceleration

The Secutor class vessels are a modification of the Lathe class unique to the Calixis Sector. The first Secutor monitor-cruiser was adapted from the existing design when the forge world learned that the existing light cruiser was insufficiently armed for heavy starship combat. Rather than spend the considerable resources to construct true cruisers, they developed the Secutor.

Secutors are significantly better armed than their cousins, and have higher defensive capabilities as well. In exchange they are less manoeuvrable, and with so much of their frame devoted to weapons and defences, they are useful only for war. Of course, in that field they excel.

Outfitted for war: The Secutor is designed solely for combat, and in anticipation of this her masters have equipped her with the heavy power couplings and projection arrays required to maintain multiple void shields. The Secutor can use 'cruiser only' Void Shield Components.

Speed: 5 **Manoeuvrability:** +12
Detection: +15 **Hull Integrity:** 65
Armour: 20 **Turret Rating:** 2
Space: 58 **SP:** 58
Weapon Capacity: Dorsal 1, Prow 1, Port 1, Starboard 1



Lathe-class monitor-cruiser

Dimensions: 4.2 km long, .5 km abeam at fins
Mass: 20.9 megatons
35,000 crew, 25,000 servitors
6 gravities max sustainable acceleration

The Adeptus Mechanicus, being an entity that exists more alongside than as a part of the Imperium, maintains its own armies and warships. These fight alongside the Imperial Guard and Navy in times of war, but as many Magos are quick to point out, they do so as allies, not vassals.

The primary role of the Mechanicus fleets are exploration, not combat, however. Explorator fleets traverse the galaxy, looking for lost archeotech and ancient relics of the Dark Age of Technology. The Lathe class monitor-cruiser is a perfect example of the ships the Explorators utilise in their fleets.

The design for the Lathe-class was uncovered in the deep data-vaults of Het in the Lathe system during the Angevin Crusade, and in the centuries since the crusade ended, the Lathe shipyards have diligently constructed multiple ships.

The design differs from many light cruisers, with an emphasis on long-ranged detection and endurance rather than speed and manoeuvrability. Outfitted correctly, a Lathe class can operate without refit and resupply for decades.

Speed: 5 **Manoeuvrability:** +12
Detection: +15 **Hull Integrity:** 63
Armour: 20 **Turret Rating:** 1
Space: 60 **SP:** 55
Weapon Capacity: Dorsal 1, Prow 1, Port 1, Starboard 1

Cruisers

Cruisers are warships through and through, though the richest Rogue Traders posses modified versions.

Tyrant-class cruiser

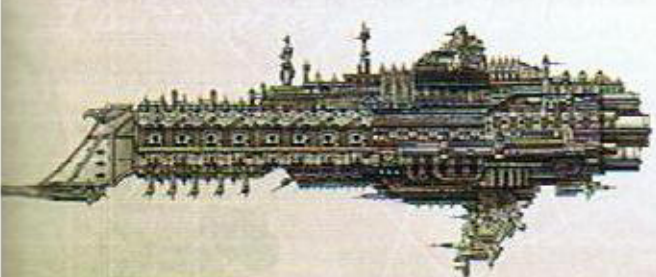
Dimensions: 5 km long, .8 km abeam at fins
Mass: 27.2 megatons
Crew: 90000 crew, approx.
Accel: 2.4 gravities max. sustainable acceleration

The Tyrant's design was designed at the end of the 38th millennium around the principles of superfired plasma weaponry. In the attempt to give the Imperial Navy a warship with a powerful, long-range macrobattery broadside, the Tyrant was developed.

Early versions mixed short and long-ranged plasma macroweapons, in an effort to reduce total power draw on the ship's reactors. However, the firepower at long range was unspectacular enough that the Navy began retrofitting Tyrants with longer ranged weaponry recovered from space hulks or disabled renegade warships, in order to boost range without boosting power draw.

The cruiser is popular amongst Rogue Traders who can afford it, although they often replace the superfired plasma weapons with less space and power intensive macrobatteries.

Speed: 5 **Manoeuvrability:** +10
Detection: +10 **Hull Integrity:** 70
Armour: 20 **Turret Rating:** 2
Space: 77 **SP:** 61
Weapon Capacity: Prow 1, Port 2, Starboard 2



Ship Background Packages

"The people made the ornate building their palace, and shunned the catacombs beneath, never realizing both 'palace' and 'catacombs' were but aspects of the Wrath of Terra, buried on the planet three millenia before."

–A History of the Latter Calixian Crusades

Every voidship has a history. Every voidship also has a personality, quirks of machine-spirit that make each ship unique. However, this in no way makes all ships' spirits equal. Where some are bold, others are timid, and while some are diligent and dutiful, others are flighty and disloyal. This can be affected by a variety of factors, from the yards where the starship was constructed, to the worlds it has visited, to the battles it has fought.

Some captains study these factors, trying to determine what factors will craft a ship that will best suit their needs. They then may spend vast sums of time and resources to find a ship that they think fits these factors, in the hopes that it will indeed serve them in the way they desire. Sometimes, they're even right.

Ship background packages provide a way for Explorers to select their ship background, rather than rolling for it randomly. Instead of rolling on the Complications Tables, the Explorers can exchange some of their Ship Points to select a background package for their ship.

Thulian Explorator Vessel

The task of the Explorator branch of the Adeptus Mechanicus is to search throughout the galaxy for relics of humanity's Dark Age of Technology. To accomplish this, the Explorators are granted vessels specially crafted by their brethren, vessels equipped with the most powerful secrets and arcane technologies the Mechanicus possesses.

Although the Mechanicus may use a myriad variety of basic hull designs, the end result is always designed and suited primarily for exploration. The Mechanicus prefers to use frigates and light cruisers, tougher vessels with long 'legs' that can delve into the darkest corners of the void—and handle whatever they find there.

The famous Disciples of Magos Thule are no different than their fellow Explorators. Centuries ago, their mentor explored and catalogued the Calixis Sector. Following his example, his disciples were at the forefront of the push to chart routes through the warp storms closing through the Koronus Expanse. Many explorators were lost, but when the Maw was finally charted successfully, the Disciples were there, delving deep into the unknown in their quest for knowledge.

Now, centuries after their heyday, the Disciples of Thule are a smaller and more insular sub-

sect of the Mechanicus cult. However, their vessels can still be found throughout the Koronus Expanse, waiting to be salvaged and repurposed.

Cost: 1 Ship Point. Frigates, light cruisers, and cruisers may take this.

Explorator Augury: The vessels the Mechanicus supplies to its Explorators are invariably equipped with boosted auspexes and augur arrays to better aid them in their mission. Add +10 to the ship's Detection, and when working towards an Exploration objective, the players earn an additional 50 Achievement Points.

Wealth of Ancient Tech-vaults: The Mechanicus has access to some of the Imperium's oldest and most advanced technologies. This ship has access to—and must be equipped with—one Archaeotech Component.

Rerouted Power: Explorator vessels do require vast amounts of power to be rerouted to their boosted augur systems. Reduce the ship's Speed value by 1 and its Manoeuvrability by -5.

Reaver of the Unbeholden Reaches

There are numerous pirates and rogues preying on whomever is unfortunate enough to cross their paths in the Expanse. However, there are few worse than the reavers found in the Unbeholden Reaches. Within the Reaches is a realm of space full of sputtering stars, blasted planets, and asteroid belts full of the shards of shattered worlds. The center of this space is the feared Undred-Undred Teef, the home of the infamous Ork Freebooterz. Needless to say, the danger of living in close proximity to such creatures means that those who do so are the most ruthless and most savage of pirates—dangerous enough that even an Ork will treat them carefully.

Certain reaver clans have been pirates for generations, spending their entire lives aboard their ships. The voidborn life is all they live, and all they know. Thus, their ships are more than mere vessels, more than even their homes. These reaver clans treat their ships like unto gods, garnering the lavish care and attention to them a deity would deserve.

These reavers launch raids out of the Unbeholden Reaches from time to time, striking deep into Winterscale's Realm and other regions of the Expanse. Sometimes these attacks are successful; sometimes they are defeated and destroyed. And once in a very great while, their ships are boarded and taken.

Cost: 2 Ship Points. Transports, raiders, and frigates may take this.

Self-reliant: Ships of the reaver clans seldom have dockyards they can flee to when they are damaged. Therefore, they must fend for themselves, and the vessels are equipped to do just that. When this vessel affects long-term repairs, they may repair 1d10+5 points of Hull Integrity instead of 1d5.

Strike and Fade: The reaver clans have long practised the art of stealth attacks, a must for a successful buccaneer. Their ships have been modified for the task, with masked drive tubes and baffles to diffuse their signature. All Silent Running manoeuvres the ship performs gain a +10 bonus.

Pirate Vessel: Ships of the reaver clans are known—and feared—throughout the Expanse. Anyone from the vessel suffers a -10 to all Social Interaction Tests, provided the targets know what vessel they hail from.

Veteran of the Angevin Crusade

The Crusade to conquer the Calixis Sector took hundreds of years, and thousands of vessels. Ships of the line, cruisers, and escorts of all stripes formed the ranks of the crusade fleet. In addition, the fleet was supported by an even vaster fleet of transports, each a veteran of the Crusade as well.

As the Crusade drew to a close, the vessels accumulated for its prosecution dispersed. Many of the Naval warships returned to their original battlefleets, or formed the nucleus of the new Battlefleet Calixis. The Rogue Traders left to explore the new frontiers. The transports were divided into trade fleets or auctioned to chartist captains, the beginnings of the trade-lanes that would establish the sector. And so, the great Crusade fleet broke apart, scattered to all corners of the Sector and beyond.

A millennia later, vessels that served in the Crusade are scarce. Many have scattered across the Sector or Segmentum. Still more ships have been lost to the Imperium's continued wars, or the inevitable perils of interstellar travel. The great warp storms abutting the Halo Margins, the Hazeroth Abyss, the Margin Crusade, all take their toll. As a result, few veteran vessels remain intact.

Such ships are prized for their rich history, nonetheless. A ship of the Angevin Crusade is infused with martial vigour, and displays an almost living desire to continue persecuting Drusus's war beyond the Calixis Sector, and into the Expanse beyond.

Cost: 3 Ship Points. All ships may take this.

Emperor's Crusader: The ships of the Angevin Crusade are built for—and tempered by—centuries of warfare. All Ballistic Skill Tests made to fire the ship's weapons gain a +10 bonus.

Righteous Arrogance: A Crusade ship is not known for such low tactics as sneaking and skulduggery. This ship makes all Silent Running attempts at a -40 penalty.

Glorious Deeds: One of the traditions said to have been established by Angevin and carried on by his lieutenants is the inscribing of a vessel's deeds on the outer hall, shielded by powerful localised stasis fields to preserve them against the ravages of time and war. All crew from this ship gain a +10 to Charm and Intimidate Tests, provided their targets know which ship they come from (and are in a position to understand the inscribing—many xenos cultures may not understand or care about the glorious deeds of a human vessel).

Vessel of the Fleet

Many of the vessels under a Rogue Trader's command could be considered warships, but few can truly compare to a true military vessel. Any Naval officer in the sector feels a ship is not a "warship" until it has spent a decade amongst the ranks of the Battlefleet. A proper Battlefleet warship is measured by far more than the strength of its guns. Though accuracy is appreciated in the Imperial Navy, obedience, discipline, and honour are watchwords prized above all else. The Imperial Navy perseveres and triumphs over its enemies through its adherence to duty and tradition, and this ethos is said to be absorbed by the very fibre of the ships they serve aboard.

It is extremely difficult for a Rogue Trader to obtain a warship from the Fleet. Should a Rogue Trader be foolish enough steal from the Imperial Navy, he soon finds that same adherence to honour and duty creates a relentless and



implacable foe. However, it is not unknown for a Rogue Trader dynasty to be gifted a warship for exceptional duties rendered to the Emperor's Holy Fleet. Even if those who performed for the deeds are long dead, the Navy treats the captain of the warship as if they themselves were responsible.

Cost: Variable. All ships except transports may take this.

Steadfast Ally or Implacable Foe: When this background package is selected, the players can pay 1 Ship Point or 2 Ship Points. If they pay 1 Ship Point, all crew-members gain Enemy (Imperial Navy). If they pay 2 Ship Points, all crew-members gain Good Reputation (Imperial Navy).

His Word Obeyed: Any crew-member who makes Command Tests aboard this ship gains a +10 bonus.

Duty Unto Death: When this ship is crippled, the ship's Captain may make a **Challenging (+0) Command Test**. If the Test is successful, the ship does not suffer the effects of being crippled during its subsequent turn.

Planet-bound for Millennia

It is common for the Imperium's starships to be extremely ancient. In fact, since much of the technology used to create the ships of yesteryear has since been lost, individuals and organisations often go to great length to recover and restore ancient void ships to use. All-too often, these ancient vessels are simply better in almost every way than their modern counterparts. Therefore, those in the Imperium of Mankind often gos to extraordinary lengths to recover them.

Space hulks are a common source for ancient vessels, and salvage operations can make space hulks as profitable as they are dangerous. Other ancient starships may be recovered as derelicts in orbit around a forgotten planet, or some may even have been in continuous use for the ten millennia of the Imperium. Far less common, though by no means unheard of, are starships that have been buried on a planet's surface.

The starship may have ended up on the planet in any number of ways. Most often, a starship suffers some catastrophic mechanical failure in orbit around a world. Unless it wants to suffer a fiery descent to the world below, it may be forced to attempt a more controlled descent. Making such a landing is extremely difficult. Imperial starships are not designed to enter an atmosphere, and it will take every bit of skill from the ship's captain and tech-priest to ensure such a large vessel does not succumb to gravity's embrace. A small few are able to reach the surface, however, and there they stay. Over the centuries, they often become covered with soil, plant life, and even forests, so that only small parts of the ship are visible. Sometimes they even become the nucleus of towns or cities—the population could even be the descendants of the ship's original crew.

For most of these ships, the flight to the surface proves to be their last. Crippling gravity crushes their spines and vital systems, and they remain planet-bound forever. Some, however, remain largely intact, and sleep away the millennia beneath their earthy cocoon. Eventually, an enterprising captain may find one of these forgotten treasures, and with grav-lifts and bulk tenders, pry it from its prison to sail the stars once more.

Cost: 3 Ship Points. All ships may take this.

Gravity's harsh embrace: Decrease Hull Integrity by 1d5-1 for frigates, transports and raiders, and 1d5 for light cruisers, cruisers, and larger vessels.

Lost relics of the past: This ship begins play with a Modified Drive (see page 206 of Rogue Trader) for no extra cost in Ship Points. This ship also gains access to one additional archeotech component of the players' choice.

Dreams of distant worlds: Superstition claims a planet-bound ship maintains a particular affinity for planetary bodies, after having remained on one for so long. This ship gains +10 Manoeuvrability while within 5 VUs of a planet.

Additional Components

The following is a list of starship Components designed to supplement the Component lists found on pages 199-208 of Rogue Trader. The following Components may be used to construct the Explorers'—or an NPC—starship as normal, following all the restrictions found in the core rules.

ESSENTIAL COMPONENTS

Although all Imperial starships require roughly the same set of Essential Components to function, millennia of shipbuilding has resulted in countless variants on broad themes. Each starship requires exactly one of each type of Essential Component, no more, no less.

Plasma Drive

The plasma drive is the fiery beating heart of a starship, providing power to all systems as well as propelling it through the void.

Jovian-pattern Class 4.5 "Warcruiser" Drive

The Jovian shipyards produce this STC drive sparingly, reserving it for warships that need to meet the extreme power draw of extensive lance armaments.

Lathe-pattern Class 2a "Sprint Trader" Drive

The Lathes have long advocated increasing the size and power of a drive in exchange for space. The mis-named "Sprint Trader" Drive (it can be equipped on most smaller vessels), takes that philosophy to an extreme.
Oversized Engines: Increase the starship's Manoeuvrability by +3, and Speed by +1.

Lathe-pattern Class 2b "Escort" Drive

The success of the "Sprint Trader" Drive has resulted in similar modifications to the drives of military vessels.
Oversized Engines: Increase the starship's Manoeuvrability by +3, and Speed by +1.

Warp Engines

Warp drives are essential for any vessel that wants to travel beyond the bounds of a single star system.

Markov 1 Warp Engine

The Markov series of warp engines is designed to propel smaller courier vessels more quickly through the Immaterium.
Overcharged: Reduce the base travel time for a journey through the Immaterium by 1d5 weeks. It may be further modified by the results of the Navigation (Warp) Test.



Markov 2 Warp Engine

The Markov 2 was adapted to decrease the travel times of light cruisers. However, certain problems with up-scaling the design led to decreased effectiveness compared to the Markov 1.
Overcharged: Reduce the base travel time for a journey through the Immaterium by 1d10 days. It may be further modified by the results of the Navigation (Warp) Test.

Gellar Fields

The ship's Gellar Field is its foremost (and only) line of defence against the predications of warp predators when travelling through the Immaterium.

Emergency Field

Some captains equip their Gellar field generators with emergency cogitation circuits that activate the field automatically upon detecting the warp. Though many scorn the idea because of the extra power draw, and others are distrustful of automated circuitry, such devices have saved ships in the past.
Auto-engagement routines: If the ship unexpectedly enters the warp, roll 1d10. On a 3 or higher, the Gellar Field activates automatically, protecting the ship from any warp intrusion that may have taken place.

Void Shields

Void shields protect starships equally against enemy fire and drifting space debris.

Repulsor Shield

These standard void shields have had their frequencies adjusted to better brush aside stellar debris and detritus.
Void Shield: This Component counts as a ship's Void Shield, giving the ship one void shield.

TABLE 4-1: ESSENTIAL COMPONENTS

Essential Components	Appropriate Hull Types	Power	Space	SP
Plasma Drive				
Jovian-pattern "Warcruiser" Drive	Light Cruisers	65 generated	14	+2
	Cruisers	85 generated	17	+2
Lathe-pattern 2a Drive	Transports	40 generated	14	+2
	Raiders, Frigates	47 generated	14	+2
Warp Engines				
Markov 1 Warp Engine	Transports, Raiders, Frigates	12	12	+1
Markov 2 Warp Engine	Light Cruisers	13	13	+1
Gellar Fields				
Emergency Field	All Ships	2	0	—
Void Shields				
Repulsor Shield	All Ships	6	1	—
Repulsor Shield Array	Cruisers	8	1	—
Ship's Bridge				
Exploration Bridge	Transports, Raiders, Frigates	4	1	+1
	Light Cruisers, Cruisers	4	2	+1
Crew Quarters				
Clan-kin Quarters	Transports, Raiders, Frigates	1	4	+1
	Light Cruisers, Cruisers	2	5	+1
Cold Quarters	Transports, Raiders, Frigates	3	4	+1
	Light Cruisers, Cruisers	4	5	+1

Charged particle repulsion effect: The ship does not suffer penalties to Manoeuvre Actions when travelling through nebulas, ice rings, plasma clouds or other celestial phenomena consisting primarily of small particles.

Repulsor Shield Array

These standard void shield arrays have had their frequencies adjusted to better brush aside stellar debris and detritus.

Void Shield: This Component counts as a ship's Void Shield, giving the ship two void shields.

Charged particle repulsion effect: The ship does not suffer penalties to Manoeuvre Actions when travelling through nebulas, ice rings, plasma clouds or other celestial phenomena consisting primarily of small particles.

Ship's Bridge

The starship's bridge is the brain to the plasma drive's heart, commanding and directing the vessel.

Exploration Bridge

A bridge favoured by the Explorators of the Mechanicus, its cogitation circuitry provides optimum interface with subsolithic charts and auger arrays.

Long Range Scanning: This ship gains +5 Detection when using Active Augury.

Navigation Records: When working towards an Exploration objective, the players earn an additional 50 Endeavour Points.

Crew Quarters

Bunks, mess-halls, and other living arrangements for the countless thousands aboard a starship.

Clan-kin Quarters

The ship's crew is made up of a 'kin-brotherhood' of bonded voidsmen. Tenaciously loyal, they see their ship as no different than a homeworld, and will die to defend it.

For Hearth and Home!: All Command Tests to defend against boarding and hit and run actions gain +5. In addition, all sources of Morale loss are reduced by 1, to a minimum of 1.

Cold Quarters

While the ship has regular quarters for its crew, this ship also has ranks of cyro-stasis tubes filling its deep chambers. Here the captain stores 'surplus' crew...until they are needed. This component does include regular crew quarters, in addition to the cryo-stasis tubes.

Manpower Reserves: Once per game session, the ship's captain may choose to reduce one source of Crew Population loss to zero.

Supplemental Components

Supplemental Components are not strictly 'required' to operate a starship, but do enhance and augment a starship's performance. Unlike Essential Components, multiples of the same type of Component or even duplicates of the same Component may be installed on the same ship, unless specifically stated otherwise.

As is mentioned on page 202 of the **Rogue Trader** Core Rulebook, 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. Prow weapons on a frigate, transport, or raider may only be fired to the fore fire arc. Prow weapons on ships of a light cruiser size and larger may be fired to the fore, port, and starboard arc.

Macrobatteries

Macrobatteries are similar to many types of ground-based artillery, but much, much larger. They fire massive ordinance over tens of thousands of kilometres in huge salvos, to overwhelm their targets.

Jovian-pattern Missile Battery

This unusual weapon system relies on medium-ranged missile pods rather than more 'conventional' macro-batteries. The pods are mostly outside the hull and can fire all their missiles in one immediate, devastating salvo, an advantage tempered by the lengthy time it takes to reload them.

Labour Intensive: This Weapon Component may only fire every other turn.

Lathe-pattern Grav-culverin Broadside

The strange orbital dance of the three planetoids that make up the Lathe forgeworlds has given the magos there a unique insight into the ancient art of grav-weaponry, using strange forces to hurl warheads at tremendous speeds. Due to the unique methods of propulsion, variant warheads can also be fired through the grav-culverin, including self-propelled ordinance for greater range.

Broadside: This weapon Component must occupy a Port or Starboard Weapon Capacity slot.

Self-propelled warhead: Before firing this weapon, the firer may choose to increase the range of this weapon by 2 VUs. If he does so, the damage of each shot is decreased to 1d10+1.

Mezoa-pattern Macrocannons

The forge world of Mezoa has long advocated a modification of the standard Mars-pattern Macrocannons to increase damage at the cost of range and space.



Pyros Melta-cannons

These squat, oversized, and highly insulated macrocannon are designed specifically to fire shells tipped with powerful melta-charges that detonate with furious heat.

Inferno: Whenever this Weapon Component inflicts a Critical Hit, it is automatically a Fire! Critical.

Sunsear Las-broadside

With enough power, a ship of the line can mount entire broadsides of long ranged laser weaponry, giving it impressive offensive reach.

Broadside: This weapon Component must occupy a Port or Starboard Weapon Capacity slot.

Lances

Lances are mighty beams of energy generated by dozens of projectors, designed to circumvent a starship's armour by cutting straight through it.

Sunhammer Lance

Narrowing the focus aperture on the STC Titanforge allowed the Lathes to boost range without unduly decreasing its power.

Sunhammer Lance Battery

A single Sunhammer lance proved successful enough that they have also been constructed in batteries.

Table 4–2: Lances and Macrobatteries

Supplemental Components	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Macrobatteries								
Jovian Missile Battery	All Ships	3	1	1	5	1d10+1	6	6
Lathe Grav-culverin Broadside	Light Cruisers, Cruisers	5	5	1	6	1d10+3	6	5
Mezoa Macrocannons	All Ships	4	4	1	4	1d10+3	5	5
Pyros Melta-cannons	All Ships	4	3	2	3	1d10+4	4	4
Sunsear Las-broadside	Light Cruisers, Cruisers	9	6	1	6	1d10+2	4	9
Lances								
Sunhammer Lance	All Ships	9	4	2	1	1d10+3	3	9
Sunhammer Lance Battery	All Ships	13	6	2	2	1d10+3	3	9

Cargo and Passenger Compartments

Such components are vital for any Rogue Trader who wishes to earn wealth through trade or criminal enterprise.

Shadowblind Bays

Behind and beneath each standard cargo bay is hidden a second, 'mirror hold,' void-shielded and static-screened against any prying auspexes.

Mirror Bays: When working towards a Trade objective, the players earn an additional 50 Achievement Points. When working towards a Criminal objective, the players earn an additional 75 Achievement Points. Location of these bays when their systems are engaged requires an **Arduous (–40) Scrutiny Test**.

Xenos Habitats

Dealing with xenos is dire heresy to the Imperium—not that a Rogue Trader would let that stand in the way of profit. Quarters that can simulate the environments of alien worlds can further facilitate relations.

Comfortable atmosphere: All Charm and Inquiry Tests made with xenos aboard this vessel gain a +10 bonus. All Objectives for Endeavours involving non-hostile dealings with xenos races gain an additional 50 Achievement Points.

Suspicious: Most Imperial citizens are taught from birth to distrust the xenos. Decrease the ship's Morale permanently by 2.

Augments and Enhancements

There are countless devices and systems for boosting a starship's performance, protecting it against danger, or aiding it in the completion of its missions.

Auxiliary Plasma Banks

A ship's drive can produce more power if equipped with extra banks of plasma generation and containment systems. Of course, there is a danger associated with housing additional hab-block sized containers of plasma aboard a starship.

Volatile Power: This Component generates power, rather than requiring it. If this Component is ever damaged, the ship containing it takes 1d5 damage directly to Hull Integrity, and its plasma drive is set on fire.

"Storm" Drop Pod Launch Bays

Honeycomb launch structures cluster along the vessel's keel, ready to spit drop pods full of assault forces on helpless planets below.

Steel Rain: When working towards a Military objective, the players earn an additional 50 Endeavour Points towards completing that objective.

Drop Pod Deployment: The players may use drop pods (see page 182). The "Storm" design is equipped to hold 20 pods, although it may only launch 10 every 30 minutes or so (in other words, it may launch 10 pods every Strategic Turn). The pods must be recovered from the planet's surface before being reused.

Empyrean Mantle

Most dirt-dwellers would find the idea of hiding something as large as a starship to be ridiculous. Of course, most dirt-dwellers have no idea just how utterly vast space is. With the right energy baffles and screens to diffuse and mask energy signatures, a ship can become nothing more than a hole in the void.

Shadow in the Void: When travelling on Silent Running, all Tests to detect this vessel have their Difficulty increased by two degrees. When completing a Criminal objective, the players earn an additional 50 Endeavour Points.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Reinforced Prow

Though not as imposing as the titanic adamantium beaks of cruisers, a reinforced prow can offer crucial protection to smaller vessels, or any ship that wishes to mount forward-facing weaponry.

Adamantine Plates: This ship gains +2 Armour in its front arc only. This ship also does 1d5 additional damage when ramming.

Table 4-3: Supplemental Components

Supplemental Components	Appropriate Hull Types	Power	Space	SP
Macrobatteries				
Jovian Missile Battery	All Ships	3	1	1
Lathe Grav-culverin Broadside	Light Cruisers, Cruisers	5	5	1
Mezoa Macrocannons	All Ships	4		1
Pyros Melta-cannons	All Ships	4	3	2
Sunscar Las-broadside	All Ships	9	6	1
Lances				
Sunhammer Lance Weapon	All Ships	9	4	2
Sunhammer Lance Battery	All Ships	13	4	2
Cargo Holds and Passenger Compartments				
Shadowblind Bays	All Ships	3	4	2
Xenos Habitats	All Ships	2	1	1
Augments and Enhancements				
Auxiliary Plasma Banks	Transports, Raiders, Frigates	8 generated	5	1
	Light Cruisers, Cruisers	10 generated	6	1
Drop Pod Launch Bays	All Ships	1	3	2
Empyrean Mantle†	Transports, Raiders, Frigates	3	0	2
	Light Cruisers, Cruisers	5	0	2
Reinforced Prow†	Transports, Raiders, Frigates	0	2	1
	Light Cruisers, Cruisers	0	3	1
Additional Facilities				
Arboretum	Transports, Raiders, Frigates	2	2	1
	Light Cruisers, Cruisers	2	3	1
Asteroid Mining Facility	All Ships	6	10	3
Astropathic Choir-chambers	All Ships	1	1	1
Broadband Hymn-casters	All Ships	3	0	1

†This component may not be selected more than once per vessel.

Additional Facilities

There are a wide variety of Components that serve a multitude of varying purposes aboard a starship. Each of the following Components may only be added to a starship once unless specified otherwise.

Arboretum

Only the richest shipmasters can afford to devote so much space and resources to growing gardens aboard their vessel.
Replenishing supplies: Double the time a ship may remain at void without suffering Crew Population or Morale loss. Increase Crew Population permanently by +2.

Asteroid Mining Facility

For some traders, trading minerals and materials is not enough. They prefer to harvest their profits directly. An asteroid mining facility consists of bays of mining lighters, tractor fields, adamantine drills, vast internal refineries and stowage bunkers for the minerals mined. A single ship can remain amongst an asteroid field for decades, accumulating vast wealth in minerals. However, an asteroid mining facility dominates a starship.
Mining Rig: An asteroid mining facility Component allows a vessel to conduct mining operations in an asteroid field (or similar location). This allows the vessel's crew to construct a Trade Endeavour based on those operations (see Rogue Trader page 277). When completing this Endeavour's objectives, the players earn an additional 200 Endeavour Points.

Astropathic Choir-chambers

Though all ships have a specific area set aside for the use of their Astropathic Choir, some ships have vast chambers specifically designed to amplify astropathic signals and boost the power and effectiveness of the ship's Astropath Transcendent.
Psy-locus: When performing Astro-telepathy in this Component, an Astropath gains a +10 bonus to his Focus Power Test. While occupying this Component during Space Combat, any psychic powers the Astropath uses have their range increased by 5 VUs.

Broadband Hymn-casters

Broadcast towers flood all frequencies with deafening hymns to the God-Emperor, jamming communications and terrifying enemies. Heathen or renegade ships have been known to use similar systems, though the nature of their 'hymns' is very different.

Deafening: If this system is activated, all other ships must make a **Difficult (–10) Tech Use Test** in order to use vox or other broadcast communications while within 30 VUs of this vessel.

Terrifying: When this system is activated, characters aboard this vessel gain +10 on all Intimidate Tests against all ships within 30 VUs.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a critical hit.

ARCHEOTECH COMPONENTS

These artefacts from the Dark Age of Technology can greatly boost the effectiveness of the starship that carries them. As stated on page 206 of **Rogue Trader**, all Archeotech Components are only available through a Complication or Background Package that allows them, certain results on the Warrant Generation Path (see page 34), or if the GM makes them available over the course of the game.

Castellan Shield

Some of the oldest Imperial vessels are blessed with "Castellan" class void shields. These shields are far superior to current void shields, and their multiple banks of fail-safe circuit breakers means they can remain up under far-greater stresses.

Void Shield: This Component counts as a ship's Void Shield, giving the ship one void shield.*

Fail-safes: Once per Strategic Round, during one opponent's Strategic Turn, the ship's Enginseer Prime may make a **Difficult (–10) Tech-Use Test**. This does not count as the Enginseer's Extended Action. If he succeeds, the ship doubles its number of Void Shields for the duration of a single opponent's Strategic Turn.

** This must be used as a ship's Void Shield.*

Castellan Shield Array

Only a very few Imperial ships are blessed with "Castellan" class void shields, and even fewer are ships of the line. These shields' multiple banks of fail-safe circuit breakers take up a great deal of room, but mean they can remain up under even more stress than a single Castellan Shield.

Void Shields: This Component counts as a ship's Void Shields, giving the ship two void shields.*

Fail-safes: Once per Strategic Round, during one opponent's Strategic Turn, the ship's Enginseer Prime may make a **Difficult (–10) Tech-Use Test**. This does not count as the Enginseer's Extended Action. If he succeeds, the ship doubles its number of Void Shields for the duration of a single opponent's Strategic Turn.

** This must be used as a ship's Void Shield.*



Cogitator Interlink

Though the creation of true artificial intelligence is one of the darkest heresies of the Adeptus Mechanicus, this was not always so. The Men of Iron were the most infamous example of such technology, but the Dark Age of Technology generated many others. The cogitator interlink is designed to amplify the starship's core cogitator, enhancing the ship's operations considerably.

Sophisticated cogitation operation: This starship's Crew Rating gains a +5 bonus.

Energistic Conversion Matrix

Ancient technology from mankind's dark past, the conversion matrix allows raw power to be diverted directly into a ship's drive tube when required, giving the ship an increase in thrust.

Redirect Power to Engines: The ship's captain can choose to activate the conversion matrix at any time as a free action. When he does so, he decreases the amount of Power generated by the ship and increases its Speed value. Frigates and raiders can exchange 3 Power for 1 Speed. Light cruisers can exchange 4 Power for 1 Speed. Transports and Cruisers can exchange 5 Power for 1 Speed. A ship's Speed value cannot be increased by more than 5 using this Component. A captain may divert Power being used to power other Components, however, if he does so, the Component becomes unpowered for as long as the conversion matrix is used.

Table 4-4: Archeotech Components

Archeotech Components	Appropriate Hull Types	Power	Space	SP
Castellan Shield	All Ships	5	1	2
Castellan Shield Array	Cruisers	7	2	2
Cogitator Interlink†	All Ships	1	1	2
Energistic Conversion Matrix†	All Ships	1	1	1
Gyro-stabilisation Matrix†	All Ships	1	1	1
Staravar Laser Macrobattery	All Ships	4	4	2
Star-flare Lance	Light Cruisers, Cruisers	12	6	3

†This component may not be selected more than once per vessel.

Table 4-5: Archeotech Weaponry

Archeotech Weapons	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Macrobatteries								
Staravar Laser Macrobattery	All Ships	4	4	2	4	1d10+2	4	12
Star-flare Lance	Light Cruisers, Cruisers	12	6	3	3	1d10+3	3	7

Gyro-stabilisation Matrix

Ancient stacks of gilded calcu-logi cogitators aid in the computations of the starship's manoeuvres, compensating for human error and ensuring maximum performance.

Aid of the machine-spirit: When this ship performs the Adjust Speed and Bearing, Come to New Heading, and Evasive Manoeuvres Manoeuvre Actions, its **Pilot (Space Craft) + Manoeuvrability Test** counts as Challenging.

Staravar Laser Macrobattery

Humanity's grasp of laser weapon technology was once much greater than even the greatest Magos of a Forge can replicate. However, such weapons can still be found scattered amongst the vast reaches of the Imperium. Though a weapon such as the Staravar does not do substantially more damage than other laser macrobatteries, it uses substantially less power to do so.

Macrobattery: Except where specified otherwise, this weapon Component follows all rules for Macrobatteries.

Star-flare Lance

The Star-flare Lance is a dangerous relic constructed at the pinnacle of mankind's technical prowess during the Dark Age of Technology. The massive lance is powered by an ill-understood power source that keeps the beam focused on its target for a sustained period of time, raking across enemy ships.

Pinpoint accuracy: This weapon scores an additional hit for every two degrees of success, rather than every three.

Large: This weapon may only be placed on ships of light cruiser size and larger.

Lance: Except where specified otherwise, this weapon Component follows all rules for Lances.

Ship Upgrades

"I find them so much more reliable than a regular crew. Not only will they throw themselves to certain destruction at a word, but there is infinitely less complaining when they do so."

–Lord-captain Honorus Vax, on the virtues of servitors

One of the reasons few Imperial starships are alike, even when built from the same basic template, is that over the centuries a starship is in service it undergoes innumerable customisations and modifications. This holds doubly true for a Rogue Trader's vessel. Not only has the ship likely been passed down through generations of captains, but it is also flown to the far reaches of the galaxy, where regular and reliable maintenance is impossible to come by. Repairs can be 'unconventional' at best. In addition, a wise Rogue Trader knows when and how to customise his vessel to suit his needs.

Upgrades to ships, their supplies, and crews offer affluent Explorers additional means to improve their ship without acquiring or replacing Components or obtaining a new hull. Instead, upgrades augment a ship's existing Components. They can be anything from longer range macrocannons to an extensive stock of starcharts.

Upgrades are purchased in the same manner as any other Acquisition, and can be obtained for any ship. There are bonuses for Craftmanship for upgrades. However, although a player may only purchase one starship upgrade per Acquisition Test, there is no bonus for doing so. Essentially, the only modifier to an Acquisition Test to purchase a ship upgrade is the rarity of said upgrade and the craftmanship of the upgrade.

Unless specified otherwise, a ship upgrade may only be purchased once for a particular ship.

Atomics

Atomics are ancient weapons of widespread destruction, terrible devices that haunted humanity long before it reached the stars. In the Dark Age of Technology and the Age of Strife, atomics turned many worlds into scoured, radioactive wastelands. They were some of humanity's most powerful weapons of war.

In the age of the Imperium, however, atomics have since fallen out of favour. Simply put, the militant Adepta and the Imperial Inquisition have better ways to destroy worlds. Cyclonic torpedoes and virus bombs can slay whole planets in a matter of hours, or even minutes. On the other hand, even hundreds of atomic warheads will not destroy a world outright—instead polluting the biosphere and slowly choking life with palls of intensely radioactive soot.

In game terms, a single atomic has the power to destroy a hive spire between five and 10 kilometres across. It can also be adapted to be mounted in a torpedo or fired from a macrocannon. Any Weapon Component firing an atomic makes one shot. If it hits its target, it does 1d5+4 hits doing 1d10+6 damage each. Void shields and armour will protect against this normally, however, all damage should be added together as if it were a single salvo.

If an atomic was detonated within a starship or station, however, its destruction would be guaranteed.

Atomics may be Acquired multiple times. However, each Acquisition of atomics only grants one atomic. An atomic may be fired from a shipboard macrocannon—so long as it fires projectiles (the final determiner of whether or not a macrocannon fires projectiles—as opposed to laser blasts or plasma shots, for example—is the GM). If an atomic is fired in this manner in starship combat, a character must make a Ballistic Skill Test as an Extended Action to hit a single target within range of the macrocannon; a successful hit has the aforementioned effects. The remainder of the macrocannons in the battery may fire as normal, and thus the macrobattery may still fire as normal as part of the ship's Shooting Action.

It is, of course, entirely possible for players to invent other ways to use atomics, such as hit-and-run attacks. The GM should allow any reasonable idea a chance to succeed, although the GM is the final arbitrator of what is "reasonable."

Poor Craftsmanship Atomics are less reliable, and only do 1d5+2 hits. Good Craftsmanship Atomics do 1d5+5 hits, while Best Craftsmanship Atomics do 10 hits.

Cherubim Aerie

Most Imperial starships have a population of cherubim servitors. Though they are useful for aiding in menial tasks, the lowborn crew distrust them and say they cause harm and mischief. To house them (and isolate them from the crew), many captains construct specialised aeries in the vaulted upper reaches of the cargo bays and larger corridors.

A cherubim aerie decreases crew Morale permanently by 1. However, when completing an Objective for an Endeavour, the aerie grants 1d10+10 additional Achievement Points. This bonus can only be applied once per Objective.

Poor Craftsmanship Aeries permanently decrease Crew Morale by 2 instead of 1 (as they do a worse job of isolating the cherubim from the crew). Good and Best Craftsmanship Aeries grant 1d5+15 and 20 Achievement Points, respectively.

Crew Improvements

Although some Rogue Traders see their crew merely as an expendable resource that is easily replenished, others prefer to take better care of their subordinates. The reasons for this range from the compassionate—the Rogue Trader genuinely cares about his "charges," to the pragmatic—a happier, better-trained crew may perform their duties better than resentful vassals.

Whatever the reason, these improvements could take any number of forms, from better provisions for the mess, uniforms to promote loyalty, or even extended training regimes. These improvements grant a permanent +2 bonus to Crew Morale.

Poor Craftsmanship Crew Improvements only grant a permanent +1 bonus to Crew Morale. Good Craftsmanship Crew Improvements grant a +3 bonus, while Best Craftsmanship Crew Improvements also grant a +5 to the ship's Crew Rating.

Ostentatious Displays of Wealth

Even a Rogue Trader who prefers a more modest and unassuming lifestyle (and there are plenty who do not) understands the power of appearances. To instil the proper mix of respect, awe, and fear, many Rogue Traders decorate the interiors and exteriors of their vessels with all manner of costly ornamentation. Whether ancient pieces of archaeotech, hallways encrusted with jewels and precious metals, or even strange examples of xenos art, these displays serve as a constant reminder to the Rogue Trader's guests—if wealth is power, their host is not someone they should wish to cross.

This upgrade provides a +10 bonus to any Social Skill Tests made to influence visitors aboard the vessel. In addition, when working towards a Trade or Criminal objective, the players earn an additional 25 Achievement Points.

Poor Craftsmanship Displays of Wealth actually impose a −10 penalty to Social Skill Tests and do not grant additional Achievement Points (as tacky and shoddy displays often inspire derision and poor impressions, rather than the intended goal). This is not to say that some Rogue Traders do not pursue such things—Jeremiah Blitz, for example, makes a point of filling his trophy rooms with trashy *objets d'art* that the former rogue and gambler finds appealing. Good and Best Craftsmanship displays, on the other hand, grant a +15 and +20 bonus to Social Skill Tests, respectively (rather than the +10).

Servitor Crew

In some cases, a starship captain will choose to forego a crew of flesh and blood. In their place, he will command a ship of servitors. Often he will keep only a close cadre of trusted senior officers. More rarely, he may be the only unaltered human left on his ship. Servitors are less skilled than a human crew, and unable to adapt to changing situations. However, having a crew that is resistant to injury and will always follow orders can have its advantages.

Table 4–6: Upgrades

Upgrade	Rarity
Atomics	Near Unique
Cherubin Aerie	Scarce
Crew Improvements	Average
Ostentatious Displays of Wealth	Very Rare
Servitor Crew	Very Rare
Starchart Collection	Extremely Rare
Staravar Laser Macrobattery	Extremely Rare
Turbo-weapon Batteries	Very Rare
Vaulted Ceilings	Rare

Having a servitor crew imposes a –10 to any Ballistic Skill Tests to fire the ship's weapons, as well as a –10 to all Command Tests made aboard the ship. In addition, the ship may not initiate boarding actions. Finally, the ship's Crew Population can only be replenished by forge or hive worlds, and cannot be replenished through pressgangs or emptying a world's prisons.

In exchange, however, the ship always counts Morale as 100 as long as it has a Servitor Crew, and all Crew Population losses are reduced by half (to a minimum of 1). An Explorer must also make a Tech Use Test (as opposed to a Medicae Test) when performing a Triage action. A servitor crew has a Skill Characteristic rating of 30.

Poor Craftsmanship Servitor Crews have a Skill Characteristic rating of 20. Good and Best Craftsmanship Servitor Crews have a Skill Characteristic rating of 35 and 40, respectively. At the GM's discretion, certain Components such as a Temple-shrine or Clan-kin Quarters may no longer provide their benefits to a Servitor Crew, while other Components—such as a Servitor Reclaimation Bay—may not impose their usual penalties.

Starchart Collection

It is a very lucky ship's captain that has access to a collection of starcharts, and even more so if those starcharts are actually accurate. Such starcharts are full of information about the Koronus Expanse—stable warp routes, lost words, and safe havens to replenish crew and supplies. Often, this information is hard won, costing countless ships, and the lives of their crew.

A starchart collection allows a ship's Navigator to reduce warp travel times by 1d5 days, to a minimum of one. In addition, when working towards an Exploration Objective, the players receive an additional 25 Achievement Points.

A Poor Craftsmanship Starchart Collection imposes a –10 penalty when rolling on the Warp Travel Encounters Table. Good charts reduce travel times by 1d5+5 days (to a minimum of one), while Best charts also grant a 50 Achievement Point Bonus, instead of 25.

Storm Trooper Detachment

It is not common for a civilian vessel to have a contingent of Imperial Storm Troopers—an elite regiment of soldiers trained in the Schola Progenium and assigned across the Imperium. However, those Rogue Traders with connections amongst the Imperium can sometimes requisition such soldiers from friends in the Imperial Guard.

Shipboard Storm Troopers are specially trained in boarding activities and ship security. To obtain Storm Troopers, a captain must have a Contact or Good Reputation with the Imperial Guard, in addition to the usual Acquisition requirements.

A Storm Troopers detachment has too few numbers to launch full-scale boarding actions against other ships. However, when it comes to hit and run raids, Storm Troopers are deadly efficient, and when put in charge of defending against boarders, they are likewise skilled and ruthless.

When a ship with a Storm Troopers detachment conducts a hit and run raid, the raid doubles the amount of Hull Integrity damage dealt. When a ship with a Storm Troopers detachment wins an opposed Command Test while defending in a boarding action, it adds 1d5 to the damage inflicted to Crew Population.

There are no Poor Craftsmanship Storm Troopers; a Storm Trooper is by nature extremely well-trained. Good and Best Craftsmanship detachments have even better training in shipboard and zero-gee tactics, and grant a +5 and +10 bonus to opposed Command Tests, respectively.

Turbo-weapon Batteries

Turbo-weapons are not actually weapons, but a class of upgrades built into macrobatteries. Increased power, recoil compensators, and even more potent propellants all can be used to make shots fire further and more accurately.

The turbo-weapons upgrade allows a single macrobattery weapon component to ignore the penalties for firing at double its normal range. This upgrade may be acquired multiple times, once for each macrobattery.

Poor Craftsmanship Turbo-weapon Batteries decrease the Range of the weapon component they upgrade by 1. Good Craftsmanship Turbo-weapon Batteries increase the range of the weapon component they upgrade by 1, and Best Craftsmanship adds a +5 to all Ballistic Skill Tests made to fire that weapon.

Vaulted Ceilings

Imperial ships are known for their cathedral-like designs. However, some captains go even further, sacrificing space to give their ships towering corridors with vaulted, gilded ceilings that seem more appropriate for a planet-bound cathedral than a starship. Some captains have the arching expanses covered with ornate murals extolling their deeds and the accomplishments of their ancestors—real or imagined.

This upgrade reduces the ship's space by 1 for raiders, 2 for frigates and transports, 3 for light cruisers, and 4 for cruisers and higher. However, it permanently increases the crew's Morale by 5.

Poor Craftsmanship versions reduce the ship's space by an additional +1. Good Craftsmanship versions permanently increase the crew's Morale by 7, while Best Craftsmanship versions increase the crew's Morale by 10.

Example Rogue Trader Vessels

As an alternative to building a spacecraft, players can use their Ship Points to purchase one of the following quick-start vessels instead. These pre-constructed ships have a history in the Calixis Sector and Koronus Expanse, and each is designed with a different set of goals in mind. Each ship has a Ship Point price included.

