

# ROGUE TRADER™

## DRYDOCK™



A PLAYER'S AID TO BUILDING  
AND FIGHTING STARSHIPS

**WARHAMMER**™  
40,000  
**ROLEPLAY**



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# THE NOBLE ART OF SHIPBUILDING

*"The Guard tanks crush foes beneath their treads, the mighty Titans lay waste to worlds, but our voidships establish our ascendency over the very stars."*

—Aspyce Chorda, against the pirate reavers of Iniquity

In **ROGUE TRADER**, the party's starship is more than a mere means of transportation. It is intended to be an additional member of the party, with a design that is unique to its Rogue Trader and his crew. More than that, a starship also has its own quirks, idiosyncrasies, and personality traits. Sometimes these make sense, like the cruiser that bristles with martial pride and eagerly engages its foes. However, sometimes the strangest combinations—a skittish warship or a wrathful transport with a death cult in Hold 24—can make for the most interesting background stories and roleplaying opportunities.

This supplement is intended to aid the players and GM in the starship creation process, by breaking it down into a step-by-step process. Charts detail the available choices at every

step, and page references are included to refer back to the core rulebook.

However, creating the ship is really only the first step. Once all the nuts and bolts are in place, the GM should sit down with his players and the entire group should determine their ship's history. The easiest place to start devising its history is the result the group rolled on Table 8–2: Past Histories. Obviously, if a ship was wrested from a space hulk, or contains strange and exotic xenos technology, it will factor greatly into the ship's story. However, other aspects of the starship's construction can be just as important. For example, a starship's Machine Spirit Oddity can prove an excellent story point. What adventures resulted in a frigate having a nose for trouble, and what travails did the stoic light cruiser have to endure? Beyond that, even a starship's Components can provide story hooks, especially if those Components are xenotech or archeotech in origin. What dark deals did the ship's former captain make to outfit his vessel with a ghost field, and could it be a source of trouble if the Inquisition suddenly takes an interest?

A good background story helps bring a ship and its crew to life, and also provides the GM with any number of plot hooks and building blocks for further adventures.

On the last page, this supplement has a "cheat sheet" for starship combat, for quick references in the heat of battle.

**Note: A copy of the **ROGUE TRADER** Core Rulebook is required to use this supplement.**

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# STARSHIP CONSTRUCTION SUMMARY

To begin constructing a **ROGUE TRADER** starship, follow these steps:

## STEP 1: DETERMINE SHIP POINTS

Determine how many ship points are provided by the starship's Warrant of Trade.

## STEP 2: SELECT STARSHIP HULL

Select one starship hull from the selections on pages 194–196 in the **ROGUE TRADER** Core Rulebook:

TABLE 1-1: SHIP HULLS

Hull	Class	Space Provided	SP
Jericho-class pilgrim vessel	Transport	45	20
Vagabond-class merchant trader	Transport	40	20
Hazeroth-class privateer	Raider		35
Havoc-class merchant raider	Raider	40	35
Sword-class frigate	Frigate	40	40
Tempest-class strike frigate	Frigate	42	40
Dauntless-class light cruiser	Light Cruiser	60	55
Lunar-class cruiser	Cruiser	75	60

When selecting the hull, make sure it costs less Ship Points than the Explorers have available. To properly outfit their vessel, the Explorers will likely need at least five or more extra Ship Points after they have selected their Hull. Once the hull has been selected, take note of how much Space the hull provides for the starship's Components.

## STEP 3: DEVELOPING PERSONALITY

Roll once on Table 8-1: Machine Spirit Oddities (**ROGUE TRADER** page 197) and once on Table 8-2: Past Histories (**ROGUE TRADER** page 198).

Be sure to record each on the starship character sheet, and make note of the affects they will have during the starship's construction, as well as the affects they will have on the end result.

TABLE 1-2: MACHINE SPIRIT ODDITIES AND PAST HISTORIES

Roll	Machine Spirit Oddities	Past Histories
1	A Nose for Trouble	Reliquary of Mars
2	Blasphemous Tendencies	Haunted
3	Martial Hubris	Emissary of the Emperor
4	Rebellious	Wolf in Sheep's Clothing
5	Stoic	Turbulent Past
6	Skittish	Death Cult
7	Wrothful	Wrested from a Space Hulk
8	Resolute	Temperamental Warp Engine
9	Adventurous	Finances in Arrears
10	Ancient and Wise	Xenophilous





## STEP 4: SELECTING ESSENTIAL COMPONENTS

Choose one and only one Component from each of the categories.

Make note of how much power is provided by the Plasma Drive. Then, note how much power the other Components use, how much space all the Components use, and how many Ship Points were spent on the Components.

### POWER AND SPACE

When adding Components to a starship, the Explorers must be aware of their starship's available power and space. Both are fixed stats (power is provided by the Plasma Drive Component, while space is provided by the Hull Component). Most Components require a certain amount of both to operate. The total required power and required space of all Components should not exceed the available amounts (see the penalties for doing so in **ROGUE TRADER** page 191).