ETERNAL PRAETORIAN

Hull: Light Cruiser
Class: Repurposed Lathe-class Monitor-cruiser
Dimensions: 4.3 km long, .5 km abeam at fins approx
Mass: 20 megatonnes, approx.
Crew: 52000 crew, approx.
Accel: 4 gravities max. sustainable acceleration

The *Eternal Praetorian* is a Lathe class monitor-cruiser, a light cruiser based on design unearthed during the crusade that conquered the Calixis Sector. Provided to the Explorator Fleets of Magos Thule, the Praetorian was at the forefront of the famed quest for a stable route into the Koronus Expanse, and it was there, somewhere amongst the warp-tempests of the Great Warpstorms, that it was lost with all hands in M41.189.

Five hundred years later, the limping tramp freighter of Rogue Trader Orolshan was forced to leave the warp in the midst of its traverse of the Maw. There, drifting around the dead planet known as the Witch-Cursed World was the Eternal Praetorian. The ship was dead, cold, and deserted—without a trace of its crew. Orolshan, however, was unwilling to pass up the opportunity. His enginseer managed to re-light her drive, and a prize crew took her to Port Wander. Since then, the Praetorian has served a number of captains—each reporting strange occurrences and an ill aura surrounding the vessel. Some say an echo of the former crew remains on the ship, and certainly something constantly disturbs the low-decks crews. However, having such a stout and unflagging vessel under their command means captains are willing to overlook the rumours.

Choosing the Eternal Praetorian

Players will find the *Eternal Praetorian* extraordinarily well-suited for exploration. Though technically light cruisers, the Lathe class are slower and better armoured than their cousins, and the Eternal Praetorian is no exception. Additional supply bunkers and a higher than normal stock of servitors mean the ship can spend years in the deep void, although this means the ship has less cargo space than other ships of comparable size. All in all, the *Eternal Praetorian* is a self-sufficient ship that can explore the far reaches of the void while surviving anything a hostile universe can throw it.



Speed: 6 **Manoeuvrability:** +15
Detection: +36 **Hull Integrity:** 63
Armour: 20 **Turret Rating:** 1
Space: 60 (Used: 60) **Power:** 60 (Used: 60)
Weapon Capacity: Prow 1, Port 1, Starboard 1
SP Total Cost: 59

Essential Components

Hull, Strelov 2 Warp Engine, Geller Field, Jovian Pattern Class 3 Drive, Void Shield, Explorator Bridge, Vitae Pattern Life Sustainer, Voidsmen Quarters, Deep Void Auger Array

Optional Components

Prow Titanforge Lance Battery, Port Mars Pattern Macrocannon Broadside, Starboard Mars Pattern Macrocannon Broadside, Crew Reclamation Facility, Extended Supply Vaults, Cargo Hold and Lighter Bay

Complications

Haunted, Resolute



MEASURED RESPONSE

Hull: Raider
Class: Converted Cobra class Naval destroyer
Dimensions: 1.5 km long, .3 km abeam at fins approx
Mass: 5.5megatonnes, approx.
Crew: 15500 crew, approx.
Accel: 6.6 gravities max. sustainable acceleration

The *Measured Response* is a heavily converted Cobra Class destroyer. Laid down in Scintilla's primary naval drydocks in the year M40.980, it spent the next 250 years serving uneventfully throughout the Calixis Sector until it was decommissioned from Battlefleet Calixis and sold.

The buyer, a wealthy noble's son, removed the ship's torpedo tubes—replacing them with multiple plasma macrocannons—and used the torpedo stowage for cargo holds. He christened the new ship the *Measured Response* and departed for Port Wander and the Koronus Passage, but the ship was soon hijacked by a succession of ruthless pirate captains. Eventually, the Rogue Trader Van Royyl met the *Measured Response* in M41.692, boarding, capturing, and taking it as a prize, then selling it to recoup costs. Although its pirate days are over, there are still many who desire revenge against the ship, no matter who crews it.

Some crew report that the ship's auger arrays are unusually sensitive when searching for other vessels, as though hundreds of years of piracy leave the ship eager for its next victim.

Speed: 10 **Manoeuvrability:** +27
Detection: +20 **Hull Integrity:** 30
Armour: 14 **Turret Rating:** 1
Space: 35 (Used: 35) **Power:** 45 (Used: 42)
Weapon Capacity: Dorsal 1, Prow 1

SP Total Cost: 35

Essential Components

Strelov 1 Warp Engines, Geller Field, Jovian Pattern Class 2 Drive, Void Shield, Combat Bridge, M-1.r Life Sustainer, Pressed-Crew Quarters, M-201.b Auger Array

Supplemental Components

Dorsal Mars Pattern Macrocannons, Prow Ryza Pattern Plasma Battery, Cargo Hold and Lighter Bay, Augmented Retrothrusters, Empyrean Mantle

Complications

Turbulent Past, A Nose for Trouble

Choosing the Measured Response

As a former pirate vessel, the Measured Response is built to attack swiftly and flee quickly if it goes up against anything it cannot handle. It is not designed to haul large quantities of cargo—players who are interested in bulk trading should look elsewhere. However, its speed and weaponry means it can transport small, high value cargoes that others might want to steal, or even allow players to steal those cargoes from others.



BOUNTY OF SCINTILLA

Hull: Transport
Class: Re-appropriated Loki-class Q-ship
Dimensions: 2 km long, .4 km abeam at fins approx
Mass: 8 megatonnes, approx.
Crew: 18000 crew, approx.
Accel: 6.6 gravities max. sustainable acceleration

When the *Bounty of Scintilla* first arrived in the Expanse, it had already spent centuries faithfully plying the trade routes of the Calixis Sector. It was brought to Port Wander by the Naval Commander stationed there, as part of her plan to combat piracy. After five years in the yards, the Bounty of Scintilla began running the Koronus Passage to Furibundus.

Pirates soon learned to their misfortune that the *Bounty of Scintilla* was no mere trader. Beneath its battered hull, the trader sported reinforced armour and powerful weapons. Under a succession of captains the ship slew a score of raiders, and even when it was retired and sold, it kept its fearsome reputation amongst the lawless. The *Bounty of Scintilla* retained its masked weapons, and the interior is full of hidden sniper-holes, secret passages, and trip-lasers that make it a hazard for enemy borders.

Speed: 4 **Manoeuvrability:** +0
Detection: +10 **Hull Integrity:** 40
Armour: 14 **Turret Rating:** 1
Space: 45 (Used: 45) **Power:** 40 (Used: 40)
Weapon Capacity: Dorsal 1, Prow 1
SP Total Cost: 31

Essential Components

Hull, Strelov 1 Warp Engines, Geller Field, Lathe Pattern Class 1 Drive, Void Shield, Commerce Bridge, M-1.r Life Sustainer, Voidsmen Quarters, M-100 Auger Array

Supplemental Components

Dorsal Mars Pattern Macrocannons, Prow Starbreaker Lance Weapon, 2 Main Cargo Holds, Armour Plating, Augmented Retrothrusters, Tenebro-maze

Complications

Wolf in Sheep's Clothing, Adventurous

Choosing the Bounty of Scintilla

The *Bounty of Scintilla* provides players with a transport that can hold its own in a fight against most pirates and malcontents. The ship sacrifices some cargo space to carry these weapons, but can still carry large cargos at a hefty profit. If players want to reap the rewards of trade without finding themselves vulnerable, this vessel is well suited for them.



SOVEREIGN VENTURE

Hull: Cruiser
Class: Heavily modified Tyrant-class Naval cruiser
Dimensions: 5 km long, .8 km abeam at fins approx
Mass: 28.5 megatonnes, approx.
Crew: 100000 crew, approx.
Accel: 3.6 gravities max. sustainable acceleration

Only a select few Rogue Traders can possess the power and wealth to control a cruiser. The War-trader Malok Stellan was one such individual, a war leader of great personal charisma. After he aided the stricken Concordia Squadron during the battles along the Jos'n Cometary Cloud, the Battlefleet gifted him with a cruiser, still under construction in the yards.

Under Stellan's guidance, the cruiser was crafted into a veritable temple-fortress to the God Emperor, with a gilt portraits on the outer hull and an extensive sanctum in the ship's core. Satisfied with his creation, Stellan christened the ship *Sovereign Venture* and departed for the Expanse. Over the centuries cruiser has been at the forefront of scores of campaigns, alw beacon of Imperial power in a heathen wilderness.

Speed: 5 **Manoeuvrability:** +10
Detection: +15 **Hull Integrity:** 72
Armour: 20 (24 front) **Turret Rating:** 2
Space: 75 (Used: 75) **Power:** 75 (Used: 72)
Weapon Capacity: Dorsal 1, Prow 1
SP Total Cost: 31

Essential Components

Hull, Strelov 2 Warp Engines, Geller Field, Jovian P Class 4 Drive, Repulsor Void Shield Array, Ship Ma Bridge, Vitae Pattern Life Sustainer, Pressed-Crew Qua M-201.b Auger Array

Optional Components

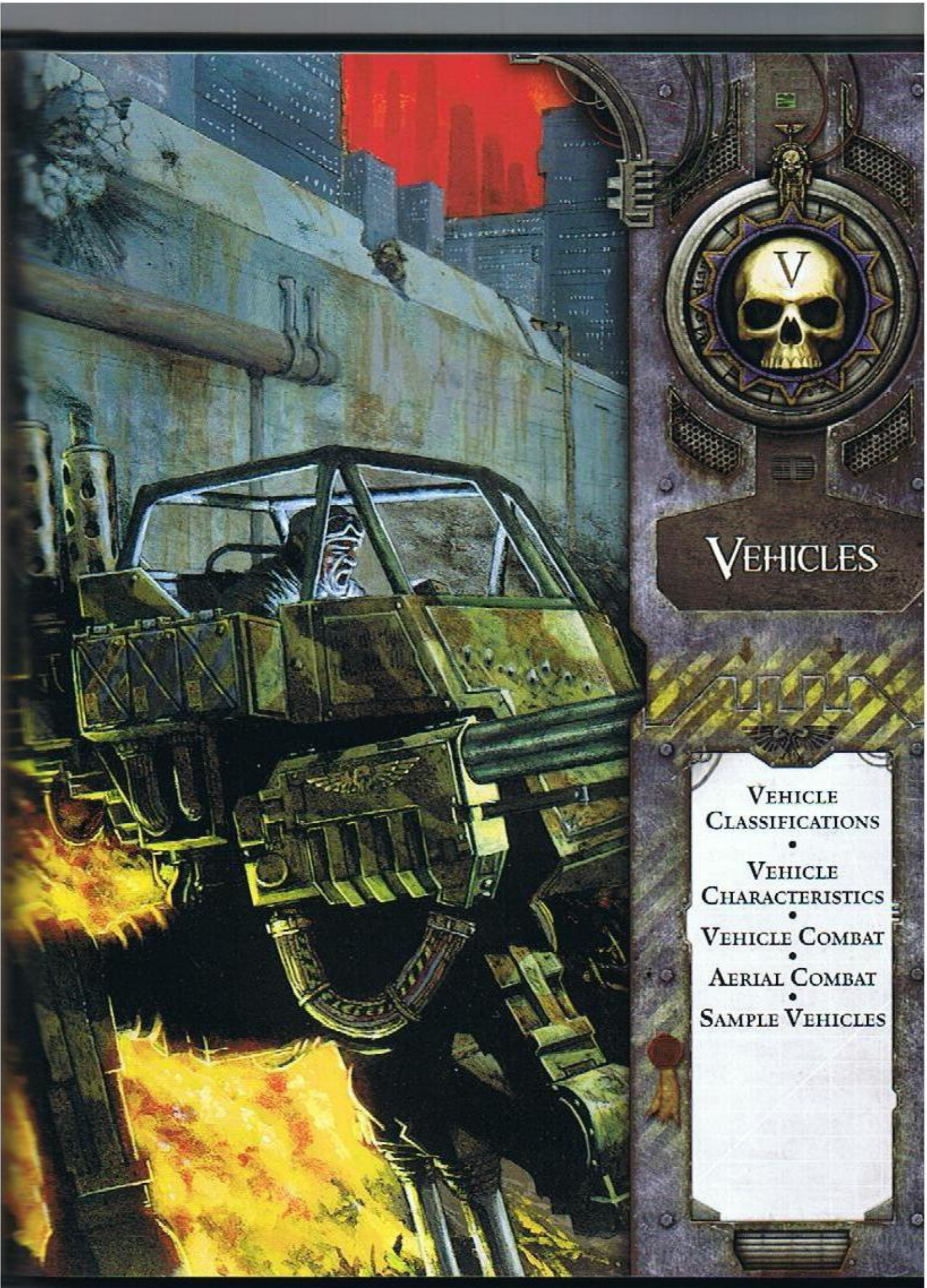
Port Mars Pattern Macrocannon Broadside, Star Mars Pattern Macrocannon Broadside, Port Mezoa P Macrocannons, Starboard, Mezoa Pattern Macrocannons, Hold and Lighter Bay, Compartmentalised Cargo Hold, Bar Munitorium, Temple-Shrine to the God Emperor, Arm Prow, Augmented Retrothrusters, Broadband Hymn-caster

Complications

Emissary of the Imperator, Martial Hubris

Choosing the Sovereign Venture

Players wishing to explore or trade will find this ship ill-suited for the task. However, the *Sovereign Venture* provides players with one thing above all else, raw power. Multiple decks of macrobatteries, heavy armour, and the ability to transport entire regiments of soldiers mean players can do more than trade and explore. They can wage a true war against their opponents and turn conflict into a profitable venture.



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CHAPTER V: VEHICLES

"What I cannot crush with words, I will crush with the tanks of the Imperial Guard!"

–Lord Solar Macharius

There is a wide range of vehicles in the 41st millennium, from an average citizen's ground vehicle and noble's speeder, to the mighty tanks of the Imperial Guard, to the flyers and spacecraft soaring high over a planet. For a Rogue Trader, vehicles are essential tools. Heavy landers and lifters are used to transport trade goods from orbiting starships to a planet's surface, and crewmembers and supplies up from the planet to the starships above. The Rogue Trader's representatives use armoured speeders or luxury ground transports to travel to essential meetings with dignitaries, potential partners, and future rivals. And, when the Rogue Trader must go to war, his soldiers are accompanied by a host of tanks, transports, and armoured flyers and landing craft.

The following chapter provides rules for using, purchasing, and repairing vehicles in the Rogue Trader game, from Sentinel walkers and civilian speeders, to the fearsome gun cutters and massive mining walkers.

VEHICLE CLASSIFICATIONS

There are five basic vehicle types: Ground vehicle, walker, skimmer/hover, flyer, and spacecraft.

Ground vehicles commonly use treads or tyres as their means of locomotion. They're as fast or manoeuvrable as skimmers, and can't handle rough terrain like a walker, but they're usually reliable, easy to manufacture, and cheap. In the Imperium, where skimmer tech is a dying and arcane art more than a science, ground vehicles are easily the most common.

Walkers are a subtype of ground vehicles that rely on two or more mechanical legs to move. These range from the ubiquitous Imperial Guard Sentinel to the fearsome Dreadnoughts of the Adeptus Astartes. Though they are slower than most ground vehicles, walkers are able to move through terrain that would be impassable to anything with tyres or treads, as well as climb steep inclines, making them extremely useful on frontier worlds and military situations.

Skimmer or hover vehicles use vertical jet engines or anti-grav technology to 'skim' above the ground. Skimmers are not high altitude vehicles, and not as fast as true flyers. However, since they do not rely on aerodynamics to keep them aloft, they are much more versatile, able to move as quickly or as slowly as needed, make sharp turns, and even hover in place. The Imperial Guard Valkyrie and Space Marine Land Speeder are both skimmers.

Flyers are aircraft that use aerodynamic principles of lift and powerful engines to remain aloft. They must be moving at least half of their cruising speed at all times other than takeoffs or landings to remain airborne—lest they crash into the ground in a ball of fire. This means flyers are not as versatile as skimmers. However they can fly faster, higher, and farther than any other vehicle besides spacecraft.

Spacecraft come in many different shapes and sizes, but the ones dealt with here are on the small end of the spectrum: shuttles and fighter craft. These are used to transport goods and people from a planet into orbit to rendezvous with larger spaceships, or fight other fighter craft in the cold vacuum of the void. Spacecraft are the only vehicles able to leave the atmosphere of a planet.



VEHICLE CHARACTERISTICS

All vehicles share the same general characteristics in their profiles, as listed below.

Tactical and Cruising Speed

Tactical speed is how fast a vehicle moves when in situations requiring skilful handling, or when the vehicle is operating in a limited or specific area, such as a parking area, narrow canyon, or small field. This is not the vehicle's full speed, but an abstraction of the distance it can move taking into account turns, acceleration, driver distractions, and terrain.

Cruising speed is how fast a vehicle moves when it's travelling long distances or involved in a high speed situation such as a chase along a hive roadway or mid-air dogfight.

Armour

A vehicle's principle defence is Armour. Armour reduces damage from attacks in the same manner as an individual's armour.

Vehicles may also have different Armour Points depending on their facing. The front of a Leman Russ battle tank is nigh invulnerable, for example, but a shot to the weaker rear armour may have a devastating effect.

Structural Integrity

This is a representation of how much damage a vehicle can sustain before being destroyed. Like Wounds, Structural Integrity is a fixed number, and damage to Structural Integrity remains on a vehicle until it is repaired.

A vehicle's Structural Integrity can be affected by any number of things, from the sturdiness of the materials used to construct the vehicle to the amount of redundancy built into critical systems.

Weapons

Many vehicles in the Imperium are armed, ranging from a heavy stubber on a Munitorium five-tonne hauler to the multiple banks of forward-firing lascannons aboard a Fury starfighter.

All vehicle weapon entries will include the statistics for the weapon, whether it is controlled by the vehicle driver or independently crewed, and its firing arc. The arc indicates whether the weapon can fire to the vehicle's front, left side, right side, rear, or any combination thereof.

Carrying Capacity

A Land Speeder or motorbike only needs one driver, a shuttle requires a pilot and co-pilot, and a battle tank often requires a crew of at least four. The crew section indicates how many people are needed to run the vehicle and their tasks. The passenger number and cargo capacity indicates how many passengers or how much weight the vehicle can handle. These numbers should be considered 'rough' estimates, and the GM should determine whether players may cram one more person in their double-seat skimmer, or how many barrels of promethium will fit in the passenger compartment of their shuttle.

Manoeuvrability

A land speeder is extremely fast and agile, able to perform complex manoeuvres and respond to the pilot's every command. A Vindicator Tank, however, is slow and unwieldy—more likely to go through a building than around it. Although much of a vehicle's manoeuvring depends on the skill of the driver, some vehicles are innately more manoeuvrable than others. This is represented by the vehicle's Manoeuvrability, which provides a modifier (either positive or negative) to the driver's Drive or Pilot Skill while operating said vehicle. This modifier is applied whenever a Drive or Pilot Test is made using the vehicle.

Size

All vehicles have a size rating, just as creatures do (see page 367 of Rogue Trader). This is usually Hulking, Enormous, or Massive. Unlike creatures, vehicle sizes have no effect on their speed, although they do modify how easy it is to hit the vehicle, and how easy it is to conceal the vehicle.

The maximum size of a vehicle is Massive, although obviously some Massive vehicles are much larger than others. In game terms, no matter how large a vehicle is, the maximum bonus to hit it is a +30.

DRIVING AND FLYING

To drive or pilot a vehicle, a player must have the relevant Drive or Pilot Skill. Players may be able to drive a simple ground vehicle untrained at the GM's discretion (with a suitable penalty to their skill checks, of course!) but driving a walker or piloting a flyer would be beyond them.

When piloting or driving a vehicle, a player with the correct Skills will not have to make Skill Tests to perform routine driving or flying. The player is assumed to know how to take off, land, and avoid death.

Skill Tests come in when the player is attempting something particularly challenging, or is trying to operate his vehicle during combat or another high stress situation. Ramming your vehicle into another vehicle during a high speed chase would require a Skill Test, for example. High speed evasive manoeuvring during an aerial dogfight may require several.

These Skill Tests may be standard or opposed tests, depending on the situation. For example, both of the above situations would require an Opposed Test with the other drivers or pilots involved. Landing a shuttle during a thunderstorm or driving quickly on an icy road would require a standard Skill Test, modified due to circumstance.

Table 5–1 on the following page sums up some of the different types of terrain a vehicle may travel through, and the penalties it imposes on any Drive Tests. These penalties are cumulative with any other penalties the vehicle or driver may suffer.

Table 5–1: Difficult Terrain and Other Hazards

Types of Terrain	Modifier
Clear, paved roadway.	+0
Rough gravel roadway, cleared dry field.	–5
Deep mud or standing water less than 20 cm deep, drifting sand, dense undergrowth and brush (most wheeled vehicles are unable to pass through this terrain at all, although military vehicles with tires and most treaded vehicles can do so).	–10
Flowing water approximately 1 metre deep, rocky and unstable terrain, thick forests or ruined cityscapes. (The above restrictions apply. In addition, failing a Drive Test by four or more degrees results in the vehicle becoming bogged down and stuck, and must be pried free before continuing).	–15

Vehicle Combat

"Fire! Fire until they see the glow of our barrels!"

–Tank-master Roke, the Third Invasion of Lucin's Breath

Players operating vehicles may take Actions during their Turns in a Combat Round. These Actions vary from those available to players not operating vehicles, but still fall into the same basic categories, Half Actions, Full Actions, Reactions, Free Actions, and Extended Actions.

Some vehicles have multiple crew members. In this case, the driver's Initiative roll will determine the Initiative of the remaining crew. The order of Initiative should be rearranged so the crewmember who rolled highest Initiative takes his turn immediately after the driver, then the crewmember with the next highest Initiative, and so-forth. Each crewmember may take a different Action. For example, a driver may move the vehicle, while the gunners spray their targets with shots. Each crew may only take up to one full Action, however, and some Actions may be precluded by others. If two potential Actions conflict, the driver's Action has priority.

Vehicle Attacks

Any Attack Actions a vehicle's gunner or passenger may take are the same as those listed on **Table 9-4: Combat Actions** on page 237 in Rogue Trader (the GM may disallow certain actions depending on the situation) with the following restrictions. Any shooting from the vehicle suffers a -10 to hit if the vehicle moved its tactical speed in its previous turn. If the vehicle moved twice its tactical speed in its previous turn, shooting suffers a -20 instead. Gunners or passengers may take Full Attack Actions even if the vehicle has moved. A driver may take an Attack Action only if he has not used his entire Action to move the vehicle.

A character with the appropriate Drive or Pilot Skill for a vehicle does not need specific weapon proficiencies to fire any weapons mounted on that type of vehicle without penalty. It is assumed his training covered weapon use as well.

Note that some vehicle weapons are arranged so that a single gunner can fire multiple weapons, often with the aid of auto-targeters or the vehicle's machine spirit.

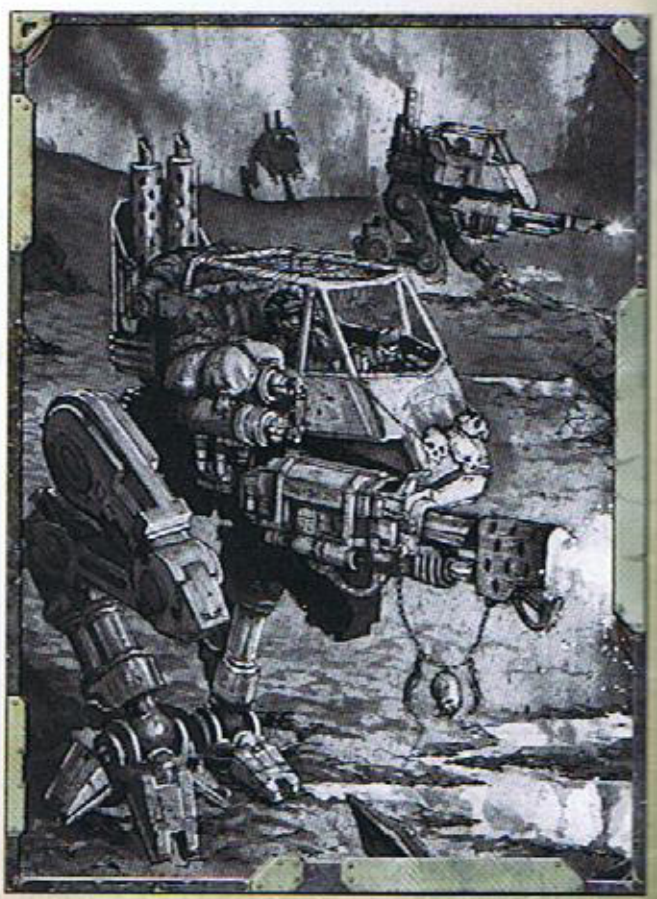
Vehicle Movement

The following are the Combat Actions available to vehicle operators. These Actions only apply to ground vehicles, walkers, skimmers and spacecraft operating as skimmers. Flyers, due to their great speed, cannot operate on a battlefield the same way as a tank or slow moving skimmer—although some flyers also have VTOL capability, which may allow them to perform as a skimmer.

Dodge (Reaction)

The driver sees a threat and dodges, hopefully throwing his vehicle out of the line of fire. This action may only be taken if the vehicle has moved at least its tactical speed during its previous turn. The driver makes a Drive or Pilot Test, with a penalty equal to the vehicle's size modifier (someone attempting to dodge with an Enormous truck, which grants opponents +20 to hit due to size, would suffer a –20 to his Drive Test). For every success, he avoids one shot from a single source, as with a Dodge Reaction.

If the driver fails the Drive Test by five or more degrees, he loses control of the vehicle and crashes. See Crashing on page 179.



High-speed Chases

Although Combat rules could be used to represent high speed chases and pursuits, they don't really do justice to the thrill of careening down a roadway and weaving through traffic, hot on someone's tail.

Instead, high speed chases can be represented by a series of opposed Drive or Pilot Tests. When the chase begins, the GM determines how many meters separate the pursuer and the pursued. Then the two players roll opposed Drive or Pilot Tests (depending on the vehicles involved). If the pursuer wins, he decreases the distance between the vehicles by 10 meters per his number of successes. If the pursued wins, he increases the distance by the same amount (10 meters for each success). This continues once per round until the distance between the vehicles drops to zero or increases to 300 meters. At this point, the two sides make another opposed Drive or Pilot Test. If the pursuer wins, he forces his quarry to pull over and stop. If the pursued wins, he increases the distance as defined above.

Faster vehicles add a bonus to this test. Compare the maximum speeds of the vehicles—for every full 10 kph the faster vehicle has over the slower vehicle, that vehicle's driver gains +10 to his Drive or Pilot Tests.

Of course, high speed chases are anything but safe. Besides exchanges of gunfire (which should take place following normal and vehicle combat rules), there is the constant risk of spinning out of control, or even running into other traffic. When making Drive or Pilot Tests during high speed chases, any rolls of 99-100 mean the vehicle flips out of control or crashes into an obstacle—counting as destroyed (see Vehicle Critical Hit Chart, page 178). The 'danger zone' can be increased depending on the circumstances of the chase. Chases along a crowded roadway may mean crashes occur on a roll of 97-100, while chases proceeding against traffic may modify that to 92-100. As always, the GM should be the final arbitrator of this.

Tactical Manoeuvring (Half or Full Action)

The vehicle moves its tactical speed (half) or twice its tactical speed (full). A vehicle must move directly forward or back at least its own length before turning 90 degrees in any direction (it may turn more than once, provided it makes the move each time). Walkers and skimmers may ignore this limitation.

Evasive Manoeuvring (Full Action)

The vehicle weaves and dodges, presenting a hard target. The vehicle must move its tactical speed (following above limitations). While doing so, the driver makes a **Challenging (+0) Drive Test**. On a success, and for every additional degree of success, the vehicle imposes a –10 penalty on all attacks against it until the beginning of its next turn. Any shooting the vehicle performs during the turn suffers the same penalty.

If the driver fails the Drive Test by five or more degrees, he loses control of the vehicle and it crashes. See Crashing on page 179.

Floor it! (Full Action)

The vehicle moves twice its tactical speed, and may only turn once. The driver makes a **Difficult (–10) Drive Test**. If he succeeds, at the end of his move he may move an additional five metres, plus five metres for every additional degree of success. If he fails, the vehicle does not gain any additional movement. In either case, all shooting at or from the vehicle suffers a –20 penalty. Walkers may not use this Combat Action.

If the driver fails the Drive Test by five or more degrees, he loses control of the vehicle and it crashes. See Crashing on page 179.

Ram (Full Action)

The vehicle attempts to ram a person or another vehicle. The vehicle must move at least its tactical speed in a straight line, and the Driver must make a **Challenging (+0) Drive or Pilot Test**. If he succeeds, his vehicle hits his target, doing damage equal to the AP on the vehicle's facing that hit plus 1d10. If the vehicle moved twice its tactical speed, it does 2d10. If the vehicle is ramming another vehicle (or something equally large and solid, such as a plascrete wall or promethium storage tank), it also takes damage equal to the AP of the vehicle it hit plus 1d5. For every point of damage the ramming vehicle inflicts, it also moves its target 1 metre.

Manoeuvre (Variable)

In a vehicle, there are countless potential manoeuvres a skilled and creative driver could perform. Manoeuvre is a 'catch-all' manoeuvre designed to represent anything a driver may invent. All Manoeuvres must be approved by the GM (and in general, the GM should use discretion when inventing his own manoeuvres), and have a base difficulty of **Challenging (+0)**, which can be modified depending on the complexity of the Manoeuvre. Potential Manoeuvres include driving a ground vehicle under a low-hanging arch, or giving a skimmer an extra boost of power to fly over a deep chasm.



Aerial Combat

"When on a primitive world, never underestimate the impact a flyer has on the local population."

–Lady Sun Lee



Aerial combat is unique in warfare. Swift flyers cross vast distances in minutes, lumbering bombers pummel targets on the ground from high above, and 2,000 metres in the air, sleek fighter craft duel at supersonic speeds.

Aerial combat in Rogue Trader is represented in a similar fashion to regular and space combat, but with several key differences to both. When fighting in the air, position and manoeuvre is the key. An attacker tries to acquire his target's tail and stay on it, while the target desperately tries to break away and escape—or perhaps loop around and end up on his attacker's tail in turn. Aerial combat is a true duel, decided less by the performance of the machines involved and more by the raw skill of the pilots.

Though the rules refer to combat between two aircraft, they can easily be used to represent a dogfight between two small spacecraft, such as guncutters or starfighters.

Combat Mechanics

Aerial combat is handled in Structured Time, just as regular combat, with one round equalling approximately five seconds. The other rules for regular combat should be followed as well, except when contradicted by the following rules. Initiative for a flyer (even one with multiple crewmembers) is always rolled by the pilot, and everyone in a vehicle must take their turns at the same time (as stated in the vehicle rules).

To better represent air combat, each flyer's turn is broken down into one move action, and one shoot action. The move action is performed first, then the shoot action. Therefore, **during a turn, a flyer will move, and then the pilot and any gunners may each shoot one weapon.**

In a combat situation, the distance a flyer moves is represented by Air Units (which are equivalent to roughly 100 meters). The reason for this is one of simplicity—vehicles move fast enough that if combat distances were measure in metres, the numbers would be very large, very quickly. Note that the Air Units a flyer may move in a single round is often far less than the flyer's cruising speed in kilometres would suggest. This is because when forced to manoeuvre in a combat environment, most pilots are forced to move somewhat slower than their "full" speed, so they can react to an opponent and line up shots.

Due to flight principles, flyers are somewhat limited in how they can manoeuvre. A flyer must always move its Tactical Speed every turn (unless performing a specific manoeuvre to adjust it). In addition, a flyer's turning is limited by how far it moves. **For every four AUs a flyer moves, it may turn up to 45 degrees.** There are no other limits as to how many times a flyer can turn.

This, like in space combat, is a flyer's basic move. A pilot with the Piloting Skill does not need to test to perform this move, unless there are extenuating circumstances such as a storm (see page 176).

The basic move can be modified by various manoeuvres available to the pilot. These are similar to a starship's manoeuvres—by adding difficulty to any Piloting Skill Tests, the pilot can perform more complicated manoeuvres. Typically, only one manoeuvre can only be performed each turn. However, the pilot can choose to perform multiple manoeuvres in a single movement action (unless the manoeuvre specifically states otherwise). When a pilot combines manoeuvres, he should determine the highest penalty to the required Piloting Test amongst all the manoeuvres he wants to perform. Then, he should make that Piloting Test one degree more difficult for each additional manoeuvre he adds. Then he makes the Piloting Test, and if the Test is successful, he gains the benefits of all the manoeuvres he performed.

Example

Siobhan O'Neill is piloting a Valkyrie against an Ork Fighta-bomber, and needs to make a sharp turn to come in on the Ork's tail. She decides to combine the Speed Up and Sideslip manoeuvres. The Sideslip manoeuvre is Difficult, and the Speed Up manoeuvre is Challenging, so the base difficulty of the test is ***Difficult (–10)****. However, she takes an additional –10 (one degree of difficulty) for each additional manoeuvre (one, in this situation). So the final difficulty is* ***Hard (–20)****. Siobhan has a Pilot (Flyers) Skill of 55, but with the –20 penalty, she tests on a 35. She rolls a 23, succeeding with one additional degree of success. Siobhan is able to move an additional two AUs during her movement, and due to the Sideslip, she chooses to move those additional two AUs sideways at the end of her movement, putting her directly behind the Ork.*

Note: All of the manoeuvres list Piloting Tests, but do not specify the type of Piloting Test required. This is because the manoeuvres can be performed by flyers or space craft such as shuttles and fighters. The type of test required is determined by the type of vehicle piloted. Also remember that many vehicles add bonuses or penalties to all Piloting Tests made with that vehicle.

If a pilot fails his Piloting Test to perform a specific manoeuvre by less than 3 degrees, he must make his basic manoeuvre as normal. If he fails by 2 degrees or more, the flyer goes into a steep dive, and the pilot must make a **Challenging (+0) Piloting Test** to recover. Otherwise the flyer will move its Tactical Speed downwards until it hits the ground. The pilot may make a **Challenging (+0) Piloting Test** to recover his aircraft once per turn.

Speed Up/Stall

The pilot can modify how fast or slowly his flyer moves by making a **Challenging (+0) Piloting Test**. On a success, and for every additional degree of success, he may decrease or increase the number of AUs his flyer moves this turn by one. He may not move more than double or less than half his flyer's Tactical Speed.

Immelmann Turn

If the pilot wants to quickly change direction he can make an extreme loop-turn, completely reversing direction in a very tight loop. The pilot must make a **Hard (–20) Piloting Test.** If he succeeds, the flyer moves forward, turns in a very tight turn, and ends up back where it started, facing the opposite direction. This counts as the aircraft's move for the turn. This may not be combined with any other manoeuvres.

Tight Turn

If a pilot wants to turn more quickly, he can make a **Challenging (+0) Piloting Test.** On a success, and for each additional degree of success, he may move one less AU (to a minimum of two) before turning up to 45 degrees during this turn. The flyer must still move its Tactical Speed.

Sideslip

Most flyers are equipped with vectored thrust engines, and can make small 'sideslip' manoeuvres. To do this, a pilot must make a **Difficult (–10) Piloting Test.** On a success, and for each additional degree of success, he is able to move one Air Unit of his Tactical Speed directly to the left or right without changing the direction his flyer is facing, up to half his Tactical Speed. The flyer may Sideslip before or after its remaining move, but it must move his remaining Tactical Speed as normal.

Jink

If the pilot wants to avoid incoming fire, he can jink, making his movements erratic and unpredictable to avoid incoming fire. He makes a **Challenging (+0) Piloting Test**. On a success, and for every addition degree of success, he imposes a –10 penalty on all shooting at and from his flyer until the beginning of his next turn.

On His Tail

The pilot endeavours to keep his opponent locked in his gunsight, even if it makes himself an easier target. The pilot makes an opposed **Challenging (+0) Pilot Test**, with one opposing flyer. If he succeeds, and is able to end his movement so that his flyer is able to target that opponent, all shooting from his flyer against the opponent that round gains a +20 bonus. All shooting directed at the pilot's flyer from anyone gains a +10 bonus until the beginning of the pilot's next round.

On the many uses of air power

I have learned in my not inconsiderable experience waging "armed disagreements" that it is all too easy to ignore the usefulness of a simple shuttle or lander. The ability to move and fight in three dimensions is certainly something most primitive worlds lack. I have heard of many instances when a mine or similar operation was "besieged" by an angry primitive indigenous population—only to be ignored as goods and supplies were flown in and out by air.

However, it is constantly surprising how many of our fellow "civilized" adversaries forget this very fact. I once won a minor trade war against the agents of Tanak Valcetti when I simply used an Aquila lander to shuttle my troops over their defended barricades and into their midst.

Manoeuvre

In aerial combat, there are countless potential manoeuvres a skilled and creative pilot could perform. Manoeuvre is a 'catch-all' manoeuvre designed to represent anything a pilot may invent. All Manoeuvres must be approved by the GM (and in general, the GM should use discretion when inventing his own manoeuvres), and have a base difficulty of **Challenging (+0)**, which can be modified depending on the complexity of the Manoeuvre. Potential Manoeuvres include combat landings under enemy fire, "Split-S" manoeuvres, and dive-bombing attacks.

Dodge

The pilot sees a threat and dodges, hopefully throwing his flyer out of the line of fire. The pilot makes a **Challenging (+0) Pilot Test**, with a penalty equal to the vehicle's size modifier (this deliberately works differently than the Dodge manoeuvre for ground vehicles and skimmers). For every success, he avoids one shot from a single source, as with a Dodge Reaction. The Dodge Manoeuvre is unique in aerial combat in that it is performed on an opponent's turn, and is performed in addition to the standard manoeuvre. A pilot may only Dodge once per round.

Adverse Conditions

In some cases, flyers may be operating in adverse circumstances, such as stormy weather. In this case, the GM should increase the difficulty of all Piloting Tests by one step (or force pilots to make a **Challenging (+0) Piloting Test** if they would not normally have to test), and impose a –10 to all shooting. These penalties should be increased if the conditions are especially bad.

Attacking in Aerial Combat

Before or after a flyer has moved, it may fire any or all o its weapons. Shooting in aerial combat obeys the followin restrictions:

- Each pilot or gunner may only fire one weapon syste on a flyer. However, pilots may make manoeuvres an still make shooting attacks.
- **All shooting from a flyer or spacecraft suffers a additional –20 to Ballistic Skill Tests.** The onl Attack Actions flyers can take are Attack, Semi-Aut Burst, and Full-Auto Burst (see page 237 in **Rogu Trader**). These Actions provide their standard bonuse to shooting, which can mitigate the innate penalty (rapid-firing automatic guns have long been the best weapons in dogfights).
- Due to the distances and speeds involved in aerial combat, any shooting at a moving flyer does not gain any bonuses that normally would be awarded for the flyer's size.
- The firing arc of a weapon determines whether it may be used. This is determined in the same way as vehicle shooting (see below).
- Flyer and Spacecraft weapons have their range given in AUs and metres, as they can be used in aerial combat and against ground targets. Note that sometimes the two ranges do not match up. This is done for both game purposes, and to represent that it is easier to line up longer shots in the open atmosphere (or open void).
- All the rules for firing ground weapons at range apply to firing aerial vehicle weapons, including bonuses for firing at Short Range, and penalties for firing at Long Range. A vehicle-mounted weapon cannot be fired at more than four times the weapon's range.

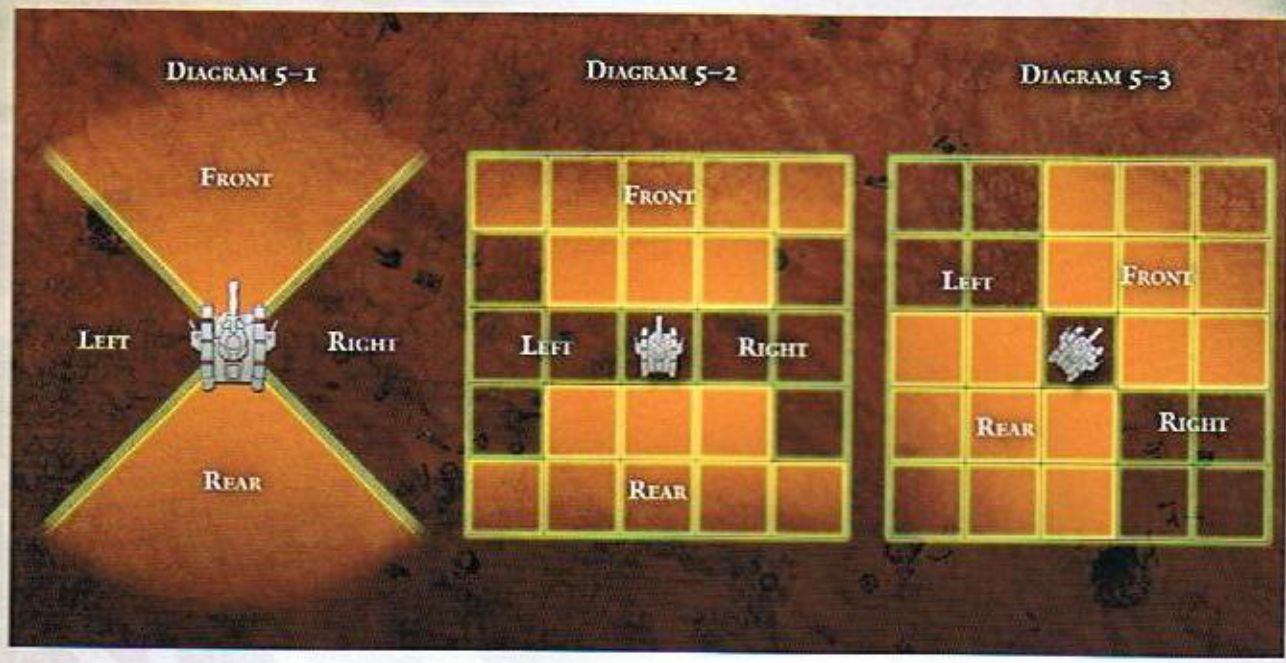
Space Combat

Space combat for small craft, fighters, and shuttles can easily use the same ruleset as aerial combat. Although these rules do not create scenarios that adhere to the laws of physics, they do make for cinematic and exciting dogfights and duels in the void.

There is one change, however, that represent the different environmental conditions of space. First, when turning, the 45 degree turn can be increased to a 90 degree turn by increasing the difficulty of the Piloting Test made that turn by one degree (or by making a **Challenging (+0) Piloting Test** if none would normally be required). The turn can be increased to 180 degrees by increasing the difficulty of the Piloting Test made that turn by two degrees (or by making a **Hard (–20) Piloting Test** if none would normally be required). Note that this makes the Immelmann Turn Manoeuvre superfluous, which it would be in space combat.

If a pilot in space combat fails his piloting test by less than three degrees, he makes his basic move as normal. If he fails by more than three degrees, he drifts out of control in a random direction, and must make a **Challenging (+0) Piloting Test** to recover. If he does not, he continues drifting in that direction (moving half his speed), until he passes a **Challenging (+0) Piloting Test**—which he may attempt once a turn.

Also, although space combat for fighters and shuttles uses AUs for weapon range and vehicle movement distances, this does not mean that an AU has to equal 200 metres in this situation. For those players and GMs who want their void dogfights to place at longer ranges, simply increase the range of a single AU to 1 kilometre, or 10 kilometres. This is one of the reasons for employing an abstract measurement system. (Of course, this may conflict with the ranges of some of the vehicle's weapons, but remember that weapons are able to fire further in a vacuum.)



Shooting Vehicle Weapons

When firing a weapon mounted on a vehicle, it is important to consider the weapon's facing. This determines the direction (relative to the vehicle) that the weapon may be aimed and fired. A pintle-mounted storm bolter on a Rhino APC, for example, has Facing All, since it can be spun in any direction. However, a Sentinel's autocannon has a Facing of Front, so it can only be used to fire on targets in the front of the vehicle. Facing is usually divided into four quadrants: Front, Left, Right, and Back (or some combination of the four). As a general rule, each Facing extends in 90 degree arc from the side of the vehicle in question. If the target is inside a weapon's facing arc, the weapon can shoot at it.

The facing arc can also be used to determine what side of the vehicle can be shot at by a given individual.

Damaging Vehicles

Attacking vehicles is very similar to attacking people or creatures. When firing at a vehicle, players should determine which side of the vehicle they can see, and which they can hit. The side facing the players directly is the one they can shoot (subject to the GM's judgement). Once they have determined the side they are attacking, players roll to hit, using Weapon Skill or Ballistic Skill as appropriate to their weapon. Remember, vehicles have size modifiers, which will most likely provide a bonus to hit.

Vehicles have two primary defensive characteristics—Armour Points (also referred to as AP or Armour) and Structural Integrity (also referred to as SI or Integrity).

Armour represents both the innate hardness of the materials used to construct a vehicle, as well as the physical protection built into a vehicle to defend against attacks. The adamantium hull of a Fury, for example, is extremely good Armour, while the ramshackle hull of an Ork Truk is extremely poor Armour. Armour works in the same manner as the armour of a person or creature. When shooting at a vehicle, roll damage then subtract the number of Armour Points (AP). Be sure to take the weapon's Penetration value into account as well.

The remaining damage is applied to the vehicle's Integrity. Integrity represents how solidly a vehicle is constructed, the number of redundant and backup systems built into it, and how many hits a vehicle can take before exploding in a ball of fire. In game terms, Structural Integrity functions in the same manner as Wounds do for a person or creature. When a vehicle has sustained an amount of damage equal to its Integrity, any additional damage is applied to the vehicle Critical Chart (Table 5–2). Like the Critical Hit Charts for individuals in the Core Rulebook, any results on the Critical Hit chart are cumulative. For example, if a vehicle takes two damage after already sustaining damage equal to its Structural Integrity, it will suffer the "2" result on the Critical Hit Chart. If in a later turn, the vehicle takes four more damage, it will suffer a "6" result on the Critical Hit Chart.

Attacks against vehicles also benefit from the Righteous Fury rules. Righteous Fury against vehicles is generated in the same manner as against individuals—if an Explorer rolls a ten on a damage die against the vehicle, then confirms the attack by succeeding on a subsequent Ballistic Skill Test, he generates Righteous Fury. However, Righteous Fury affects vehicles differently than it does creatures or individuals. If an Explorer generates Righteous Fury and confirms it against a vehicle, instead of rolling an additional die of damage, he rolls 1d5 on the Vehicle Critical Hit Chart, and applies the result to the vehicle. Note that although the vehicle suffers the results of the roll, it does not count as having sustained

Table 5-2: Vehicle Critical Hit Chart

Roll	Result
1-2	**Jarring Blow:** The impact tosses the vehicle around, throwing anything inside about the interior compartments. Any crew or passengers who are not strapped in or otherwise secured must make an **Ordinary (+10) Toughness Test** or be stunned for 1d5 Rounds. All shooting from the vehicle during the next Round suffers –20 to hit as aims are knocked askew and shots go wide.
3	**Staggered:** A direct hit on the armour surrounding the driver's compartment leaves the pilot stunned and reeling. He must pass a **Challenging (+0) Toughness Test** or become stunned and unable to drive or pilot for 1d5 Rounds. A ground vehicle comes to a screeching halt, a skimmer will drift in the direction it last moved at its acceleration, while a flyer will slowly tip over and begin a terminal dive unless the pilot comes to his senses and rights the aircraft.
4	**Weapon Destroyed:** A randomly selected weapon on the vehicle is hit by the blast, twisted and melted beyond repair. The weapon no longer functions, and there is a 25 percent chance of the weapon's ammo cooking off. If it does so, roll damage against the vehicle and any gunners manning the weapon as if the destroyed weapon had hit them, halving all damage rolled.
5	**Drive Damaged:** The hit tears off a tread, penetrates an air intake, or tears into the grav generator housing, doing severe damage. Reduce the vehicle's tactical speed by 2d10 (and the cruising speed by half). If this brings the tactical speed to 0, the vehicle is immobilised. Ground vehicles shudder to a halt, while skimmers and flyers crash into the ground, which could be a problem if they're at a high enough altitude.
6	**Penetrating Hit:** The hit tears through the vehicle's armour, leaving only useless shards of metal. Reduce the vehicle's AP on this facing by half. If the attack was a ranged weapon, the shot rips through the interior of the vehicle as well. Each passenger and crew member has a 20 percent chance of being hit by the same shot and taking half of the rolled damage. In addition, the vehicle is now open to the outside, which could be a problem if the vehicle is in a poisonous atmosphere, underwater, or in a vacuum.
7	**Fire:** The vehicle catches fire as its fuel stores ignite or power reserves overload. Anyone inside must make a **Difficult (–10) Agility Test** or catch on fire every Round they are inside the vehicle. In addition, each round there is a 20 percent chance the vehicle will explode.
8-10	**Destroyed:** The hit wrecks the vehicle, turning it into a shattered hulk. Anyone inside the vehicle takes 2d10 explosive damage, and must make a **Difficult (–10) Toughness Test** or be stunned for 1d10 Rounds. Skimmers or flyers crash to the ground or go into a terminal dive, depending on their altitude at the time. Hope there are enough grav-chutes to go around...
11+	**Explodes:** A direct hit to ammo stores, fuel tanks or another vital portion of the vehicle turns it into a raging fireball. Anyone inside takes 5d10 Explosive damage. Anyone within 2d10 meters of the vehicle suffers 2d10 explosive damage from the explosion. If the vehicle has an open top, sides, or hatches, passengers or crew may make a Dodge Reaction to bail out at the last second. If they succeed they only take 2d10 Explosive damage. **Note:** depending on the contents of the vehicle, the GM may enhance the explosion's radius and/or damage as he sees fit.

a Critical Hit. Future damage is still applied to the vehicle's remaining Structural Integrity, and rolls on the Critical Hit Chart generated by Righteous Fury are not cumulative with actual Critical Hits.

Certain vehicles are extremely tough and sturdy, and possess a quality called **Reinforced Hull**. A vehicle with a Reinforced Hull is unlikely to fall apart even when subjected to the most punishing fire. **Therefore, when a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up.** For example, a vehicle that takes a "6" Critical (Penetrating Hit), it actually suffers a "3" Critical (Staggered). **This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.**

Repairing Vehicles

Repairing damaged vehicles is usually accomplished using the Tech Use Skill. If a vehicle has suffered an Immobilised or Penetrating Hit critical, a character can spend 1d5 hours and make a **Challenging (+0)Tech Use Test** to restore it to operational status (as long as he has the proper tools and supplies!). Each additional success will reduce the repair time by one hour, to a minimum of one. Damaged weapons are also sometimes repairable as well. Before attempting to repair a damaged weapon, roll 1d10. On a 5 or lower, the weapon is too badly damaged to be repaired, and must be replaced.

Repairing vehicles also restores half of their Integrity as long as the individual or individuals are working in a decently equipped repair shop and devote an additional 1d5 days to repairs, or all of the vehicle's Integrity if the individuals devote an additional 2d5 days to repairs.

Crashes

Any pilot or driver knows too well the risks associated with pushing a vehicle to its limits, and one of the most spectacular (and deadly) risks is plowing into a nearby building, bystanders, or other vehicle. Crashes can range from minor accidents with shaken passengers and cosmetic damage, to a vehicle flipping end over end before exploding in a massive ball of burning promethium.

When a vehicle—or skimmer travelling 10 metres or less above the ground—crashes, there are several potential results. These results primarily depend on how fast the vehicle was travelling and what it hit when it crashed.

- If the distance the vehicle moved (or was attempting to move) during the turn it crashed was equal to its Tactical Speed or less, the vehicle moves half the distance it was attempting to travel in the direction it is currently facing (the GM can chose a different direction if he chooses, based on the momentum or actions of the vehicle). The vehicle comes to a complete stop. Roll 1d5 on the Critical Hit table, and the vehicle suffers that Critical Result. If the vehicle hits an object with AP, such as a wall, tree, or other vehicle (or even someone wearing Power Armour) the vehicle behaves as having rammed them while moving at its Tactical Speed (this may cause an additional Critical Hit). At the GM's discretion, the object may arrest the vehicle's forward movement.
- If the distance the vehicle moved (or was attempting to move) is more than its Tactical Speed, the GM determines the direction the vehicle is travelling, measures a distance in that direction equal to its Tactical Speed, then scatters 1d10 metres in a random direction (page 248 of **Rogue Trader**). This is the spot at which the vehicle ends up after it crashes. The vehicle comes to a complete stop. Roll 1d10 on the Critical Hit table, the vehicle suffers that Critical Hit. If the vehicle hits an object with AP, such as a wall, tree, or other vehicle (or even someone wearing Power Armour) the vehicle behaves as having rammed it while moving at twice its Tactical Speed (this may cause an additional Critical Hit). At the GM's discretion, the object may arrest the vehicle's forward movement.
- If a vehicle crashes while moving its Tactical Speed or faster, there is a chance the vehicle rolls. In this case, roll 1d10, on a 6 or higher, the vehicle rolls onto its roof (or if moving fast enough, cartwheels end over end). When rolling for the Critical Hit, add +4 to the roll. If the vehicle survives, it loses half its Structural Integrity, and must be repaired before it can be used again. At the GM's discretion, it may be completely wrecked and unusable, instead.
- If a flyer (or skimmer more than 10 metres in the air) crashes, the results are far worse. The pilot has time to make a single **Very Hard (–30) Piloting or Drive Test**. If he succeeds, the flyer crash-lands, ploughing a gaping furrow into the ground. The flyer is wrecked, and anyone inside takes 2d10 I damage ignoring Armour, and is stunned for a number of rounds equal to the damage sustained. If the pilot fails the test, the flyer ploughs into the ground and explodes, as per the 10+ result on the Critical Hit chart. Individuals may bail out at the last second, according to the rules, though they will count as falling from whatever altitude the flyer was at the turn before it crashed.

Non-combat damage such as leaking fuel lines, cracked axles, or thrown treads can be repaired using the same system. Depending on the type of damage, however, the GM can decrease or increase the difficulty and time involved in the repairs. Replacing a tire shouldn't take as long as rebuilding a skimmer's thrusters, after all.

SAMPLE VEHICLES

The following pages contain just a few of the vehicles available to enterprising Explorers for their operations and Endeavours. All of these vehicles are available in the Koronus Expanse, although certain vehicles (such as the Ork vehicles) may not have much appeal to human Explorers. The GM can also use these vehicles to equip NPCs and adversaries.



Vehicle Acquisition

Each vehicle has a listed Availability, and may be Acquired just like any other item. All standard rules for Acquiring a vehicle apply—it is perfectly possible to Acquire a squadron of Fury Interceptors, for example. **However, when Acquiring a vehicle, all Acquisition Tests suffer an additional –10 penalty (on top of any other penalties) due to the sheer cost.**

Aquila Lander



The Aquila Lander is a multi-use lander and atmospheric flyer. Its distinctive eagle-pattern wings make it easily recognisable, and its customisability make it popular throughout the Imperium. An Aquila Lander can be converted into a luxury shuttle, cargo conveyor, or even military transport.

Type: Spacecraft
Tactical Speed: 24 m / 12 AUs
Cruising Speed: 2,200 kph/7 VUs per Strategic Turn in Space
Manoeuvrability: +10
Structural Integrity: 25
Size: Enormous
Armour: Front 21, Side 21, Rear 20
Crew: Pilot
Carrying Capacity: 10 people or equivalent in cargo.

Weapons

1 Pilot-operated Autocannon (Facing Front, Range 300m (3 AUs), Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 60, Reload 2 Full)

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground (or begins to fall out of the sky in a terminal dive).
Availability: Scarce

Arvus Lighter



The Arvus Lighter is a utility shuttle designed to transport personnel and goods from a planet to a ship in orbit. It is slow, unwieldy, and unarmed, but very useful for transporting cargo. Most void craft carry several Argus or their equivalents.

Type: Spacecraft
Tactical Speed: 20 m / 22 AUs
Cruising Speed: 1,600 kph/5 VUs per Strategic Turn in Space
Manoeuvrability: –15
Structural Integrity: 30
Size: Enormous
Armour: Front 24, Side 22, Rear 22
Carrying Capacity: 12 people or equivalent in cargo.
Crew: Pilot, Co-Pilot

Weapons

None

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground (or begins to fall out of the sky in a terminal dive).
Availability: Average



Calixis-pattern Fury Interceptor

The Fury interceptor is actually a broad classification for a variety of different Imperial starfighters. Many sectors have their own variants on the Fury, but the starfighter remains broadly the same in design and role. The Fury is a space-superiority fighter craft, designed to protect Imperial bombers from enemy interceptors while the bombers deliver their payload, and intercept enemy bombers in turn. Although designed primarily for space combat, many patterns of Furies are also designed so that they can enter a planetary atmosphere. Here their armaments, designed for deep-space combat, are extremely devastating.

Type: Spacecraft
Cruising Speed: 2,500 kph/10 VUs per Strategic Turn in Space
Structural Integrity: 35
Armour: Front 36, Side 36, Rear 30
Crew: Pilot, Co-pilot, Forward Gunner/Crew Chief, Tech-Priest Enginseer
Tactical Speed: 30m/20 AUs
Manoeuvrability: +5
Size: Massive
Carrying Capacity: None.

Weapons

1 Forward Gunner-operated twin-linked long barrelled lascannon (Facing Front/Left/Right, Range 600m (6 AUs), Heavy, S/–/–, 5d10+10 E, Pen 10, Clip 250, Reload –, Twin-linked)
2 Pilot-operated long-barrelled lascannon banks (Facing Front, Range 600m (6 AUs), Heavy, S/–/5, 5d10+10 E, Pen 10, Clip 250, Reload –, Innacurate). Each of these weapons is actually five lascannons linked for rapid fire.
12 Co-pilot operated Void-capable Missiles (Facing Front, Range 75 km (750 AUs), Heavy, S/–/–, 3d10+20 X, Pen 15, Clip 1, Reload –). The co-pilot may fire two of these missiles per turn, at two separate targets.

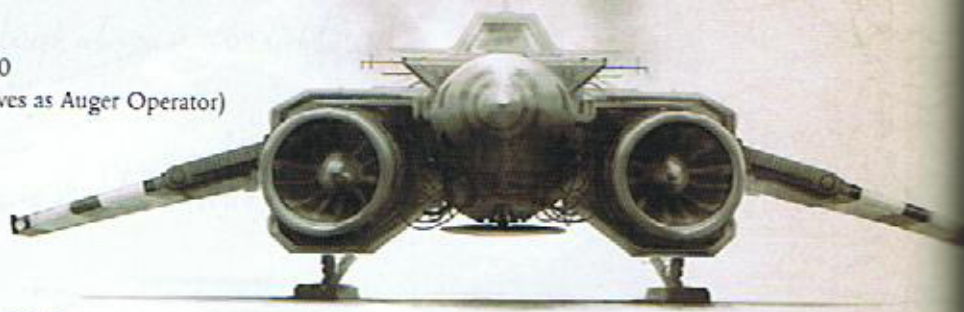
Special Rules

Pilot Operated Linked Weaponry: All weapons classified as "Pilot-operated" may all be fired by the pilot as one shooting action, at targets no more than one AU apart. Roll for hits and damage separately with each weapon.
Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground (or begins to fall out of the sky in a terminal dive).
Availability: Extremely Rare
Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Chiropteran Scout

Although a Rogue Trader's ship can orbit above a planet and take in its entirety with a single augur-scan, often this is insufficient to discover a world's secrets. To take a closer look, Rogue Traders in the Koronus Expanse employ vehicles like the Chiropteran Scout, produced on Scintilla. Small, poorly armoured, and unarmed, the Chiropteran is fast, manoeuvrable, and bristling with long-range auger arrays. When expecting trouble, which is most of the time, a Chiropteran is typically escorted by a Gun-cutter or fighter craft.

Type: Flyer
Tactical Speed: 30 m/ 16 AUs
Cruising Speed: 1,200 kph
Manoeuvrability: +10
Structural Integrity: 20
Size: Enormous
Armour: Front 20, Side 20, Rear 20
Crew: Pilot, Co-Pilot (who also serves as Auger Operator)
Carrying Capacity: None



Weapons

None

Special Rules

Flyer: This aircraft uses aerodynamic principals to stay aloft. When airborne, it must move at least half its cruising speed at all times lest it crash to the ground. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.
Vector Thrust Engines: The Chiropteran Scout may count as a Skimmer (and follow all the rules for a Skimmer) for up to 2 minutes before it must return to counting as a Flyer. It may do this once every hour.
Long Range Auger Array: These sophisticated augers provide a detailed view of the land below, granting the operators a +20 bonus to all Awareness and Scrutiny Tests, and allowing scans in the same manner as an Auspex up to 50 kilometres away.
Availability: Very Rare

Drop Pod

Used by the Imperium's elite Space Marines, drop pods are one-way planetary assault vehicles. Launched from orbiting starships, they scream through the planet's atmosphere with oversized rocket thrusters boosting them far past terminal velocity. They use an on-board cogitator to guide themselves on a collision course to their targets. Even the most advanced air defence systems have difficulty locking on to a drop pod travelling at up to 15,000 kilometres per hour straight down. At the last moment, powerful retro-rockets around the base fire, "slowing" the pod to a crushing, but survivable, landing. Drop Pods are rarely used by anyone other than the Space Marines, however some Rogue Traders in the Koronus Expanse have acquired modified Drop Pods for use with non Space Marines.

Type: Spacecraft
Cruising Speed: 2500 kph
Structural Integrity: 30
Armour: All 24
Tactical Speed: 100 AUs
Manoeuvrability: +0
Size: Enormous
Crew: None
Carrying Capacity: 10 individuals in power armour (which works to cushion the impact), or 10 individuals with specialist drop cocoons (which also help absorb the impact, in the absence of power armour).

Weapons

Storm bolter (Facing All, Range 90m, Basic, –/–/6, 1d10+5 X, Pen 4, Clip 120, Reload Full, Storm, Tearing) This weapon may only be used after the Drop Pod has landed, and is controlled by the drop pod's machine spirit (BS 40).

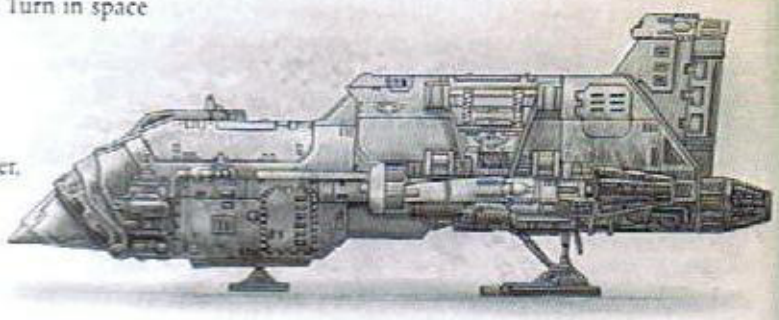
Special Rules

Drop Pod Assault: Drop pods are somewhat unique amongst vehicles, in that once they "land," they do not move under their own power. Pods must be launched from a starship with drop pod launch bays and travel directly downward towards the target planet until they hit the ground. They cannot engage in manoeuvres, although provided they are at least 500 km above the planet's surface, their destination may be changed in-flight to any location within 25 km of the original destination. All shooting at a drop pod suffers a –30 to hit when it is in flight. When landing, the drop pod picks a set destination, then scatters 2d10 metres in a random direction. This is the final location of the pod, which cannot move until recovered and returned to its parent ship.
Availability: Extremely Rare

Gun-cutter

The term "Gun-cutter" refers to a variety of armed and armoured spacecraft that can be used for orbit-to-ground transport, hostile landings, or even dogfighting. They can also be modified to add crew quarters for as many as six and are prized by organisations such as the Inquisition and Rogue Traders (for whom a multi-purpose spacecraft is a great asset).

Type: Spacecraft
Tactical Speed: 25 m/ 14 AUs
Cruising Speed: 2,000 kph/ 5 VUs per Strategic Turn in space
Manoeuvrability: +0
Structural Integrity: 45
Size: Massive
Armour: Front 40, Side 35, Rear 30
Crew: Pilot, Co-Pilot (optional), Tech-Priest Enginseer, 2 Gunners
Carrying Capacity: Quarters for 6 people, max room for 30 or equivalent cargo



Weapons

2 Pilot-operated Long-barrelled Autocannons (Facing Front, Range 450m (5 AUs), Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 500, Reload 2Full)
2 Gunner-operated Twin-linked Heavy Bolters (Facing Front/Left or Front/Right, Range 120m (2 AU), Heavy, -/-/10, 2d10 X, Pen 5, Clip 400, Reload 3 Full)

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground (or begins to fall out of the sky in a terminal dive).
Pilot Operated Linked Weaponry: All weapons classified as "Pilot-operated" may all be fired by the pilot as one shooting action, at targets no more than one AU apart. Roll for hits and damage separately with each weapon.
Availability: Very Rare
Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Halo Barge

Halo Barges are mass-haulers, designed to move bulk cargo from a planet's surface into orbit. Large, slow, and unwieldy, their only benefit is that they are both practical and efficient.

Type: Spacecraft
Cruising Speed: 1,400 kph/ 4 VUs per Strategic Turn in space
Structural Integrity: 40
Armour: Front: 28, Side 24, Rear 24
Carrying Capacity: 40 people, 40 metric tonnes of cargo
Tactical Speed: 20 m/ 9 AUs
Manoeuvrability: –20
Size: Massive
Crew: Pilot, Co-Pilot

Weapons

None

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground (or begins to fall out of the sky in a terminal dive).
Availability: Scarce

Hephaestus Ore Seeker

Lumbering across barren alien moons, trampling the wilderness regions of fledgling colonies, and flattening the mighty crags of countless worlds beneath its heavy mechanical tracks, the Hephaestus is an ambulatory mineralogical survey vehicle and ore extraction platform. Having fallen out of favour in more established sectors of the Imperium, decommissioned and abandoned Ore Seekers have been repaired and put back into service across the Expanse. Under the direction of Rogue Traders, Explorators, and prospecting guilds, functioning Hephaestus earn quick fortunes for their masters. A Hephaestus Ore Seeker is a gigantic boxy crawler, more than 35 metres tall and propelled by numerous treads. Enormous drills, rippers, and rotary grinders tear away at rock and soil, leaving deep trenches, sunken pits, and mounds of scree in the Seeker's wake. Thick smoke bellows from countless chimneys bristling from the vehicle's back, a sure sign that the smelters within are working at full capacity.

Type: Ground Vehicle
Tactical Speed: 5
Cruising Speed: 40 kph
Manoeuvrability: –30
Structural Integrity: 65
Size: Massive
Armour: Front 45, Side 50, Rear 45
Crew: 3 Drivers, Foreman, 6 Enginseers, and 20 Miners
Carrying Capacity: 20 additional crew, 750 tonnes of processed ore, 1 hanger capable of holding 1 Massive vehicle or 2 Hulking vehicles



Weapons

Heavy Mining Drill (Facing Front, Melee, 5d10 R, Pen 15, Tearing, Unwieldy).
Mining Laser (Fading, Front, 100m, Heavy, S/–/–, 4d10+5 E, Pen 10, Inaccurate, Overheats, Recharge).
Digging Arms (Facing Front, Melee, 2d10+10, Pen 4, Unwieldy).

Special Rules

Ground Vehicle: This vehicle follows all rules for ground vehicles.
Life Support: A fully outfitted Hephaestus Ore Seeker contains enough air, fuel, water, and provisions for a full complement of crew and passengers to survive in relative comfort for a month in hostile environments.
Improvised Weapons: When used against a Average sized targets or smaller, all of the Hephaestus weapons suffer a –30 penalty to hit. All weapons may be used by any crew.
Availability: Near Unique
Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Land Speeder

Counter-grav technology is rare and valuable, making Land Speeders a plaything of the rich. The advantages of these vehicles, however, are obvious, as they cover great distances at speed and ignore even the roughest terrain. Due to their rarity, the vast majority of Land Speeders are used by the elite Space Marines, and the few speeders available to Imperial nobility and Rogue Traders are from the same STC.

Type: Skimmer
Cruising Speed: 275 kph
Structural Integrity: 18
Armour: Front 15, Side 15, Rear 15
Tactical Speed: 30 m
Manoeuvrability: +10
Size: Hulking
Crew: Pilot, Co-Pilot
Carrying Capacity: certain varieties of Land Speeders can carry up to 5 passengers or equivalent cargo

Weapons

None (may be modified to carry one heavy weapon such as a heavy stubber or heavy bolter, manned by the co-pilot. In general, no weapon heavier than 40 kilograms may be mounted on this vehicle)

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.
Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.
Availability: Rare

Rhino APC

The ubiquitous Rhino APC is found on almost every Imperial world, although its use is largely limited to the militant Imperial Adeptus and Adeptus Astartes. The design dates back from before the Horus Heresy, and the boxy, treaded troop transport is reliable and sturdy. Those in the field often find they can repair all but the most grievous damage using only items in their personal kits.

Type: Ground Vehicle
Cruising Speed: 70 kph
Structural Integrity: 25
Armour: Front 24, Side 24, Rear 20
Carrying Capacity: 10 soldiers with gear.
Tactical Speed: 15 m
Manoeuvrability: +0
Size: Enormous
Crew: Driver, Gunner.

Weapons

Pintle-mounted storm bolter (Facing All, Range 90m, Basic, –/–/6, 1d10+5 X, Pen 4, Clip 120, Reload Full, Storm, Tearing)

Special Rules

Ground Vehicle: This vehicle follows all rules for ground vehicles.
Reliable: Any Tech-Use Test made to repair or restore this vehicle receives a +20 bonus.
Availability: Rare
Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Scout Bike

In the Adeptus Astartes, Space Marine Scouts use this lightly armed and armoured vehicle to aid in long range reconnaissance and hit-and-run raids. The Scout Bike is a tough and robust machine, able to traverse almost any terrain and easy to repair and maintain. It is also armed with twin-linked bolters or a grenade launcher and targeter arrays allowing the weapons to be fired on the move—granting the rider impressive firepower. These traits make them popular amongst Explorers with enough influence to acquire them.

Type: Ground vehicle
Cruising Speed: 90 kph
Structural Integrity: 10
Armour: Front 16, Side 12, Rear 12
Carrying Capacity: Personal gear in side-mounted saddlebags.
Tactical Speed: 18 m
Manoeuvrability: +8
Size: Hulking
Crew: Driver

Weapons

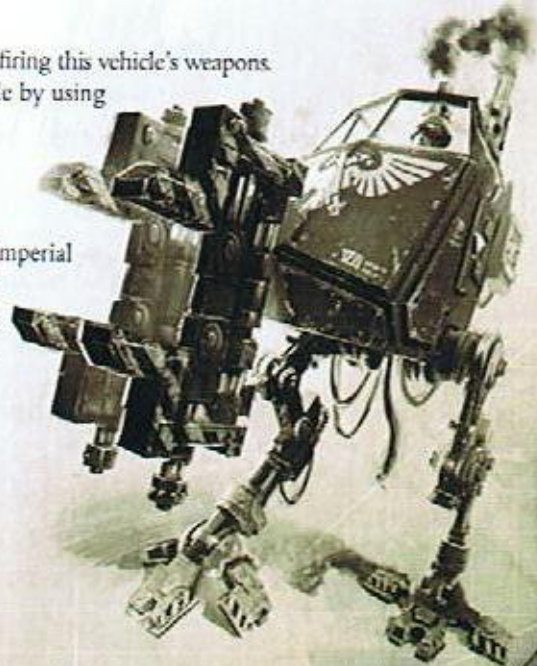
Select one—all driver-operated
Twin-linked Boltguns (Facing Front, Range 90m, Basic, S/2/4, 1d10+5, Pen 4, Clip 48, Reload 3Full, Twin-linked)
Automatic Grenade Launcher (Facing Front, Range 60m, Basic, S/2/–,[†], Clip 12, Reload 2 Full, [†], Inaccurate)
[†]Varies with ammunition. This weapon may fire any grenades a Grenade Launcher can fire.

Special Rules

Ground Vehicle: This vehicle follows all rules for ground vehicles.
Targeter Array: The driver of this vehicle gains the Auto-stabilized Trait for firing this vehicle's weapons.
Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.
Availability: Very Rare

Sentinel Walker

The Sentinel walker is a bipedal walker used as a scout vehicle by the Imperial Guard. It can be equipped with a wide variety of weapons or loading claws, is easy to pilot, and can even be dropped into combat zones via over-sized grav-chutes, making it a valuable support vehicle to guardsmen in the field.



Type: Walker
Tactical Speed: 8 m
Cruising Speed: 45 kph
Manoeuvrability: +10
Structural Integrity: 16
Size: Hulking
Armour: Front 20, Side 20, Rear 20
Crew: Driver
Carrying Capacity: None/ roughly 1 metric tonne with powerlifter

Weapons

Select one—all driver-operated.
Multi-laser (Facing Front, Range 250m, Heavy, –/–/10, 3d10+3 E, Pen 4, Clip 100, Reload 3Full)
Autocannon (Facing Front, Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 60, Reload 2 Full)
Powerlifter (Facing Front, Melee, 2d10+10, Pen 2, Unwieldy)

Special Rules

Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.
Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty.
Availability: Average

Venator Pattern Air Yacht

Popular amongst explorers, big game hunters, thrill seekers, and beast traders, the Venator is a functional and versatile craft. Capable of skimming just above the canopy of deathworld jungles or the cresting waves of murky alien seas, a Venator Air Yacht is designed to function for extended periods in hostile environments. Venators are also equipped with holding pens and an on-board abattoir.
Type: Skimmer
Cruising Speed: 120 kph
Structural Integrity: 25
Armour: Front 15, Side 20, Rear 15
Carrying Capacity: 3 passengers, and 6 beasts of Average Size.
Tactical Speed: 30m
Manoeuvrability: –10
Size: Massive
Crew: Pilot, Co-Pilot, Tracker, and 2 Gunners

Weapons

Gunner Harpoon Gun (Facing Front, Range 120m, Heavy, S/–/–, 1d10+5 R, Pen 8, Clip 1, Reload 2Full, Snare, Tearing)
Tracker Net Launcher (Facing Front or Rear, Range 90m, Heavy, S/–/–, No Damage, Pen 0, Clip 1, Reload 2Full, Snare, Flexible)
Gunner Tranq Gun (Facing Front or Rear, Range 130m, Heavy, S/–/–, Special, Pen 2, Clip 1, Reload 1 Full, Accurate)

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.
Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.
Predator Auspex: Sophisticated onboard radar, sonar, and thermal auger arrays, combined with sensitive chem-sniffers, allow a Venator's crew to track prey with unerring accuracy over vast distances. The Predator Auspex counts as an Auspex with a range of 500 metres that also grants a +20 to Tracking Tests made to search for, track, and identify prey.
Life Support: When operating in toxic or extreme environment, the exposed sections of a Venator can be sealed with thick transparent plates to protect the passengers. This feature does not negate the Venator's vulnerability as an Open-topped vehicle.
Availability: Rare

Warbike

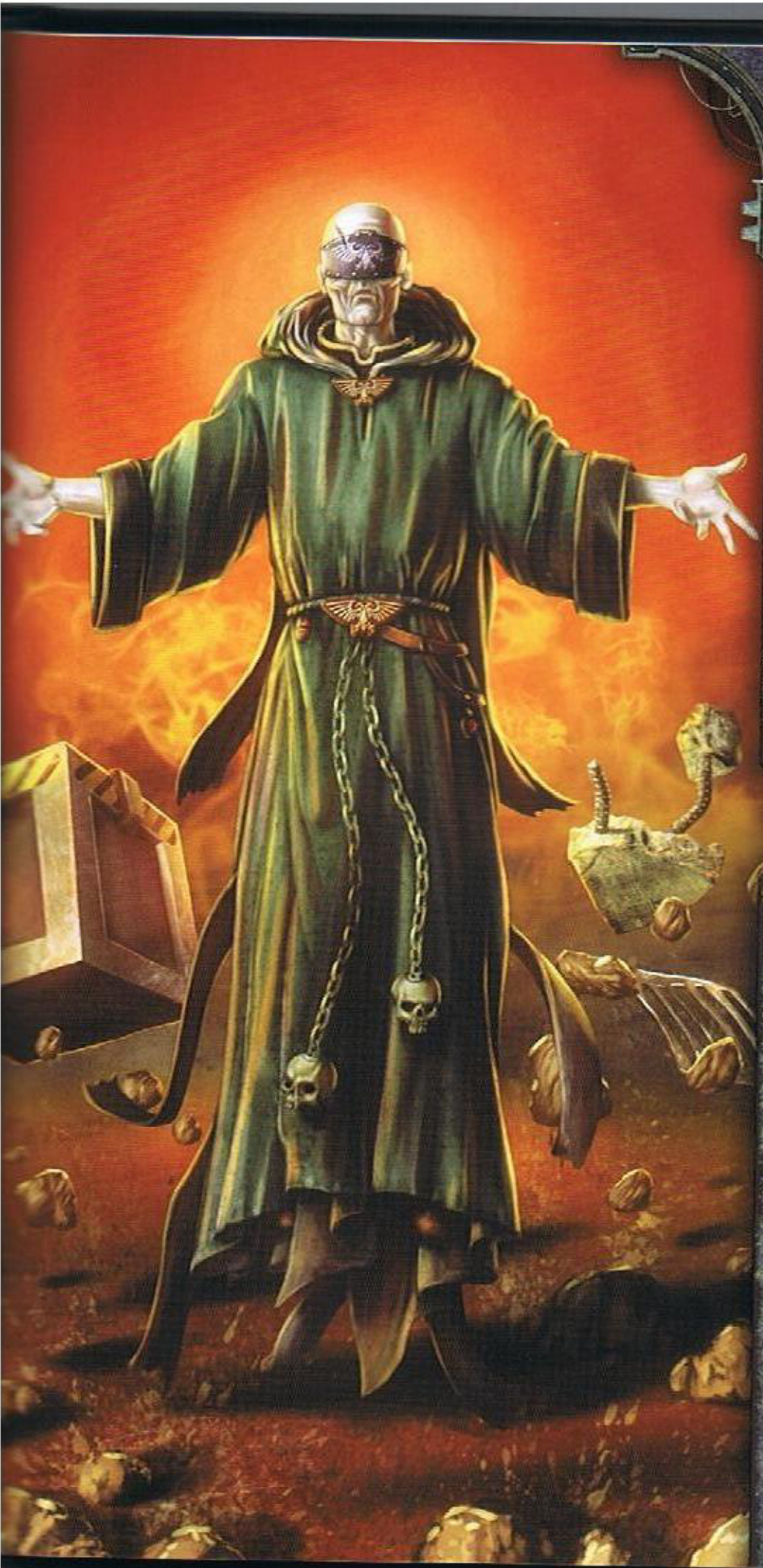
For an Ork, there is not greater thrill than hurtling headlong into battle. To this end, Mekboyz construct Warbikes, lightly armoured personal vehicles designed to run down an Ork's foes and deliver him into the heart of battle.
Type: Ground vehicle
Cruising Speed: 85 kph
Structural Integrity: 8
Armour: Front 17, Side 12, Rear 10
Carrying Capacity: None
Tactical Speed: 18 m
Manoeuvrability: +10
Size: Hulking
Crew: Driver

Weapons

Dakkagun (Facing Front, Range 75m, Heavy, –/–/7, 1d10+6, Pen 2, Clip 100, Reload 3Full)

Special Rules

Ground Vehicle: This vehicle follows all rules for ground vehicles.
Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.
Kustom Bitz: (Any one): Armour Plates (Facing Any, +3 AP to assigned facing), Red Paint Job (At the start of each Round roll 1D10, adding the result to the Warbike's Tactical Movement).
Bullet Spray: The driver of this vehicle gains the Auto-stabilized Trait for firing this vehicle's weapons. If this vehicle moved in the same turn that it fired, it does not gain the usual bonus to hit for full-auto fire.
Availability: Scarce



VI

Expanded Psychic Powers

- New Navigator Powers
- New Astropath Powers
- Theosophamy
- Astropaths and Navigators in Starship Combat

Chapter VI: Expanded Psychic Powers

"I touch the cosmos, feel the winds of the warp tug at my mind, and the spray of creation on my face. I am a Navigator Primaris and there is no place I cannot travel."

–Attributed to Alenna Term'L, Head Navigator of the *Aquila Ascending*, presumed lost in the Koronus Expanse 635.M41

Navigators and Astropaths are a necessity on board any vessel capable of travelling through the Immaterium. Without a Navigator, a ship is limited to small 'jumps' of only a few light years; a completely inefficient method when one considers the size of the Imperium of Man. However, Navigators can do more for a ship than simply pilot it through the warp. With the powers of their genetics and the clarity their Warp Eye presents, Navigators are capable of sensing the currents and tides of the warp; they can 'feel' the space surrounding their vessel and detect the objects around her. They can stir those same warp currents to mask their trail, and some study those same currents for tell-tale signs of passage, allowing them to track vessels through the Empyrean and real-space. Some even have the power to look at the events of past and future and manipulate them as a weaver assembles cloth. It is also known that with their Warp Eye, the Navigator can stun, kill, and even strip the soul from a living being—casting it off into the warp to be devoured by hungry beasts. Space tales tell of Navigators who can strip the flesh from a man in mere seconds, immolate those who stare too long into his Warp Eye, and even dredge up a man's darkest fears to make them reality! As mutants, Navigators also possess other attributes aside from their third eye, and exposure to the warp tends to draw mutations out so that by the time a Navigator is entering the twilight of his journey he may no longer be physically recognisable as a man.

Along with Navigators, Astropaths are among the most mysterious and vital members of a Rogue Trader's crew. Without these specialised psykers there would be no way to communicate over the vast distances Rogue Traders cover and should a message for assistance need to be sent, a ship without an Astropath would be in dire trouble indeed. Aside from their most obvious use to send and receive astro-telepathic signals, Astropaths assist the Rogue Trader and his or her crew in a number of other ways. They can provide vital information for negotiations or when encountering xenos parties. An Astropath can utilise empathic powers to determine what another being is feeling or thinking, useful when bartering or for locating a hidden foe. They can also act in a combative role, providing both offensive and defensive psychic abilities. Astropaths can dominate a foe, or read the mysterious currents of the past, present, and future; and can also manifest their awesome psychic powers physically, throwing objects and creating energy bolts to hurl across physical space with the power of their minds. Though by no means as powerful as a Sanctioned Psyker, Astropaths can assist with ship combat by providing much-needed support and directing their abilities in strange and awesome ways that can sometimes mean the difference between victory and defeat.

While one Astropath can be powerful, two or more acting in concert can be downright formidable! Called Astropathic Choirs, these psychically-tuned groups of Astropaths are often directed by the ship's Mind-Speaker (an Astropath who has been specially trained for the task). This specialised Astropath can find the calm within the maelstrom of the Choir's minds to receive and direct messages across the cosmos—far more than a lone Astropath ever could. With the aid of the Astropathic Relays, the Astropath can connect to the network of telepathic ducts scattered about the Imperium and can send and receive messages far faster than any other method. Additionally, within the gestalt mind of the choir, an Astropath's powers can be magnified ten-fold.

To help prevent outside influence from interfering with their rare abilities, an Astropathic Choir is typically kept aboard in a special area of the ship called a Choir Vault; it is there that they spend their time in absolute serenity, often floating in zero-gravity, free from the physical and psychic distractions that can interfere with their message-sending and receiving abilities. However, the stress of directing such awesome power is not without a price, for the minds of lesser Astropaths can become fractured leading to a condition called 'burn-out' that leaves the Astropath unable to properly use their powers. It can even kill them outright as the energy of the warp courses through their minds, hungrily devouring synapses.

This chapter expands upon the rules, powers, and information on psychic powers and Navigator abilities that are presented in the **Rogue Trader** Core Rulebook. Below, players and Game Masters have new powers for their Astropath characters and additional abilities for the mysterious Navigators at their disposal. In addition, there are optional rules for utilising an Astropathic Choir, and dealing with Astropath 'burn-out.' There are also expanded rules for using both of these careers in space combat, with their powers coming into play to give their ships an edge over their enemy.



New Navigator Powers

"I pity you. You, who are limited to the senses and perceptions of your weak and pathetic flesh. I have seen my destiny within the tides of the warp, and I have ripped men apart with nothing more than the power of my legacy. I am destined for greatness, can you say the same?"

–Navigator Veech Yeshar, prior to his execution for heresy by the Ordo Calixis in M40.

Navigators have the ability to sense the ebb and flow of the currents of the mysterious realm of the warp. It is through them that ships can cross the vast distances of the void of space. Without a Navigator, a ship can only travel a few light years at a time, a paltry distance when compared to the distances a Navigator-driven vessel can cross. With their Warp Eye and the legacy of their genetics, a Navigator can often do more with a ship than move it through the Empyrean safely.

Below are a selection of new powers that a Navigator can make use of. A Navigator gains these new powers according to the rules presented on page 178, of the Rogue Trader Core Rulebook. The bonuses for Adept and Master levels should be applied to all Tests the Navigator makes for these powers, with the exception of Toughness Tests and other Tests the Navigator makes to avoid ill effects.

Corrupting the Flesh

This is a vile power that is generally only seen by those from either the Shrouded or Renegade Houses. With it, the Navigator is able to channel the corrupting power of the warp and bathe a target with it. Needless to say this causes excruciating pain, but can also lead to spontaneous mutation and even death. Using such power is not without cost however, and those who make use of this power regularly will generally go insane and slowly lose their grip on reality.

Novice: The Navigator makes an **Opposed Willpower Test** against a single target. Should he achieve more degrees of success, he inflicts 1d5 Corruption Points upon the target. Because this power is warp-based, any sort of protection against warp-based attacks, such as warded armour, will protect against this power as well. Should the Navigator fail the Opposed Willpower Test, he gains one point of Insanity. This is a Navigator Gaze power (see page 180 in Rogue Trader) for rules on how to avoid a Navigator's Gaze.

Adept: As per Novice, except that the target suffers 1d10 Corruption Points. Failing the Opposed Willpower Test to use this power inflicts 1d5 Insanity Points on the Navigator.

Master: As per Novice, except that instead of inflicting Corruption Points upon the Target, the Navigator causes the Target to make an immediate Malignancy Test instead. When using this power at this level, failing the Opposed Willpower Test causes the Navigator to suffer 1d10 Insanity Points.



Disrupting the Empyrean

Navigators possess an almost innate sense of the warp. Through little-understood methods of psychic manipulation, the Navigator is able to churn up the local area of warp space, in essence, creating something akin to a miniature warp storm in local space. This has an effect on ships attempting to exit and enter the warp. Ships wishing to enter the warp will need to travel out of the area of disturbance or risk damage. Those ships wishing to exit the warp must do the same.

Novice: The Navigator must make a **Hard (–20) Willpower Test**. Success means that for a radius equal to 1 VU x the Navigator's Willpower Bonus the warp space has become churned and clouded. Ships wishing to enter or exit the warp suffer a –10 penalty to any Pilot (Space Craft) Skill Test per degree of success. Failing this Test causes the ship to suffer 1 point of hull integrity damage that cannot be reduced by Void Shields or armour.

Adept: As per Novice, except the radius becomes equal to 2 VUs x the Navigator's Willpower Bonus. Vessels that attempt to enter or exit the warp through this interference suffer 1d5 points of damage should the Pilot Test fail. This damage cannot be reduced by Void Shields or armour.

Master: As per Adept, but ships failing the Pilot Test suffer 1d5 points of damage, plus one additional point of damage per degree of success. This damage cannot be reduced by Void Shields or armour.

Chaos and the Common Citizen, Revisited

Non-player Characters gain Corruption and Insanity in a slightly different manner than the Explorers, who are men and women of importance. While some NPCs may be just as important and powerful as the Explorers, and gain Corruption and Insanity normally, most are beneath the notice of the Dark Gods and warrant only a cursory damnation should they stray from the Emperor's light.

In general, only particularly important NPCs (such as those with the Touched by the Fates Trait) should gain Corruption, Insanity, Malignancies, Mutations, and Disorders as a player character would. All NPCs who are relatively unimportant are instantly killed or warped into a vile (but harmless) Chaos Spawn when they gain 10 Corruption Points or a Malignancy or Mutation. If they suffer 10 Insanity Points or a Disorder, they go catatonic, die due to mental trauma, or become completely insane.

Immolate the Soul

The power of a Navigator's Warp Eye is a mystery to many, especially to those outside the Navis Nobilite. Regardless, some Navigators have the ability to tap into the warp and bend it to their will through their Warp Eye. This mysterious organ is a source of much awe and superstition among the masses of the Imperium. By carefully channelling the power of the raw Immaterium, a Navigator can cause flesh to blister and spontaneously combust. In fact, it seems that the more corrupt a person is the quicker and more savage the burning processes are. It is powers such as this that can cause the uneducated to rightly fear the Navigators and give cause to hunt them down as witches and sorcerers. However, the more pious members of the Navis Nobilite feel that this power has been bestowed upon them by the God-Emperor Himself so that they may prosecute His enemies with cleansing flame, and it's rumoured that these pious members of the Navigator Houses use this power to hunt down errant members of the Navis Nobilite.

Novice: The Navigator does not make any Test to activate this power. This power projects itself in a 30 degree cone from the Navigator out to a range of 10 metres. It does 1d10+4 Energy Damage and has a penetration of 2. All living creatures caught in the arc of this power must make a **Challenging (+0) Agility Test** or suffer the damage of the power. The Novice must make a **Routine (+20) Toughness Test** or suffer one level of Fatigue.

Adept: As per Novice, except that the power now functions as a Flamer in terms of range, damage, and other special qualities. In addition this power does two additional Wounds for every 10 Corruption Points the target has. The Adept does not suffer fatigue for using this power.

Master: As per Novice, except that the power now functions as a Heavy Flamer in terms of range, damage, and other special qualities. In addition this power does four additional Wounds for every 10 Corruption Points the target has.

Obliterating the Immaterial Wake

Using arcane knowledge of warp physics and even special techno-arcane devices (such as a ship's warp vanes), the Navigator can influence tides in the warp and attempt to obliterate any trail left from his ship's passing through the Immaterium and even real space, making it difficult, if not impossible, to track. Using this ability is distracting and physically taxing, however, as the Navigator risks unconsciousness and physical damage.

Novice: Using power does not require a Test, and forces any other Navigator attempting to use **Tracks in the Stars,** or similar powers, suffers a –10 penalty to the Perception Test (see page 181, Rogue Trader). In addition, when using Obliterating the Immaterial Wake, the Navigator suffers 1 level of Fatigue. Note that the Navigator can only make use of this power once per day (every 24 hours).

Adept: The Navigator using this power makes a **Challenging (+0) Willpower Test.** If the test fails, then the power functions at Novice level. If the test succeeds, any Perception Tests made to track the ship suffer a –10 penalty per degree of success. However, the Navigator must make a **Challenging (+0) Toughness Test** or suffer 1 level of Fatigue per degree of success.

Master: The Navigator is able to completely obliterate his trail in space and the Immaterium making it impossible to track his vessel using **Tracks in the Stars** or any similar power or ability. However, due to the taxing nature of using this power, he must make a **Challenging (+0) Toughness Test** or slumps over unconscious and remain that way for 1d5+8 hours.

Refresh and Revitalise

Navigators are strange beings to say the least, and only the learned few of their kind within the Navis Nobilite know much about their genetics. It takes stamina and fortitude to be able to sit at the Navigator's Station day after day making sure a ship stays on course. Needless to say, not all Navigators are up to the challenge and so a smart captain has several Navigators on board to rotate out through lengthy voyages. By tapping into the power of his genetic heritage, a Navigator can offset fatigue and exhaustion allowing a longer vigil than normal. While this isn't the same as the Adeptus Astartes' Catalepsean Node that allows a Space Marine to keep half of his brain awake so he can become alert at a moment's notice, it does provide a close second—and without the side-effects of using drugs like Stimm. This does not erase a Navigator's fatigue, it merely postpones it. Once he has the means, the Navigator must either sleep or risk collapsing into a coma-like state that can last for days.

Novice: The Navigator makes a **Difficult (–10) Willpower Test.** Failure yields nothing, but for every degree of success the Navigator is able to remove 1 level of Fatigue for a number of hours equal to his Toughness Bonus (TB).

Adept: As per Novice, except that the Navigator is able to hold off the effects of Fatigue for 2xTB in hours. However, should the Navigator fail to rest for at least 8 hours before the duration expires (which will remove all levels of Fatigue), he suffers a number of Wounds equal to the number of Fatigue Levels he removed at the end of this time.

Master: The Navigator must make a **Hard (–20) Willpower Test**. Success means that he is able to ignore any levels of Fatigue and go without sleep for 1d5+1 days (though he might become cranky and irritable!). However, once this period of time passes, the Navigator falls into a coma-like state and will remain in such a state for a number of days he was able to remain awake minus his Toughness Bonus (minimum 1 day). At any point before the duration expires, if the Navigator can sleep for at least 8 hours, he will not succumb to the comatose state. Note that unless the Navigator is connected to his Navigation Station or taken to a medicae bay and put on some manner of life-sustainers, he may succumb to thirst and starvation while in any coma-like state (GM's discretion).