TABLE 1-3: ESSENTIAL COMPONENTS

Essential Components	Appropriate Hull Types	Power	Space	SP
<b>Drives</b>				
Jovian Pattern Class 1 Drive	Transports	35 Generated	8	-
Lathe Pattern Class 1 Drive	Transports	40 Generated	12	+1
Jovian Pattern Class 2 Drive	Raiders, Frigates	45 Generated	10	-
Jovian Pattern Class 3 Drive	Light Cruisers	60 Generated	12	-
Jovian Pattern Class 4 Drive	Cruisers	75 Generated	14	-
<b>Warp Engines</b>				
Strelor 1 Warp Engine	Transports, Raiders, Frigates	10	10	-
Strelor 2 Warp Engine	Light Cruisers, Cruisers	12	12	-
<b>Gellar Field</b>				
Gellar Field	All Ships	1	0	-
Warpsbane Hull	All Ships	1	0	+2
<b>Void Shields</b>				
Single Void Shield Array	All Ships	5	1	-
Multiple Void Shield Array	Cruisers	7	2	-
<b>Ship's Bridge</b>				
Combat Bridge	Transports, Raiders, Frigates	1	1	-
	Light Cruisers, Cruisers	2	2	-
Command Bridge	Raiders, Frigates	2	1	+1
	Light Cruisers, Cruisers	3	2	+1
Commerce Bridge	Transports	1	1	-
Armoured Command Bridge	Raiders, Frigates	2	2	-
	Light Cruisers, Cruisers	3	2	-
Ship Master's Bridge	Cruisers	4	3	-
<b>Life Sustainers</b>				
M-1.r Life Sustainer	Transports, Raiders, Frigates	3	1	-
M-1.r Life Sustainer	Light Cruisers, Cruisers	4	2	-
Vitae Pattern Life Sustainer	Transports, Raiders, Frigates	4	2	-
Vitae Pattern Life Sustainer	Light Cruisers, Cruisers	5	3	-
<b>Crew Quarters</b>				
Pressed-crew Quarters	Transports, Raiders, Frigates	1	2	-
Pressed-crew Quarters	Light Cruisers, Cruisers	2	3	-
Voidsman Quarters	Transports, Raiders, Frigates	1	3	-
Voidsman Quarters	Light Cruisers, Cruisers	2	4	-
<b>Auger Arrays</b>				
M-100 Auger Array	All Ships	3	0	-
M-201.b Auger Array	All Ships	5	0	-
R-50 Auspex Multi-band	All Ships	4	0	-
Deep Void Auger Array	All Ships	7	0	+1



## STEP 5: SELECTING SUPPLEMENTAL COMPONENTS

Choose any number of Supplemental Components to finish constructing the starship. Each Supplemental Component costs a certain amount of Ship Points, and players should make sure they do not spend more Ship Points than they have available.

Once Components are selected, tally their required power and space, add that to the required power and space of the Essential Components, and make sure the total is less than or equal to the starship's available power and space. Lastly, redeem any remaining Ship Points for Profit Factor.

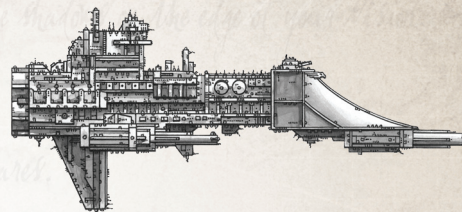


TABLE 1-4: SUPPLEMENTAL COMPONENTS

Supplemental Components	Appropriate Hull Types	Power	Space	SP
<b>Macrobatteries</b>				
Thunderstrike Macrocanons	All Ships	2	2	1
Mars Pattern Macrocanons	All Ships	4	2	1
Mars Pattern Macrocanon Broadside	Light Cruisers, Cruisers	4	5	1
Sunsear Laser Battery	All Ships	6	4	1
Ryza Pattern Plasma Battery	All Ships	8	4	2
<b>Lances</b>				
Starbreaker Lance Weapon	All Ships	6	4	2
Titanforge Lance Weapon	All Ships	9	4	2
Titanforge Lance Battery	All Ships	13	6	2
<b>Cargo and Passenger Quarters</b>				
Cargo Hold and Lighter Bay	Raiders, Frigates, Light Cruisers, Cruisers	1	2	1
Compartmentalized Cargo Hold	Raiders, Frigates, Light Cruisers, Cruisers	2	5	1
Main Cargo Hold	Transports	2	4	1
Luxury Passenger Quarters	All Ships	2	1	1
Barracks	All Ships	2	4	2
<b>Augments and Enhancements</b>				
Augmented Retro-thrusters	Raiders, Frigates	3	0	2
Augmented Retro-thrusters	Transports, Light Cruisers	4	0	2
Augmented Retro-thrusters	Cruisers	5	0	2
Reinforced Interior Bulkheads	Transports, Raiders, Frigates	0	2	2
Reinforced Interior Bulkheads	Light Cruisers, Cruisers	0	3	2
Armour Plating*	Transports, Raiders, Frigates	0	1	2
	Light Cruisers, Cruisers	0	2	2
Armoured Prow*	Cruisers	0	4	2
Tenebro-Maze*	Transports, Raiders, Frigates	1	2	2
	Light Cruisers, Cruisers	2	3	2
<b>Additional Facilities</b>				
Extended Supply Vaults	All Ships	1	4	2
Crew Reclamation Facility	All Ships	1	1	1
Munitorium	Transports, Raiders, Frigates	2	3	2
Munitorium	Light Cruisers, Cruisers	3	4	2
Temple-shrine to the God Emperor	All Ships	1	1	1
Librarium Vault	All Ships	1	1	1
Trophy Room	All Ships	1	1	1
Observation Dome	All Ships	0	1	1
Murder-Servitors	All Ships	1	1	2