Scourge of the Red Tide

Through his understanding of the Empyrean, the Navigator calls upon the full fury of the warp and brings forth a scouring tide of warp energy that jets forth from his fully-opened third eye. Flesh is seared to the bone, and vital fluids boil away as the victim's soul is consumed in the attack. So powerful is this energy it can distort and even damage physical matter. However, using this power can jeopardise the Navigator as well; and is generally only used as a last resort as the power of the warp comes flooding through into real space consuming all in its path.

Novice: The Navigator makes an **Opposed Willpower Test** with anyone looking into his Warp Eye (see **Rogue Trader** page 180 for rules on how to avoid a Navigator's Gaze) within 15 metres. Make a single test for the Navigator and compare it to the results of each person gazing into his Warp Eye. Should the Navigator achieve more degrees of success, the opponent suffers 1d10+ the Navigator's unmodified Willpower Bonus in Energy damage, plus an additional 1d10 for every degree of success. This damage is not reduced by armour (unless warded), but the opponent may use his Toughness Bonus.

Adept: As per Novice, however the damage is increased to 1d10+ double the Navigator's unmodified Willpower Bonus in Energy Damage, plus an additional 1d10 for every degree of Success. In addition, this ability can also damage non-living beings, and inanimate objects (bulkheads, structures, etc). Because of the taxing nature of this power, using it causes the Navigator to suffer one Wound and one level of Fatigue. Should the Navigator fail the Willpower Test by one degree or more, he suffers two Wounds instead of one.

Master: At this level, the Navigator is able to unleash the full fury of the warp. An angry red tide of energy boils out from his Warp Eye. Damage is dealt as the Adept level, however with this full force, it is almost impossible to avoid the overwhelming gaze of the Navigator. Targets do not get any bonus to their Test for looking away, as the roiling tides of the warp surround them. Again, due to the taxing nature of using this power, the Navigator suffers 1d5 Wounds (not reduced by armour or Toughness) and is unable to make use of any other Navigator powers until the end of the combat. Should the Navigator fail the Willpower Test by one degree or more, he suffers 1d10 levels of Fatigue, which may well render him unconscious.

Shipboard Navigators

Travel through the Immaterium can be a tedious a lengthy affair. To believe that a single Navigator would be able to persevere through the entire trip is to invite calamity. Without a refreshed and alert Navigator, a ship could easily become lost in the riptides and eddies of the warp. When a Navigator is plugged into his station he is connected to all manner of support systems and cogitators designed to aid in steering the ship through the Empyrean and keeping him alive in the event of catastrophe. These systems vary from ship to ship and sector to sector, but the current trend in the Calixis Sector is to run Navigators in shifts. The times of these shifts also vary, but are designed to keep a Navigator at optimum efficiency and the ship on course.

Note that the damage dealt out from this power can be applied to physical inanimate objects as well and will also damage non-living targets (but not Daemons, Untouchables, or any other warp entities—see the sidebar *Psychic Powers in* **Rogue Trader** *and* **Dark Heresy**, page 172 of the **Rogue Trader** Core Rulebook for explanation).

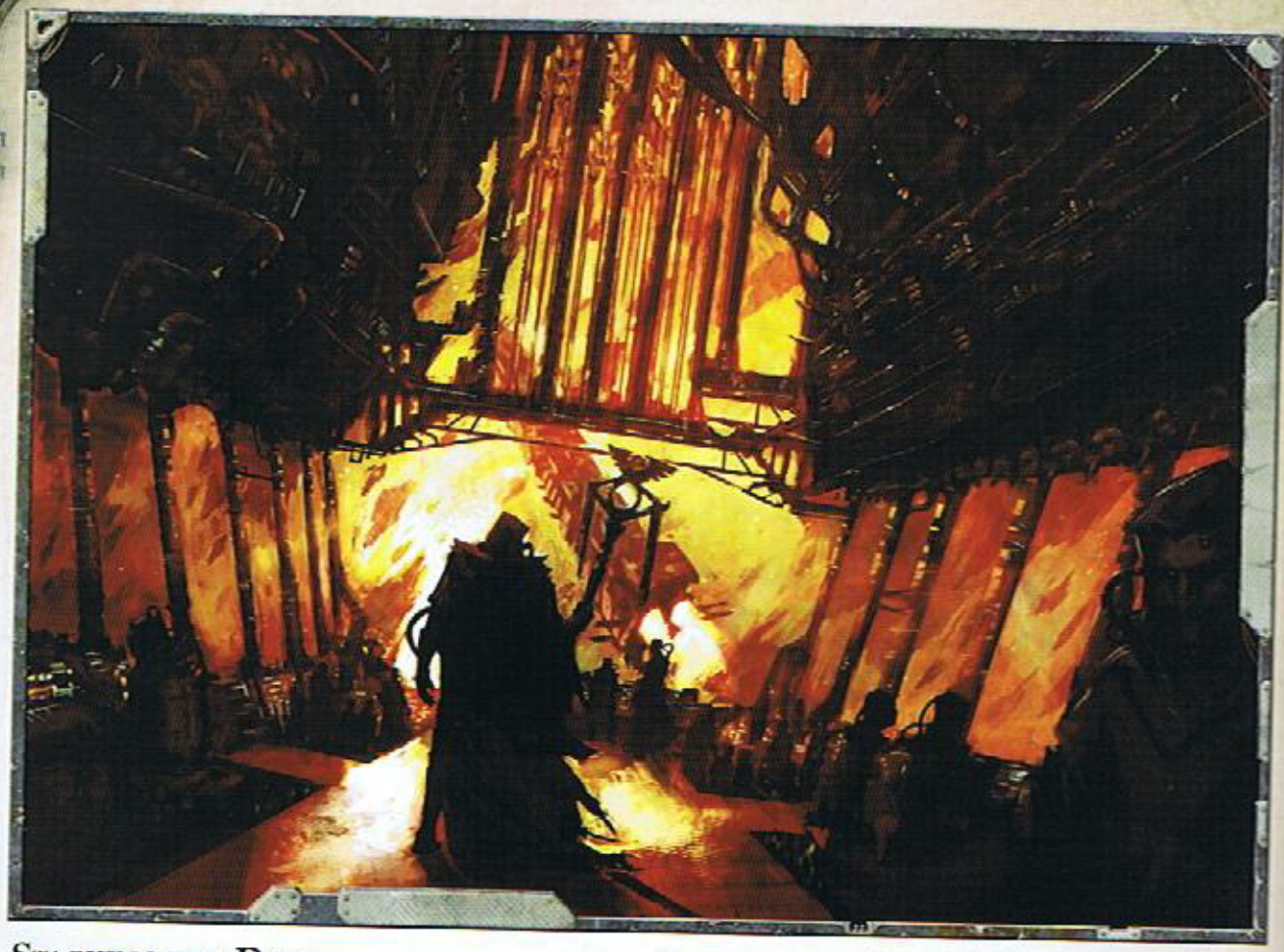
Stripping the Husk

With this power, the Navigator is able to quickly snap open and close his Warp Eye, unleashing a whip-quick blast of energy that immediately sheers flesh from bone. In a gruesome display, a Navigator who knows such powers can reduce an opponent to a pile of steaming bones and quivering meat in a matter of moments!

Novice: To use this power the Navigator makes an **Opposed Willpower Test** against the Target. Should he achieve more degrees of success, he does 1d10 Rending Damage to the Target. This damage may be reduced by Toughness, but not by armour (unless warded). In addition to this, the Target is also automatically knocked prone.

Adept: As per Novice except that the damage is increased to 1d10 Rending Damage with bonus damage equal to the degrees of success of the **Opposed Willpower Test**.

Master: As per Novice except that the damage increases to 2d10 Rending Damage with bonus damage equal to the degrees of success of the **Opposed Willpower Test**. In addition to being knocked down, the Target must also make a Pinning Test, unless they are immune to Pinning.



Stacking the Deck

Navigators, by their training, are taught the basics of starship naval combat. Navigators are also able to perceive flickering shadows of possible future events. By peering into the streams of time and space and studying the currents and eddies of the warp, the Navigator can attempt to position his vessel for a more optimum firing solution, angle it such a way that the ship's armour is able to better deflect an incoming attack, or even point the ship in the best direction for a tactical retreat.

Novice: The Navigator makes a **Difficult (–10) Perception Test.** If the Test succeeds, he may add his Intelligence Bonus x5 to any Manoeuvre Action or single Ballistic Skill Test to fire the starship's guns.

Adept: The Navigator can make a **Hard (–20) Perception Test.** If the Test succeeds, the Navigator may take his Intelligence Bonus and divide out the points among any of the following starship characteristics to increase them: Speed or Armour. This increase lasts for 1 Strategic Turn, but the Navigator cannot use this ability again for the rest of the combat. Should he fail this Test by one or more degrees, the Navigator suffers two levels of Fatigue.

Master: As per Adept, except that the increases last for 1d5 Strategic Turns. In addition, using the power at this level is extremely taxing. As such the Navigator gains two levels of Fatigue or four if the Test fails by one or more degrees.

Stupefy the Soul

Some Navigators are able to moderately control the warp energies that can spew forth from their Warp Eye. While most can kill with a look, other Navigators can stun their opponents. By only partially opening his third eye, the Navigator can shock the souls of living creatures. Sometimes this merely stuns the opponent, but there are other times when the Navigator may wish to 'push' a bit further into a foe's mind causing him to suffer fear and shock as the warp assails both minds and spirit. This has the added results of forcing the opponent into fleeing or suffering a complete mental melt-down as his grip on reality shatters from the power of the warp.

Novice: The Navigator makes an Opposed Willpower Test against any living beings who look into his Warp Eye (see Rogue Trader, page 180). The Navigator makes a single Test and compares the result to each being exposed to his eye. Should the Navigator achieve more degrees of success, the opponent suffers 1d5+4 levels of Fatigue. This damage is only reduced by the opponent's Toughness Bonus.

Adept: As per Novice, except that in addition to the Fatigue damage dealt, the opponent must also make a **Frightening (–10) Fear Test.** If the Navigator fails the Test, he suffers two levels of Fatigue.

Master: As per Novice, except that in addition to the Fatigue damage dealt, the opponent must also make a **Horrifying (–20) Fear Test.** The Navigator suffers two levels of Fatigue, with no way to avoid it.

New Astropath Powers

"Experiencing...unknown astropathic phenomena...ship's augurs have detected a pale structure in orbit...approaching us.... It screams! It screams and I hear it! ...the silver trees weep blood....and so do I."

–Final Astropathic communication of the *Gaunt Triumph*, 796.M41

Astropaths are the sole reason the Imperium is able to maintain communications across such vast distances. Without the aid of these soul-bound psykers, civilisation would flounder and perish in the blackness of space. Their loss of vision (and other senses) is a small price to pay for the service they provide with their psychic abilities. Within the hallowed halls of the Adeptus Astra Telepathica, Astropaths are trained to hone and control their abilities so that they can become part of the great network of telepathic ducts through which interstellar communications are committed and received. However an Astropath is more than a living vox-caster. They are potent psykers in their own right and a few have abilities that can rival even sanctioned psykers.

Within the Calixis Sector, the majority of Astropaths reside within the Adeptus Astra Telepathica complex on the capital world of Scintilla. Others are sent throughout the sector to other worlds where there are established astro-telepathic hubs and Astropathic Relays. In the Koronus Expanse, Astropaths have no such facilities aside from what has been brought in to the region by the Imperium and other agencies. They must rely on their own abilities and hope that they and their choir are strong enough to get a message on through to Footfall, or other stations or vessels where their message can be received and passed on. In some cases, the Astropath must wait until he is clear of the massive warp storms that surround the Expanse. Otherwise, he risks his message becoming garbled, lost, or even intercepted.

Listed below are a selection of new psychic powers that Astropaths can make use of. These powers follow the same rules in Chapter VI of the **Rogue Trader** Core Rulebook.

Telepathy Discipline

The telepathy discipline is iconic for Astropaths, but a skilled telepath can accomplish far more than sending psychic messages.

Beacon

Value: 200xp
Prerequisites: None
Focus Power Test: Willpower
Focus Power Time: Full Action
Range: special
Sustained: Yes
With this power the psyker is able to create a small psychic beacon within the Empyrean that can only be seen with psychic senses. With the beacon in place, the psyker is able to determine how far away he is from that beacon as if it were a fixed point in space. The maximum range that he can perceive the beacon is equal to 5km x Psy Rating. However, due to the fact that they can sense psychic anomalies further away than normal psykers, Navigators may be given the location of the beacon. Should the Navigator gain at least one degree of success on a **Difficult (–10) Psyniscience Test**, then he is able to locate the beacon within a number of light years equal to the psyker's Psy Rating. By knowing the location of the beacon (and being able to sense it) a Navigator who is unable to locate the Astronomican can make a **Very Hard (–30) Navigation (Warp) Test** instead of the normal test required to chart a successful course. The beacon can become obscured by warp storms or eddies, or even destroyed, per the Game Master's discretion. This power may not be used at the Fettered Psychic Strength.

Chaos Mind

Value: 300xp
Prerequisites: Terrify
Focus Power Test: Opposed Willpower
Focus Power Time: Half Action
Range: 1m x Psy Rating
Sustained: No
The psyker is able to form a bridge between his mind and the mind of the target. Through this connection, the psyker is able to pour through the raw power of the warp into the target's mind, blowing out blood vessels and causing a psycho-induced stroke. Many fear the use of this power due to the devastating effects it has on both the psyker and the target. When using this power, the psyker makes an Opposed Willpower Test against the target. Should the psyker succeed, the target suffers 1d10+ Psy Rating damage. This damage cannot be reduced due to armour (unless the armour is warded) or Toughness. Daemons and other creatures of the warp are immune to this ability, as are Untouchables and other similar types. Should the psyker fail the Focus Power Test, he suffers 1d5 Insanity Points as he is witness to the awful visions of Chaos.

New Psychic Powers

The powers presented below are primarily intended for the Astropath career. However, any character that is capable of making use of psychic powers can (with the Game Master's permission) make use of these powers as well. Because these powers are designed primarily for use by an Astropath, they fall into one of the three psychic disciplines presented in the Rogue Trader Core Rulebook: Telepathy, Divination, and Telekinesis.

Table 6–1: Mind Ward

Degrees of Success	Protection Level
0	Any psychic attack that attacks the mind of the psyker must pass an Opposed Willpower Test in order to succeed. If an opposed Willpower Test is already required, the psyker gains a +20 bonus to his Test.
1	Psychic attacks that attack the mind of the psyker with a Psy Rating of 2 or less are negated.
2	Psychic attacks that attack the mind of the psyker with a Psy Rating of 3 or less are negated.
3	Psychic attacks that attack the mind of the psyker with a Psy Rating of 4 or less are negated.
4+	Psychic attacks that attack the mind of the psyker with a Psy Rating of 5 or less are negated. In addition to this, the psyker is also immune to the effects of Fear as long as the power is maintained.

Mental Alacrity

Value: 200xp
Prerequisites: Inspire
Focus Power Test: Willpower
Focus Power Time: Half Action
Range: Self or 1m x Psy Rating
Sustained: Yes

Within the Scholastica Psykana and the Adeptus Astra Telepathica, there are many exercises and meditations that are taught to the psykers and Astropaths to enhance their senses and make up for the loss of their sight. In addition, there are also certain powers that can enhance the mental clarity and acuity of the psyker or a nearby ally, giving him a much needed edge in terms of mental awareness. By making a Focus Power Test, the psyker gains a bonus to his Perception characteristic. Should the Test succeed, the psyker gains a bonus to his Perception that is equal to his Psy Rating plus his Willpower Bonus. In addition, he may also bestow this bonus onto any ally who is within range. This bonus lasts for 1 round.

Mind Ward

Value: 100xp
Prerequisites: None
Focus Power Test: Willpower
Focus Power Time: Half Action
Range: Self
Sustained: Yes

There are many ways to gain entry into the mind of another person. With this power, those ways become much more limited. The psyker is able to erect psychic defences and bulwarks that help prevent mental attacks. In fact, the psyker is even able to use this power to steel his mind against such events as Fear. The psyker makes a Focus Power Test and the degrees of success determine how much protection is gained by use of this power (see **Table 6–1: Mind Ward**). This power may not be made at the Fettered Psychic Strength. The benefits on the table stack.

Divination Discipline

Divination concerns itself with the prediction of future events, and seeing the truth in the present. However, the warp is extremely fickle, making accurate predictions highly difficult—and often dangerous.

Auto-Séance

Value: 200xp
Prerequisites: Psychometry
Focus Power Test: Psyniscience
Focus Power Time: Two Full Actions
Range: special
Sustained: Yes

Astropaths are far more than mere telepaths. With their psychic abilities they are able to peer into the streams of time and space and see events from past, present, and future. A hallmark power taught within the hallowed halls of the Adeptus Astra Telepathica, the auto-séance is a power by which the psyker opens up his mind and analyses the auras and psychic resonances around him. Through this power, he is able to augment and enhance the powers of another psyker. By doing this, he also acts as a buffer—preventing the worst parts of any psychic feedback or attacks as a result of using other psychic powers. The most common use of the auto-séance is to enhance another psyker's use of Psychometry to read the auras of other objects and to detect any taint of warp-craft or other warp-intrusions. However, it can be used to enhance any power from the Divination Discipline.

When using this power, the psyker clears his mind and makes a Focus Power Test. Should the Focus Power Test succeed, the other psyker that is being enhanced activates any divination power that he knows. If that power succeeds, then that psyker gains a bonus to his Psy Rating equal to half of the Psy Rating of the psyker using the auto-séance power. In addition, up to half of any damage suffered by the other psyker from either the use of other divination powers or through any Psychic Phenomena or Perils of the Warp events may be transferred to the psyker maintaining the auto-séance power.



Table 6–2: Detect Taint

Degrees of Success	Results
1	The psyker is able to detect whether or not an object has been in contact with the warp, psychic powers, or other warp-related abilities as long as contact has been within a number of hours equal to the psyker's Psy Rating.
2	The psyker can determine the exact nature and type of contact an item has had with the warp –whether it was used as part of a ritual, held by another psyker, etc. This taint can be detected up to a number of hours equal to the psyker's Psy Rating.
3	The psyker can detect the touch of the warp on people. It does not provide any other detail other than they have been touched somehow by the warp.
4	The psyker can determine the nature of a person's relationship with the warp. It can detect if they are a psyker, sorcerer, or possessed.
5+	The psyker can now discern the nature of any person, place, or object's connection with the warp. It can detect the presence of warp gates, Dark Pacts, possession, etc.

Detect Taint

Value: 100xp
Prerequisites: None
Focus Power Test: Psyniscience
Focus Power Time: Half Action
Range: 1m x Psy Rating
Sustained: No

Psykers, by their very nature, are attuned to the warp. They channel the power of that realm in order to make use of their powers. With this power, the psyker is able to detect the tell-tale 'odour' of the warp on objects, places, and even people. Depending on the ability of the psyker, it can even be used to detect possession, psychic ability, and more. The psyker makes a Focus Power Test and the degrees of success on that Test determines how well he can discern the touch of the Empyrean on things (see **Table 6-2: Detect Taint**). This power does not go into great detail (i.e. it will detect Dark Pacts, but not the nature of them), however, it can be useful in determining the location of psykana devices, witches, warp gates, etc.

The Action Again

Value: 300xp
Prerequisites: Divining the Future
Focus Power Test: Psyniscience
Focus Power Time: Free Action
Range: Self
Sustained: No

With this power, a psyker is able to snatch a glimpse of the future and see briefly the outcome of his actions. Through this flash of insight, the psyker may be able to correct his actions and avoid tragedy. On a successful Focus Power Test, the psyker is able to re-roll any single Test within a number of rounds equal to his Psy Rating. He may reroll any Test, but must accept the outcome of the second roll. The fates are fickle and punish those who look too much into their own destiny. Thus, this power may only be used once every 24 hours and may not be used at the Fettered Psychic Strength.

Telekinesis Discipline

The power of telekinesis is commonly associated with the ability to lift and throw objects with one's mind. However, when performed by a skilled psyker, it can do far more.

Death Grip

Value: 200xp
Prerequisites: Telekinetic Crush
Focus Power Test: Opposed Willpower
Focus Power Time: Half Action
Range: 1m x Psy Rating
Sustained: No

Using the power of his mind, the psyker is able to create a telekinetic grip on a living creature's vital organs and squeeze them. Needless to say, this can simply stun the target or cause immediate death. The psyker makes an Opposed Willpower Test against the target. If successful, he inflicts 1d10 Rending Damage with the Shocking Quality to the target, with a bonus of +1 Damage per Psy Rating. This damage is not reduced for armour (unless warded) or Toughness Bonus. Additionally, this power will only work on living beings and animals. It will not work against daemons, non-living, or other denizens of the warp.

Levitation

Value: 400xp
Prerequisites: Precision Telekinesis
Focus Power Test: Willpower
Focus Power Time: Half Action
Range: Self
Sustained: Yes

The psyker is able to call upon his telekinetic abilities to be able to lift himself into the air. By the time a psyker learns this power, he is able to maintain his delicate concentration to block outside distractions and keep his focus on the task at hand. By making a Focus Power Test, the psyker is able to levitate himself up to a height equal to his Psy Rating. This power is not flight, but merely a vertical movement. The psyker can also use this power to lift objects or others into the



air as well. To determine how much weight the psyker can levitate with this power, consult **Table 9-33: Carrying, Lifting & Pushing**, on page 268 of the Rogue Trader Core Rulebook. Instead of using the psyker's Strength Bonus and Toughness Bonus, use his Willpower Bonus and Intelligence Bonus. The maximum lifting weight is the total amount of weight the psyker can levitate—anything over that limit and the psyker is unable to lift it.

Psycho-Kinetic Mist

Value: 200xp
Prerequisites: None
Focus Power Test: Willpower
Focus Power Time: Half Action
Range: 1m x Psy Rating Radius
Sustained: No

By calling on the powers of the warp, the psyker is able to conjure up a psycho-kinetic material that can be shaped by the psyker's mind. With this power, the material manifests as a hazy, gauzy, white vapour that obscures vision of all within its area. All attempts made to attack those within the area of effect suffer a –10 penalty to Weapon Skill Tests and a –20 penalty to Ballistic Skill Tests. Those who are within the area of effect are also affected by these penalties as well. The mist follows the psyker wherever he goes, but only lasts a number of rounds equal to the degrees of success achieved on the Focus Power Test. Once the power expires, the mist evaporates.

Psycho-Kinetic Shield

Value: 300xp
Prerequisites: Psycho-Kinetic Mist, Precision Telekinesis
Focus Power Test: Willpower
Focus Power Time: Full Action
Range: Personal/ 2m
Sustained: Yes

The psyker is able to mentally shape a psycho-kinetic mist into a barrier capable of withstanding physical attacks. The barrier only protects a 90 degree arc around a character (the psyker may move the barrier as a Half Action), but must be positioned in a way to protect the Psyker or a nearby ally within 2m. The psyker makes a Focus Power Test to call this shield into being. The shield provides a number of AP equal to the psyker's Psy Rating. The barrier is not only effective against physical and ranged attacks, but also against psychic and daemonic attacks. It takes a Half Action to move the shield from either the psyker to an ally, or vice versa. Once the power expires, the shield evaporates completely.

Table 6–3: New Psychic Powers

Name	Focus Time	Sustain	Xp Value	Focus Power Test	Prerequisite
Telepathy					
Beacon	Full Action	Yes	200	Willpower	None
Chaos Mind	Half Action	No	300	Opposed Willpower	Terrify
Mental Alacrity	Half Action	Yes	200	Willpower	Inspire
Mind Ward	Half Action	Yes	100	Willpower	None
Divination					
Auto-Séance	Two Full Actions	Yes	200	Psyniscience	Psychometry
Detect Taint	Half Action	No	100	Psyniscience	None
The Action Again	Free Action	No	300	Psyniscience	Divining the Future
Telekinetics					
Death Grip	Half Action	No	200	Opposed Willpower	Telekinetic Crush
Levitation	Half Action	Yes	400	Opposed Willpower	Precision Telekinesis
Psycho-kinetic Mist	Half Action	No	200	Willpower	None
Psycho-kinetic Shield	Full Action	Yes	300	Willpower	Psycho-kinetic Mist, Precision Telekinesis

Theosophamy

"The daemon and the witch shall do no harm, for Him on Earth is ever with me..."

–Excerpt from the Catechisms of Soul-binding, Calixian Edition

The psychic discipline of Theosophamy is a rare and esoteric art that focuses, and concentrates upon, the manipulation of the Warp and its interaction on the real universe. This discipline is focused more upon ritual and control instead of unleashing the raw power of the Warp, as it is primarily used to disrupt or seal breaches in the barrier between the real world and the empyrean, as opposed to simply opening them and directing that power.

Astropaths can make use of Theosophamy through their soul–bond with the God–Emperor. In a sense, the Astropath is considered to be 'holy,' granting greater power over the Warp and the ability to banish the daemonic. By tapping into their soul–bond, the Astropath can perform amazing psychic feats that an average sanctioned psyker wouldn't normally be able to do. This is where the true power of the Astropath's bond with the Emperor lies.

New Discipline and Techniques

In addition to the normal repertoire of disciplines and powers, an Astropath may also select powers from the Theosophamy discipline, per the rules outlined in the **Rogue Trader** Core Rulebook and this chapter. Listed below are several new powers related to the discipline of Theosophamy that players may select from. These powers all centre on the psyker's ability to banish daemons and other Warp entities, or to protect him and others from the same.

Theosophamy Mastery

The **Rogue Trader** Core Rulebook, page 159, states that in order to have Discipline Mastery of a psychic Discipline, the psyker must purchase 8 techniques from a single Discipline. The benefits for such a feat are that all Fettered Psychic Strength uses of the Discipline gain a +1 bonus. However, since Theosophamy has less than 8 techniques available to it, the GM can opt to decide that a psyker has Mastery over the Discipline once he has purchased all of the available techniques. Future supplements may present additional Theosophamy techniques that the psyker can choose from bringing the total to 8 or more. Should this be the case, then the GM is welcome to reinstitute the original Discipline Mastery rules.

The Theosophamy Discipline

Activation Time: Full Action
Maintainable: Varies by technique
Range: a 1 km x Psy Rating radius around the psyker
Focus Power Test: Psyniscience
Power Scale: At Psy Rating 1–3, the psyker is able to detect psychic disruptions and warp disturbances, however the direction of these events are hazy and the psyker only knows that they are being used in the area around him. At Psy Rating 4–6, these feelings become clearer and the psyker is able to determine if they are coming from in front of him or behind him. At Psy Rating 7+, the psyker is able to pin–point the source of the disturbances with accuracy.
Technique Trees: Warp Manipulation

Basic Technique: Detect Warp Breach

Theosophamers are able to detect the small and fragile cracks that exist between the material world and the Immaterium. This includes gateways and passages, and also daemonic incursions and uses of psychic powers that draw upon the very realm of Chaos.

As a Full Action, the psyker is able to focus his concentration upon the area around him and determine if any gateways, portals, or channels exist. Use of this technique requires a Focus Power Test, with every Degree of Success narrowing the direction of the breach down as follows: 1 Degree of Success allows the psyker to determine that some kind of breach exists within range, 2 Degrees of Success narrows the direction down to front or back, and 3 Degrees of Success or more allows the psyker to pinpoint the direction. This power can also be used to detect if the warp has been breached by an incursion, however, the psyker must be near the incursion site within 1d5 minutes of the event from occurring (possession, warp gates, etc).

If the psyker maintains the power in the area, he can increase his Degrees of Success by +1 per minute the power is maintained, eventually gaining the needed number to pinpoint any type of incursion or breach.

Soul–Binding and the Holy

Many of the techniques listed in this section refer to the psyker's soul–bond. In fact, this specifically refers to Astropaths and their soul–bond with the God–Emperor, as Astropaths can learn to tap into their bond with the Master of Mankind for use against the unholy daemon. Psykers other than Astropaths who might make use of Theosophamy have found a way to tap into their boundless faith in the God–Emperor and use that power to stand against the horrors of the warp. This can include Sanctioned Psykers, Inquisitors, and other psykers of the Imperium.

Warp Manipulation Techniques

Masters of Theosophamy are relatively common in the Koronus Expanse. The Astropaths referred to as Transubstantial Initiates are particularly drawn to Theosophamy.

Banishment

Value: 500xp
Prerequisites: Seal the Breach
Focus Power Test: Opposed Willpower
Focus Power Time: Full Action
Range: 5m x Psy Rating
Sustained: No

By tapping into the ability to sense tenuous connections between the warp and warp–entities, the psyker is able to attack the ties and create a discordant resonance within them. Banishment disrupts the connection between daemons and the warp, and thus only affects target with the Daemonic Trait (or creatures determined to be warp-entities by the GM). To use the power, the psyker makes an Opposed Willpower Test against the target. For every Degree of Success on the Focus Power Test, the target takes 1d10 points of damage, ignoring armour and Toughness. Should the psyker win the Test by 5 or more Degrees of Success, the entity is flung screaming back into the warp, and is utterly destroyed!

Rebuke the Mutant

Value: 200xp
Prerequisites: None
Focus Power Test: Psyniscience
Focus Power Time: Half Action
Range: 10m x Psy Rating (max. 50m)
Sustained: Yes

The foul mutant cannot bear to stand against he who has stood before the God–Emperor. Those who dare gaze upon him have their own imperfections reflected back upon them; only the most corrupt and stalwart can stand against this. When using this technique, the psyker opens himself up to the currents of the warp and acts as a mirror, revealing to the viewer what he truly is. This technique only affects individuals with mutations (including minor ones) and Navigators—who are themselves mutants. It does not affect abhumans and aliens. A successful Focus Power Test grants the psyker the **Fear (1)** Trait against those affected by the technique. Each turn they begin within 10 metres of the psyker, they must make a **Hard (–20) Willpower Test** or take 1d10 R damage as their tainted body rebels. This damage is not reduced by armour or Toughness.



Sanctuary

Value: 300xp
Prerequisites: Soul of Adamantium
Focus Power Test: Psyniscience
Focus Power Time: Half/Full Action
Range: self/special
Sustained: Yes

By tapping into the various breaches and cracks that exist in the real world, the psyker is able to wrap himself within tendrils of warp energy and use them to gird himself against harm. By succeeding on a Focus Power Test and taking a Half Action anyone wishing to target the psyker with a ranged attack or approach within three metres of the psyker must pass a **Challenging (+0) Willpower Test** or forgo their turn as the energies of the warp hold them at bay. In addition, while this technique is active, any attacks against the psyker with the Warp Weapon Trait that hit the psyker do not ignore armour, and deal only half damage. Should the psyker make any type of ranged attacks while this technique is active, it ends immediately.

Table 6–3: New Psychic Powers

Name	Focus Time	Sustain	Xp Value	Focus Power Test	Prerequisite
Theosophamy					
Banishment	Full Action	No	500	Opposed Willpower	Seal the Breach
Rebuke the Mutant	Half Action	Yes	200	Psyniscience	None
Sanctuary	Half/Full Action	Yes	300	Psyniscience	Soul of Adamantium
Seal the Breach	Half Action	Yes	300	Opposed Willpower	None
Soul of Adamantium	Half Action	Yes	200	Willpower	None
Warp Weapon	Full Action	Yes	300	Willpower	Soul of Adamantium, Sanctuary

By spending a Full Action instead of a Half Action, the psyker can extend this protection to any ally they can see (have LOS) within 5 metres. The same restrictions and conditions that applied to the psyker apply to the target instead. The psyker can maintain this technique.

Seal the Breach

Value: 300xp
Prerequisites: None
Focus Power Test: Opposed Willpower
Focus Power Time: Half Action
Range: 5m x Psy Rating radius
Sustained: No

Seal the Breach allows the psyker to sever the connection between the mortal universe and the warp. Creatures with the Daemonic Trait that draw upon this energy will have their power leeched away as they attempt to exist within real space; they will perish if they fail to re-establish a connection with their realm (or be forced to flee back to it). In addition, this technique will also affect other psykers and those who draw upon the warp (such as sorcerers). The psyker makes a single Opposed Willpower Test against all daemonic creatures within a number of metres equal to the range of this technique. Should the psyker achieve more successes, the daemonic take damage equal to the psyker's Psy Rating for every degree of success on this Test. This damage cannot be reduced by armour. Psykers, and warp-sorcerers, suffer a -10 penalty on their Tests to manifest psychic powers and techniques for every Degree of Success instead of damage.

Soul of Adamantium

Value: 200xp
Prerequisites: None
Focus Power Test: Willpower
Focus Power Time: Half Action
Range: Self
Sustained: Yes

The psyker's mind is a powerful weapon, and the psyker with faith in the God-Emperor is doubly so. With this technique, the psyker's mind clings to the bond between himself and the Holy God-Emperor of Mankind, believing with absolute faith and certainty that nothing in this world can harm him. While this power is active, the psyker is immune to any effects that penalise his Willpower, he cannot gain Corruption Points, and any attacks against him that possess the Warp Weapon Trait treats the psyker as if he possessed the Holy Trait.

Warp Weapon

Value: 300xp
Prerequisites: Soul of Adamantium, Sanctuary
Focus Power Test: Willpower
Focus Power Time: Full Action
Range: Special
Sustained: Yes

Psykers who possess undying faith in the God-Emperor are able to perform amazing feats that can only be done by creatures and beings not from this realm. By tapping into the streams of warp energy that pass through the mortal realm, and through their faith, the psyker is able to temporarily wrap a single melee weapon with this energy. This energy only lasts for a short amount of time, but during that time, the weapon becomes insubstantial and passes through the toughest armour. The technique only affects melee weapons, and only those being held by the psyker (once he relinquishes it from his grip, it loses this power) with the Warp Weapon Trait (see **Rogue Trader** Core Rulebook, page 368 for details).

Astropathic Choirs

"Our voices sing out as one to the cosmos."

–Mistress Oghanna, Mind-Speaker of the *Bansidhe*

An Astropathic Choir can provide ships with much-needed range and extended abilities that wouldn't normally be possible with a single Astropath. The most common use of the Astropathic Choir is to boost astropathic signals across space. This might be done in order for a message to be able to reach a far-off Astropathic Relay, or to send a clearer, more complex message.

To form an Astropathic Choir, there needs to be at least two Astropaths—however, this is an extreme minimum and only provides a minimal boost to the Choir Leader's abilities. The Adeptus Astra Telepathica of the Calixis Sector considers an optimal Astropathic Choir to consist of at least five Astropaths in addition to the Choir Leader. On worlds like sector capitals, an Astropathic Choir would consist of dozens if not hundreds of Astropaths. Many of these choir members are weaker psykers who can only function effectively within a choir—these souls are usually the first to have their minds fracture and suffer burn-out.

When using an Astropathic Choir, the Astropath 'leading' the choir has his Psy Rating boosted by +1 per additional choir member (not including the Choir Leader), to a maximum of +5. In addition, certain psychic power can be enhanced with the use of a choir. Pushing powers while making use of a choir can cause strain and burn-out lesser Astropaths. As the choir diminishes in number, their effectiveness is reduced, and there's a chance of a Psychic Phenomena occurring as the members lose their hold on the powers they're trying to control. The optional rules for determining Astropath burn-out are detailed below.

Astropath Burnout (Optional)

Being a conduit for the powers of the warp, an Astropath enjoys the protection of the soul-bond. However, this protection isn't total and eventually the mind of the Astropath can fracture. At first, they might begin to show signs of premature ageing and eccentric behaviour. Madness soon follows, then death.

It's the duty of the Mind-Speaker, the leader of the choir, to monitor the other Astropaths on board for signs of stress and mind-fracture—those who walk too close to burnout. When using the choir to enhance psychic powers, if a power is used at the Push Psychic Strength, there's a risk of at least one of the choir members suffering burnout. To determine this, whenever a result of 60 or greater comes up on the Psychic Phenomena table, there's a 10% chance for each member of the Choir (except for the Choir Leader) to suffer burnout and collapse from the shock. Those Astropaths affected suffer 1d5 wounds (ignoring Armour and Toughness) and are knocked gibbering and convulsing on the floor. They cannot use any psychic powers for 1d5 hours (if they survive). In addition to this risk, should the Choir Leader use any power through the Choir at the Push Psychic Strength, he suffers a +20 on any rolls on **Table 6-2: Psychic Phenomena** or **Table 6-3: Perils of the Warp** in Rogue Trader.

How Many On The Ship?

For those wishing to make use of Astropathic Choirs, it might be important to know how many Astropaths are available and if there are enough to form a choir aboard the Explorer's vessel. The GM can take either a narrative approach to this (there are simply enough on board to get the job done) or he can determine the number through some method of his choosing. Rolling 1d10 is probably the best and easiest approach to determine how many Astropaths are on board (aside from any Astropath Transcendent Explorers used by players). Any casualties would have to be replaced as soon as the ship is able to, according to the GM's needs, and whatever mechanics the GM sees fit to use (acquisition tests, etc.).



Astropaths and Navigators in Starship Combat

"There is no nobler endeavour than the pursuit of war."

—Attributed to Lord Militant Angevin

One should never underestimate the resourcefulness and abilities of the ship's Astropaths and Navigators in times of combat. This is doubly true in the heat of starship combat. Aside from the various powers and abilities that can assist with starship combat, below is a list of actions that can be accomplished by both Navigators and Astropaths during combat in space. These actions follow the rules for starship actions listed in Rogue Trader.

Astropath Actions

The following actions can be used in starship combat by an Astropath. These actions are not powers and can be performed by any Astropath—although some do have required prerequisites that must be met. However, each lists a Focus Power Test. This Test may only be made at the Unfettered or Push Levels. Each Action counts as an Extended Action in Starship Combat.

The Ties That Bind

By using his telepathic powers, the Astropath is able to link together the minds of the bridge crew or nearby ship-mates. This is a rudimentary link that enhances the actions of those under its influence. To make use of this action, the Astropath must have the Mind Link power. The Astropath makes a **Challenging (+0) Willpower Focus Power Test** and needs at least two degrees of success. Should this occur, then all Explorers (player characters) aboard the ship gain a +5 bonus to any one action while in Starship Combat for the next Strategic Round.

Telepathic Jamming

Opening himself up to the Immaterium, an Astropath is able to generate a type of 'white-noise' that serves to block out all astropathic communications. Should an enemy vessel have an Astropath (or similar type psyker) on board, this action serves to impede their ability to send or receive messages via telepathy. To do this, the Astropath makes a **Challenging (+0) Psyniscience Focus Power Test**. For every degree of success, the Astropath generates interference in a radius of 1 Void Unit (VU). Should any psyker wish to send or receive astro-telepathic signals, they will need to make an **Opposed Willpower Test** against the jamming Astropath.



Divining the Way

Astropaths who are schooled in the Divination Discipline have a number of powers at their disposal. An Astropath who has the Divination Discipline can tap into that power to study the portents and skeins of future events. By making a **Hard (-20) Psyniscience Focus Power Test**, the Astropath can add 1d5 degrees of success to the next Manoeuvre Action the ship makes. The character making the Manoeuvre Action must be within sight of the Astropath—and in the same area or room—in order to take advantage of the bonus. This action can only be made once per combat.

Taking the Shot

By utilising their powers of foresight, an Astropath can see into the near future. He can check the positioning of enemy ships and use that information to his advantage. Once per combat, an Astropath with the Divination Discipline can use this glimpse to his advantage by making a **Very Hard (-30) Psyniscience Focus Power Test**. For every degree of success he gets on this Test, he may grant a +10 bonus to any Shooting Action during Starship combat. The character making the Test must be in contact (verbal or vox) of the Astropath in order to take advantage of the bonus.

Inspiring Presence

Astropaths who possess the power Inspire can use this power and their natural abilities to assist with boarding actions. To do this, the Astropath must be with the boarding characters prior to their Hit and Run action. He does not need to accompany the raid, just be present prior to its initiation. The Astropath makes a **Challenging (+0) Psyniscience Focus Power Test**. If he succeeds, then he may impart a +10 Bonus per degree of success for either the **Pilot (Space Craft) Test** or the **Command Test** portion of the Hit and Run Extended Action (see page 218 of Rogue Trader for details).

Navigator Actions

The following actions can be used in starship combat by a Navigator. These actions are not powers and can be performed by any Navigator—although some do have required prerequisites that must be met. Each Action counts as an Extended Action in Starship Combat.

Tactical Positioning

Navigators are intimately familiar with their starship's capabilities in terms of manoeuvrability and speed. Many also pick up some of the intricacies regarding naval combat—a skill many pick up from their ship's captains. A Navigator can assist the helmsman with positioning the ship for optimum fire or to help manoeuvre it out of harm's way. By making a **Difficult (–10) Psyniscience Test**, the Navigator can assist with the positioning of the vessel so as to add one degree of success to any one successful Ballistic Skill Test made to fire the ship's weapons during the same Strategic Turn. Alternatively, the Navigator may add one degree of success to a successful Evasive Manoeuvres Test made during the same Strategic Turn. The Navigator must be able to communicate with the ship's helm in order to make use of this action.

Tactical Retreat

There are times when it's better to fall back and fight another day. Whenever the Navigator's ship is engaged in a Stern Chase (see page 216 of Rogue Trader) and is trying to escape, the Navigator can make a **Difficult (–10) Navigation (Stellar) Test**. For every two degrees of success on this Test, the Navigator can reduce the Degrees of Success needed to escape by one.

Relentless Pursuit

By using intuitive leaps of logic, the ship's Navigator can determine an escaping ship's course. This can aid the pursuing vessel in trying to prevent their enemy from escaping. To accomplish this, the Navigator makes a **Difficult (–10) Navigation (Stellar) Test**. Each degree of success on the Test reduces to the total number of Successes needed to catch the fleeing ship by one (see page 216 of Rogue Trader).

Entrusted aboard the sprint trader Imperium's Voice, en route to the Foundling World, 123.816.M41

To my daughter and heir, the Lady Ingraine Armengarde,

To say that psykers make me uneasy would be a vast understatement. The Sisters of the Order taught me that the witch was to be shunned if not destroyed outright. However, I cannot tell you how much I have come to rely upon Mistress Ohganna and her Choir of Astropaths. When you find yourself beyond the light of the Astronomican knowing that the only way to communicate is through the mysterious witchery of a psyker, it tends to change your perceptions. Being near them and their warp-craft always makes me uneasy. As you are well aware, Mistress Ohganna has accompanied me on numerous missions to discuss trade with savage abhumans and xenos, and continues to prove her worth as a loyal servant of the Golden Throne.

As we get closer to the Rimward area of space known as the Unbeholden Reaches, Mistress Ohganna continually speaks of the 'moaning' she can hear as we make our way into an unexplored region of the Expanse. I can only presume she senses something in the aether as I (and the rest of the crew) discern no audible noise beyond the familiar sounds of the Bansidhe. Whatever the cause, it has made her and the other Astropaths on board uneasy. In fact, several days ago she reported to me that two members of her Choir carved bloody symbols into their flesh before expiring in an unseemly fashion—they absconded with an auto pistol from the ship's arms lockers and killed themselves with it!

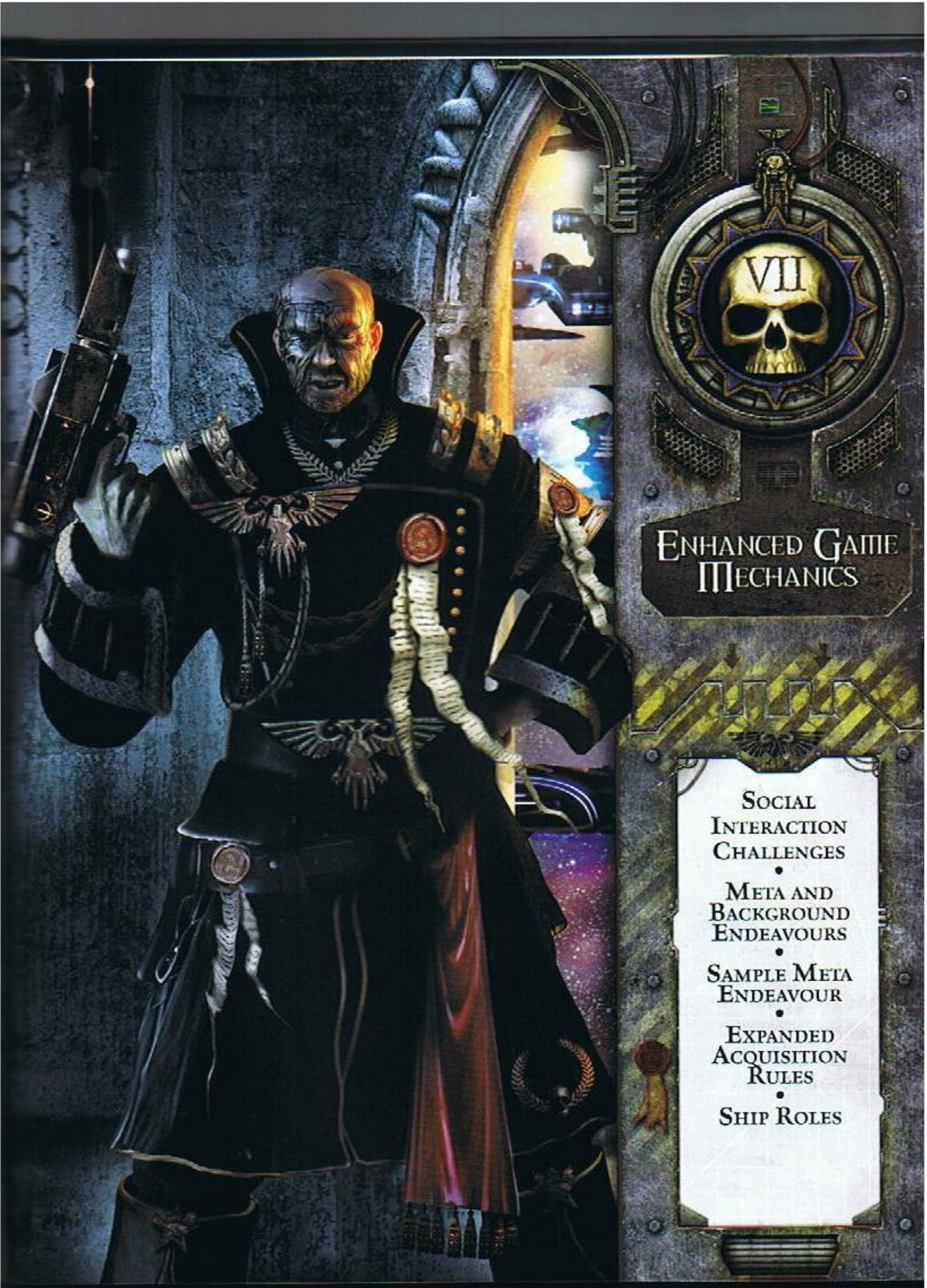
I had cause to examine these marks and they bore only passing similarity to the markings the ancient Eldar use, but are unlike any that I have ever seen in my travels. I have researched them in the ship's library and cannot fathom their meaning, but I'm sure their appearance bodes ill for us. I ordered a full accounting of all vault personnel and their locations leading up to the time of the incident, and had the Master-At-Arms punished for his lack of diligence. No one seemed to have any idea how they made it out of the vault without getting past the guards, or what drove them to desecrate themselves. Our chief Navigator also seems to be preoccupied with something and this makes his actions seem stranger than usual.

Three-watches after this unfortunate event, I was summoned to the forward augur station, where my sub-lieutenant informed me they were tracking a "ghost return" almost dead astern of us. No amount of resolution could enhance the image, however when we changed course it unerringly stayed dead astern. Any attempts at hails met with no response.

I ordered Mistress Ohganna to attempt astropathic contact, which again met with failure. She attempted a second time, when one of her charges began to convulse, blood pouring from his nose and the empty sockets of his eyes, screaming unintelligibly. In moments, he had expired.

I would not have you think me cowardly, but I ordered a hard course change and all ahead full on the drives. As we left that area of space, the augur return faded, until there was nothing but the void. I do not think, however, that I will be going back there.

Your cautious mother,
Lord-Captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe



VII

Enhanced Game Mechanics

- Social Interaction Challenges
- Meta and Background Endeavours
- Sample Meta Endeavour
- Expanded Acquisition Rules
- Ship Roles

Chapter VII: Game Mechanics

"Fascinating, I did not expect your proposed 'hostile takeover' of this venture to be quite so...hostile."

–Magos Kell, to Rogue Trader Aspyce Chorda

The Rogue Trader Core Rulebook presents the basic mechanics behind gameplay in Chapter 9: Playing the Game. In this chapter, several aspects of gameplay are expanded, to create a more versatile ruleset and richer game experience.

The four primary focuses for this chapter are Social interaction Challenges, Meta and Background Endeavours, Expanded Acquisition Rules, and rules covering Ship Roles. Of these, the Meta and Background Endeavours and Expanded Acquisition Rules are expanded developments on existing rules, while social interaction Challenges and Ship Roles are new (however, social interaction Challenges are very similar to Exploration and Investigation Challenges).



Social Interaction Challenges

"Negotiate? Hah! Just how much of a threat do you expect these primitives to pose?"

–The late Chartist Captain Aozl Scane

While martial and exploration skills are important in executing a Warrant of Trade, so too are interaction Skills. A Rogue Trader's wit and charm can open more doors than any key, and his guile can kill just as easily as a well-aimed bolter. The following section will give players and Game Masters alike some guidelines on how to use both interaction and knowledge Skills to improve the quality of their gaming experience.

The use of interaction and knowledge Skills to achieve goals is an excellent role-playing opportunity for both the players and the GM. The following rules for using these skills create a handy way to measure the success, or lack thereof, of the players' interactions with NPCs within a game. That being said, social interaction rules should not be a substitute for good role playing. Instead, they should be used in complement with role playing a scene, with successes and failures simulating the give and take of a conversation with someone who may or may not have the players' best interests in mind.

USING INTERACTION AND LORE SKILLS IN SOCIAL SITUATIONS

In the course of his explorations, a Rogue Trader is going to find himself in situations that simply cannot, or should not, be solved by either brute force or sheer wealth. Lengthy, delicate negotiations, making initial contact with new worlds, and formal state galas thrown by planetary governors are just a few examples of where interaction and knowledge skills come into play. Skills like Charm and Blather allow the character to solve a problem with wit and fast talking, while Command and Intimidate allow a character to control a situation through sheer force of will.

The difficulty for Interaction Tests is dictated by a number of variables as set by the Game Master. The most important factors, however, are the way in which the NPC is disposed toward the player, and how the final result will affect the NPC. The NPC's disposition determines the base difficulty for any Interaction Test. Other factors such as atmosphere, situation and an NPC's particular circumstances can adjust the difficulty up or down as the GM sees fit. **Table 7-1: Dispositions** (for convenience, this Table has been reprinted from page 293 of Rogue Trader) provides sample dispositions based on specific Interaction Tests with corresponding difficulties. Once

Table 7-1: Dispositions

Difficulty	Modifier	Barter	Blather	Charm	Command	Deceive	Intimidate
Easy	+30	Spendthrift	Effusive	Infatuated	Fanatical	Gullible	Terrified
Routine	+20	Lavish	Loquacious	Affectionate	Devoted	Trusting	Frightened
Ordinary	+10	Generous	Talkative	Favourable	Loyal	Accepting	Startled
Challenging	+0	Indifferent	Indifferent	Indifferent	Indifferent	Indifferent	Indifferent
Difficult	-10	Thrifty	Laconic	Disdainful	Resentful	Suspicious	Brave
Hard	-20	Stingy	Brusque	Contemptful	Disloyal	Sceptical	Courageous
Very Hard	-30	Abstemious	Terse	Disgusted	Mutinous	Disbelieving	Foolhardy

a player interacts with an NPC, every subsequent interaction with that particular NPC will start at the last Disposition level achieved in the previous interaction.

The Interaction test difficulty is further modified by the final result of the test and how it affects an NPC. A friendly NPC will rarely do a favour for a player that will be harmful to the NPC, no matter how positively disposed he is. On the other hand, a hostile NPC may help a player out if there is a clear benefit in doing so. **Table 7–2: Final Outcome of Interaction Test** lists different results and their corresponding modifiers.

When a player achieves success on an Interaction test, the NPC disposition toward the player is improved one step plus one step for every degree of success attained. Failing a test has the opposite effect, and the NPC's disposition worsens one step and an additional step for each degree of failure.

For a player to get what he wants out of an NPC, the NPC's disposition must be at least Indifferent. An Indifferent NPC will do what the player wants 50 percent of the time if left unsupervised. Each step above Indifferent increases that likelihood by 10. If the NPC is supervised by the player, the chances that the player will get what he wants increase by 20.

While Interaction Skills can help a character find the right thing to say, Lore skills help the character know the right way to say it, and the right person to say it to. Lore skills can function as "etiquette" skills, imparting a character with knowledge regarding the correct forms of behaviour within a specific class, community or organisation. For example, a character with Common Lore: Imperial Navy will know the correct way to address a Rear Admiral, and a character with Scholastic Lore: Bureaucracy will know what palms to grease to expedite a request through official channels. A character may use his relevant Lore Skill numerous times in an interaction, but only once per piece of information needed. Failures cannot be retried, as the character either knows the information or doesn't. For example, a Rogue Trader fails a Common Lore: Imperial Navy roll to recognise an unknown unit insignia; no amount of thinking is going to change this result. The difficulty is set by the GM and is based on how common a piece of information might be. Refer to Table **7–3: Subject Knowledge** on the following page for examples and difficulties.

Example

Lidiah Yefremova, a Rogue Trader captaining the trade ship Livyak, is trying to avoid having her cargo inspected too closely by Planetary Imposts. The inspector-provost sent aboard, an ancient and shrewish functionary, is wearing what looks like an Imperial Navy commendation medal on his uniform along with his Impost badges. Lidiah, looking for any way to distract the Provost, makes a ***Difficult (-10) Common Lore: Imperial Navy*** *test to see if she recognises the Inspector's medal. With one degree of success, Lidiah recognises the medal as one awarded to voidmen who fought in the bloody campaign at Tranch. Deciding that this is her ticket to distracting the Inspector, she makes a* ***Difficult (-10) Blather Test*** *to distract the Provost and get him talking about his service. The Provost is Talkative (+10) (his job is boring for a former Navy man), but letting contraband through would be very Bad (-30) for him, so Lidiah has a cumulative penalty of -30. The Inspector then makes a* ***Hard (-20) Scrutiny Test*** *to avoid being distracted by Lidiah's fast talk. The Provost fails his test, Lidiah succeeds with two degrees of success and is able to get the old voidman prattling on about his service instead of paying close attention to his work. He signs off on the manifest without noticing the contraband and remembers Lidiah as a charming and handsome young woman who took an interest in an old man and respects her elders. He will be positively disposed toward her in the future.*

Table 7-2: Final Outcome of Interaction Test

Outcome for NPC is:	Modifier	Example
Good	+10	The NPC will gain something of value like money or favours from either the character or their proxy.
Neutral	+0	The outcome has no obvious positive or negative ramifications for the NPC.
Annoying	–10	The outcome will cost the NPC a not inconsiderable amount of time and or money.
Inconvenient	–20	The outcome will bring the NPC's actions to the attention of local law enforcement/ governmental body/criminal organisation.
Bad	–30	The outcome will cost the NPC his livelihood or bring the eyes of the Inquisition upon the them.

Table 7-3: Subject Knowledge

Difficulty	Modifier	Example
Easy	+30	Quote chapter and verse from a well known Imperial gospel.
Routine	+20	Know the correct adress for an Imperial Guard Colonel.
Ordinary	+10	Identify an Imperial Cruiser by hull number.
Challenging	+0	Recognise the family seal of a middling noble house.
Difficult	–10	Name the major Admirals/Generals of an ancient but moderately well known campaign.
Hard	–20	Know how to get in contact with the criminal underworld on an unfamiliar planet.
Very Hard	–30	Know a particular crime boss in a specific hive city.

Interaction Challenges

As with exploration Challenges, interaction Challenges are an expanded version of a standard skill test wherein each player contributes a specific skill or skills toward the successful completion of a task. interaction Challenges typically last a specific amount of time as set by the GM, and can take anywhere from minutes to months. Again, similar to the way an exploration Challenge is designed, the GM takes stock of any and all variables in the social situation and assigns a total number of degrees of success required to complete the challenge. In general, the number of degrees of success needed can be similar to those found on page 263 of **Rogue Trader**. Convincing a minor customs provost to overlook a single crate would be a Simple (3 degrees of success needed) challenge, while conducting lengthy negotiations for a peace treaty between two warring factions would be at least an Involved (12 degrees of success) challenge, or harder.

When undertaking an interaction Challenge, each participating player makes a skill test using any interaction skill he has at his disposal. It is the GM's job to decide whether a skill is helpful or harmful in a situation, and his is the final word on what skills are and are not relevant to the Challenge at hand. While a character can make multiple tests over the course

Example Social Encounter

Rogue Trader Lidiah Yefremova and her ship the *Litvyak* have put in at an agri-world on the fringes of the Drusus Marches to establish a new trade route. As part of the lengthy and byzantine negotiations, she is invited to a gala dinner at the Government Spire. The GM decides that this is a Taxing Interaction Challenge needing six degrees of success.

To start the dinner off right, Lidiah knows that she and her officers will need to make an impressive entrance at the Government Spire to lend the event the proper tone. She makes a successful **Challenging (+0) Charm Test** and is able to choreograph an entrance with dash, confidence and apparent wealth. While no degrees of success toward the Challenge were gained, Lidiah's impressive entrance sets her and her officers on the right foot and makes the next test easier.

Once introduced to the dinner at large, Lidiah and her officers are formally introduced to the Governor himself. The Imperial Governor, a fat and preening blowhard, seems eager to be flattered, and Lidiah's Seneschal Jarrion decides to play this to their advantage. He makes a **Hard (–20) Scholastic Lore: Heraldry Test** (originally Very Hard due to the exacting nature of the knowledge required, but now simply Hard due to the previous success) to see what he knows about the Governor and his lineage. The Seneschal rolls incredibly well and scores two degrees of success. Upon his introduction, Jarrion says some extremely fine things about the Imperial Governor and his family, deeply flattering the Governor and scoring two degrees of success toward completion of the challenge, as well as making the next Test easier.

After some mingling during which Lidiah and her men score two more degrees of success by being thoroughly charming (an **Routine (+20) Charm Test**) and good at small-talk (an **Easy (+30) Blather Test**), the guests are shown to their seats and dinner begins. Dinner proceeds with the crew making no particularly stunning successes or blunders, until the fourth course where the entire event begins to unravel. The Governor's chief Trade Lord asks Lidiah's Void-master Yuriy about the value of the trade route. Yuri knows that the trade route will be far more beneficial to the crew of the Litvyak than the Governor and his agri-world. In fact, the Governor could likely make more profit by seeking alternate arrangements. Yuriy attempts to Deceive the Trade Lord. Due to previous successes, this Test would normally be **Simple (+40)**, but as the outcome promises to be **Annoying (–10)** to the Governor (although he doesn't know it!) the Test is made at a +30.

Yuriy fails the Test by one degree, then upon spending a Fate Point, fails even more spectacularly by two degrees! Yuriy's explanations make the Trade Lord suspicious, and he begins to ask probing questions. As the mood sours, (the party's original four successes out of the six needed have been reduced to two by Yuriy's bad roll), Jarrion quickly tries to smooth things over by making an apology for his shipmate and attempting to change the subject. Sadly, the damage is already done and Yuriy's outburst increases the difficulty of Jarrion's task, an **Easy (+30) Charm Test** (Yuriy's failure has made all subsequent tests one step harder). The difficulty is further modified by the fact that the Trade Minister is now **Skeptical (–20)**, and accepting an apology without satisfaction would cause him to lose face in front of his peers, which is also **Annoying (–10)**, so the final modifier is +0. Jarrion fails with no degrees of failure, and while he does not lose the group any of their successes, he fails to mollify the Trade Lord and makes future Tests even more difficult. Now at a serious disadvantage, Lidiah and her officers are now going to need to work extra hard if they want to get anything out of this night.



of an interaction Challenge, each test must use a different interaction skill. For example, a Rogue Trader finds that Charm is getting him nowhere in his negotiation, so he decides that brute force will answer better and switches to Intimidate. The same interaction Skill can be attempted multiple times within each challenge, but only if attempted by different characters, such as each player trying to talk his way past a particularly suspicious Administratum Impost for instance. In undertaking an interaction challenge, the order of the interaction Tests can be of crucial importance, and it is up to the players to decide the best order in which to use their skills.

The difficulty of each individual test is set by the GM on a case by case basis, taking into account. The difficulty is further adjusted by the disposition of the NPC and how the outcome affects them, which can be found in **Table 7–1: Dispositions** and **Table 7–2: Final Outcome of interaction Test**. Since each test either directly or indirectly influences the outcome of each subsequent test, the difficulty of a given test can vary wildly depending on the success or failure of those that came before. Each successful interaction Skill Test within an interaction challenge reduces the difficulty of the next skill test by one step. Each degree of success on individual tests also counts toward the total number of degrees of success needed to complete the interaction Challenge. While each success makes subsequent tests easier, so does each failed test makes completing the interaction Challenge increasingly difficult. Each failed individual interaction Test increases the difficulty of the following test by one, and each degree of failure on a given test removes one degree of success from challenge as a whole. As with other challenges, Explorers may use Fate Points to influence the outcome of an interaction Challenge if they choose to do so.

Meta and Background Endeavours

"My dear sir. The Imperium is not interested in your planet's resources. For the Imperium of Man, your planet is a resource."

–Administratum Quaestor Soal D'lok

Meta and Background Endeavours are new Endeavours designed to give players and Game Masters more tools with which to flesh out their part of the Rogue Trader setting.

Meta Endeavours seek to expand the scope of Common Endeavours by creating campaign-scale Endeavours for the Explorers to take part in. While Common Endeavours as described in Rogue Trader are indeed grand and far reaching, they are, at their heart, one-off adventures. Even the Grandest of Common Endeavours are designed to be part of a larger campaign, and are therefore short-lived by nature. Meta Endeavours allow Common Endeavours to be strung together into large, involved story arcs and even whole campaigns.

Background Endeavours aren't a specific kind of Endeavour, but a modification of Lesser and Greater Endeavours. They run in the background and allow Explorers to avoid tedious or menial tasks, like surveying or hauling bulk cargo,

by delegating responsibility for the Endeavours to their subordinates. While they are less profitable and carry a risk of calamitous failure, they also serve to free the Explorers up for other things and allow them to essentially complete multiple Endeavours at the same time.

META ENDEAVOURS

Meta Endeavours are campaign-level Endeavours in which the Explorers take an active role. Each Meta Endeavour is made up of a number of separate Common Endeavours that are all part of a common theme. They grant a Game Master the tools with which to create an epic Rogue Trader campaign that provides both distinct goals that the Explorers need to meet to advance the story and the freedom to achieve these goals in whatever way they see fit. Like Common Endeavours, Meta Endeavours have a set number of Achievement Points that the Explorers need to collect to successfully complete them. These Achievement Points are accrued both through completion of the separate Common Endeavours as well as by completing smaller tasks which can grant small amounts of Achievement Points at the discretion of the Game Master.

Creating Meta Endeavours

Creating a Meta Endeavour is a laborious but ultimately satisfying project for both Game Masters and players. They are typically designed solely by the GM after discussions with his players regarding the scope and type of campaign they are looking for. For the Explorers, it gives them an idea about what characters would be appropriate and fun to play in the campaign, as well as an idea of what to expect from the GM. It also provides tangible goals for them to work toward, which ultimately helps the Game Master move the game along. For the Game Master, Meta Endeavours grant a broad framework to work within that grants both definite progress benchmarks and the freedom to alter them to best suit the direction the Campaign takes over the course of its life.

Meta Endeavour Scope

The first thing to consider when designing a Meta Endeavour is the scope. A Meta Endeavour's scope tells the GM and players approximately how long and involved the campaign will be. It gives a rough idea of the number and type of Common Endeavours required for success, and how much the Explorers will gain in both Profit Factor and reputation. The following Scopes, much like the size guidelines for Common Endeavours, are only guidelines for the GM to follow. Game Masters should feel free to alter the size and requirements of the scopes to better fit their styles along with the playing styles of their players.

Monumental: Meta Endeavours with a Monumental Scope typically last for a few months to a year and are confined to one small part of space. A good example would be the charting of a new star cluster in the Koronus Expanse and opening it up to trade. They will have six to eight Lesser and Greater Endeavours as their primary requirements, as well as numerous random encounters as they arise. Monumental Scale Endeavours tend to be part of larger campaigns, and can be combined with other Monumental or Legendary Endeavours as the Game Master sees fit.

Legendary: Legendary Scope Meta Endeavours can take anywhere from one to two years and could require the Explorers to cross and re-cross Imperial Space to achieve their goals. For example, the Rogue Trader and his crew have been tasked with scouring the entirety of the Koronus Expanse in search of ancient technology at the behest of the Adeptus Mechanicus. Legendary Meta Endeavours will have eight to twelve Lesser and Greater Endeavours (and possibly one or two Grand Endeavours) as their primary requirement, as well as numerous random encounters. Legendary Meta Endeavours, like their smaller Monumental Scale cousins, can be combined as the GM sees fit to make their campaign.

Epic: Epic Meta Endeavours are extremely arduous and rewarding Imperium-spanning campaigns that can last for years. Explorers will take part in events that have the ability to change the galaxy as they know it, events that could make them unimaginably wealthy and bring them to the attention of highest members of the Imperial government. A Meta Campaign with a truly Epic Scope could be one in which the Explorers set out to pacify the entirety of the Koronus Expanse in hopes of setting themselves up as its undisputed rulers. Such a campaign would consist of twelve to sixteen Common Endeavours of each type along with countless side adventures and random encounters.

Grand Endeavours as part of Meta Endeavours

Grand Endeavours are never used in Monumental Meta Endeavours, and only rarely in Legendary ones. They are used in the construction of Epic Meta Endeavours, but even then the Game Master should use them sparingly. Thanks to their size, complexity and potential profitability, they should be reserved for the final, grand undertaking needed to complete a Legendary Meta Endeavour or used as major story line or "chapter" breaks in an Epic Meta Endeavour. For example, if the Game Master is running an Epic Scale Meta Endeavour in which the ultimate goal is the total obliteration of a Tyranid Hive Fleet, one of the Grand Endeavours contained within could require the players to find and destroy advanced flotillas of Genestealers that are flooding into a nearby system.

Designing Component Endeavours and Objectives

Once the Scope of the Meta Endeavour has been agreed on, the GM must decide on the Endeavour's Objectives. These objectives consist of the numerous Common Endeavours that make up the bulk of the Meta Endeavour. These Common Endeavours are designed using the Endeavour rules found on page 276–279 of the Rogue Trader Core Rulebook,

and function largely the same way that Objectives do in a Common Endeavour. Each Common Endeavour within a Meta Endeavour acts as a waypoint, a benchmark by which the Explorers can measure their progress through the campaign. When a Common Endeavour is completed, it is resolved as normal. Achievement Points are recorded and any Profit Factor gained is added to the group's Profit Factor pool.

The Game Master may also organise the Common Endeavours into groups linked by the themes usually assigned to Common Endeavour Objectives. These groups make up chapters within the Meta Endeavour, and are an easy tool to use to frame the rough order in which Common Endeavours need to be undertaken. Objective Themes can be found on on page 278 of **Rogue Trader**.

Example

The Rogue Trader is tasked with charting a new star cluster and opening it up for trade, a Legendary Scope Meta Endeavour. The first chapter would contain all of the Common Endeavours that involve Exploration. Once this "chapter" is completed, the Rogue Trader would use this information to move on to the next chapter, the group of Endeavours that deal with Trade.

Achievement Points

Just as Common Endeavours require Achievement Points to complete, so too do Meta Endeavours. Achievement Points are rewarded for completing the Lesser and Greater Endeavours that make up the Meta Endeavour, along with the numerous side adventures and random encounters that come up during any game session. See **Table 9–39: Endeavour Scope** and **Table 9–40: Achievement Point Awards** on page 278 of **Rogue Trader** for rules regarding the awarding of Achievement Points for both Common Endeavours and random encounters. Each kind of Meta Endeavour has a set number of Achievement Points needed to complete it, dictated by the average number of Common Endeavours involved and their Achievement Point rewards. See Table 7–4: Meta Endeavour Scope for the number of Achievement Points needed to complete each type of Meta Endeavour.

Going the Extra Mile: Achievement Point Rewards and Meta Endeavours

A GM should consider designing his Meta Endeavour so that completion of the component Common Endeavours will generate enough Achievement Points to complete it. The Game Master should always require more points than the Common Endeavours can generate to encourage the players to pursue leads and explore things outside of the stated goals of the Meta Endeavour. This is where awarding small amounts of Achievement Points comes in. They are an incentive for the players to turn over rocks and kick in doors and play in the spirit of a free-wheeling space faring Rogue Trader while still advancing the story and contributing to the completion of the Meta Endeavour.

Alternately, the GM can expect his players to gain a great deal of additional Achievement Points, and cash them in at the end of the Endeavour for additional Profit Factor. However, if the GM does this, he should consider the possibility that his players will have a huge Profit Factor jump at the end of the Meta Endeavour.

Table 7-4: Meta Endeavour Scope

Scale	Achievement Points Needed
Monumental	10000
Legendary	15000
Epic	20000

Meta Endeavour Check List

The following check list is a quick reference for Game Masters to aid them in creating their Meta Endeavours.

- Determine the Scope of the Meta Endeavour (Monumental, Legendary or Epic): The Game Master and his players discuss what they want from a game, the length of the campaign (roughly) and appropriate characters. Once all of this is agreed on the Game Master chooses the Scope that fits his campaign best. Choosing the Scope of the Meta Endeavour determines approximately how long it will take, along with the difficulty and Achievement Point Requirements.
- Design Component Common Endeavours: Based on the Meta Endeavour's Scope, the Game Master sets about designing the Common Endeavours that will form the body of the Meta Endeavour. The GM may also make notes about possible side adventures and random encounters that he would like to include in the Endeavour.
- Divide the Meta Endeavour into Objectives and Assign Themes: Once the component Endeavours have been designed, the GM can now group them together based on common themes to form chapters within his Meta Endeavour.

Once all of the pieces have come together and the Game Master has a good idea of how he'd like things to go, the Meta Endeavour is ready to be played.

Resolving Meta Endeavours

Depending on the Scope of the Meta Endeavour, the resolution could simply have been one section of a grander idea forged by the Game Master, or the culmination of years of play that ends with the Explorers becoming major intergalactic figures, unimaginably wealthy and powerful. Whatever the case, the Explorers have completed near superhuman tasks and deserve every reward that is coming to them. In the case of Monumental and Legendary Scale Endeavours, the Achievement Points gained over the course of the Meta Endeavour are totalled and compared to the base Acquisition Point requirement. Like a regular Common Endeavour, Meta



Endeavours can still be completed even if the Explorers fail at one or more of the component Endeavours. Achievement Points lost through failed Endeavours can be made up through random encounters and the pursuit of side adventures. These points reflect the Explorers adapting to the fluid nature of life in the stars and new doors opening when others close.

- As with Common Endeavours, it's very likely that the Explorers have amassed more Achievement Points than needed to complete their Meta Endeavour. These surplus points can now be converted into Profit Factor at the rate of +1 point of Profit Factor for every 100 excess Achievement Points. To say that Meta Endeavours are extremely profitable is a gross understatement.
- Epic Meta Endeavours are resolved slightly differently than Monumental and Legendary Endeavours, as they are largely their own reward. Achievement Points are tallied normally, and the ability to make up for failed Common Endeavours is still present. In this case however, excess Achievement Points can not be converted into Profit Factor. Since Epic Endeavours are typically full campaigns, by the climax the Explorers should either be wealthy beyond their wildest dreams, extremely powerful and influential in the highest levels of the Imperium, or perhaps dead, corrupted or even worse. Once the Epic Endeavour is completed, the campaign is, for all intents and purposes, over and it's time to make new characters and seek new adventures elsewhere in the Imperium.

BACKGROUND ENDEAVOURS

There are times when a Rogue Trader needs something to happen, but doesn't have the time or inclination to do it himself. That's where Background Endeavours come in. Background Endeavours aren't a specific kind of Endeavour so much as they are a way to handle Common Endeavours that a Rogue Trader finds menial, beneath his station, or simply boring. They reflect the Rogue Trader's ability to let his "people" (lackeys, proxies and functionaries) handle things he would rather not do himself. Only Lesser and Greater Common Endeavours can be made Background Endeavours, however, as Grand Endeavours are too complicated and too important to leave to underlings. While making a Common Endeavour into a Background Endeavour can free a Rogue Trader up to do things he'd rather do, such as hunting down pirates or plundering backwater planets, the trade-off is a reduction in the Profit Factor award and a greater chance that the Endeavour itself will be a failure.

Making a Common Endeavour a Background Endeavour may get a potentially boring and undesirable task out of the Rogue Trader's hair, but since it's being done essentially unsupervised he can never be sure that it will get done correctly, if at all. While avoiding drudge work certainly has its benefits, Background Endeavours have a number of disadvantages that should always be taken into consideration. First and foremost, a Background Endeavour will never be as

profitable as one undertaken directly by the player. Due to the fact that the player is essentially abdicating his responsibility for the Endeavour to a pack of NPCs, there will always be a reduction in the Endeavour's Profit Factor. This loss of Profit Factor reflects things like initial outlay of funds for the project, cost of hirelings and things that are missed, miscounted or flat-out stolen by the NPCs entrusted with carrying out the task. See the sidebar Background Endeavours and Profit Factor for more information on how the Profit Factor rewards of a common Endeavour are affected by changing it to a Background Endeavour.

Secondly, lending credence to the saying that if someone wants something done right they need to do it themselves, whenever a Rogue Trader entrusts his underlings with a task there is a chance that complications could arise. No matter how good the underlings, there is always a chance that they will fail in their given task. Add to this the fact that the tasks are unsupervised and generally boring and menial, and you have a recipe for potentially spectacular failure. Failure by a Rogue Trader's underlings can mean anything from further loss of Profit Factor to embarrassment to the loss of men and material. A failure that's spectacular enough may even put an entire Meta Endeavour at risk. That's not to say that the effects of an underling's failure can't be mitigated, especially if the Rogue Trader catches the mistake in time. More often than not, however, the mistake isn't caught until it's too late and the Rogue Trader and his underlings will be held accountable.

At its heart, the decision to make a Common Endeavour into a Background Endeavour is a strategic one. It is also a decision not to be entered into lightly. The good that comes out of it: getting someone else to do something a group doesn't want to do and still getting paid for it, is balanced by the bad: loss of Profit Factor and the real possibility of failure and the Rogue Trader having to clean up a mess and do the task anyway.

MAKING COMMON ENDEAVOURS INTO BACKGROUND ENDEAVOURS

Once the decision has been made to involve NPCs and make a Common Endeavour into a Background Endeavour, steps need to be taken by the Explorers to ensure that the thing gets done correctly.

Marshalling Resources

Now that the decision has been made to make a Common Endeavour into Background Endeavour, the first step toward executing the order is a marshalling of resources. During this phase, the Explorers take stock of what they need to complete the Endeavour and what men and materiel they have at hand to commit to it. Chances are that the Explorers will have everything that they need, as they should have already planned to complete this as a Common Endeavour and prepared accordingly, and they can continue on with Executing the Orders. If this isn't the case, and the Explorers find themselves wanting, they must make Acquisition Tests to gather what they need. These tests are made normally as outlined on pages 271–272 of **Rogue Trader**.

When attempting to acquire mercenaries, surveyors, intermediaries or other hired help, the difficulty of the Acquisition Test is modified by the quality of the hirelings. A hireling's quality can be poor, common, good or best, and is roughly analogous to an item's Craftsmanship. Use the modifiers for craftsmanship on **Table 9–35: Acquisition Modifiers** found on pages 272 of **Rogue Trader** for the Acquisition Test made to acquire hired help. Explanations of a hireling's quality can be found in **Table 9–37: Acquisition Quality** on pages 274 of **Rogue Trader**.

Example

Lidiah needs to hire some people to survey an unfamiliar star cluster for her, and decides that one hundred of the best surveyors money can hire will get the job done nicely. Best Craftsmanship surveyors are hard to come by, and impose a penalty of –30 to her Acquisition Test. However, 100 as a Scale modifier is +0, no benefits or penalties, so her search is not too unreasonable. Lidiah's Profit Factor is 66, but with the –30 Acquisition modifier she'll have to roll a 36 or lower to find the men she needs. She rolls a 50 and is unable to find even ten Best Quality surveyors in this backwater system.

Background Endeavours and Profit Factor

As was stated elsewhere, a Background Endeavour is never as profitable as a Common Endeavour. The first thing that happens when a Common Endeavour becomes a Background Endeavour is that a set number of Profit Factor points are subtracted right off the top, one point for a Lesser Endeavour and two points for Greater Endeavour. This reflects the massive outlay of resources needed to organise a Background Endeavour. Furthermore, NPCs will never do more than the bare minimum required to get the job done. The initial loss of points can never reduce the Profit Factor of a Background Endeavour to zero, This means that there will no extra Achievement Points awarded and therefore none can be traded in for further Profit Factor rewards, reducing the potential profitability of the Endeavour even further. Depending on how successful the Endeavour is, or how badly the NPCs fail, more Profit Factor could be lost, even to the point where the players come out upside down on the deal and end up owing money instead of making any.

Table 7-5: Hireling Quality Modifiers

Quality of Hireling	Command Test Modifier
Poor	-20
Common	+0
Good	+10
Best	+20

Executing the Order

When the Explorers have completed marshalling their resources, the player creating the Background Endeavour, typically the Rogue Trader, makes a Command Test. This Command Test is modified by two factors, input from other Explorers and the quality of the underlings set to the task. Other Explorers may help the character executing the Endeavour by making relevant skill tests and adding bonuses to the Command Test, such as a Navigator making a Navigation Test to double check a Rogue Trader's trade route. Each successful Skill Test made by a supporting character adds a +10 bonus to the Command Roll. The quality of people hired to carry out the Endeavour also has an effect on the Command Test. See **Table 7-5: Hireling Quality Modifiers** for the appropriate bonuses and penalties.

After all modifiers are applied and the Command Test is made, the player making the Test then tallies up their success or failures to see how well he communicated his orders and how well they'll be followed. A simple success nets a flat 50% chance that the Background Endeavour will succeed. Every Level of Success attained increases the chances that the Background Endeavour will succeed by one step. If the player fails his Command Test, the Endeavour still goes forward as planned but every degree of failure increases the likelihood of total failure by one step. It is important to note that a failure on this test doesn't necessarily mean the Endeavour fails, although it does increase the chances. Instead, it simply means some sort of miscommunication or misunderstanding makes failure more likely.

Example

Having failed to round up any Best Craftsmanship (-30) surveyors, Lidiah has had to settle for a pack of lesser skilled but serviceable Common Craftsmanship (+0) surveyors. To make up for this, she manages to hire a half a dozen advanced survey ships for the surveyors to operate from. The Game Master declares that these specialised ships give Lidiah a +10 modifier to her Command Test. During the planning phase before briefing the surveyors, her Navigator, Void-master and Seneschal all provide helpful input. This contributes a further +30 modifier for her Command Test. Her modifiers plus her Fellowship of 40 give her a total of 80 for her Command Test. She briefs the leaders of the survey teams, hands out her orders and rolls a 65, good enough to succeed on her command roll with one degree of success. The Survey teams set out to take care of business with a 60% chance of succeeding.

Further Modifying the Command Test

If the Game Master allows it, the Command Test can be further modified by the acquisition of ships or equipment specifically designed for the task at hand. For example, hiring a ship specifically built for hauling perishable cargo to haul a load of fresh foodstuffs from one planet to another would grant a +10 to the Background Endeavour's Command Test. The number of items and the modifiers they provide, if any, are solely the GM's discretion.

Success, Failure, Time and Misfortune

Once the Command Test has been made and the chance of the Endeavour's success has been recorded, the Explorers' parts in the Endeavour are pretty much at an end. The responsibility for the rest of the Endeavour now falls squarely on the Game Master's shoulders. There are a number of rolls that the GM needs to make to plot out the events of the Endeavour, and all of them take place out of the sight of the players.

The first and most important roll that the GM has to make is the Endeavour Success Roll. After the Explorers made their Command Test, the Game Master records the chance of the Endeavour succeeding, a chance between 10% and 90%. The GM rolls d100, and any result under the chance percentage is a success, signifying that the Endeavour goes off without a hitch. Rolling above the chance percentage means that the Endeavour is a bust, and the Game Master then rolls on **Table 7-7: Severity of Failure** to see just how bad the hired help has failed their employer. Once the severity of the failure has been established, the Game Master then either designs a scenario that explains the failure as it fits in with his game, or if he has no explanation, he just determine it randomly, using **Table 9-42: Misfortune Details** found on page 284 of Rogue Trader.

Whether or not the Endeavour succeeds, the Game Master needs to make a roll to see how long the Endeavour takes. Every Common Endeavour has, as part of its make up, a stated length of time that the Endeavour should take to complete. Underlings or hired help rarely, if ever, can be counted on to complete a task in the time allotted. To see how long it takes the underlings to complete their task, the GM rolls on Table 7-6: Background Endeavour Completion Time. This roll is simply a reflection of how quickly a Rogue Trader's underlings follow his orders, and not necessarily indicative of the quality of the work. An underling can just as easily cut corners and finish early only to fail as he can take twice as long as the stated time to make sure that everything is just right.

Table 7-6: Background Endeavour Completion Time

d100	The Endeavour takes
01-10	25% of the stated time
11-25	50% of the stated time
26-50	75% of the stated time
51-70	No change
71-80	125% of the stated time
81-90	150% of the stated time
91-100	200% of the stated time

Example

Lidiah's hired survey teams begin the arduous task of cataloguing the new star cluster. Over the course of the next few months they'll take thousands of samples throughout the cluster and log uncountable distances in their survey ships. This is where the Game Master makes his secret Endeavour Success Roll. Thanks to her successful Command Test, Lidiah was able to ensure that her surveyors would have at least a 60% chance of succeeding. The Game Master rolls a 72, well above the 60% chance of success and discovers that something has gone awry and the Endeavour has failed. He makes a follow-up roll on ***Table 7–7: Severity of Failure****, and comes up with a 52, indicating a nuisance mishap and the loss of one additional point of Profit Factor. The Game Master now has the option to roll on* ***Table 9–42: Misfortune Details****, which is found on page 284 of Rogue Trader, or come up with his own explanation of the failure that fits more closely with his own ideas.*

Next, despite the fact that the Endeavour has failed, the Game Master rolls to see how long the surveyors take. The original Greater Endeavour that this Background Endeavour is based on stated that the cataloguing of the cluster should take roughly eight months of game time. The GM rolls to see how long it will take the Survey Ships to do the job, and comes up with 35, indicating that it will only take the Survey Ships six months to complete the job.

Taking into account the failure and the time taken, The GM determines that the Survey Ships are able to complete the Endeavour so quickly due to a navigational error that causes them to miss one lifeless, out of the way star system completely—a star system full of rich deposits of precious ores concentrated in a dense asteroid field.

Reaping Rewards and Dealing with Consequences

Now that rolls have been made, success or failure has been determined, time has passed and the Explorers have done what they could to ensure their orders were followed to the letter, the time has come to enjoy the fruits of someone else's labour or to suffer the consequences of abject failure. This final phase of the Background Endeavour typically takes place months after the initial rolls were made and while the Explorers have been gallivanting around the galaxy fighting pirates or killing Xenos. The final result of the Endeavour is revealed to the Explorers, and they now either collect their Profit Factor or deal with the consequences of their hireling's failure.

Table 7-7: Severity of Failure

d100	Type of Mishap	Profit Factor Lost
01-49	Minor Mishap	Endeavour fails but no further Profit Factor is lost.
50-65	Nuisance Mishap	1
66-90	Grim Mishap	2
90-00	Calamitous Mishap	1d5

If the Endeavour was successful, the Explorers simply collect their Profit Factor and Achievement Points and go on their way. The successful completion of a Background Endeavour also has the possibility of providing the Explorers with useful contacts that they can use in the future. For example, the foodstuffs get delivered undamaged and ahead of schedule, netting the Explorers the remainder of their Profit Factor and the 600 Achievement Points for completing a Lesser Endeavour. The captain and crew of the merchant ship hired to move the foodstuffs has proven themselves as solid and reliable. The relationship between the Explorers and the merchant ship has been extremely amicable and profitable for both sides, and the merchant captain states that he would be more than happy to work with the Explorers whenever they needed him.

If the Endeavour has failed however, a whole new set of problems for the Explorers arises. First they need to figure out how much money, if any, has been lost on the Endeavour. A failed Endeavour generates no Profit Factor, and depending on the severity of the failure as determined by **Table 7–7: Severity of Failure**, the Explorers could end up owing quite a bit of money to creditors and hirelings. These bills have no detrimental effect on the Explorers' Profit Factor, but will need to be paid and may have a deleterious effect on their reputations or Meta Endeavour. Payment of debts incurred during the course of a Background Endeavour requires a **Difficult (–10) Profit Factor Test** for each point of Profit Factor below zero. The Explorers can attempt to recoup their losses by either wringing money from the other parties involved in the Endeavour, or by attempting to fix the mistake and salvage what they can from the failed Endeavour. This is a perfect opportunity for good role-playing and for the characters to use every bit of skill and luck to try to get some benefit from a bad situation.



Making the Players Sweat: the Importance of Secrecy and the Success Roll

The secrecy of the Background Endeavour success roll is important for maintaining a certain level of suspense and drama within the game. When a player sends underlings or hired help to complete a task in their name, they are essentially entrusting those NPCs with a portion of their livelihood. No matter how good the help is, and no matter how well briefed and well equipped they are for the task at hand, there is always a chance, no matter how slim, of disastrous failure. While the Background Endeavour does allow the players to have their cake and eat it too, the fact that the whole thing could go completely sideways at any moment should never be far from their minds. Even while the players are off doing something more exciting than hauling ore or charting systems, these questions should never be far from their minds: What are they doing? Are they following my orders? Are they robbing me blind? Have I made the right decision in sending them?

In this position the player can trust in fate, the abilities of his hired help and the blessings of the God-Emperor, or he can take a more pro-active role in making sure things are going well. Good communication and scheduled check-ins are always prudent, but often times Machine Spirits are fickle and space is vast and there will be times when a group of hirelings just cannot be reached. A secret agent loyal to the Rogue Trader is also a wise addition to any group of hirelings, but even loyal spies are still beholden to the vagaries of interstellar communication. There is no foolproof method for the players to ensure a positive outcome for a Background Endeavour, but there are ways to stay on top of the situation, and at the Game Master's discretion, even to head off a problem before it's too late.

Example

The surveyors that Lidiah hired return after six months with a particularly underwhelming report and some poorly-made charts. The Game Master informs Lidiah that the Endeavour has failed, and she is also one Profit Factor point in the red. Lidiah's Navigator is convinced that something is amiss, and there must be something wrong with the survey that would explain both the quickness with which the surveyors finished the job, and the fact that nothing in particular was found. He and Lidiah pore over the charts and reports and the Game Master asks him to make a ***Hard (–20) Navigation Test.*** *He passes with two degrees of success, finds the navigational error and is informed by the Game Master that there's a whole sector of space in that cluster that the surveyors completely missed.*

After some consultation with her officers, Lidiah decides to take the Litvyak out to this uncharted sector and see if there's something there that could take at least some of the sting out of this failure. Upon arriving, she and her officers make the appropriate Skill Tests and discover the extremely rich, ore-laden asteroid field that the surveyors missed. After a quick scan and some scribbled equations, Lidiah figures that she could make one point of Profit Factor from the ore in this field after expenses. This would essentially make the Endeavour a wash. It would still be a failure, but the Profit Factor gained from the ore cancels out the point lost to the Endeavour.

If the Explorers had rolled extremely well here, or if the Game Master was feeling particularly generous, there could be even more opportunities for profit within the system. Perhaps with a large number of degrees of success on a Scrutiny Test, one of the officers discovers an ancient, abandoned space station orbiting one of the planets in the system. Is the station empty? A complete loss? Salvageable? Full of Genestealers? The possibilities are endless.

Sample Meta Endeavour: Exploit Star Cluster SH-01-0151

Eighteen months ago, the Adeptus Mechanicus at Port Wander began receiving mysterious and ancient vox transmissions from somewhere in the Void. These transmissions—strings of what appeared to be ship transponder IDs, navigational coordinates in an unknown format, and snippets of unfamiliar languages—at first stirred only mild interest and tavern rumours amongst the station's denizens. Recently, however, interest has approached fever pitch as information and rumours have leaked from the Mechanicus's translation efforts at Port Wander. The languages are ancient Terran dialects not heard since the end of the Horus Heresy. The transponder information identifies ancient colony ships whose names are lost to history. Finally, the source of the transmissions seems to have been identified, a star cluster called Simkin's Reach. All of this is regarded as tremendous news save for one thing: no such place as Simkin's Reach exists on any known star chart.

This last bit of information hasn't dulled the excitement however, and a Gold Rush mentality has gripped Port Wander. Every Rogue Trader, Missionary, Merchant or two-bit hoodlum with a spaceship has set about pressing voidmen into service, laying in supplies and expending huge amounts of resources to find out what and where Simkin's Reach is.

Every able Voidman in every tavern in the yards is shipping out tomorrow with a prime crew and a first-rate captain who knows where The Reach is and will be the first to reap the rewards. The truth is that no one knows the location of Simkin's Reach, or whether it exists at all. Even if it does, these transmissions are at least ten thousand years old, so it is uncertain if there's even anything there to find.

It's up to the Explorers to identify the location of Simkin's Reach and be one of the first, if not the first, delegation from the Imperium to open it for trade. This will be a monumental effort requiring massive outlays of cash, men and materiel, and could be just the thing that the Explorers to establish their names throughout the Expanse.

Background: The Story of Simkin's Reach

Simkin's Reach isn't so much a place as it is an idea. During the early years of the Imperium, a visionary prophet named Namaris Simkin founded a cult based on ancient political and theological theories in what would eventually become the Calixis Sector. At the heart of his movement was the idea that man could transcend his baser, animal instincts and become a being of pure reason. He preached a utopia of peace and harmony, far away from the Ecclesiarchy and the God-Emperor, where all were equal. A place where scientific, technological and philosophical advances would grant every man, woman and child a life of uninterrupted ease and luxury. His ideas and powerful personality attracted millions of followers, and as they lavished him with adoration and tithes he formulated a plan to bring his utopia to fruition.

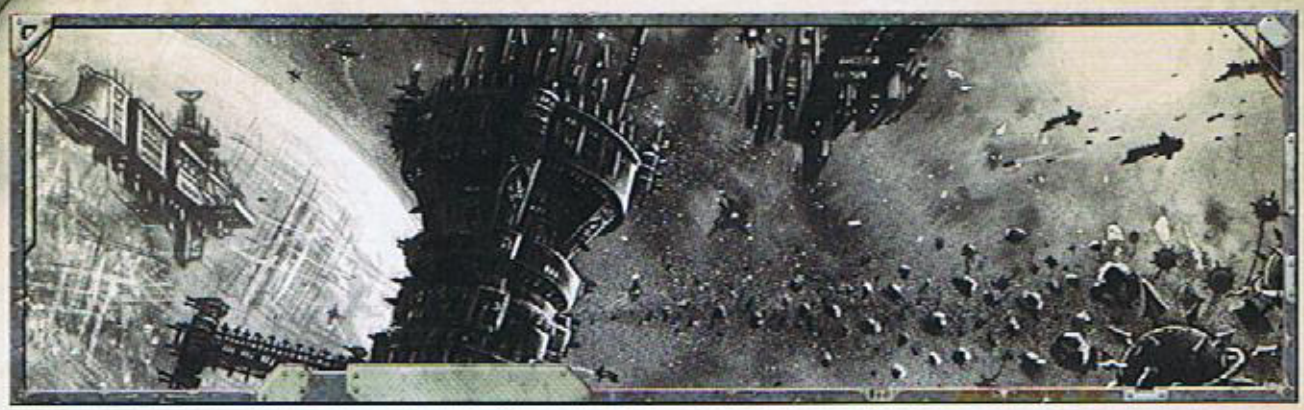
Using donations from his followers, many of whom were powerful political leaders and captains of industry, Simkin was able to amass enough wealth and influence to finance the construction of three massive, warp-capable colony ships to take him and his people far away from the constant anxiety, violence and privation that were slowly becoming the pervasive force in every human's life. Simkin claimed that a perfect location to restart humanity had come to him in a vision, and he paraded around star charts and navigational equations that no one could clearly identify or even read. Once the ships were completed, Simkin and his followers boarded, along with years worth of provisions and everything they would need to colonise a new world. They set their course, dropped into the Warp, and weren't heard from again for thousands of years.