\*This component may not be selected more than once per vessel.



# STARSHIP COMBAT SUMMARY

**S**tarship combat is conducted over a series of rounds, with each starship taking one turn during that round. In space combat, the rounds are referred to as Strategic Rounds, and the turns are referred to as Strategic Turns.

## COMBAT SEQUENCE

- All starships in the combat roll Initiative, rolling 1d10 and adding their ship's Detection Bonus.
- The starship with the highest Initiative result goes first, then the next highest Initiative order, and so forth.
- During a starship's turn, the crew must make one Manoeuvre Action and one Shooting Action. Any Explorers not participating in either action may make one Extended Action.
- Play then passes to the next starship in the combat. Once all ships have taken a Strategic Turn, the next Strategic Round of Space Combat begins.

## MANOEUVRING

A starship's basic Manoeuvre Action is when it moves forward a number of Void Units equal to its Speed Value. It then may turn up to 90 degrees if the ship is a transport, raider, or frigate, or 45 degrees if the ship is a light cruiser or larger. The ship may modify this Manoeuvre Action by performing one of the following Manoeuvres, each of which requires a **Pilot (Space Craft) + Manoeuvrability Test**:

- **Adjust Bearing:** Test to allow the ship to turn sooner.
- **Adjust Speed:** Test to allow the ship to speed up or slow down.
- **Adjust Speed and Bearing:** Test to speed up or slow down while turning sooner.
- **Come to New Heading:** Test to turn twice.
- **Disengage:** Test against other starships' Detection ability to flee from battle.
- **Evasive Manoeuvres:** Test to make the starship harder to hit.

## SHOOTING

During a starship's Shooting Action, one crewmember may direct the firing of all of the starship's Weapon Components. To fire the weapon, the crewmember tests Ballistic Skill.

Each Weapon Component can fire in a direction indicated by its firing arc (see **ROGUE TRADER** page 219).

- **Prow:** Fore on ships smaller than light cruisers. Fore, port, and starboard on ships light cruiser size and larger.
- **Dorsal:** Fore, port and starboard.
- **Port:** Port side only.

- **Starboard:** Starboard side only.
- **Keel:** All directions.

Each Weapon Component may be fired at a target at half the weapon's range or less at a +10 bonus, at a target no further than the weapon's range at no bonus or penalty, or at a target up to twice the weapon's range at a -10 penalty.

Macrobatteries score one additional hit for every degree of success on the hit roll. Lances score one additional hit for every three degrees of success on the hit roll.

Reduce the number of hits a starship suffers each turn by the number of void shields. Then, roll damage for the remaining hits. Add all macrobattery hits together and subtract the starship's armour from the result. The remaining value is how much damage the starship suffers to its hull integrity. The damage rolled for lances is applied directly to the starship's hull integrity without subtracting armour.

## EXTENDED ACTIONS

Any crewmember who did not make a Manoeuvre Action or Shooting Action can take an Extended Action at any point during their ship's turn:

- **Active Augury:** Scans for hidden enemies.
- **Aid the Machine Spirit:** Temporarily boosts the vessel's attributes.
- **Disinformation:** Calculated lies encourage the crew to fight harder.
- **Emergency Repairs:** Quickly repair damaged parts of the ship.
- **Flank Speed:** Overpowers the ship's engines, sometimes with dangerous consequences.
- **Focused Augury:** Scan a particular vessel to learn its secrets.
- **Hail the Enemy:** Contact an enemy vessel to intimidate, mock, or make deals.
- **Hit and Run:** Send raiding parties to an enemy vessel to cripple it.
- **Hold Fast!** Inspire the crew to reduce their lost Morale.
- **Jam Communications:** Stop an enemy ship from using long range communications.
- **Lock on Target:** Use scanners to improve the accuracy of weapons.
- **Prepare to Repel Boarders!:** Rally the crew to fight against impending enemy boarding actions.
- **Put your Backs into It!** Inspire (or terrify) the crew to work harder.
- **Triage:** Reduce the number of dead crew from combat.