After generations of wandering the trackless void, the three colony ships, long out of provisions and on their last legs, dropped into what is now SH-01-0151. For Millennia the pilgrims had wandered. Simkin was long dead and his original ideas twisted or forgotten. The ships were badly battered and on the verge of succumbing to fatigue and the countless damages incurred during the voyage. The colonists had survived, but over the generations their numbers grew thin thanks to disease, madness, mutation and mass suicides. There were still some vestiges of the original cult left among the small fleet's leadership, and upon landing in SH-01-0151—and taking stock of the sad, desperate state they were in, they declared that they had found the paradise promised by their leader, named the cluster Simkin's Reach (possibly in reference to Simkin's reach exceeding his grasp), and set to finding a place to live.

The pilgrims found a suitable system for colonisation in The Reach around a large yellow star with four habitable planets. Each ship chose a planet and they split company based along doctrinal divisions that had arisen during the long journey. The ships each landed on their separate planets, and the colonists spent the next few generations stripping them of anything useful. Over the course of the next few thousand years, the worlds of Simkin's Reach slowly fell out of contact with one another as their technology broke down and they lost the materials and abilities to repair it. In their isolation, each world regressed to a different level of steam or early-industrial technology over the next few thousand years. Their space faring past slipped from fact to myth, and eventually they forgot about their cousins on the other colonised worlds, and even the God-Emperor Himself.

This all changed about three thousand years ago when each world rediscovered space flight at roughly the same time. As the first crude satellites were launched into orbit to see if anyone else was out there, they discovered that not only were they not alone as each had thought, but that their neighbours were in fact long-lost relatives. A race began on each planet to develop ships capable of travelling between the worlds, and networks of communication satellites were sent up to better facilitate communication between the planetary governments. Years passed and the people of Simkin's reach were reunited just in time to be set upon by Orks. After a long and bloody war the Orks were repelled, but only after staggering losses among the human forces. Each force retreated to its home world to lick its wounds and attempt to slowly rebuild its empires. Tensions began to rise among the three homeworlds and various outposts, mining stations and colonies scattered around the system. Governments splintered, moons declared their sovereignty, and the whole of the system was plunged into a cold war that occasionally flared up into fleet battles or colony massacres.

For two thousand years, the people of Simkin's reach have been slowly expanding throughout the cluster. They have only recently redeveloped Warp technology, as the number of psykers among these people is infinitesimal, and there are probably no more than a dozen warp-capable ships in the cluster. Their paucity of Warp technology makes their exploration of the cluster painfully slow, and any contact with the larger galaxy nearly unthinkable. When the Explorers finally find them, they find a generally dour and cynical people, deeply suspicious of both xenos and fellow humans. While their technology is still thousands of years behind that of the Imperium, their ships are still fast and their guns can still kill just as easily as anyone else's. These strange, isolated people, heathens who know not the light or blessings of the God-Emperor, are ripe for conversion and live in a star cluster rich in natural resources. Their conversion and the exploitation of their space promises untold wealth for anyone good enough and strong enough to bring these lost pilgrims back into the fold.



COMPONENT ENDEAVOURS

Locate the Source of the Transmissions

Lesser Endeavour, +1 Profit Factor, 900 Achievement Points

Everyone aboard Port Wander is desperate to discover the source of the mysterious transmissions from Simkin's Reach. There are more rumours than facts and most conversations start with, "I'm not one to talk, and you never heard this from me, but..." A lucrative underground trade has even been established, peddling "Accurate Location and Charts of Simkin's Reach." The Explorers will have to filter through a lot of noise to get to the actual truth of the matter.

Objective 1: Positively Identify Simkin's Reach

Themes: None

Simkin's Reach is, in fact, Star Cluster SH-01-0151, a little known and unexplored open star cluster in the far reaches of the Koronus Expanse. While the name Simkin's Reach isn't on any charts, the Explorers can, with weeks of thorough investigation and a little luck, figure out that the Reach and SH-01-0151 are one in the same. Once the system is positively identified, the Explorers can go about quietly fitting out while trying to keep their discovery a secret and attempting to be the first ones to reach the cluster.

Objective 2: Safeguard the Information and Provision the Ship for a Long Voyage

Themes: Exploration, Trade

Now that the Explorers have discovered the identity of Simkin's Reach, they need to start planning their voyage. First, they must diligently protect their information if they have any hope of being the first to cash in on this new source of wealth. Any pressing of hands, buying provisions and other preparations must be done as quietly as is possible to avoid tipping off rival Rogue Traders. The information itself must be kept secret, known only to the Rogue Trader and one or two of his most trusted officers. One loose bit of gossip from a crewman, one unchecked casual remark, and the whole station will know that the Explorers have discovered the whereabouts of the Reach.

Objective 3: Slip Moorings

Themes: Exploration

The Explorers must now chart their course and make way for SH-01-0151. They should leave Port Wander with as little fanfare as possible, and with as much misdirection and obfuscation as they can muster. False course declarations, altered bills of lading, drastically under-reported musters, all of this and more should go into the Explorers' final preparations for departure.

Chart SH-01-0151

Greater Endeavour, +3 Profit Factor, 1,200 Achievement Points

Once the Explorers arrive at their destination, they are greeted by a sparse but beautiful spectacle. SH-01-0151 is an ancient Open Star Cluster containing roughly fifty stars and an unknown number of worlds. The Explorers will have their work cut out for them as they try to catalogue all the stars and planets and determine if any of them hold life.

Objective 1: Make Primary Survey of Stars Within Cluster

Themes: Exploration

The first step of this survey should be investigating each star in the cluster and charting the Warp routes between them. This will involve a lot of tedious flying about, determining the make up of dozens of stars, cataloguing them, taking stock of their systems and making note of any promising planets or asteroid fields. The Explorers should also make note of any evidence of spacefaring technology while taking pains to avoid contact with any and all ships or stations that they may encounter.

Objective 2: Survey Any Promising Planets

Themes: Exploration

Once the stars are charted and relatively reliable Warp routes have been laid out, the Explorers should now concentrate on looking for life among the stars. Planets that were noted earlier as promising should be revisited and scanned for any human inhabitation. They should be looking for signs of spacefaring tech and knowledge of the God-Emperor, listening for transmissions and making sure they're not seen doing so. Finally, the Explorers should be on the lookout for any trace of xenos inhabitation in the cluster, whether current populations or ancient ruins.

There is life in SH-01-0151, but not a lot of it. There are roughly a dozen worlds of human habitation centred around two systems. The inhabitants have sub-stellar space technology, but little evidence of Warp capable ships. There is no indication that these people are aware of the existence of the God-Emperor, and many of the planets seem to at war with one another. There also seems to be seems to be a large, organised force of naval ships preying on both planetary warships and shipping that give every appearance of being corsairs.

Objective 3: Make Contact with Human Planets

Themes: Exploration, Military, Creed
Now that the Explorers have a rough grasp of the astro-political situation within SH-01-0151, they should come up with a plan to make contact with the natives. This will entail dealing with each planet's sub-stellar navy, sending emissaries, and generally making shows of wealth and power to awe the planetary governors.

Broker Peace Between the Major Power Blocs

Lesser Endeavour, +1 Profit Factor, 700 Achievement Points
Once contact has been made, the Explorers quickly realise that the political situation in this little part of space is extremely volatile. Planetary governments, colonists, stellar corporations and pirates have been at each other's throats for generations now. Before any kind of trade can take place, the Explorers need to figure out how to navigate the dangerous political waters and try, by either diplomacy or force of arms, to bring some stability to the cluster.

Objective 1: Identify and Meet with Major Planetary and Commercial Power Blocs

Themes: Creed, Military, Trade
Once the Explorers make initial contact, with the showing of the colours and a sufficient show of force, they will then need to spend some time identifying the major Explorers in the cluster and getting face time with them. Gifts will be exchanged, promises made, pacts sworn and bribes paid. The Explorers should make doubly sure that they can deliver what they promise, if they even intend to, and that whatever they do doesn't act to set of a major political incident. That could be problematic this far from support or backup.

Objective 2: Make Contacts Within Powerful Organisations

Themes: Trade, Military, Creed
Explorers should now work toward making strong contacts within the various powerful governments, business concerns and cartels. These contacts should be sought out to provide the maximum benefit possible for the coming peace and trade negotiations.

Objective 3: Negotiate a Ceasefire or Uneasy Peace.

Themes: Military, Creed, Trade
Negotiating some kind of peace is the ultimate goal of this Endeavour. The Explorers will need a relatively stable political situation in the cluster before they can begin serious trade negotiations. This is a delicate situation that will call for every bit of the Explorers' commercial and political savvy.

Pacify Pirate Clans

Greater Endeavour, +3 Profit Factor, 1,200 Achievement Points
As peace negotiations progress, the Explorers realise that one sticking point are the numerous allied pirate clans that plague the different systems. The one thing that the major power blocs can agree on is that the pirates have gotten out of hand, and their navies are each having their own difficulties putting a stop to their predations. They agree to a temporary cease-fire in the event that the Explorers can help pacify these bloodthirsty pirates.

Objective 1: Locate Main Pirate Fleet in Each System

Themes: Military
Each system is plagued by a small, independent fleet of pirates that seem to be allied with one another. The Explorers' first step should be to seek these fleets out and destroy them or drive them out of the system.

Objective 2: Find and Destroy Hidden Pirate Base

Themes: Military
The Explorers and their consorts can never seem to fully rout the pirates from any one system, and as soon as they move the pirates pop up again and tear around the system looking for revenge. This seems to point to secret bases in each system, or some sort of Warp-capable vessel acting as a resupply ship. The truth is that the pirates are operating from a huge, ancient battleship of unknown provenance, using it as a mothership and mobile resupply station. This ship easily dwarfs the Explorers' ship, and is actually one of the original colony ships, lost in the dark outer reaches of the home system. Whether they flat-out destroy the massive relic or take it a prize is entirely up to the Explorers. Either way, it will break the back of the Pirate fleet and get them one step closer to their trade routes. If the Explorers do take the ship a prize, they find that it is indeed of ancient human origin and packed full of archeotech. Taking the ship adds +1 to the Profit Factor award for this Endeavour.

Objective 3: Clean Up Remains of Pirate Fleet

Themes: Military
With their mothership gone and their organisation shattered, the pirates have now scattered. Small pockets persist in the major systems however, and will continue to harry trade and naval ships until the Explorers deal with them

as well. These remaining pirates should be very dogged and savage fighters, proving over and over again that there truly is nothing more dangerous than a man with nothing to lose.

Survey Asteroid Fields, Gas Clouds and Other Natural Resources

Greater Endeavour, +3 Profit Factor, 1,200 Achievement Points

Before any serious trading can begin, the Explorers must first know what they've got to deal with. Earlier, the Explorers charted possible deposits of natural resources during their initial investigation of the cluster. Now is the time to see if any of these potential mother lodes will bear fruit.

Objective 1: Identify Any Known Resource Deposits

Themes: Trade, Exploration

While there is certainly much that is unknown about the riches of the cluster, surely at least some of it has been surveyed for resource exploitation. Before the Explorers go trudging around the cluster scanning every rock and gas cloud, they should first see if there's been work done already. Through the contacts they should have been cultivating throughout the beginning of this Meta Endeavour, the Explorers should be able to find all manner of navigational charts, astro-geological surveys and records from established mining and shipping concerns. Gathering this information should make the rest of their survey go smoother.

Objective 2: Gather Survey Ships, Crews and Equipment

Themes: Trade, Exploration

All the star charts and annual mining reports aren't worth the paper they're printed on without a thorough and up to date survey. To achieve this, the Explorers will need more than just their ship and their people if they want to finish this task in any reasonable amount of time. They should spend this time searching out and hiring surveyors and survey ships, organising a small exploration fleet and charting the best course to maximise their time spent in each system.

Objective 3: Survey Uncharted Deposits

Themes: Exploration

With their small fleet, the Explorers set out on the long and tedious journey of searching for valuable resources on and amongst the worlds of the cluster. A painstaking survey will take months and be mostly mind-numbingly boring, but ultimately worth the effort. SH-01-0151 is rich with numerous precious gems and valuable ores, mostly unexploited that will fetch a fortune in the Imperium if the players can find a way to get them back there.

Sabotage Rival Trade Dynasty Making Inroads in Cluster

Lesser Endeavour, +1 Profit Factor, 900 Achievement Points

Information has a way of getting out no matter how tightly it's controlled. The Explorers have come to realise that they're not the only Trade Dynasty working in SH-01-0151. Whether this rival dynasty is a new arrival that showed up while the Explorers were chasing pirates or scanning rocks, or whether they've been in the cluster the whole time, it all means the same thing. These rivals will need to be run out of the cluster or ruined by any means necessary. It's important to note that the Game Master can run this Endeavour more than once in the Meta Endeavour. There will never be a shortage of people coming from the Imperium and trying to horn in on the Explorers' action.

Objective 1: Stymie the Rival's Political and Diplomatic Mission

Themes: Criminal, Trade

The Explorers need to find a way to sour relations between their rivals and the ruling powers in the cluster. Spreading lies, paying bribes and entrapping their leaders in sensitive and delicate



situations engineered to cause the most insult and do the most damage are all part and parcel of this level of negotiations. This is where the Explorers can leverage any contacts that they've been cultivating as well as any political influence they may have to cause irreparable harm to their rival's reputations.

Objective 2: Bribes and Threats

Themes: Trade, Military, Criminal
Once the rival dynasty's reputation has been tarnished, it is time to ratchet up the pressure. Dealing with local governments, militaries and criminal organisations, the Explorers can cause immense damage to the rival delegation by proxy. Ships can be impounded, crews pressed, work stoppages called, equipment stolen, contractors harassed and ship's personnel kidnapped. Explorers should be at their most devious and underhanded when taking actions like this. Commerce is war, and all is fair in love and war.

Objective 3: Commerce Raiding and Running the Rivals Out

Themes: Military, Trade, Criminal
Now that the Explorers have their rivals on the ropes, it's time to strike the fatal blow. Hitting the rival delegation's trade ships, disrupting any supply lines and striking at any orbital or surface facilities may finally make them see the light and leave the cluster while they still can. They may not be so easily chased out though, and the Explorers stand the risk of being victims of the same tactics.

Establish Trade Routes from SH-01-0151 to The Imperium

Greater Endeavour, Profit Factor +4, 1,200 Achievement Points
The Explorers now have trade goods and a pliable government; what they need is the infrastructure to get their goods from SH-01-0151 to markets within the Imperium. This endeavour requires a lot of heavy lifting on the part of the Explorers: setting up mining and smelting operations, plotting warp routes, negotiating compacts of trade and getting in good with a powerful trading partner are all part and parcel of this Endeavour.

Objective 1: Establish Infrastructure

Themes: Trade
Whether they do it themselves or partner with mining and hauling concerns, the Explorers are going to need men, equipment and know-how to get their ores, gems and gasses out of the ground and into the holds of trade ships. They will also need more trade ships, smelting and processing operations, clerks, scribes, warehouses and much, much more.

Objective 2: Identify Markets Within the Imperium

Themes: Investigation, Trade
Now begin the long trips back and forth from the Imperium to the Reach in search of buyers for the Explorers' commodities. The Explorers will need to know what they have, how much they can reliably get and how quickly they can get it from the ground to market. While it won't be too terribly difficult to find buyers for the majority of what the Explorers are selling, finding fair prices and trustworthy brokerage houses is the hard part.

Objective 3: Plot Warp Routes

Themes: Exploration, Trade
The Explorers now need to find the quickest way to get their products to market. This is the most dangerous part of the Endeavour, where the entire thing could be scuttled by the vagaries of the Warp. Anything could happen during their long exploration of the Warp, and they will need to be extremely good and extremely lucky if they want to see the fruits of their labours blossom.

Convert the Heathen

Lesser Endeavour, +2 Profit Factor, 900 Achievement Points
The light and blessings of the God-Emperor have yet to reach the heathen in SH-01-0151. The Explorers need to get missionaries from the Imperium to convert heathens and burn heretics. Showing the might of the God-Emperor and how the faithful are rewarded both in this world and the next is always an important part of dealing with unenlightened cultures.

Objective 1: Gather Missionaries

Themes: Trade, Creed
The Explorers should have no problem finding willing missionaries to come to SH-01-0151 to save the people there from heresy. Moving the throngs of the faithful to the far end of space is the challenge, and the Explorers will need both ships to haul the faithful and blessings from the Ecclesiarchy to see that the correct tone is set for this Endeavour.

Objective 2: Purge Heretics

Themes: Military, Creed
Once the conversion is in full swing, the good news of the God-Emperor spreads like wildfire throughout the cluster. There is one world that refuses to see the light, with a particularly stubborn planetary government whose state religion is still the cult of utopia that Simkin and his followers carried here all those millennia ago. After a number of conversion attempts and riots, the planetary security forces rounded up all the missionaries and had them executed, returning their mutilated bodies to the Ecclesiarchy pilgrim ship in orbit. The Explorers, now the lead representatives of the Ecclesiarchy in the

Reach, are called upon to punish these heretics. They may use any means they see fit, but they must guarantee that the Cult of the Emperor takes hold on this world. The Ecclesiarchy will not be denied their souls.

Objective 3: The Delegation from the Adeptus Mechanicus

Themes: Exploration, Creed
High ranking officials within the Adeptus Mechanicus have gotten wind of the opening of SH-01-0151 from the observatory at Port Wander. The Explorers are summoned back to the station at the behest of the Adeptus Mechanicus. The Adeptus believes that there must be large amounts of ancient and heretical technology among a people so ancient and isolated. The Explorers are requested to take a delegation of tech-priests back to the cluster and give them any and all assistance they require in the search for and acquisition of these artefacts. What these artefacts are, and if they exist at all, is solely up to the Game Master.

Eliminate the Xenos in the Cluster

Greater Endeavour, +3 Profit Factor, 1,200 Achievement Points
During their initial and subsequent surveys, the Explorers routinely came upon evidence of xenos habitation, both ancient and recent throughout the cluster. Further investigation has revealed a large population of primitive and aggressive xenos inhabiting a few planets that will need to be cleared out in anticipation of groups of colonists and pilgrims already said to be gathering at Port Wander.

Objective 1: Pacify Xenos

Themes: Military
These xenos are primitive, aggressive and posses very little in the way of technology. What they lack in sophistication they more than make up for with numbers, strength and savagery. They seem to prefer humid, tropical places and dense jungles which will make finding and killing them without ruining large swaths of otherwise perfectly useful planets exceedingly difficult. Once the fight is joined, and the Explorers have a chance to let some xenos blood, they discover that on at least a few worlds the creatures are inhabiting sprawling, ancient ruins of unknown provenance. Anyone fighting in the ruins notices two important things: the ruins are full of xenos tech and artefacts and there are bas-reliefs decorating many of the walls in the crumbling structures depicting the xenos that the Explorers are currently fighting.

Objective 2: Excavate Xenos Ruins

Themes: Exploration, Creed
With the Xenos out of the way, the Explorers and any allies they have are now free to explore the ruins. Spread over half a dozen worlds in two systems, these ruins each suggest powerful cities filled with highly-advanced peoples. The members of the Adeptus Mechanicus delegation that arrived in the cluster earlier will be very interested in what the Explorers have found.

Objective 3: Cover Up a Heresy

Themes: Creed, Military
During the excavation of one of the ruins, a team of xenoarcheologists comes across something that is so damning, so heretical, that its very existence is enough to make the faithful quake. This heresy could be some sort of extremely lethal ancient tech, philosophical or theological teachings, blasphemous pieces of art, nearly anything that would be looked down upon by the Ecclesiarchy. The Explorers now have to suppress the information of its discovery, as well as get the information to the right people within the Administratum so that professionals can deal with it.

Establish a Cold Trade in Newly Discovered Xenos Artefacts

Lesser Endeavour, +1 Profit Factor, 900 Achievement Points
The Explorers are now sitting on a potential gold mine of forbidden xenos artefacts. One of the members of the Adeptus Mechanicus delegation meets with the Rogue Trader and informs the trader that he is willing to give the names of collectors and brokers who will pay very well for what they've found, for a certain reward.

Objective 1: Strike a Deal and Collect a Sample

Themes: Criminal, Trade
Once the deal with the Tech Priest is ironed out, the Explorers will receive the names of the priest's contacts in a sealed data-slate with other official looking slates relating to the findings on the xenos worlds. A sample artefact will need to be acquired from the dig, which has very high security that the Explorers may or may not have assisted in setting up. When they have the sample they should make all haste for Port Wander to meet the first contact.

Objective 2: Making Contact

Themes: Criminal, Trade
The Explorers will now have a long slog ahead of them dealing with the various blinds, cut-outs and fake leads. Once they find the buyers however, their artefact grants them access to more powerful members of the Administratum than any of the group has ever seen. Now that they have the buyers, it's all a matter of negotiation.

Objective 3: Skimming off the Top

Themes: Criminal, Trade
With the help of their Tech Priest accomplice, the Explorers must now set up a network of suppliers on the xenos planets in SH-01-0151. This will require a number of couriers, crooked Xenoarcheologists and loyal ship captains.

Expanded Acquisition Rules

"Knowing how to handle your money is far more important than knowing how to get it. Any fool can make money, but only the wise can keep it."

–Rogue Trader Lidiah Yefremova, captain of the Trade Frigate *Litvyak*

As befits the spirit of a Rogue Trader game, Explorers are commonly the holders of incredible amounts of wealth and power, and are constantly looking for ways to acquire more. As stated in Rogue Trader page 270, this wealth isn't simply hard currency, although there is plenty of that. A Rogue Trader's wealth, and that of his select officers, also comes from his ship, residuals from trade routes, standing in Imperial society, investments on a hundred worlds, and countless other sources. This seemingly endless supply of wealth tends to engender a rather imprudent attitude among Explorers, wherein they take Profit Factor for granted. They get to believing that every problem can be solved by throwing money at it, and that everything is theirs for the asking, or the taking. The expanded Acquisition rules presented here are designed as a way for Game Masters to help curb this by applying consequences to an Explorers' tendency toward unbridled spending. This spending can put undue strain on their finances and reputation, as well as attract the attention of thieves, con-men and other undesirables.

While it's true that one has to spend money to make money, and that all influence ultimately flows from wealth, it's always a dangerous thing to take one's wealth for granted. Assuming that the Thrones or the influence or the favours will be there every time all the time has been the death of more than one over-confident Rogue Trader. Amongst the labyrinthine Imperial bureaucracy and decentralised and sometimes incompatible banking systems of interstellar commerce, sometimes a Rogue Trader's access to his wealth can be inconsistent. Lines of credit can suddenly dry up, contacts disappear, banking houses go bankrupt, investments fail, liens can be put on resources or one can find his wealth several star systems away with no means of reaching it. Commonplace mishaps like these should, and often do, make Rogue Traders and their companions careful with their money. They see money, power and influence as a strategic resource to be carefully husbanded and used in such a way that it is always there and provides the maximum benefit. Those that don't, those who take it for granted and don't pay their wealth the attention it deserves, can easily end up debt-ridden, confined to an enforcers' gaol, pressed into servitude, or worse.

The following rules for Acquisitions and Profit Factor do change and elaborate the Acquisition Rules. The GM should make it clear to the players that he intends to use these rules before a game begins.

Making Multiple Acquisition Tests

The most common way that young or imprudent Rogue Traders abuse their wealth is by spending it wildly and without regard to the consequences. While it is true that keeping up appearances—looking and acting the part of a dashing, well-heeled intergalactic tradesman in charge of a powerful shipping concern—is an important part of being that dashing, well-heeled intergalactic tradesman, keeping things in perspective is also important. Not every trading ship needs gold-plated macrobatteries, and not every retinue needs to be dressed in the finest fabrics and rarest armour.

Acquisition Tests aren't used for typical day-to-day purchases, such as a meal or glass of amasec. Instead, they should be used for fine weapons, rare items, or equipping dozens or hundreds of men. The complication arises when too many Acquisition Tests are made in a single game session, and "buying stuff" takes the place of exploring and good roleplaying. To help remedy this situation, Game Masters have the option of imposing a series of modifiers to multiple Acquisition tests made in the same session or night of gaming. These modifiers reflect the strain put on the Explorers' Profit Factor from these massive outlays of wealth, and are outlined in Table 7–8: Multiple Acquisition Test Modifiers. **Once a player makes an Acquisition Test in a session (successful or not), every subsequent test by that player has a cumulative –10 modifier.** This is on top of any modifiers already applied for an item or service's availability, quality and scale.

An additional optional rule the GM can introduce is: **if a player ever fails an Acquisition Test by more than five degrees, the player must roll on Table 9–41: Misfortunes to see if his reckless spending has permanently crippled his resources.**

The Game Master should have a good explanation for why the funds are unavailable. For example, a credit line has dried up, Grox Futures are collapsing, or communications with the money house are currently down. Aside from being potentially embarrassing for everyone involved, a complication such as this could be a good opening for a side adventure or random encounter.

Example

Lidiah is buying expensive new systems for upgrading the Litvyak. Eventually, with enough cumulative use penalties to give her a –50 modifier, her effective Profit Factor after this and all other modifiers are tallied is 0 before rolling, an automatic failure. She has put entirely too much strain on her Profit Factor, and the Game Master decides that the bank whose promissory notes Lidiah is paying with has collapsed, and her notes are worthless. With a condescending tone, the shipwright informs her in front of her officers that he cannot accept this payment, but would be more than happy to accept another form of payment if she happens to have one. She does not, as she doesn't have access to much of her wealth in this system, and is turned out of the shipwright's office empty-handed—an embarrassing situation, indeed.

Location, Influence and Availability

Although nearly anything can be had for the right price in the Imperium, the availability of goods and services can vary wildly depending on where the Explorers are located in the galaxy. The game Master should feel free to impose further modifiers on the player's Acquisition Tests that reflect the chances of finding a given item, service or hireling in a specific location. For example, finding a crate of demolition charges on a Feudal world should be next to impossible, but finding an extremely finely-crafted blade weapon should be as easy as walking into the nearest smithy.

ATTRACTING UNWANTED ATTENTION

When a player throws Profit Factor around, people are going to notice. Often times this attention is harmless, even desired. Rogue Traders and their select officers like others to see them play the high roller. These kinds of conspicuous displays of wealth give them an aura of power and authority which can come in extremely handy in all manner of social and business interactions. Many negotiations have concluded before they really started due to a Rogue Trader's reputation preceding him, and doors are always open to a wealthy ship captain known to be free with his Thrones and favours. When this sort of free-wheeling lifestyle works against the Explorers however, is when it attracts the attention of less savoury individuals.



People are attracted to the rich and powerful as moths are to flame, and this has never been more true than in the Imperium. In a society run on bribes, kick-backs and favours, and where the line between the haves and the have-nots is so distinct as in the Imperium of Man, there are countless ways to attract unwanted attention to oneself when spending money. Everyone from beggars, small-time hustlers, pick pockets and donation seekers, to petty warlords, crooked members of the Administratum, pirates, and gangsters would be more than willing to relieve an unwary Rogue Trader of his wealth, his ship, or even his life.

Similar to the increasing penalties to Acquisition Tests for their overuse in a session, there's also an ever increasing chance of attracting unwanted attention. Every time a player makes more than one Acquisition Test in a game session, there's a chance they'll attract the attention of someone powerful or cunning enough to separate them from their money. Once the Acquisition Test is made and penalties for multiple use added, the Game Master then rolls on **Table 7–8: Multiple Acquisition Test Modifiers** to see if anyone takes an interest in the Explorers. If the Explorers have attracted attention, the Game Master is encouraged to create some problem, either by creating some complications related to the Explorers' current Endeavour, or by rolling on **Table 7–9: Unwanted Attention**.

Table 7-8: Multiple Acquisition Test Modifiers

Number of Tests	Penalty	Possibility of Attracting Unwanted Attention
1	–0	0%
2	–10	10%
3	–20	20%
4	–30	30%
5	–40	40%
6	–50	50%
7	–60	60%

Example

Lityak has put in at Port Wander and Yuriy, the ship's Executive Officer, is acquiring fresh stores for the ship. They spend the afternoon arranging for ammunition, provisions and other consumables to be delivered to the ship, as well as paying a number of bribes and maintaining contacts along the way. All told, Yuriy makes five Acquisition Tests and word starts to get around that there's a flash bunch of coves from a Rogue Trader ship spending a lot of money around the docks. The GM has rolled to see if he attracts notice after each test, but after his fifth Acquisition Test, where he spends a couple of hours successfully haggling for a dry-dock bay and some repair crews, the GM rolls again. Since this is Yuriy's fifth Acquisition Test of the session, there's a 40% chance of someone taking notice of him. The GM rolls a 35, and sure enough, someone has his eyes on the Void-master. Since the Game Master doesn't have any particular mishap in mind for Yuriy, he rolls on ***Table 7–9: Unwanted Attention*** *and gets a result of 33, indicating a group of cutthroats will be visiting Yuriy to relieve them of their weapons, armour and valuables. As the officers conclude their business and head back to the ship to report, half a dozen thugs slip out of an alley and follow them.*

Table 7-9: Unwanted Attention

Roll	Attention Attracted
01-10	A pickpocket hits one of the Explorers and he loses any one item carried on his person. (Game Master's Choice) The player can make a Difficult Scrutiny Test to catch the thief.
11-20	The Explorers' lodgings have been burgled. The rooms are tossed and their belongings are strewn around as if someone was searching for something. Anything of value in the room that the Explorers did not conceal well is gone. They may be able to recover their stolen goods at the Game Master's discretion and with some good role-playing.
21-30	An extremely skilled confidence man or grifter has set his sights on the Explorers offering some sort of plausible-sounding but ultimately phoney deal. He could be a lone wolf operating for his own benefit, or a representative of a larger criminal organisation.
31-40	The Explorers are attacked in the street by a gang of cutthroats intent on taking their weapons, armour, folding money and any other items of value they may be carrying. The Game Master should make sure that this encounter is relatively challenging for the Explorers.
41-50	A minor clerk at a banking house that the Explorers frequent has decided that they have enough money and would never miss just a little bit. The clerk has begun skimming money from the Explorers' accounts and hiding the funds in a number of blind accounts. This will cause a -10 penalty on any Acquisition Tests using Profit Factor drawn from this source. It is up to the Game Master to determine when this happens, and when to apply the penalty.
51-60	A local criminal organisation believes that the Explorers are moving in on their operations and will take the proper actions to see that this doesn't happen.
61-70	The Port Master of the station or shipyard where the Explorers have put in has impounded their ship for being delinquent on a number of suspicious and previously unknown "Berthing Fees." Numerous bribes will have to be paid before the Explorers can leave.
71-80	The Explorers have attracted the attention of a ring of ship thieves. These are extremely dangerous pirates with years of experience, and will go to great lengths to relieve the Explorers of their ship. It is up to the Game Master to determine how and where these pirates will make their move on the Explorers.
81-90	Purposefully or not, the Explorers have set themselves at odds with a rival trading dynasty. The Explorers may have underbid them on a lucrative contract or pressed thousands of their merchant ship's voidmen from the taverns and bawdy houses of Port Wander. However it happened, these powerful new rivals will stop at nothing to put the Rogue Trader and his people into the poor house.
91-00	A powerful member of the Administratum, Inquisition, or local military or government sets their sights on the Explorers' wealth. They will demand bribes and free services, and threaten very real consequences if the Explorers don't go along with what they want.

USING PROFIT FACTOR

The following are several rules to use Profit Factor to accomplish different activities.

Cost is no Object

There are times when a Rogue Trader simply must have something. Whether it's emergency repairs to his ship, a rare and wondrous artefact at an auction or purchasing all of a certain commodity in a system to stymie rival traders, sometimes a Trader must stretch his wealth quite thin indeed to get what he wants. In a situation where a player doesn't have the luxury of waiting, haggling or being outbid, he can permanently burn Profit Factor to ensure that he is successful on an Acquisition Test. For every one point of Profit Factor burned, a player receives +10 to his Acquisition test. Unlike overstretching your Profit Factor for an Upkeep Test, where the loss is temporary and exists until the player unloads, downgrades or downsizes an acquisition, Profit Factor used to ensure success is gone permanently. This permanent loss could be explained in a number of ways, from the selling off of investments to calling in favours, and reflects an outlay of wealth and influence so great that it reduces a player's purchasing power until he can find new sources of income.

Example

Lidiah limps her ship Litvyak back to Port Wander after a tangle with an Ork raiding ship. Holed in numerous places, leaking fuel and oxygen, half-blind and with thousands of crewmen dead, the Litvyak is in terribly sorry shape and looking at least six months in dry dock to complete repairs. This is completely unacceptable to Lidiah, as it means the almost certain loss of two lucrative trade routes to a rival Rogue Trader. She decided that Cost is No Object in ensuring that her ship gets into and out of dry dock in record time so as not to lose a single Throne from her threatened trade routes. Lidiah permanently burns five points of Profit Factor for a +50 modifier to her Acquisition Test to acquire repair services, resupply and new crew members. Thrones are spread liberally around, favours called in, heads broken and press gangs run day and night to get the Litvyak back on her feet. Lidiah succeeds on her Acquisition Test with a number of degrees of success, and within two months the Litvyak is back in the spacelanes, good as new and with a full complement.

Influence, Reputation, and Location

Influence and Reputation are just as important to a Rogue Trader as are his ship and lucky side arm. Indeed, these are large parts of what make up his Profit Factor. Aside from the raw currency, investments and other such things, a Rogue Trader's reputation and his ability to leverage both money and reputation into influence is what allows him to get ahead in the cut throat world of pan-galactic commerce. What happens when a Rogue Trader is outside of his usual sphere of operations, though? With as vast as the Imperium is, a player simply cannot expect to be recognised everywhere he goes. When operating in dark and heathen corners of the Galaxy where the light of the God-Emperor has only recently reached, or perhaps not reached at all, how often can a Rogue Trader expect to hear the correct answer to the question, "Do you know who I am?"

When operating outside of their usual territory, Game Masters should consider adding negative modifiers to Explorers' Influence tests. This could reflect the fact that the Rogue Trader is a newcomer on the galactic scene and word of his exploits hasn't spread all that far, or that the part of space he's operating in is so isolated and backwards that the inhabitants continually ask the Explorers for news of the wider Imperium. Whatever the case, the Explorers will be unable to use their Profit Factor to make friends and influence people as easily as they could in, say, Port Wander. Modifiers between –10 and –30 should be sufficient, but as always the amount of the modifier and when it's applied is solely up to the Game Master.

Example

Lidiah has made contact with an isolated world in the Calixis Sector that happens to be home to a rare breed of Grox that could fetch quite a bit of money at market. Lidiah and her officers brush and shine their best uniforms, and present themselves to the planet's governor. Since the planet is so isolated and benighted, the Game Master declares that Lidiah is –30 to any Influence Tests in dealing with the governor and his ministers. She and her officers make a grand entrance to the governor's audience chamber, broadcasting a palpable air of confidence and importance. Aware of her penalty, Lidiah decides to take the chance and make an Influence Test to give the introductions the proper gravity. She begins her introductions, making sure to linger on her association with her trading dynasty and their storied history, and makes her Influence Test. She rolls poorly, with one level of failure, and notices that the governor is staring into space with a smug, patronising look on his face. He turns to say something to one of his advisors as Lidiah is talking, and when she completes her introductions the governor looks back to her and with a bored tone in his voice asks, "I'm sorry, who did you say you were again?"

Ship Roles

"On this ship, the Captain is your Master, and I am her voice!"

–Bosun Vor aboard the *Bansidhe*

Roles are positions of command responsibility upon the Rogue Trader's vessel that can be filled by the player's characters. Some Roles are weighty and traditional in all Imperial vessels, whilst others bear many names and emerge only out of necessity. Each Role brings with it the benefits and obligations of rank: subordinates who will accept orders, but whose well-being and protection is an obligation, the recognition of the Rogue Trader's dynasty, and a pledge of fealty that may require much toil to uphold.

Experience in command is important for all Roles to some degree: all are near the top of the hierarchy that is a void-ship's crew. The occupants of most Roles must become used to delegating tasks, mastering the internal politics of a crew, and cultivating talented subordinates. The subordinates of some Roles include emissaries of great Imperial powers—technically subordinate within the Rogue Trader's crew, but who wield influence beyond the vessel and so must be handled carefully.

Roles are selected by the players at the beginning of the campaign. They should not be switched lightly, as they do represent a hierarchal position aboard a ship. **Unless the GM determines otherwise, a player must spend 100 xp to switch roles.**

Unlike most entries in this book, Roles are organised according to rank, not alphabetically. These ranks should be taken as guidelines for ships operating in the Calixis Sector and Koronus Expanse, not as hard and fast military ranks (and players should not use them as an excuse to try and give orders to other players), but they can be used to delineate hierarchy.

It is important to note, Ship Roles should not automatically be used to determine who performs what Actions in Space Combat. For example, if a ship has an Explorer as Lord-Captain and an NPC as Master Helmsman, it is perfectly acceptable for the Explorer to be performing Manoeuvre Actions, especially if he is better than the NPC (which is likely!). Such situations can be roleplayed by assuming the Explorer is directing the actions of the subordinate NPC closely, lending his weighty expertise in important manners.

Rank One

The first rank has only one entry: the Lord-Captain, master of the ship.

Lord-Captain

A void-ship is a mighty fortress, its Captain upon the command throne the feudal lord who accepts pledges of allegiance and fealty from his advisors, the commoner crew, and their elected spokesmen. The Lord-Captain is the ultimate decision-maker on matters of strategy, void-law, and negotiation, responsible for the lives and souls of all who pledge to his banner. The

Why Roles?

Separating Roles from Careers allows a bit more freedom in concept, so that a given Career doesn't automatically lock a character into only one role on board the Rogue Trader's vessel—although some careers, particularly the Rogue Trader, Navigator, and Astropath Transcendent, are limited in the Roles they can occupy. Additionally, Careers from the **Dark Heresy** game can fit into Roles in a **Rogue Trader** game with little difficulty.

Roles are entirely optional; if a character chooses not to fill a Role on the ship, that Role should be taken by an NPC under the Game Master's control if and when it becomes needed. Whether or not to flesh out a Role's subordinates with personalities and motivations is up the Game Master and Explorers to discuss: how much of a focus on the Rogue Trader's crew and internal machinations do they want in the game?

fate of thousands hangs upon his decisions, though a wise Lord-Captain takes council with his advisors and bridge crew, and listens well to their wisdom before giving his orders.

Career Preference

Only characters with the Rogue Trader Career may select this Role (unless the GM has good reason to allow otherwise).

Examples of Immediate Subordinates

Personal guard company, emissaries of Imperial powers, subordinate officers of the ship.

Important Skills

Command: To impose the Lord-Captain's will upon ship manoeuvres, lead boarding actions, or shame and break mutinous crew.
Charm: To restore flagging moral during long voyages far from Imperial stars.
Intimidate: It is sometimes necessary to compel the loyalty of recalcitrant servants.
Scholastic Lore (Tactica Imperialis): The Lord-Captain must lead decisively in matters of strategy and tactics.

Benefits

The Lord-Captain gains a +10 bonus to the Hold Fast! Extended Action (see **Rogue Trader** page 218). If he possesses the Exceptional Leader ability (the class ability for Rogue Traders, see **Rogue Trader** page 72) he may grant it to anyone aboard his ship once per Strategic Round as a Free Action, ignoring the normal restrictions on who can benefit from this ability.

RANK TWO

This rank includes the Lord-Captain's immediate seconds and senior command crew, the few in charge of the remainder of the ship.

First Officer

Though a Lord-Captain's power is absolute, his time and energy are finite. Someone must stand at his right hand, acting as his voice and serving as an instrument of his will. The First Officer speaks and acts with the full authority of his Lord-Captain, ever prepared to assume the mantle of leadership should his Lord become indisposed.

Career Preferences

This Role may be filled any character, except those with the Astropath Transcendent career.

Examples of Immediate Subordinates

All senior bridge officers, deck foremen, Mechanicus Emissariat.

Important Skills

Command: The First Officer's presence must inspire no less loyalty and obedience than his Lord-Captain's.
Secret Tongue (Rogue Trader): Mastery of the fleet patois is necessary if one is to communicate fully with subordinates.
Intimidation: One who inspires fear inspires respect.

Benefits

The First Officer treats Command as a Trained Basic Skill when dealing with his crew. If the First Officer possesses the Command Skill, he receives a +5 on all Command Tests made aboard ship.

Enginseer Prime

In the eyes of the Cult Mechanicus, an Imperial void-ship is a living shrine, rife with Tech-Adepts and servitors, its machine sections constantly rebuilt, repaired, and encrusted with shrines and prayer-works. Constant labour is necessary to sustain the vessel's great machine spirit and so please the Omnissiah—and moreover, it is vital preparation to stand against the disorder of battle damage and the great efforts needed to repair such violations of a holy place. The Enginseer Prime directs this holy toil, and his solemn pledge to the Lord-Captain holds him responsible for maintenance of the void-ship's strength, resilience, and tech-secrets.

Career Preference

In most vessels, this role is associated with the Explorator Career, but may also be selected by a character with the Missionary or Void-master Career.

Examples of Immediate Subordinates

Appointed Magos Enginarium, emissary of the Latheic Archmagi, aggregate council of machine-shrine Tech-Priests.

Important Skills

Tech-Use: For emergency and long-term repairs, or exhorting machine spirits to greater efforts during void-battle.
Chem-Use: Strange reagents are required throughout a void-ship's systems, and knowledge of these chemicals is vital.
Common Lore (Machine Cult), Forbidden Lore (Adeptus Mechanicus): Servants of the Machine God must be salved and made calm by one who knows their ways, just like the machine spirits they serve.

Benefits

The Enginseer Prime gains a +10 bonus to the Emergency Repairs Extended Action (see Rogue Trader page 216).

High Factotum

The High Factotum is a maestro of the mechanisms of trade: negotiations, compacts, endless records, bribes, threats, and the filling and emptying of great-holds. Maintaining the crew at strength and obtaining needed supplies for the continuing operation of the void-ships is also the High Factotum's concern. This is a realm in which corruption and honour walk hand in hand, and the path taken by Thrones is always twisted to private ends. The High Factotum has pledged to bring profit to the Lord-Captain's venture, and will do whatever is necessary to keep both dock-scum and haughty, hidebound merchants in line.

Career Preference

This role is usually associated with the Seneschal Career, but may also be selected by characters with the Missionary Career.

Examples of Immediate Subordinates

Quartermasters, skilled negotiators and factors, officers of the common great-hold crew.

Important Skills

Barter: For less clear-cut trading operations, such as bolstering the crew through press-gangs or "recruiting" convicts from Imperial prisons.
Commerce: Vital to succeed in matters of commerce and negotiation.
Evaluate: Every trader lies, either to himself or to others. Establishing a true worth in any potential trade is of great importance.

Benefits

Once per game session, the High Factotum may take up to 300 Achievement Points gathered towards the completion of one Endeavour and apply them to the completion of another.

RANK THREE

Those in the "third rank" aboard a starship are still command staff, usually those given specialised duties with unique skill-sets.

Master-at-Arms

An Imperial void-ship can muster numerous small armies: security companies, boarding parties, the common crew armed with rusty blades and stub-guns, and often entire barracked regiments of mercenaries, Imperial Guard, or other steadfast troops. The Master-at-Arms is responsible for these militants and their commanders; it is his pledged duty to the Lord-Captain to ensure the loyalty of the void-ship's forces, carefully guard the vessel's security, maintain the armouries, ensure victory against boarders, and guide attacks upon the crew of enemy vessels or foes on hostile worlds.

Career Preference

This Role is usually associated with the Arch-Militant Career but may also be selected by a character with the Void-master Career.

Examples of Immediate Subordinates

Armoury crew, shipboard troop commanders, mercenary leaders.

Important Skills

Command: For leadership in battle, security operations, and boarding actions.
Tech-Use: To make the best use of the vessel's machine and servitor security systems to capture or eliminate intruders.
Intimidate: A battle is doubly won when force of arms is not required for victory.
Scholastic Lore (Tactica Imperialis): The Master-at-Arms must be learned in strategy and tactics.

Benefits

The Master-at-Arms gains a +10 bonus to the Prepare to Repel Boarders! Extended Action (see Rogue Trader page 218).

Master Helmsman

The Master Helmsman is responsible for safely piloting the vast vessel through the myriad threats of the void of space. A helmsman risen to be master of his profession must have a sixth sense for the dangers that can confound auspex and lead void-ships to ruin, and know how best to make use of his helm crew and their familiarity with a vessel's character. The Master Helmsman must pilot not just the voids, but also the competing fiefdoms of enginarium, auspex, and bridge crew to ensure that every manoeuvre is accomplished to the Lord-Captain's exacting standards.

Career Preference

This role is usually associated with the Void-master Career, but may also be selected by a character with the Explorator or Arch-Militant Career.

Examples of Immediate Subordinates

Helm crew, enginarium Tech-Priests, lesser auspex officers.

Important Skills

Pilot (Space Craft): Used for most manoeuvres and unexpected situations at the helm.
Scholastic Lore (Astromancy), Common Lore (Koronus Expanse): Useful in deciphering the subtleties of partial void-maps, or anticipating hidden dangers left uncharted.
Trade (Voidfarer): Understanding the common practices of void-crew is necessary for those who direct their toil.

Benefits

The Master Helmsman gains a +10 bonus to the Evasive Manoeuvres Action (see Rogue Trader page 215).

Master of Ordnance

The Master of Ordnance pledges to keep the void-ship's weapons and fighting crew in the finest condition, and then directs them to destroy foes at the Lord-Captain's order. He is responsible for the quality of gun-deck crews, the workings of the armoured munitions vaults deep within the vessel, and the operation of weapons in void-battle. If the vessel boasts torpedoes, fighter squadrons, or other more esoteric ordnance, then these crews and systems also fall under the Master's purview.

Career Preference

This role is usually associated with the Arch-militant Career, but may also be selected by a character with the Void-master Career.

Examples of Immediate Subordinates

Assembled officers of each gun-deck, lance battery, and other ordnance system, munitions vault crew, commanding officer of small-craft squadrons.

Important Skills

Command: the varied battery and ordnance crews must fight as one, and the Master must lead them to do so.
Scholastic Lore (Tactica Imperialis): To use a weapon well, its place in the broader battle must be clear.
Trade (Voidfarer): Understanding the common practices of void-crew is necessary for those who direct their toil.

Benefits

When firing ship weapons while benefiting from the Lock on Target Extended Action, the Master of Ordnance adds an additional +5 bonus to the Ballistic Skill Test.



Master of Etherics

The Master of Etherics is responsible for the operation of the void-ship's auspex and vox systems. Without auspex a vessel is blind, and without vox it is deaf and mute; the Master of Etherics stands at the Lord-Captain's right hand, such is his worth, and to fail in his pledge is unthinkable. Dire regions beyond the Imperium are cloaked with the darkness of the unknown—the Master of Etherics must marshal his resources to overcome these hostile voids and light the path ahead with his vision.

Career Preference

This role is usually associated with the Void-master Career, but may also be selected by a character with the Arch-militant or Explorator Career.

Examples of Immediate Subordinates

Lesser auspex vault officers, lesser vox system officers, appointed Tech-Priest of Etherics.

Important Skills

Scrutiny, Tech-Use: Used in operating the ship's auspex and vox systems.
Trade (Voidfarer): Understanding the common practices of void-crew is necessary for those who direct their toil.
Appropriate knowledge Skills may be used to identify specific Components of an opposing vessel.

Benefits

The Master of Etherics gains a +10 bonus to the Focused Augury Extended Action (see Rogue Trader page 217).

Chief Chirurgeon

The Chief Chirurgeon is master of the void-ship's medicae wards and their staff: doctors of physiks, medicae, alchemists, and a horde of apprentices. Accidents, maladies, and agues of a thousand varieties afflict common voidfarers, and a crew unattended by medicae and physiks will soon enough lapse into illness, putting the safety of the vessel at risk. The Chief Chirurgeon pledges his talents to maintain the crew's stalwart willingness to toil, and further to make of his wards and supply vaults a scourge upon disease, injury, and sicknesses of the mind.

Career Preference

This role is usually associated with the Missionary or Explorator Careers but may also be selected by a character with the Seneschal Career.

Examples of Immediate Subordinates

Biologis Tech-Adepts pledged to the medicae wards, lesser medicae and doctors of physiks, appointed Savant-Medicaes of the void-ship librarium.

Important Skills

Medicae: For all the practical duties of a Chirurgeon.
Chem-Use, Scholastic Lore (Chymistry): When preparing unusual drugs and anti-venoms, sometimes from base reagents
Tech-Use, Trade (Technomat): When preparing augmetics for implantation or repairing existing augmetic implants

Benefits

The Chief Chirurgeon gains a +10 bonus to the Triage Extended Action (see Rogue Trader page 218).

Master of Whispers

Men and women are wilful creatures, given to secrets, deceit, disloyalty, and subterfuge. The Master of Whispers inhabits this realm; he seeks out and purge the crooked timbers and weak spars in the Rogue Trader's crew. His agents hunt for the very same elements in rival Rogue Trader missions—but for the purpose of advantage and deception. Spies pledged to the Master of Whispers roam far beyond the void-ship's bulkheads in search of precious knowledge, untended resources, and hidden weaknesses that can benefit the Lord-Captain's mission.

Career Preference

This role is usually associated with the Seneschal Career but may also be selected by characters with the Missionary Career.

Examples of Immediate Subordinates

A array of capable agents, master savant of the void-ship librarium, trusted spies in the crew.

Important Skills

Inquiry: Investigate crew unrest or uncover vital information from other groups.
Deceive: Keep the crew loyal and in high spirits, even if that means lies and corruption.
Interrogation: For more direct means of learning secrets.
Scrutiny: To uncover what others wish to remain hidden.

Benefits

The Master of Whispers gains a +10 bonus to the Disinformation Extended Action (see Rogue Trader page 216).

Choir-master Telepathica

The etheric voices of Astropaths resound throughout the Immaterium. When these voices are united by a single will, they combine into a psychic harmony capable of touching minds half a galaxy away. The Choir-master directs this harmony, and in turn directs the choir as a whole.

Career Preferences

Only characters with the Astropath Transcendent Career may select this Role.

Examples of Immediate Subordinates

Lesser Astropaths of the Choir, Choir support staff, Rite-masters of the Adeptus Astra Telepathica.

Important Skills

Psyniscience: The foundation of training from whence all an Astropath's talents spring.
Forbidden Lore (The Warp): The chaotic eddies of the Immaterium can hinder and enhance an Astropath's powers. By understanding these eddies the Astropath can ensure a clear signal in the most turbulent Warp storms.
Command: It is not enough for lesser Astropaths to respect the Choirmaster. He must command their minds if they are to focus their wills.

Benefits

The Choir-master Telepathica may increase the range of his Astropathic Signals by one step (see **Table 6–5: Astropathic Signals** in Rogue Trader).



Warp Guide

Also sometimes known as the Navigator Primaris, the Warp Guide is wholly responsible for steering the vessel through the treacherous tides of the Empyrean, both the safer routes within Imperial borders, and the terrible, dark voids beyond. The Warp Guide's burden is heavy indeed; he and he alone stands as a bulwark between thousands of faithful Imperial souls and the unbridled damnations of the warp. A single mistake and terrible daemons of the Empyreal spaces will consume the vessel and all aboard it, and that horrid death will be but a prelude to the eternal torment that follows.

Career Preference

Only characters with the Navigator Career may select this Role.

Examples of Immediate Subordinates

Lesser Navigators on board, trusted bodyguards and assassins, emissary of the Navigator House elders.

Important Skills

Navigation (Warp): Employed for travel within the terrible Empyrean.
Trade (Astrographer): For recording the details of new warp routes.
Scholastic Lore (Astromancy): Useful when deciphering the subtleties of partial void-maps.
Forbidden Lore (The Warp): To anticipate or mitigate the worst upheavals in the Empyrean during warp travel.

Benefits

The Warp Guide gains a +5 bonus to the Navigation (Warp) Skill for purposes of steering the ship through the Warp (see Rogue Trader page 183).

RANK FOUR

This is the rank of ship's officers who have the most day to day contact with the crew, and are often intimately familiar with the ship's workings.

Ship's Confessor

The Ship's Confessor is the uppermost hierarch of shrines and Clerics aboard the vessel, responsible for their scriptural purity and by extension the spiritual well-being of all aboard. The God-Emperor protects the righteous who abide by the holy laws of Ministorum and Imperium, and it is His will that keeps the warp at bay and guides weapons to strike true against foul xenos. The Ship's Confessor pledges to uphold the faith and courage of the crew against all adversities, and so make the void-ship a true cathedral of the Imperial Creed, echoing with the prayers of the holy and blessed in the God-Emperor's sight.

Career Preference

This role is usually associated with the Missionary Career but may also be selected by a character with the Explorator or Seneschal Career.

Examples of Immediate Subordinates

Lesser Clerics and Confessors of the vessel's shrines, emissaries of major Ministorum cults in attendance, an unruly mob of zealots, penitents, and pilgrims.

Important Skills

Scholastic Lore (Imperial Creed): To ensure purity of faith and rightful ritual.
Common Lore (Ecclesiarchy, Imperial Creed): To conduct worship in a way fitting to the habits of the faithful, such that they will be fulfilled and blessed in soul and mind.
Charm, Intimidate: To soothe the dolorous and rain hellfire upon the faithless, in both cases to bring straying souls back to the path of righteous worship and steadfast toil.

Benefits

The Ship's Confessor gains a +10 bonus to the Put your backs into it! Extended Action (see Rogue Trader page 218).



Drivesmaster

A voidship's enginarium is a sprawling complex filling many decks. Within this sepulchral facility countless ranks of enginseers work the rites that appease the machine spirits of the vessels roaring heart. Some among their number are schooled in special rituals that inspire the drive to greater efforts. The Drivesmaster is in charge of monitoring and maintaining the roaring plasma drives that form the heart of the ship. Though subservient to the Enginseer Prime, the Drivesmaster often maintains the plasma drives as his own fiefdom, where none but the Mechanicus and their servants are welcome.

Career Preference

This Role is open only to Explorators.

Examples of Immediate Subordinates

Enginseers of the Drive Temple, enginearium servitors, crewmembers who maintain the primary plasma conduits

Important Skills

Tech-Use: Without even the simplest of technoarcane rituals, the engine will not function.
Forbidden Lore (Archeotech): Each voidship's drive is an ancient relic, little understood in these dark times.
Pilot (Space Craft): Without knowledge of what tasks a drive is meant to perform, an Drivesmaster cannot expect to guide its actions.

Benefits

The Drivesmaster gains a +10 bonus to the Flank Speed Extended Action (see **Rogue Trader** page 217).

Omnissianic Congregator

The machine spirit of a starship is a slow but fickle intelligence, demanding the veneration and respect of hundreds if it is to function properly. The Omnissianic Congregator guides the tech-priests and other crew versed in technoarcane ritual, in the maintenance rites and algorithmic prayers that appease spirit of the ship, conferring the blessings of the Omnissiah upon its operation.

Career Preference

This Role is open only to Explorators and characters with the **Forge World** Home World option.

Examples of Immediate Subordinates

Laymen Shipwrights, lexemechanics of the Central Cogitation Vault, keepers of the Altar Omnissiah.

Important Skills

Tech-Use: To understand the ways of sacred technology and the rituals that please the spirits of the machine.
Forbidden Lore (Adeptus Mechanicus): Those who wish to receive the blessings of the ship's machine spirit must be guided in the canticles of activation and the benedictions of efficiency.
Trade (Technomat): Every ship's component must be entreated in a different way, and the ship's holy symmetry reinforced by constant rituals of maintenance.

Benefits

The Omnissianic Congregator gains a +10 bonus to the Aid the Machine Spirit Extended Action (see **Rogue Trader** page 216).

Chief Bosun

Voidfarers are often trained from birth in the tasks they will be expected to perform aboard ship, and this training does not end when a position is secured. To keep skills sharp, all crew are expected to participate in regular drills and practice sessions. A steady regimen of drills makes for an efficient crew. The Chief Bosun also serves as the enforcer of discipline aboard a vessel.

Career Preference

This Role is open to Arch-militants, Missionaries, Seneschals, and Void-masters.

Examples of Immediate Subordinates

Watch leaders, bonded shipwrights, armsmen commanders.

Important Skills

Command: A rating is expected to answer the call to drill as if the order came from the Lord-Captain himself.
Intimidation: Fear inspires discipline, and loyalty.
Trade (Shipwright): The Ship's Bosun is expected to know all essential duties aboard ship, and must be ready to instruct the ignorant in how their tasks are to be done.

Benefits

The Ship's Bosun provides a +5 bonus to the ship's NPC Crew Rating. As long as the Chief Bosun is aboard, Command Tests involving the ship's crew suffer no penalties for reduced Morale.

Infernus Master

No shipboard danger is more devastating or frightening than fire, burning uncontrolled through a voidship's corridors and decks. Even the smallest blaze can send a seasoned crew into a panic, trampling each other in the frenzy to escape through narrow corridors before the bulkhead is sealed in a vain attempt to keep the fire from spreading. During a conflagration, the Infernus Master is charged with keeping order and minimising the damage caused to equipment, personnel, and morale. The Infernus Master organises bucket chains, directs evacuations, and commands damage control crews brave enough to combat even the deadliest plasma flares.

Career Preferences

This Role may not be selected by characters with the Rogue Trader, Astropath Transcendent, Explorator, or Navigator careers.

Examples of Immediate Subordinates

Commanders of shipboard troops, aqueduct technicians, senior damage-control crew.

Important Skills

Command: Used when organising fire response teams.
Intimidate: Often needed to browbeat reticent crew into facing down a blaze.
Search: In order to spot fire hazards and assess the risks to fire control teams under the Infernus Master's command.

Benefits

The Infernus Master gains a +20 bonus to all Command Tests made to combat shipboard fires.

Twistcatcher

Those who dwell within the enclosed environment of a voidship's hull risk constant exposure to radiation, both from the vessel's mighty engines and the void itself. These harsh conditions mean an increased risk of mutation. It is a lamentable fact that even the most well-maintained vessels play host to sizeable mutant populations, hordes of the deformed unfortunates lurking in unused holds and seldom-serviced bilge decks. It is the duty of the Twistcatcher to keep his ship's mutant population in check, and in times of dire need press these malformed wastrels into service for the good of the human crew.

Career Preference

The thankless task of twistcatching is most often left to Arch-militants and Missionaries, although anyone save the Rogue Trader can perform this role.

Examples of Immediate Subordinates

Press gang foreman, mutant informants, bilge workers.

Important Skills

Forbidden Lore (Mutants): To better identify mutants, locate warrens, and take precautions against their dangerous mutations.
Secret Tongue (Underdecks): For gathering information from the lowest of the human crew, who often have some contact with the mutant population. Many mutants also speak this dialect, making it useful for interrogating mutant prisoners.
Tracking: To apprehend those that flee.

Benefits

Immediately after Starship Combat, the Twistcatcher may raid the lower decks, replacing a portion of the dead crew with mutant slaves captured in the raid. If such a raid is undertaken, the ship regains 1D5 Crew Population but loses 1 Crew Morale.

Master of The Vox

In the course of daily operations, an endless stream of vox traffic passes through a voidship's command deck. These lines of communication are vital to the operation of a vessel and a Rogue Trader's fleet, and it is the responsibility of the Master of The Vox to keep all channels of communication clear, and all vox-casters functioning at peak efficiency.

Career Preference

This Role is open to characters with the Astropath Transcendent, Seneschal, and Void-master careers.

Examples of Immediate Subordinates

Senior communications officers, officers of cryptography, vox-caster maintenance personnel.

Important Skills

Ciphers (Rogue Trader): Communications officers must be well versed in the parlance of the master's fleet.
Secret Tongue (Rogue Trader): Transmissions made for the benefit of the fleet must remain confidential.
Trade (Cryptographer): The secret codes and ciphers that protect a fleet's secrets must be forever improved and changed, lest eavesdroppers grasp their meaning.

Benefits

The Master of The Vox gains a +20 bonus to the Jam Communications Extended Action (see Rogue Trader page 218).

Purser

The operation of a Rogue Trader's vessel and the execution of endeavours requires uncountable amounts of wealth to be shuffled between investments and expenses on a daily basis, and the risk of loss is great. Financial officers must be prepared to balance enough books to fill a librarium many times over. In an economic climate where the single stroke of an autoquill can mean the difference between tragic loss and phenomenal gain, the purser must be tireless and ever vigilant. However, the purser also has a second duty, to ration payment and rewards to the crew serving aboard his ship. This often means the purser is loved and hated in turn, based on how forthcoming a crew's pay is.

Career Preference

This Role is only available to characters with the Seneschal Career.

Examples of Immediate Subordinates

Senior financial managers, chartered accountants, the Master of Pensions.

Important Skills

Barter: Only the best prices and the shrewdest deals can keep one's ledgers in the black.
Commerce: The Lord-purser must develop old investments while seeking out the new.
Evaluate: Everything has its price, and a purser must be able to quote that price at a moment's notice.

Benefits

When replenishing Morale by spending Achievement Points (Rogue Trader page 226), the Purser only has to spend 25 Achievement Points, and may always make a **Routine (+20) Barter Test** instead of a Charm Test. (This test is always Routine, no matter how many times Morale is replenished in this manner.)

Carto-artifex

The void and the warp contain dangers that often mean death for those who venture forth unprepared. The best way to survive such dangers is to avoid them entirely. To this end, a wise Lord-Captain consults his Carto-artifex before any voyage. This master of charts and hololithic maps is charged with finding safe routs and circumventing danger. The secrets of the void and the warp are laid bare before his vast knowledge of the tides and current of the immaterium.

Career Preferences

Seneschals, Navigators, Explorators, and other Explorers with a scholarly bent can serve in this Role.

Examples of immediate Subordinates

Navigator House archivists, keeper of the librarium, deep void auger operator.

Important Skills

Trade (Astrographer): A Carto-artifex is expected to interpret old maps and constantly revise new ones.
Navigation (Stellar and Warp): When a safe course has been determined, it must be plotted and followed.
Forbidden Lore (Navigators): The insular Houses often issue false maps to confuse enemies, and maintain secret routs for their own convenience.

Benefits

The Carto-artifex gains a +10% bonus to all Awareness and Perception Test made during Warp Navigation (see Rogue Trader page 183), and when detecting stellar phenomena (see Rogue Trader page 226).

Ship's Steward

The vast stocks of food, water, and air upon which a crew depends must be carefully monitored and rationed, lest wanton consumption and theft lead to a crippling shortage. Someone must take charge of these resources, to see that they are used properly. To do less invites starvation, dehydration, and suffocation on a catastrophic scale.

Career Preferences

This Role is open to all Seneschals and Void-masters, as well as all characters with the Void Born Home World option.

Examples of Immediate Subordinates

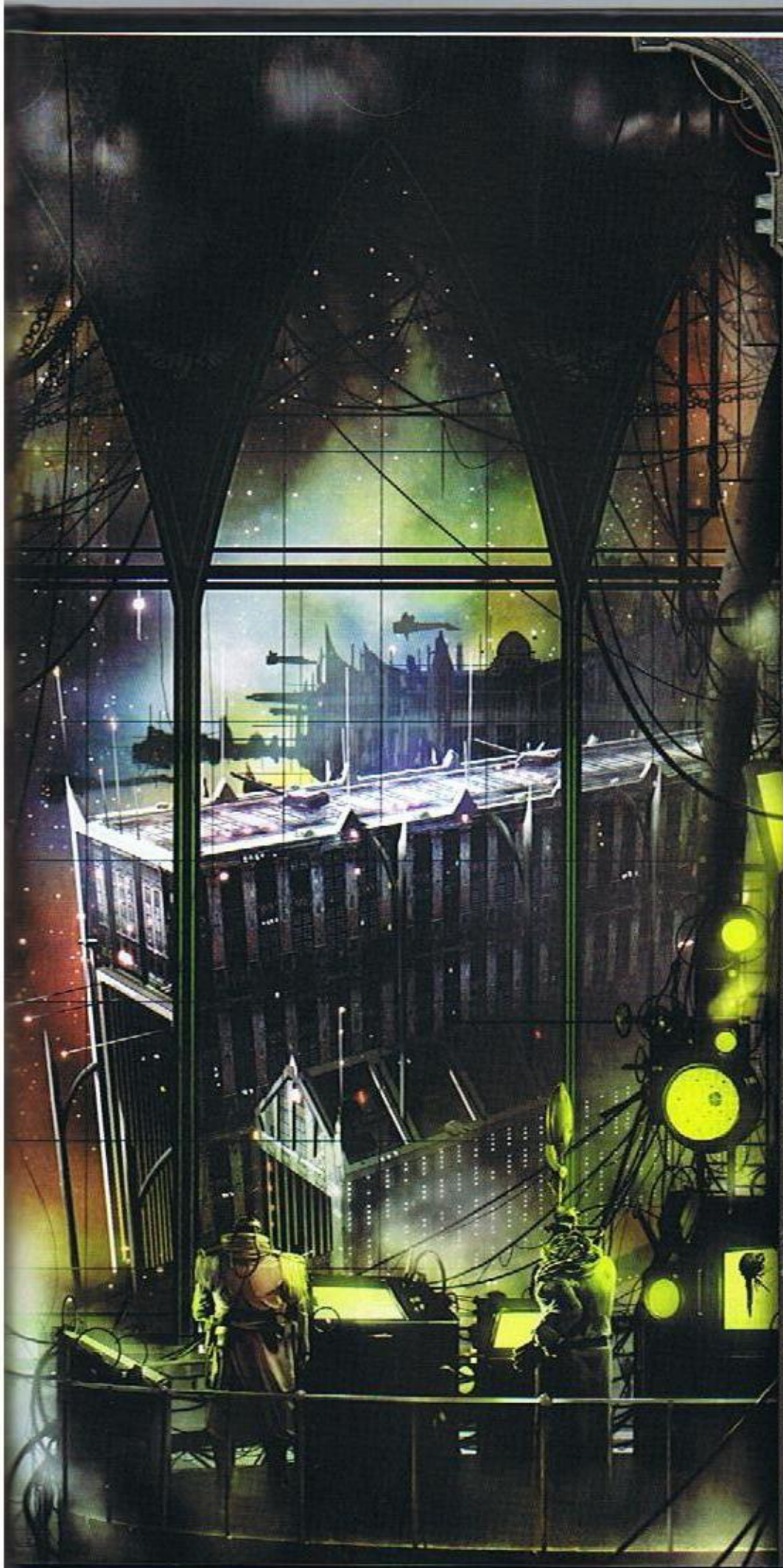
Master of Stores, senior hydrologists, guildmaster of Atmospheric Reclamators.

Important Skills

Blather: Often the ship's steward must stall for time, distracting the crew from a shortage just long enough to acquire new provisions.
Survival: In the darkest of times, people must be fed from scavenged food, captured vermin, and less savoury victuals.

Benefits

The careful rationing imposed by the ship's steward doubles the effective provisions of a craft, allowing it to function for up to a year before the crew suffers the consequences of long voyages (see Rogue Trader page 227).



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CHAPTER VIII: PORT WANDER

"Home? Nay, for my home is where my heart truly lies, and that is my true love, my Tremi. She is more my mistress, for I may only tarry a short while before I must be off, and her eye does indeed Wander to others when I am away."

–Rogue Trader Alton Keller, captain of the *Lux Extremis*



Located at the very fringes of the sector, Port Wander is often dismissed as a barely-lawful outpost, and never mentioned as one of the more impressive or honoured installations of the Imperial Navy and Battlefleet Calixis. Though technically a Navy station, Port Wander would not exist without the support and trade of various Imperial Adeptus, chartist captains, and Rogue Traders, a point that rankles many prideful Naval officers. Those assigned there frequently view their posting as a punishment or an attempt by enemies in the service to drydock their careers, and typically serve with resentment bordering on bitterness. In addition, the station is filled with swaggering civilian captains, merchants fat of purse and jowl, and interfering factions of every sort, from supercilious Administratum functionaries to scheming Inquisitorial acolytes. Port Wander is far more than a simple military base.

Despite its poor (if well-deserved) reputation, however, Port Wander is one of the more important facilities of Calixis. It guards the entrance to a largely-unexplored section of space, rich with exploitable resources, powerful artefacts, lost souls to recover, and potentially unimaginable wealth. Also, though undisciplined when compared to a proper naval vessel, it is a veritable ideal of the Emperor's Law when compared to what lies beyond it. Here there is rightful law, though it is often tempered by gelt and influence. On the other side there is no law other than what can be enforced with bolter and lance. This station is the last true outpost of both the Calixis Sector and the Emperor's Law. Beyond it there is only what law a captain imposes on his crew and his fiefdoms, or that which is imposed on him by cruel xenos or crueler fate.

THE GUARDIAN OF THE MAW

Port Wander originated as a standard Xerxes Mark IV Naval station, made from prefabricated and pre-blessed sectionals and transported into the system by mammoth Greatholds over many months. Assembly took only seventeen years; the station was consecrated, declared operational, and thruster-anchored into position orbiting Rubycon II far ahead of Thamos in a stable position a year later. Though smaller than many Naval stations, it is large enough to handle battlecruisers and other huge vessels. Organised upkeep tends to be spotty, though, given its distance both physical and political from subfleet headquarters, and much of the constant refurbishment was done as needed to better deal with the variety of vessels used by Rogue Traders. Over time, entire new modules and battlements were installed, and whole subsections became layered over with new construction such that little of the original voidfacing hull is visible. Deep inside the station whole decks were simply lost to poor planning, and only those well-versed in the ancient blueprints can find their ways through the mazelike passageways.

As the area grew in importance due to successful voyages to the Expanse and back, the station grew as well, attracting the attention of many Imperial agencies throughout the sector. What was a standard Navy-operated station became overrun with Rogue Traders, commerce shipping agents, merchant guilds, Administratum functionaries, Inquisitorial spies, Mechanicus and Ministorum preachers, and more, all vying for control. With more and more passages through the Maw and increased trade in exotic (and profitable) goods to be found on the other side, the original role of naval station began to wane and Port Wander began to become more of a transportation hub for Rogue Traders and others dedicated to transporting products into and out of the Expanse.

With less military and more commercial functions occurring and constant years of pressure, the Navy was forced under Palace decree in early M41 to cede authority over the station to a consortium of Administratum functionaries, heavily influenced by factions of Rogue Traders, merchants, and guilds. Imperial Governors nominally led the station, but proved too easily swayed by outside interests or too inept to maintain their power. This, of course, was paradise to many, and with little or no oversight or regulation to counter them

the merchant guilds and Rogue Traders became exceedingly wealthy. The lack of order spread wildly and the port quickly gained a reputation for lawless anarchy where Imperial Law is merely an afterthought to the fortunes awaiting. Rival commercial guilds took to outright combat inside and outside the port, and the port possessed little functioning defences against outside attacks. After a dozen decades including long stretches of disorder and zealous excesses, even the Rogue Traders realised only the Navy could stabilise the port at a level where profits could be dependably made. They petitioned the Lucid Palace for a solution in mid-M41, lest reliable access to the Expanse be squandered and lost.

The Grand Alignment heralded the return of the Imperial Navy to operational control over Port Wander. While the station returned to Navy control, the charter also granted some areas of authority to other agencies, and imposed limits on Naval authority. The Inquisition and Adeptus Ministorum were of course granted official status as agencies of interest and special spheres of control, and the Administratum given an unofficial but important oversight role. While still not recognising their rights over the Maw, the Adeptus Mechanicus gained rights to several areas of the station for their own research. The merchant guilds kept much of their shops and trading halls, and continue to exert considerable influence on the station's activities. The Adeptus Arbites were officially relegated to a lesser role than normal, but still required to police the "civilian" side of the Port's population. The Navy works closely with all of these organisations where possible, as they free its personnel to concentrate on matters of military operations and station defence, areas that went unforgivably lax while it was not in control.

Port Wander has since re-established itself as a mostly lawful outpost, though its location on the edge of Calixis ensures it will never be at the levels of other naval installations or even established imperial planets. It is at the demarcation from the Rule of the Imperium to the Rule of the Void and will always be a struggle between the two, making the port a site of constant pressure and tension. It is here where a Rogue Trader really begins his journey to riches and glory or ignominy and disgrace. Amidst the hustle of hundreds of explorers and merchants, officers and civilians, spirituals and heathen, Port Wander stands as the first step into the Koronus Expanse.

IN AND AROUND PORT WANDER

Physically, Port Wander is a maze of passageways, halls and chambers that has grown ever more complex as it has been haphazardly repaired and expanded. In many ways it more closely resembles a small hive city than a station, and within it bustles a changing population of strange and exotic individuals. Rogue Traders and their fellow Explorers often spend many weeks in port while their ships are refuelled and repaired and cargo loaded or off-loaded. Missionaries charged with bringing the light of the God-Emperor to lost human worlds come to find passage into the unknown accompanied by pilgrim militia. Traders and smugglers whisper deals behind curtains in the station's drinking dens, while mercenaries and bodyguards look for business. Here also are many items for sale which would normally not be found deeper in the Imperium, and better still, no questions are asked. Strange artefacts brought from the depths of the Expanse,

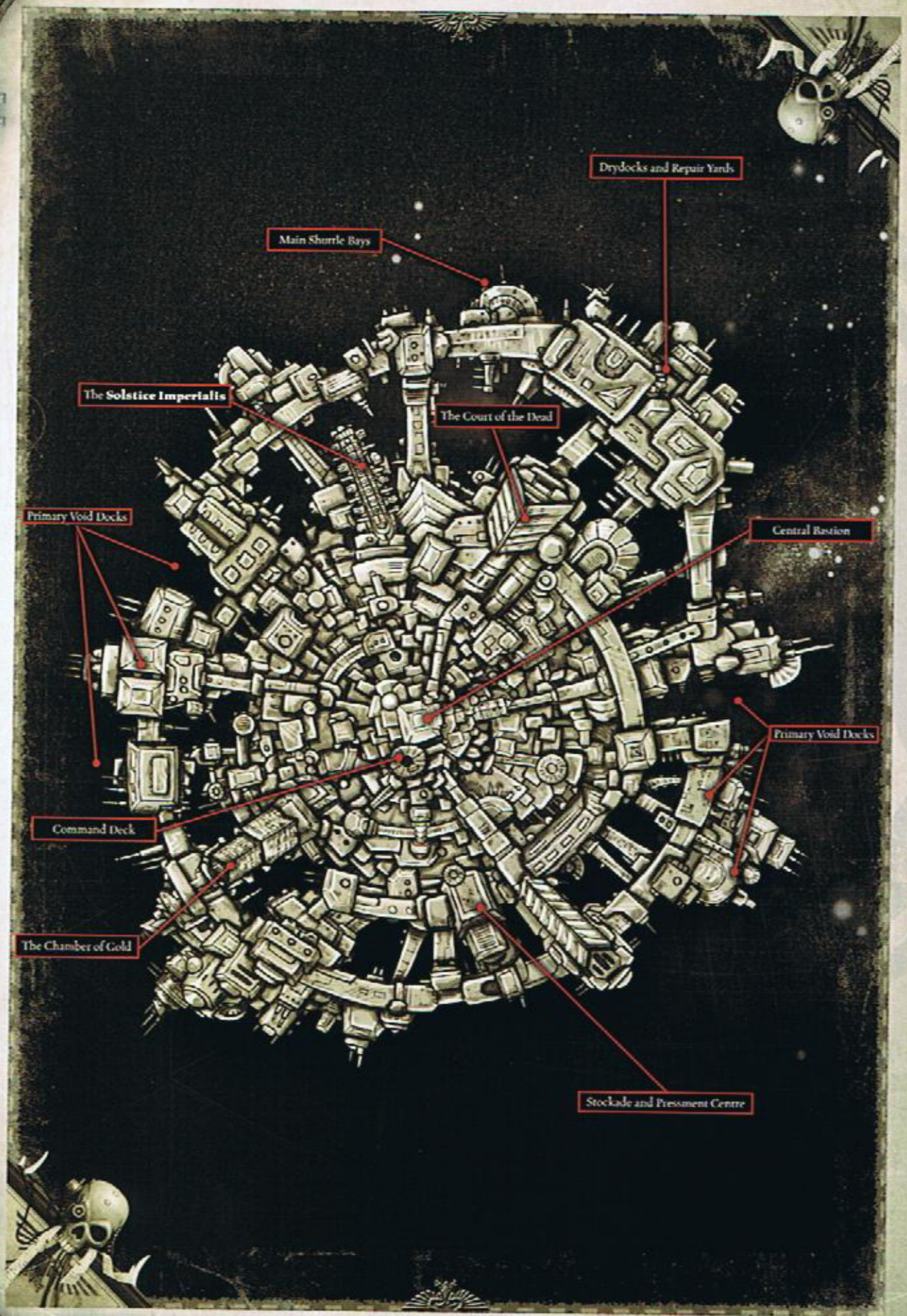
- Entrusted aboard the Lux Extremis, en-route to Port Wander, 056.812.M41

To my daughter and heir, the Lady Ingraine Armengarde,

Yes, of course I have visited Port Wander; one can hardly venture to the Expanse without doing so. From approach it seems more like a child dashed together whatever parts were available with no discernible plan; unlike the orbital stations of Scintilla or Malfi. It resembles one of Scintilla's hives in scope and bustle, if not scale, and in many places is as dangerous as the darkest depths of an underhive.

I would add, however, that returning from a long voyage in the Expanse can lead one to see the port in an entirely different light. Where the Expanse has no law, no order, no rule other than what you force on it, the station is still under Imperial control, and ruled with Imperial justice. In the wilds beyond our sector you must constantly watch for attack or ambush, but here one may settle somewhat and take one's ease. That is not to say there are no dangers, but here they are of a more a subtle nature. The overt threat gives way to the watchful look of many spies and informants. Where outside you are free to act as you please, here you must remember there are many envious eyes and those eager to pounce on any imagined heresy or infraction.

Your mother,
Lord-Captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe


Drydocks and Repair Yards
Main Shuttle Bays
The Solstice Imperialis
The Court of the Dead
Primary Void Docks
Central Bastion
Primary Void Docks
Command Deck
The Chamber of Gold
Stockade and Pressment Centre

exotic wines and narcotics from worlds yet unnamed, valuable gifts and tokens from appreciative traders, all this and more is traded throughout the artificially lit days and dimmed nights of the station. Finally, what cannot be found at the port can often be found outside it, for the system hosts a wide range of services, from extensive repair and refurbishment facilities, spare parts, and even vehicles and intersystem craft for sale. Watching over this constant carnival of outlanders are the Naval authorities, brooding in their Bastion with barely-concealed resentment and disapproval.

Port Wander Central Bastion

Though the entirety of Port Wander is technically the dominion of the Imperial Navy, their stronghold in this den of rogues and wanderers is the Command Bastion. It sits at the heart of the station, separated by code-sealed hatches, isolation bulkheads, and sentry weapons. Behind these defences are the staff and systems that keep Port Wander functioning and safe.

The Command Deck

This cavernous room rises above the upper reaches of the superstructure, forming a grand deck house with dozens of consoles and displays, dimly lit and filled with the smoke of purification incense. The station weaponry is directed from here, along with other vital systems. Usually the centre is manned by junior officers unless there is a major docking or military operation ongoing.

The Sensorium

One of main spires reaching above the central axis of the station houses Port Wander's Sensorium, in which vast auspex displays watch over the movement of all vessels of interest throughout the area and ships in dock, logging them when they arrive, and monitoring them until they leave.

Communication Stations

For those requiring in-system communications between ships and the port on commercial business, the Vox Centre Office will route messages as needed for a nominal fee, usually included with routine docking charges. For longer-range messages outside the system, the port's Astropathic Choir-Sanctum can provide psychic communications—though since they are servants of the Navy, they may not give such requests priority without reciprocation in Thrones or favours.

Medicae

Port Wander has several top-notch medicae amenities for those who can afford premium care. For the rest, there are smaller back-room offices that provide more basic services, such as setting bones or staving off infections. Most visitors rely more on the care their own ships provide, while Naval personnel have official care facilities for their treatment. The Ministorum operates a crude hospice to the rear of the port, where they tend to those with no other hope of care. Service is free to all, and often the last place many unfortunates spend their days.

Crew Quarters

All Naval personnel are quartered in the Central Bastion; from the commander's lavish quarter to the fetid bunkrooms for lower ranks. Visiting Naval officers are quartered in fine cabins. Ratings and enginarium workers exist in huge barracks where dozens rest from the long day's labour in squalid conditions.

Barracks

Imperial Guardsmen are usually sequestered in these Spartan quarters when their transport ships are in dock. Like most naval installations, officers on both sides of the Aquila know the less the two intermix the better for everyone's health. Many Rogue Traders who employ fighting brigades as part of their ship's complement also use these facilities for their warriors, but grant them more leeway in travelling through the port.

The Stockades and Pressment Centres

Discipline for the crewmen on any Naval vessel is harsh, and violators of regulations are sent to the stockyards for sentencing, assuming summary judgements are not carried out on the spot. The kiss of the lash, gruelling days in the stockade or void-pillory, or even a swift round to the head are all punishments that can be meted out without trial for a myriad of crimes should the officer class see fit.

Located next to the stockades, the pressment centres house those hapless souls who have been impressed into service either at the port or by a visiting ship in need of ratings. All ships require untold bodies toiling in unending labour for them to function, and the pressmen do their best to fill these needs from wherever they can find warm bodies.

For affairs of honour there is The Circle, located not far from the stockades, where offended parties can settle disputes through trial by combat (or more frequently have their seconds fight for them). Crowds often gather as these are considered great sport (and free to boot), with numerous side-wagers conducted on everything from first blood to last punch (or strike if blades are used).

The Underdecks

There are many dark places throughout the station, walled away by new constructions, powered only by flickering, half-exhausted lights and forgotten by almost all. These are the homes of the wretched refuse of the port, those who have escaped impressment or slavery, run from the law or debts, or simply fallen through the cracks of the station. Housed literally underneath the main decks, they rarely venture outside their lairs, unless in packs to pilfer food or other easily stolen items, only to vanish back into the depths of the dark



predators to a bleeding wound. The Port is thick with shrines and chapels tucked away in dead spaces, tended by ragged flocks who murmur prayers and light candles for hope. In the Central Bastion the formal cathedral echoes with entreaties of protection for those lost on the Sea of Souls. The chaplains and ministers who watch over the port's spiritual level are zealous in their task, for each day they see the signs of xenos corruption brought back from the dark places. Many believe the Emperor sealed off the Expanse for a reason, and any who would defy His actions are heretics who deserve the pyre. Others view the Expanse as an opportunity to reclaim untold numbers of lost souls, and eagerly await their chance to make the journey. Internecine clashes between these and other differing views amongst the Ministorum are usually kept away from others, but outbreaks on holy days do occur where only the Arbitrators' truncheons can restore calm.

The Solstice Imperialis

The *Solstice Imperialis* is a derelict pilgrim ship that once ferried Pilgrims to the station for many years, until their plasma drive failed to ignite. Despite the catastrophic implosion, no one was injured and the pilgrims took it as a sign of the Emperor's grace. Over time the vessel was worked into the fabric of Port Wander itself and is now given over to chapels and sanctuaries of a hundred different branches of the Imperial Creed. Missionaries wishing to recruit militias of the faithful to accompany them beyond the Great Warpstorms often come to the *Solstice* to find strong souls willing to follow their faith beyond the circle of Imperial rule.

The Void Docks

Numerous docking ports line the edges of the station, managing the off-loading of hundreds of ships, from small inter-system ships to gigantic mass conveyors. The docks are also where most minor overhaul work and replenishments occur as ships take on all manner of provisions. Here, overworked Administratum adepts are also charged with checking cargo, levying tariffs, and detecting contraband and proscribed goods; though as any smuggler will tell you, they are far from universally successful. A purse of Thrones works wonders in removing any bothersome questions amongst the dock officials.

Shuttle Traffic

Port Wander has shuttle bays located in roughly equidistant notches around the station. Given the multitude of ships nearby, there is constant traffic into them. While most craft are dedicated to a ship or are naval vessels, there are many for hire when short hops are needed. Some clans of shuttle pilots have been operating the same shuttles or lighters for generations, passing the ships from parent to child.

Repair Yards

Port Wander has extensive repair yards located underneath the station where skilled void wrights can rectify damages caused by combat or accident. The station's repair facilities are varied—smaller ships such as transports and frigates can be worked on in cavernous, yawning zero-gee space-docks that can be sealed against the void. For larger craft, there are yards on nearby asteroids that can accommodate even the vast bulk of the largest Imperial battleships and mass conveyors.

Resupplying in Port Wander

For captains looking to fill their empty stores, Port Wander is a welcome sight. The merchant provenders of the station can usually supply whatever may be needed provided the captain has money. Weapons, ammunition, shuttle fuel, promethium, food, water, apothecarium supplies, servitors, and more flow constantly out of Port Wander in exchange for Throne, Gelt or bartered goods from the Halo Stars: thus is the wealth of Port Wander maintained by this simple exchange.



The Halls of the Mechanicus

The Halls of the Adeptus Mechanicus occupy a large, blister-like extrusion of metal and sensor spines at the base of the station. Here is where the tech-priests conduct research into the strange objects brought out of the Koronus Expanse, and monitor the data sent from their many stations scattered throughout the solar system, only some of which are known to the Navy. The cavernous interior also hosts the altar to the Machine God, where hundreds of priests chant in binary rhythm with the station's cyclic bass rumbling. The Main Enginarium is located not far from the Mechanicus Hall, and its enormous reactors provide power for the station's various systems, station-keeping thrusters, weapons systems, shielding, life support, and more. Extensive backup systems are in place in case of emergencies. With so many demands on its limited capabilities, however, large power drains such as void shield activations cause lights to dim across the port.

Around Port Wander

The space around Port Wander is filled with a clutch of asteroids that share its stable orbit. Nowhere near as large as the asteroid belt that girds the system, the asteroids have been extensively mined and developed since Port Wander's founding. Some of the larger asteroids have been converted almost entirely into vast shipyards and drydocks, while others have been converted into habs, low-gee farms, foundry stations, refineries, and sustenance processors. The population of these asteroids is roughly equal to that of Port Wander, though spread out over a much wider area. Some of the more notable stations and asteroids are as follows:

- **S/914 R IX:** This asteroid-turned-repair yard and its attending hab-stations are largely left unbothered by Imperial Authority. Led by Foremistress Rhaelee Mahvorn III (see page 246), the yard has a reputation for reliable and fast repairs with no questions. However, the yard does not suffer those who cannot (or will not) pay their debts, and are rumoured to have contacts among some of the pirate vessels that drift outsystem.
- **B/017 C III:** The largest shipyard in the system, B/017 is a gigantic gothic-tiered scaffolding almost twelve kilometres long, designed to house all but the very largest Imperial warships and mass conveyors. It is controlled jointly by the Imperial Navy and House Krin, and its clients are a mix of military and civilian vessels. Although there is little new ship construction in the Port Wander system, B/017 does turn out a new heavy transport every half-century or so.
- **Hab 21:** Amongst the numerous drifting hab stations around the port, Hab 21 is far more infamous than its modest 500-metre size would suggest. The small station is a critical node in one of the Cold Trade smuggling operations, and a steady stream of unregistered shuttles constantly enter and depart its docking bays.
- **The Bounty Ring:** A chain of mined-out asteroids turned low-gee farms, the Bounty Ring provides half the foodstuffs for Port Wander and the surrounding space. All aboard the station recognise just how important the Bounty Ring is to Port Wander's existence, and the Navy keeps an intersystem defence monitor and two orbital weapons platforms on station at all times.

Station Defences

As it is a fairly isolated station on the edge of the Calixis Sector, Port Wander must be able to defend itself. In this regard, the station is quite capable. Batteries of macrocannon dot the outer edges of the station. Interspaced between them are multi-laser, autocannon, and Vulcan mega-bolter turrets for point defence and ordinance suppression. The station's main offensive weapons are the dorsal and keel long-range lance batteries in the central bastion. In addition, the station has a dozen orbital weapons platforms in close attendance. Together, Port Wander's defences rival a Naval cruiser squadron.

For offensive operations in the Rubycon II system, Port Wander maintains five defence monitors—slow but heavily-armed intersystem vessels—and the starfighter and bomber squadrons of Vanguard Wing. Although under-strength compared to most Navy wings, Vanguard considers itself an elite formation—with good reason. Fighters and bombers can operate where larger ships cannot, such as Rubycon II's dense asteroid belt, and the Furies and Starhawks of Vanguard have launched many vicious (and successful) attacks against pirate vessels since the Navy returned to Port Wander.

Celebrations and Feasts

In many ways Port Wander operates like its own city, and over the many years of existence has adopted its own unique holidays to accompany the standard Imperial and Calixian dates. These include:

- Feast of the Alignment—This marks the date the Navy regained control of the station. It is a grand holiday for Naval personnel, with double rations and amasec for the ratings as well as a huge feast for the officers. Unsurprisingly, the civilian population does not celebrate it with the same fervour.
- Salvation Day—A celebration to mark the end of the siege from Waaagh! Gulgrog, who surrounded the port with a huge fleet in 422.M41. Unlike many of the other festival days, it is marked with some degree of acrimony as many of the Rogue Trader fleets refused to come to the port's aid in these dark times, finding it more profitable to stay out of the conflict or request impossible fees for their efforts. The vile greenskins had almost brought the station to collapse with constant bombardment and fighter attacks until the valiant Imperial Navy came to the rescue. It is common for many a toast to be raised to Battlefleet Calixis on this day, and for many a drink to be poured on the floor at the mention of any of the Rogue Traders who demonstrated their true colours during the conflict.
- Discovery Day—A somewhat fanciful holiday "honouring" Rogue Trader Vivaldi Jontur's "discovery" of the Rubycon system. It is celebrated in a humorous fashion mostly by the station's civilians, who spend the day searching for lost items or cleverly hiding things from their friends. On occasion, however, this has been used as a cover to steal valuables with the thieves claiming they "were only celebrating" should they be caught.
- Comet Fall—This happens whenever a comet comes near the station. Though it is probably stripped of most of its ice by that time, there is still plenty to be harvested if it is large enough. Most of the comet miners gather at the port for a collective effort, and indulge in friendly rivalries to see which clans can mine the most water before the remains drift too far from the station. Days of hard work take place, with much feasting and camaraderie to follow, and additional water rations are available throughout the port in the weeks thereafter.
- Opening of the Maw—This day of feasting celebrates the successful return of Purity Lathimon from the Expanse, opening the way for reliable passage through the Maw. This is often celebrated by feasting, though other, more sinister excesses are also prevalent. It has become a matter of honour for some nobility to provide the most exotic delicacies or darkest indulgences from the distant corners of the Expanse, resulting in a influx of smuggling in the weeks before.

THE RULING FACTIONS

Port Wander is a domain of the Imperium of Mankind ruled in the name of the God-Emperor of mankind and divided by the desires and ambitions of His servants. Port Wander was originally built by the Imperial Navy and technically remains in their control to this day. However, as Port Wander grew fat on the riches of Rogue Traders, wanders and explorers returning from beyond the Great Warpstorms, other parties took interest in the station and its governance, and its rule is now a complex interplay between factions whose interests intersect and conflict in an ever-shifting web of power. These battles for dominance are commonly waged with deceit, lies, and diplomacy, but sometimes descend into assassination and sabotage.

Battlefleet Calixis

Battlefleet Calixis have formal primary authority over Port Wander. Without their guns and warships Port Wander would likely not exist today as anything more than a drifting shell or Ork-infested wreck. They have the means to destroy ships, enforce embargo and quarantines, and (potentially) bar the Koronus Passage to a vessel. These powers are theirs by virtue of the Imperial Navy's duty in the Calixis Sector to protect the domains of the God-Emperor of Mankind. These are powers that they must exercise cautiously, however, lest they risk antagonising other influential factions in Port Wander. As powerful as the Imperial Navy is, its officers and men are by no means beyond the reach of other Imperial factions.

The Adeptus Mechanicus

The Adeptus Mechanicus are the guardians and maintainers of the secrets of technology. Without the Tech Priests and their arcane lore, Port Wander would soon become lifeless, defenceless, and blind. It is by the knowledge and consent of the Mechanicus that the ships that flock to the station are repaired and the spirits of their machines calmed. Their shrines anoint the port in mysterious sectors, unremarkable except to those who know the secret histories of the station and its hidden mechanical pathways. Their presence is always in demand to offer consecrations to newly-repaired vessels, and for binary prayers as the ships depart for the Maw. They operate the huge auspex arrays located below the port, monitoring the Maw's relative calmness and surrounding warp storms, the better to advise the captains who would make that passage. They are the foundation for all operations in Port Wander.

For their part, the Tech Priests have a great interest in the station, as it functions as a staging point for Mechanicus Explorator expeditions into the Halo Stars. It also keeps keen watches over the artefacts brought out of the Koronus Expanse by Rogue Traders, its eye ever searching for prohibited technologies or sacred relics of the lost past. The Xenos Biologis and Technologis factions often engage in a conflict hidden from all not privy to the aetheric communication networks between Tech-Priests, with data blasts and canted logic accusations wielded as violently as swords in their desire for first examination of all recovered items.

Taverns

It is not surprising that a station as large as Port Wander has numerous places to purchase food and drink. The station's taverns run a brisk business, both as public meeting houses and as places to grab a hot meal.

- The Blind Eye is a small-but-popular tavern near the station's sunward shuttle bays, frequented by void travellers looking to do business. Many Rogue Traders use it as a meeting place for recruiting new comrades for their next voyage, especially those with prior experience in the Expanse.
- Bloodstone is a much more dangerous place, a lowdecks tavern that lies off the Gilt Processional and is uncomfortably close to some of the passages leading to the station's Black Holds. Only the toughest will ever gain the respect of the regulars; those who do not will rarely survive their second visit. To become a regarded as a regular here is a mark of true respect among the scummers and heavies on the port.
- Voidfarer's Rest is a larger tavern near the Basilica, frequented by Navy officers. Operated by an ex-Navyman, it is covered with military decorations and battle prayers inscribed on yellowed parchment. By custom, the senior captains and command crew remain away from the place, and the mid and lower officers see it as somewhere to relax away from the pressures of the service. Civilian captains and their officers are exempt from the custom however, and friendly rivalries have resulted in some legendary brawls, leaving most with bruises—but also new drinking companions.

Merchant Cartels and Gelt Brokers

Representatives and factors of the merchant cartels, gelt brokers and trade houses of the Calixis sector swarm to Port Wander like ravenous predators. The flow of wealth and goods of all variety is controlled by them, and they have the ability and will to bankrupt nobles and strangle enterprises. It is to these keen-eyed factors that treasures from beyond the Great Warpstorms may be sold, and from cunning provender merchants that a Rogue Trader's supplies are purchased. Of all the factions of Port Wander, this loose grouping of cartels and merchants is the most internally fractured and the most dangerously unstable; their disposition is constantly uncertain and the limits of their greed and spite are hard to gauge.

The Navis Nobilite

The Navis Nobilite hold the keys to the stars: it is only with their consent and complicity that any can venture from Port Wander into the Koronus Expanse. Without the Navigators' third eye—their ability to see and navigate the tides and current of the warp—there could be no exploration of unknown regions such as the Koronus Expanse, and so it is that Port Wander (and all drawn to it) depends on the families of navigators for its continued existence. For their part, the Navigators are little concerned with controlling Port Wander, but the station is a battle ground for clan struggles: exploration into the Koronus Expanse offers priceless insight into the process of navigating uncharted space. As Port Wander is the gateway to the Expanse, many navigator houses see a dominant presence in the station as vital in securing contracts to explore the unknown. This knowledge improve the fortunes of a Navigator clan, especially if a route leads to a valuable world or is later designated for a crusade or colonisation. In such cases, the exclusive knowledge of a route and the skill of the clan navigators to steer it mean that they can command a fortune in bonds from the Imperial Navy or Merchant Cartels.

Notable Persons of Port Wander

"In division, there is strength."

–Maxim of the Calixian Administratum

The population of Port Wander is roughly five million, and the surrounding asteroids' population is roughly as large again. However, even amongst those teeming masses, there are those who stand above the rest. They are the notables, the movers and shakers of the station, and may even know (or take an interest in) a Rogue Trader.

Commander Larius Sans

Rarely found outside of his offices or the port's command deck, Naval Commander Larius Sans has grudgingly tended to his duties as both Port Wander's highest Battlefleet Calixis officer and, to his dismay, the station's central authority. Leadership takes its toll, especially on a station like Port Wander. Commander Sans occupies a tenuous position between power brokers, wealthy merchants, ambitious Rogue Traders, and House Krin money-lenders, not to mention smugglers, cultists, and pirates. To make matters worse, reports suggest that a notorious spy from the Inquisition has begun an investigation that could bring his career to a calamitous end. Little is known of the Inquisition's representative other than that she may be the reason an entire planet was committed to dust.

Larius Sans' calm and disciplined demeanour suggests anything other than the situation he finds himself in. His muscular frame provides ample space for his many military commendations, which further express the irony of his position—a decorated officer gifted with command of a station for which he has little love. He suspects that his betters



laugh at him from afar, his post as Port Wander's commander a joke and inheritance from the blunders of his uncle, the late Admiral Sans. Acting against his impulse toward weeding out the corruption and factionalism within the port's ranks, he bides his time, catering to those who undermine his authority until he can make his move and prove that he is not one to be laughed at. Civilians have unwittingly come under the commander's employ, as he is cunning and willing to accomplish his goals through indirect means.

At some point, the port will have to bend to the commander's will. Should it fail to do so, it will succumb to its own lawlessness and depravity, whether at the hands of an Inquisitor, pirates, or the stations own factionalism. Such an event may lead the citizens to look to Sans for salvation, at which time he could realise his ambition, save them, and put his competitors to shame—or so his fantasy plays out. On more sober days, he accepts that the port's condition will likely sustain itself and so, with little hope, he waits.

Captain Karsus Har of the Ventan Iron Hounds

For the right price a man can buy many things in Port Wander, goods and information, influence and station, damnation, or even grace. Unsurprisingly, might is among the many immaterial products available. For Captain Har of the Ventan Iron Hounds, military might is more than just a concept, it's his stock and trade. Stationed in his cell-like abode in the grimy tunnels of the Port, Captain Har sells the services of thousands of eager, violent men every day. A hard-bitten man of middling years, Captain Har is clearly no stranger to violence, his scarred flesh a testament to his experience, his manifold augmetics evidence of his dedication to a life of soldiery.

Har spent several years serving as a marine officer aboard the *Telum Argentus*, a Rogue Trader vessel of little renown. During a particularly bloody battle Har's boarding party was left stranded aboard a hulked enemy ship as the Telum fled from the remaining opposition. Pressed into service aboard an enemy vessel, Har and his men made poor conscripts and eventually absconded during a period of shore leave. Seeking refuge and knowing little beyond warfare, Har joined the ranks of the Iron Hounds. Working on his own terms, Har has served the Hounds diligently for nearly six decades, becoming their liaison in Port Wander only in the last three years.

Those whose names grace the bottom of his contracts are as varied as they come, from Naval Officers in need of extra bodies for a coming conflict, to Rogue Traders engaged more in violence than subterfuge. In the interest of his business, Captain Har keeps a watchful eye on Port Wander and the surrounding void, always listening for whispers that might give him an edge in future negotiations. It is for this reason that Har is known throughout the Port as a source of information as well as military muscle. Though Har hires his men out for violent work of all kinds, one thing is always made clear to a buyer: the Hounds are soldiers for hire, not would-be crew; when a conflict is over, the buyer is left to his own and the Hounds return home.

Captain Morthus Whitehold

Exploration in the Expanse is never without risk. Most who travel there are desperate or vain enough to wager all against the faint hope that they will one day return with enlightenment, fortune, or glory. A great many perish in the Expanse, and those who do return rarely do so unscathed. So it is with Morthus Whitehold. Once a Rogue Trader of considerable renown, Captain Whitehold has since declined into a mad prison of his own paranoid making.

It has been nearly three decades since the captain of the *Emperor's March* has set foot off Port Wander even to enter his own ship, a tremendous vessel that dwarfs the naval light cruisers which often rendezvous with the Port. In years long since past Captain Whitehold and his Trader fleet plied the Maw, practically a force of nature in the Expanse, and a legend to the would-be explorers trapped in the mundanity of Port life by fate and circumstance. It was during one such adventure, to an unknown region of the Expanse, previously untouched by human influence, that the famous captain was brought low. Morthus himself never speaks of the event and his loyal crew refuse inquiry, but it is said in low whispers throughout the Port that the majority of the Rogue Trader's fleet was battered to hulks and the captain himself was cursed by a being of baleful power. Fleeing with little more than his life, Captain Whitehold lead his remaining ships back to Port Wander for repairs. Upon arrival Morthus fled his ship and took quarters on the station, as though he fears the March. To this day the Emperor's March remains anchored to a docking station just off-Port, it's crew resigned to disuse and neglect.

To the people of Port Wander, Morthus has become as constant as the thrum of the atmosphere recyclers. The distraught Rogue Trader often stalks the decks of the Port, a lunatic light in his guarded eyes, keeping a suspicious watch on those who pass by, his once-gaudy clothing now a tattered reminder of his famous past. He is met with open disdain by those too brazen to understand the depth of his misfortune, and somber condolence by those who fear his fate. While he is usually too withdrawn to approach directly, he occasionally has periods of total lucidity, sometimes lasting days at a time. During these times he temporarily returns to his former grandeur and gregariousness before eventually lapsing back into a paranoid delirium. For obvious reasons, curious or inquisitive Explorers seeking the once-great captain's knowledge and experience are advised to approach him during these rare moments, as his advice can sometimes mean the difference between success and disaster for an adventurous void-farer.

Constructor Acholus

Servitors are a necessity on a station like Port Wander, their presence overlooked by most. Through the constant, unflagging labour of a mindless horde of thousands Port Wander is kept operational. Overseeing these labourers is Constructor Acholus, the master architect of Port Wander. Acholus was installed on the Port nearly two centuries ago by the Priesthood of Mars, to serve Magos Toronos by both managing the servitors and organising the slow, but constant expansion of the station. A rigidly orthodox servant of the Machine God, Constructor Acholus attends his duties with the pragmatic efficiency so prized by his cult, a swarm of servo-skulls continually darting to and fro about him, relaying messages to his servitor charges throughout the station.

As his servants carry out their ceaseless labours, practically unseen by the Port's inhabitants, they watch and record, and utilising his superhuman ability to process information, Acholus takes note of what they see. The majority of this information is mere trivium, useful only for predicting possible future expansions. However it was through this host of mindless agents that the Constructor became aware of troubling rumours, that his superior, Magos Toronos, may be engaged in uncovering proscribed tech artifacts. Now the Constructor finds himself burdened by a crisis of loyalty. While the orthodox Martian priest bristles at the possibility of Toronos' profanity, his pragmatic sense of duty requires more than just rumours to level an accusation of tech-heresy against a Magos of such accomplishment. In order to illuminate his suspicions with facts, Constructor Acholus has instructed his countless charges to keep a passing watch on Toronos and those visitors to the Port she deals with personally.

Magos Toronos

The various machines and technological systems that ensure Port Wander's continued functionality rely on the Adeptus Mechanicus and its local master, the great Magos Toronos. Mysterious and driven, Toronos facilitates more than is reasonable for an individual, yet does so with finesse and striking efficiency. Her strides, long and deliberate; her form, bulbous, amalgamated machine and flesh; the last sign of her gender, a feminine pronoun—few could mistake her as she makes her way about the Halls of the Mechanicus or the many other administrative centres on port. Given the weight of Toronos' daily business it would be surprising were she to accomplish anything beyond the Adeptus Mechanicus' demands.

This has not stopped a few jealous others from levying accusations in the port's darker corners, claiming the Magos uses her power and resources to smuggle in artefacts both strange and dangerous to sate a debauched hunger for technology. Those who suggest this have little evidence to support their claims and would be hard-pressed to come up with more. Though, as history shows, lack of evidence rarely prevents the fabrication of falsehoods to sully the names of the powerful. If Toronos knows of these rumours, she pays them no mind and none have yet dared ask her directly.

Regardless, her followers strongly outnumber her detractors and she exercises a position of undeniable strength among Port Wander's power brokers. Moreover, a lower citizen or visitor to the port may approach the Magos for her expertise or a prayer to the Omnissiah and they will undoubtedly receive what they ask for, increasing her popularity in turn. Such occasions are brief but always valued by the fortunate soul.

Marshal Dhorin

Port Wander is a troublesome place for those in authority. It provides a great deal of power and influence, positioned as it is on the one safe path to the Koronus Expanse. However, this location makes it a perfect stepping off point for those recalcitrant elements of Imperial society wishing to make their escape into unpatrolled space. It was the latter that first drew the vigilant Marshal Dhorin to the Port. As a Judge of the Adeptus Arbites, Dhorin was responsible for tracking down and apprehending fugitives of the Imperial Law, criminals responsible for heinous crimes beyond the scope of planetary enforcers.

One such criminal, Chiros Artaemos, whose crimes included over a dozen murders of Imperial officers and officials through three systems, had eluded Dhorin for three years. In the final weeks of the man hunt, Dhorin tracked Artaemos to Port Wander before he escaped further into the Expanse. While on station, the Arbites Judge was foiled time and again by what he perceived as the mismanagement of the Arbitrators assigned to the port. After a wearisome investigation and a desperate confrontation Dhorin cornered and eventually executed the assassin. His duty done, the Arbites agent turned his attention to the Proctors managing the station's precinct. In a ruthless move he had the leading arbitrators demoted and reassigned throughout the system, and assumed control of the precinct himself.

Despite his intentions, the station has improved very little since Dhorin's seizure, and he has since realised that it was not the failure of the previous Proctors which lead to the Port's lawlessness, but the station's very purpose and position. The grim Marshal therefore does what he can to mitigate the danger to the citizens of Port Wander, and works diligently to stem the flow of illegal goods, censured artefacts, and fugitive traffic through the station.

Very recently, rumours of the arrival of an Inquisitorial agent has set the inexorable man on edge. He suspects that his mistreatment of the former precinct officers followed by his inability to purge the Port of danger and vice has earned him the attention of an acolyte of the Inquisition. This has done nothing to improve his demeanour and, if anything, has exacerbated his prejudice against incompetence. Visitor to the Port are quick to notice that Marshal Dhorin himself has taken to the decks of the station in an effort to make the Arbites presence more visible. Those with ill intent are warned, Port Wander is no place for the enemies of man.

Omidaeus and Isshaak

In a time long passed, Omidaeus would stroll about the Astropathic Choir Sanctum to greet visiting sanctioned psykers and welcome those in need of communications services. Few remember those days and no one understands how or why they came to an end. Today, only his trusted servant Isshaak may enter the antiquated, dust-covered chamber that once served as his private quarters, a refuge Omidaeus refuses to leave. On the rare occasion Isshaak forgets the door, some have claimed to glimpse movement, the occasional finger, or even a hand from behind a cascade of cable and wire that descends from one of the chamber's walls like constrictive vines and serpents. Attempts made to communicate with Omidaeus telepathically have been described sonorously as metal against glass—no thought, no sign eligible for interpretation. Any open speculation regarding the condition of Omidaeus leads to violent outrage on the part of Isshaak who sees it as an affront to the master's wishes.

The possessive and servile underling Isshaak holds audience with Omidaeus daily and dispenses his master's commands throughout the Sanctum. Despised by the rest of the Choir, Isshaak guards his privilege with haughty disdain and eccentric displays including donning his master's garb, performing self flagellatory exercises in recompense for the Choir's supposed descent into sin, and flaunting his possession of the Sanctum's master key. When he feels the need to leave his master's side, the short, fleshy creature presses flat against the Sanctum's long, dark walls for fear of contact with those he suspects plot against him. Regrettably, any who seek the master of the Astropathic Choir Sanctum will have to communicate with the first among his servants instead.

A word of wisdom for potential visitors: three years ago, suspicious members of the Choir accused Isshaak of imprisoning Omidaeus for his own gain and attempted to mete out justice on Omidaeus' behalf. In a fit of terror, the slave fled to his master's refuge followed by the mob. Isshaak, the only being to leave the room alive, continued the business of the Sanctum as though nothing had happened. None of his accusers were ever seen again. The wake of this event forged a kind of peace only possible in the shadow of insanity, an eerie peace that lingers there still. Isshaak's countenance signifies weakness but in madness he finds strength, a fact one would be wise to remember.

Torvan the Fallen

Years ago, Torvan lost control of his ship on his first voyage through the Koronus Expanse. The unfortunate event led to an arduous ordeal on a desert covered death world shrouded in a cloak of near-eternal night. Through cold and hunger he endured, making his way back to the nomadic fleet, Aleene, from which his life journey began. But the fleet deemed him cursed, and a danger to all his house.

+++Astropathic Communique Intercepted 201.815.M41+++

Classified by order of +++REDACTED+++

Port Wander Central Bastion: Vault 17

...having infiltrated the station via Naval tender, I have established myself in the lower decks and begun organizing our agents +++REDACTED++++ and +++REDACTED+++.

I have received your message concerning Commander Sans and concur. The Commander is far too competent for our concerns, and his apparent inaction is just as troubling to me. A lesser individual would be easily manipulated, but if your influence is unable to sway the Battlefleet in this regard, I am not sure anything short of full Conclave interference may have an affect.

However, the station is rife with corruption, and the problems build steadily. I have sent notice of cult activity in +++REDACTED+++ and +++REDACTED+++, and those are far from the only locations. At your orders, I stand ready to activate Cell 21 and begin purge activities, though I fear their resources may not be sufficient for the task at hand.

banishing him and casting him off into the void. Dark years of exile followed, and he scraped out an existence by trading his services to ships of ill repute for meagre reward, until he settled upon Port Wander to sell his knowledge as a cautionary tale to the various Rogue Traders that pass through the port's halls.

At many of Port Wander's places of rest may be heard whispers about a grounded navigator, consumed by quiet madness, hoping to peddle his experiences to young and foolhardy explorers of the void. Black robes billow about his gaunt figure as he makes his promenade about the Gilt Processionals or the Solstice Imperialis. He's been known to issue cryptic words of warning to those of haughty baring or ostentatious garb, though these morsels are often passed off as the ramblings of an addled fool who ventured once too often through the warp. His visage indicates unknown years of experience—a mechanical lower jaw, wandering left eye, and a single scar carved into pale, taut flesh for every story he has to sell.

Torvan's travels include uncompleted adventures, uncovered but unsolved mysteries, and blunders potentially in need of remedy, making him valuable for any crew in need of work—though only the most desperate crew would rely on him. He refuses to navigate another ship, but will give valuable advice on the subject as long as a reasonable amount of gelt comes his way. Those who request his advice should use caution: the man is said to have doomed more expeditions than he has successfully plotted.

Ordo Xenos Inquisitor Linetta Res

Ten years ago a destructive artefact of unknown origin appeared on a death world among the Halo Stars. Ordo Xenos Inquisitor Linetta Res discovered a cult unwittingly activating the artefact as a beacon—what kind of beacon and what it might have summoned remains unknown. She ordered the entire world destroyed in hopes that the beacon had not yet attracted any unwanted attention, and in reward found herself on missions of increasing difficulty across the Calixis Sector, working to uncover the smuggling of xenos technology.

Her presence on Port Wander remained a secret until recently, when Commander Larius Sans received a disturbing report that a Rogue Trader was taken by the Inquisition while working for an anonymous tech priest. The identity of the heretical priest has yet to be revealed and Res, enervated by her first catch, continues the investigation with renewed vigour. Rogue Traders have incentive to choose jobs carefully given the Inquisition's presence on the station and depending on their activities—past and present—may find themselves under her scrutiny.

Res examines every scene and character she meets with eidetic precision, ready to analyse even those she believes have no part in heretical activities. She words every statement with the utmost care, taking time to tactically deploy information like a series of traps to rein in her prey. She makes victims of even those truly guilty of crimes against mankind and the Emperor, for the slowness with which she speaks disarms her opponents, leading them unwittingly to their own demise. For those rare few able to fool her or prove themselves uncorrupted, she trades in information making, her an invaluable source as long as something useful comes her way in return.



Rhaelee Mahvorn III, Foremistress of S/914 R IX

The void surrounding Port Wander is lousy with asteroid-bound mines, palaces, fuelling stations, and repair yards. Given the sheer number of these facilities, the authorities of the Port have long since lost track of all of them. In the absence of direct Imperial oversight, many have become small kingdoms unto themselves, governed by dynastic lords and elder councils. On S/914 R IX, an asteroid-turned-repair yard, the Mahvorn dynasty has directed the labour for over a millennium. To the Mahvorns, leadership has never been a privileged position of luxury and decadence, but a seat from which to ensure a job well done and a labour force well rewarded. While the inhabitants of other installations toil under the harsh watch of would-be Imperial courtiers, the people of R IX have worked for one of their own.

The Mahvorn dynasty was never a noble line, but rather a family of labourers who were artificially raised above their peers by the administrators of Port Wander. Early in the 40th millennium, while Port Wander was first being established, many of the surrounding asteroids were settled to provide materials and facilities for the construction of the Port. During this period R IX was managed by a naval officer and his small staff. Shortly after the completion of the Port, the officer was killed in a shuttle mishap and the administration of R IX was temporarily transferred to Vindalv Mahvorn, the foreman of the construction yards. In the intervening centuries the bureaucrats of the Port lost track of the relatively minor installation and no new administrator was sent to replace the erstwhile overseer.

It has been over nine centuries since then and a Mahvorn has ruled ever since. The current steward is Foremistress Rhaelee Mahvorn III, a woman of indeterminate age and fierce

bearing. Often mingling with the workers on the repair yards, a visitor to R IX would be hard-pressed to pick the steward out from a crowd. Her clothing is as worn and grease-stained as that of her subjects, her flesh as scarred and calloused from years on the yards. Indeed her most noticeable feature, her bionic arm replacement, is the result of an industrial accident from years past.

Despite her proletarian appearance, Rhaelee takes her administrative duties very seriously. She runs the ship yards of R IX with a practised hand resulting in a reputation for efficiency and quality. While R IX is a relatively small installation, only numbering roughly fifty-thousand souls, it is known to be one of the best facilities in the Rubycon system, having even been contracted by they Imperial fleet itself in times of need. In negotiations the steward is cordial and charming, but always keeps a shrewd eye on her contracts. Foremistress Malvorn is well aware of her people's reputation and rarely lets the prospective client get the better of her. A Rogue Trader with a crippled vessel and the coin to spend would do well to seek out R IX and its capable steward.



Thran Finn

Eventually, every Rogue Trader who survives the many dangers within the warp or among the stars will have to face an encounter with a pirate fleet or one of its representatives. The fortunate ones fulfil this informal obligation through a meeting with Thran Finn, who can be found wasting time among Port Wander's admittedly-few idle citizens of meagre means. Thran wants for little, however, preferring the company of the station's most indolent rogues as a matter of taste and vanity only. His pay, so the long running joke goes, comes from an unnamed pirate fleet that stationed him on Port Wander as a pair of eyes and ears. Though probably true, his innocuous smile and laid-back attitude relieve the curious of any concern about his associations and the more serious accusers are paid in laughs all around.

Rumour-trading and word of ships and cargo at dock will hold his attention for a time, and though his rumours are as cheap as the hat on his head, he dispenses the occasional gem. When one has nothing to go on, he seeks out Thran Finn. If he leaves with nothing else, he will at least have had a laugh. For reliable informants willing to take the time and effort to temper a long-lasting relationship, Thran will gladly return the favour. Such a rapport is rare, however, given that the longer one works with Thran, the more likely it is that misfortune will befall him...though Thran makes sure to keep his own mechanical hands as clean of violence as possible, preferring to leave the dirty work up to others.

Honourable Representative Pultarch Norn

Port Wander hosts the Honourable Representative Pultarch Norn, representing House Krin, the pre-eminent supplier of loans, bonds of credit and surety of funds across the Calixis Sector. As the envoy of the most powerful financiers in the sector, he is one of the most influential individuals in residence, and his power carries far beyond the confines of the station. Though he is not a blood member of House Krin, he is one of their most trusted and senior servants, and has power to broker terms on vast sums of Throne Gelt. Gaunt and angular, he favours heavy black and gold robes with fingers sheathed in rings of authority and rank. He is spoken of by many as the "Gilded Crow," though he is never addressed as such to his face. He is rarely seen outside of his rooms in the Chambers of Gold where he meets with those who have procured the proper type of introduction. The sole concern of this trusted servant is a good return on an investment or loan, and if that return is not met, his second concern is that a debt be paid in full. Should matters proceed beyond that, there are many employees who can deal with the necessary collections and deliver sharp lessons in correct payment practices.

The Law on the Port

As an Imperial Naval installation, law enforcement nominally falls under the jurisdiction of the station's Naval Provost authorities and the Navy branch of the Commissariat. Normally this would be sufficient to ensure law and order. However, the majority of Port Wander's population is not Navy personnel, which creates problems.

Under the terms of the Grand Alignment, the Imperial Navy officially handles the enforcement of Imperial Law on Port Wander, though the Provost and Commissariat retain a solid presence on the station. However, their activities are directed towards ensuring Naval personnel obey station and shipboard conduct regulations, or at least keep civilian disruptions to a minimum. Violators are dealt with harshly, keeping the stockyards busy across all watches. Civilians found guilty in Naval courts often find themselves sent directly to the pressment centres, where they are offloaded onto the next warship. That said, Naval enforcement does not often concern itself with civilian matters, unless it directly effects the Navy's operations.

By default, much of the civilian law enforcement falls to the small Arbitrator presence on the station. The Adeptus Arbites occupies a precarious and thankless position in the authority structure of Port Wander. Technically, they have jurisdiction over Port Wander's civilian population, while the Navy is responsible for the Naval population. However, the two groups are extensively intermixed, and tidy separation is impossible. Jurisdictional conflicts are extremely common, and although the Arbites have (admittedly shaky) authority even over the Navy—in practice the Navy has the strength to make that authority meaningless.

The infighting is only exacerbated by both organisations' attitudes. Though the Navy is happy to ignore the civilian population for the most part, they do not hesitate to exert their authority whenever that population becomes embroiled in Navy affairs. Even a simple brawl between civilians and Navy ratings can result in the Provost or Commissariat stepping in. This angers Marshal Dhorin (see page 244) and the Arbites, who see such actions as a deliberate undercutting of Arbites responsibilities.

Ironically, the factional infighting between the two organisations only heightens the criminal activity aboard the station. Neither organisation has enough power to police Port Wander, but if the two were able to truly unite their efforts, they could do a creditable job. As it is, the current state of affairs only benefits the criminal underclass. As it is, the Arbites spend most of their days at their precinct, self-sufficient and able to withstand even the most determined of attacks. Much of their activity is undertaken by informers or undercover officers—it is rare for uniformed Arbitrators to leave the precinct except in large and well-armed parties. Recently, however, the Arbites has been making renewed forays into the station's decks and conducting more suppression and enforcement raids. This has only served to increase tensions between them and the Navy.

There are plenty of other organisations on the station that have at least a nominal interest in law and enforcement. Naval Intelligence has a presence that watches for threats to the Battlefleet, should they be pirates, xenos warships, or even corruption by the Ruinous Powers. There is also an Inquisition presence aboard the station of uncertain size—the only known Inquisitor is Linetta Res, although it would be unwise to assume she is the only agent of the Holy Ordos on Port Wander.

Finally, many of the merchant houses and Rogue Traders employ their own law enforcement to protect their interests aboard Port Wander, meaning much of the interior is protected by mercenary bands and hired thugs. Both the Navy and the Arbites detest these paid enforcers, but so long as an organisation doesn't grow too powerful or overstep its bounds, they are willing to accept them as part of the status quo.

Crime in the Ruby's Light

Port Wander supports a thriving underclass of criminal activity. This ranges from pirate raiders that drift in the outer cometary clouds, to smugglers, thieves, brokers and murders that infect the station itself.

Smuggling is a common crime; most captains cannot resist an opportunity to supplement their income by hauling some additional, illegal cargo. Smuggling is so common that many intersystem ships or transport shuttles contain hidden stowage spaces for that very purpose. Many of the shuttle clans are known for making a tidy profit as go-betweens for larger vessels returning from the Halo Stars and brokers aboard the station. There are also larger smuggling networks, with Warp-capable vessels, intersystem ships, and even hidden asteroid bases. The infamous Cold Trade of xenos artefacts runs through Port Wander, and it is not the only smuggling venture in the Rubycon system. The Calixis Battlefleet would have to station at least a quarter of its starships at Port Wander to even put a dent in the smuggling, something the Navy has little interest in doing.

Pirates also infest the system, attracted to the rich bounties being harvested from the Expanse and the heavily-laden vessels supplying the system. A common tactic is to attack transports as they translate into real space or lure them with false distress calls. Many merchant vessels approaching the system operate in fleets in an attempt to stave them off, but with little success. Xenos raiders are also a threat, though major attacks have been rare in recent decades. Be they human or alien, pirates are ruthless and generally leave no survivors. Captured ships are either stripped for parts, refitted and re-crewed as prize vessels, or left to drift and die without power.



Requiescant in Pace

Approximately every 17 years, Big Brother and Little Brother approach conjunction, forming a line from Rubycon II along both planets and Port Wander itself. During this time, the Rubycon II asteroid belt is relatively quiescent, the competing gravity wells forming a temporary Lagrange point of stability. When this happens, salvagers, adventurers, pirates, and madmen scramble to make the most of the window of opportunity, flying into the field in search of wealth and glory.

The prize they seek is the wreck of the *Terra In Excelsis*, a Hazeroth-class vessel lost decades before for reasons unknown. After her arrival in the Rubycon II system, inbound to Port Wander, she simply went dead, responding to neither vox nor astropathic communication, then drifted inexorably into the asteroid belt. Asteroid miners and other brave souls occasionally report seeing the shattered hulk of the ship, holed by asteroid strikes, appearing and disappearing again into the ever-moving chaos of the belt. Some claim that she seems to be mocking them, rising from above the plane of the ecliptic for just a moment, then sinking again out of sight.

Her last verified port of call was the Sunerisle colony, discovered in 743.M41, and from which her captain, Omar ben Judahra, was said to have recovered a relic with worth beyond reckoning. Here, sadly, the tale becomes confused and accounts differ. One version holds that Sunerisle was the last resting place of a lost Primarch, and that the *Terra In Excelsis* holds his corpse within its cavernous halls. Others tell of a xenos relic of unbelievable power. Still more believe that a map pinpointing the location of a Standard Construction Template has been stored in the ship's archive.

In any case, every Rubycon Conjunction, swarms of small vessels ply the belt in search of the missing ship. While drunken voidfarers are prone to tall tales of the "ghost ship of Rubycon," none claim to have docked with the vessel and survived.

The sole exception, to those in the know, are the traders and renegades of the Beast House. Each Conjunction they dispatch a small vessel to the belt, carrying a squad of hardened killers, the best-trained and best-equipped mercenaries money can buy. Each Conjunction, this vessel returns, most of the mercenaries on board dead, but its hold filled with a cargo so dangerous and so valuable Inquisitors have been murdered to keep it safe.

The drifting hulk of the *Terra In Excelsis* is aswarm with Genestealers, xenos abominations so virulent and deadly that a single specimen, left unchecked, can topple an Imperial world. Any Rogue Trader who would brave the asteroid belt during Conjunction in search of the treasure of the *Terra in Excelsis* risks more than his life and his ship…he risks his very soul.

Sunerisle Strain Genestealer Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	—	60	54	62 (+2)	35	48	48	—

Movement: 4/8/12/24 **Wounds:** 16

Skills: Awareness (Int) +10, Climb (S) +10, Concealment (Ag) +10, Dodge (Ag) +10, Silent Move (Ag) +10.

Talents: Ambidextrous, Crushing Blow, Fearless, Genestealer's Kiss†, Hard Target, Leap Up, Lightning Attack, Lighting Reflexes, Resistance (Cold, Poisons), Step Aside, Swift Attack.

Traits: Dark Sight, From Beyond, Fear 2 (Frightening), Improved Natural Weapons†† (Claws), Multiple Arms, Natural Armour (5) All, Unnatural Agility (x2), Unnatural Speed

†Genestealer's Kiss: Genestealers possess ovipositors in their maws that implants victims with alien DNA, seeding the target's body with a parasite that will grow and form a hybrid creature. Over time, a group of hybrids eventually breed purstrain genestealers, infiltrating societies from within. Immediate effects are: if bitten by a genestealer (which can only happen if the target is helpless or incapacitated), the target must pass a **Challenging (+0) Toughness Test**. If he fails, he becomes a host for the alien DNA, and cares for the implanted hybrid as if it was his own child until it emerges. The DNA taint can only be removed by a **Very Hard (–30) Medicae Test** and use of advanced medicae facilities.

††Improved Natural Weapons: Improved Natural Weapons are Natural Weapons that are not Primitive.

Armour: None (all 5). **Weapons:** Claws (1d10+8 R; Pen 7; Tearing) **Gear:** None

The Planets of Rubycon II

The Rubycon II system resides beyond the far edges of the Drusus Marches, rimward at the very limits of the Calixis sector. While nearby Rubycon I is a dim, white-dwarf star, alone and slowly radiating away its energy into the void, Rubycon II or Rubycon Majoris is a huge red supergiant with a small cluster of planets surrounding it. The star is nearly a thousand times larger than Blessed Sol and burns a deep crimson colour; many who dwell under its light refer to it as The Ruby or simply Ruby. The Rogue Trader who first officially charted the system, Vivaldi Jontur, regarded it as inconsequential and moved on after a cursory inspection found nothing of interest. With no signs of alien life to exploit or mineral riches to mine, there was little in the dead system to warrant further expense. It would remain deserted until Port Wander was established, centuries later.

The most notable features of the system are the two large gas giants orbiting slowly far away from the star. They were easily detected by Jontur's two sons, who were travelling with their father to learn from his travels. He named the planets in their honour, the nearest to the star becoming Carlon and the farther Thamos. Both planets are mostly hydrogen and helium, but Thamos has a larger percentage of ice, in the form of water, ammonia, and methane. Neither has any moons and only a smattering of attendant asteroids in stable co-orbital positions, as if a strong wind had swept away most of the normal formations which surround such planets. Vast scoopships mine both planets for their gases, selling them at the port for processing into fuel and organic base matter.

Far closer to Rubycon II is a single small, rocky, and tide-locked planet, scorched clean of any atmosphere or life. It is barely discernible through the red giant's glare, brown and slag streaked, and was only discovered when the system was carefully mapped, years after Jontur's visit. Dubbed Rustrock, it contains many valuable ores such as iron and adamantium, and today the dark side of the world is covered with mining facilities and refineries, sheltered from the star's heat. A steady stream of cargo ships carries the purified extracts to the station's foundries and shipyards.

Farther beyond Thamos in highly elliptical orbits are three small planets of frozen gas and ice. Kaiki, Apeli, and Skiri slowly travel along orbital paths that take hundreds of years. These orbits carry them far beyond Ruby's light and into the system's Oort Cloud. This makes them difficult to reach, though several expeditions have been mounted to chart and explore Kaiki and Apeli. Cursory examinations revealed nothing of interest, yet legends and myths abound in the port about buried treasures and secret xenos cities below the planets' icy exteriors.

The furthest planet, Skiri, has been more thoroughly explored by the Priesthood of the Adeptus Mechanicus. For unknown reasons, the tech-priests decided to establish a research facility there: Altar-Templum-Calixis-Ext-3, which keeps a constant gaze on the Maw to detect signs of instability. Through that dark portal it communes with its younger brother station at Footfall, Altar-Templum-Calixis-Ext-17, and only their tech-priest masters are privy to the secrets they share. Non-Mechanicus ships that stray too close to the dark and icy world are warned to stand clear, and several ships have vanished after disregarding the warnings.

Ruby's Belt

The Ruby Brothers so dominate the system that it was not until construction of Port Wander began that cartographers discovered the asteroid belt that lies between them. Theories vary amongst the Scintillan Geologis Scholarium if these represent another planet torn to shreds by the intense gravity of the two Brothers, or are simply debris left from the origins of the Rubycon system. The field is relatively dense, filled with objects ranging from small grains to huge rocks thousands of kilometers across. The myriad orbital paths are in a constant flux due to the competing attractions of the two gas giants, making navigation hazardous. Once Port Wander became more than just another naval station and the flood of merchants, civilians, and entrepreneurs arrived in the system



though, the field transformed from a navigational hazard to a civilisation of its own. Commonly called "Ruby's Belt" or simply "the Rocks," it is the home to many thousands who exploit its resources and hide in its dark shadows.

While Port Wander was largely constructed from prefabricated hull sections, a station of its size does need a regular supply of raw materials for upkeep and repairs, especially given the constant if unconventional growth it sees. The nearby asteroid field is instrumental in feeding these expansions. Although it is not as rich in metallic ores as the dense inner planet of Rustrock it has a wider variety of lighter minerals, including the materials used in plasteel and ceramite. These void miners make up the bulk of the regular population in the field, with several family operations dating back many generations. Their operations move from rock to rock, and whoever sets up an extraction facility first becomes the "owner" unless a more heavily armed group wishes to dispute the claim. Usually, there are enough asteroids that little fighting occurs. However, should word get out of an especially pure or valuable strike then outright combat breaks out, with dozens of factions vying for control. For this reason most mining groups possess heavy armaments as well as mining equipment.

Miners are not the only armed parties in Ruby's Belt. The dense and unforgiving nature of the orbiting rocks makes this area ideal for those wishing to avoid detection from Imperial agencies. Smugglers maintain hidden bases throughout sections of the field, where they can stash their contraband goods and ready their nimble craft for secretive rendezvous. Raiders, pirates, and criminal cartels also maintain stations away from the sensors of the Navy patrol ships, and woe to any miner who should discover one by accident. Some are even more secretive; tap room tales speak of nameless rocks home to escaped slaves

Using Port Wander in Dark Heresy

Although Into the Storm is a Rogue Trader supplement, there is no reason why an enterprising GM cannot use it to enhance other Warhammer 40K Roleplay lines as well. Specifically, this chapter provides a facinating locale for adventures in Dark Heresy. On Port Wander, the Inquisition is but one of many factions competing for control, and flashing the Rosette is almost never the best approach. Between the Navy, the Adeptus Mechanicus priests who want the station as their own research facility, the merchant guilds and their monetary concerns, and the Rogue Traders who walk the decks, Acolytes require more subtlety than firepower to achieve their goals. Getting caught in one of the many power struggles, or worse yet identified as being on the side of any of the various opposing factions, is a constant danger. Clean solutions are usually not feasible here, and often the best solution will be the one that simply causes the least harm.

Perhaps their most difficult assignment will be dealing with Rogue Traders and their crews, powerful individuals who seldom take kindly to Imperial minions interfering in their activities. Their Inquisitor could direct them to the Port to investigate new heretical discoveries in the Expanse that a trader is attempting to distribute, for example, and the Acolytes may have a difficult time standing between a trader and his profit. The Acolytes may even use the port as a base of operations to scrutinise traders suspected of untoward xenos dealings or monitor news about the formation of breakaway empires in the Expanse. At the station, though, Acolytes must always be on their guard—they will have no allies here, and all too many groups that would be delighted by their "accidental" deaths.

or foul mutants who have stolen away from Port Wander or passing vessels. Other stories whisper of xenos cults who find the seclusion perfect for their blasphemous schemes, or even followers of the Ruinous Powers who are rumoured to thrive despite periodic Inquisitorial purges. Then there are the legends of the Ghost Rock, taken to be a common asteroid but on closer observation revealed to be an artificial construct. Those who tell the tale speak of rockcrete mountains bristling with weaponry, and escapes due more to luck than skill. It is never found in the same place twice, and most dismiss it as a fearful tale.

The Belt is also host to more hospitable places. There are several major repair yards, nominally to service mining vessels—though many are willing to do discrete shipwork on the side. A few have an underground reputation for discretely working on xenos mechanisms as well, if the Thrones are golden. Other larger rocks have been transformed into opulent manses for the nobles who have chosen to live in the system, where they can be close to the rich excitement of the Expanse (but not too close). Complete with enclosures of actual grasses and even trees, they represent wealth beyond imagining. There are also the farming asteroids, hollowed out and pumped with atmosphere to grow fungus, algaes, and other primitive organics to feed the port's teeming multitudes.

While most of the congregational shrines for travelling pilgrims are located near Port Wander, several asteroids have been converted over to permanent dwellings for those who have returned from the Maw but cannot imagine returning to Calixis, such is their spiritual transformation. Here they exist in a monastic setting, interacting little with the rest of the system except to barter their meagre products for fresh organic slurry and water, enough to maintain their simple livelihoods. They are rarely disturbed by anyone, as even most system pirates recognise their worthlessness as targets.

Even with these motes of civilisation, the area is akin to wandering into a deep and dark forest; there are dangers both obvious and subtle for the unwary traveller. Navigating without being struck by an errant rock is problem enough, but navigating the twisting feuds, rivalries, and hunting grounds that fill "the rocks" can be lethal.

What Lies Beyond

Beyond the planets are vast fields of comets and other debris, forming a cloud ranging far into the void. The comets are of particular interest, as these fetch a premium price on the station, and scores work these dim regions because of them. Most are void miners who have chosen to switch from rock to ice, trading more dependable finds for higher risks and the chance of higher profits. While most live somewhat ordinary lives, mining and transporting their frozen hauls back into the warmer depths of the system for sale, others spend their entire lives on their icy homes. These are the true Cloudminers and they hold sway over this dominion. Many will never leave the clouds, though others visit the port for trade negotiations or to barter their ice and other discoveries for their needs.

Their finds are often remarkable, and the clouds are home to many a wrecked vessel. Some are the obvious remains of disastrous warp attempts or pirate attacks, while others could be millennia-old space hulks or even xenos vessels beneath the accumulated impact scores and encrusted soot. The Cloudminers also mine these finds, and what they uncover has lead to furious bidding wars and outright armed conflict.

For there are others in the clouds. Pirates and raiders of all types lie in wait to attack unwary traders returning from the Expanse, hiding amidst the ice to patiently stalk their prey. Smuggler networks also ply the area, ready to pick up those items not permissible even on Port Wander and escort them to eager buyers. At the cloud fringes lie the standard system beacons established by the Imperial Navy to aid in navigation for approaching and departing vessels, and the flickering astropathic boost-relays to aid warp-communications.

Beyond the clouds are the endless depths of the void. These deep oceans only are disturbed by passing vessels hurrying into the system or towards their warp jump location. Rubycon II is far removed from other systems, and no Imperial ships would think to brave the centuries of passage to the closest stars via real space.

THE MAW AND THE FLEET

Beyond the Rubycon II system, the Koronus Passage looms wide, ready to swallow the Rogue Trader ships that brave its depths. The Maw is so vast it is more a region of space than a opening in the warp storms along the Drusus Marches—but the Maw can also swell closed when the warp storms rage, shrinking to the narrowest passage.

Though the boundaries of the Calixis Sector end at the entrance to the Maw, there are certain Imperial organizations that venture beyond those bounds. Chief amongst them is Battlefleet Calixis of the Imperial Navy who maintains a watch of warships at Port Wander, the entrance to the Maw, and some say, within the Expanse beyond. This squadron, under command of Fleet-Captain Nathaniel Horne, is on extended detached duty from the rest of Battlefleet Calixis.

Though the squadron—Passage Watch 27 Est—is not large, especially compared to Battlefleet Calixis as a whole, it is comprised of several cruisers, light cruisers, and battlecruisers, supported by multiple destroyer and frigate escorts. These ships have some of the most combat experience in Battlefleet Calixis, as they are almost constantly in conflict with raiders, pirates, and the occasional xenos vessel that come through the Maw to plunder the Calixis Sector. Passage Watch 27 Est is hard-pressed but vigilant, and on occasion has sent its distinctive crimson-prowed vessels on counter-actions and reprisals into the Expanse. This has led the ships' crews to refer to themselves—only half-jokingly—as "Battlefleet Koronus."

Zone 15

Within the last century, Passage Watch 27 Est has placed a blockade on one of the rare becalmed sections of the Maw. Once dubbed the Fifth Station of Passage, this barren and unremarkable star system is now known as Zone 15.

Navy frigates constantly patrol the edges of the system, and unauthorized vessels are challenged first with terse warnings, then lance fire. However, Zone 15 sees a large influx of ship traffic. Convoys of mass conveyors and unwieldy transports put into Port Wander for fuel and supplies, though neither the crews nor passengers (if any) are allowed to disembark. These convoys vanish into the Koronus Passage, and those who traverse the Maw regularly claim their destination is Zone 15. When the convoys eventually return, their holds are empty and their hulls often show the scars of combat.

On occasion (and with increasing regularity in recent decades), Rogue Trader vessels have been given leave to pass into Zone 15. These vessels return months or years later, if at all, although most of their captains remain tight-lipped, some speak of an ancient relic, a "gate" that leads somewhere...else. If these captains know where this "Jericho Reach" lies, they do not speak of it. However, with increasing numbers of ships entering Zone 15, it is only a matter of time before the truth is revealed.

Port Wander Adventure Seeds

Most Rogue Traders visit Port Wander when they first set out for the Koronus Expanse, and many return for repairs and refurbishment. For many, this may be the only actual contact with the Imperium they have for years, and the closest thing to civilisation they see on a regular basis. Compared to the outright anarchy of the Expanse, the station is a structured environment where Imperial Law prevails—for the most part.

While the dangers here are usually more subtle than in the Expanse, there are still adventures and profits to be made at the port. Below are only a few suggestions to keep players active between their voyages through the Maw:

- Rumours are rife that a priceless xenos artefact discovered in the Maw is coming to the port for auction, but has since been lost (or stolen). Meanwhile a series of brutal murders are occurring throughout the port, aimed mostly at dealers specialising in the outré and slightly illegal. While the Explorers' ship is in dock they are approached by someone trying to sell the item. Do the Explorers report the incidents or try to buy (or steal) it, headless of the risks involved?
- A group of pirates is systematically attacking fuel supply ships on the way to the port. This risks crippling the station's ability to provide fuel to the ships in dock. Both the Navy and the Adeptus Arbites contact the Explorers and offer to commission them against the raiders, with full writ to capture and repossess anything of value they find in the course of stopping their attacks. Certainly a valuable operation, but who or what is really behind these attacks? What do they stand to gain by shutting down the port?

- Entrusted aboard the sprint trader Imperium's Voice, en-route to Port Wander from Zayth, 016.816.M11

To my daughter and heir, the Lady Ingraine Armengarde;
Thus concludes the hard won knowledge I have earned over my years in the Expanse. I would admonish you to study it well, but I know that I need not worry. From what I have heard from my confidants, you are an apt pupil in all matters, and proving well worthy of your title as heir to the Armendarde Warrant. I look forward to the day when you will stand next to me on the Bansidhe's bridge and see the Expanse for the first time.
Now, however, the Bansidhe prepares to break orbit, and my thoughts turn to distant and unexplored stars. I shall see you ere too many years pass, Igraine. Until that time, be well in all things.

Your proud mother,
Lord-Captain Aoife Armengarde
Bearer of the Armengarde Warrant and master of the cruiser Bansidhe

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