

ROGUE TRADER™

HOSTILE ACQUISITIONS™



PROFIT AND PLUNDER
IN THE LAWLESS EXPANSE



ROGUE TRADER™

HOSTILE ACQUISITIONS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4TH MILLENNIUM

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INTRODUCTION

Rogue Traders commonly operate beyond Imperial authority, their Warrants of Trade ensuring that they are mostly above questions of law whilst beyond the borders of the Imperium. However, for many Rogue Traders, it is not enough to simply explore the unknown reaches of the galaxy; there are some amongst these privateering merchant princes who feel compelled to push the limits of the Lex Imperialis, operating as smugglers, pirates, mercenaries and worse under the very noses of Imperial authorities.

Hostile Acquisitions is a guide to operating as such a Rogue Trader who skirts the edges of the law, acting as a criminal in order to gain greater wealth and power. The guidelines presented in this tome provide players and Game Masters alike with information on criminal activities, antagonists, and adventures that take place on the wrong side of the law.

WHAT'S IN THIS BOOK?

This sourcebook is divided into distinct chapters, each focusing on a crime, criminals, and the activities of Rogue Traders that go beyond Imperial law. Each section provides key insights into particular aspects of crime in the Calixis Sector and the Koronus Expanse, the elements within the Imperium who attempt to curb the excesses of crime lords, and the rewards of those miscreants able to enjoy their ill-gotten gains. Player characters are presented with a wealth of new options, including new Advanced Careers, weapons, and ship components to better achieve their underworld ambitions.

Throughout the book are letters from Nathin Tsanthos, a visionary, an elitist, and a consummate scoundrel. Although Tsanthos started life on the parochial Agri-world of Spectoris, he arranged passage off-planet, and was soon participating in a far more cultured and civilised life. Tsanthos's obsession is knowledge, searching for hidden lore and forgotten facts. To obtain that knowledge, he covets wealth and power, and now happily plays the grand game of a freelance operative for powerful Rogue Trader dynasties.

CHAPTER I: CRIMES AGAINST HUMANITY

This chapter contains information on the nature of crime in the Imperium, describing the edicts enforced by the Lex Imperialis and its effects on notorious outlaws and Rogue Traders alike.

CHAPTER II: PLAYING THE ROGUE

For those Rogue Traders who prefer to tread a more lawless path, this Chapter presents numerous player character options, new Advanced Careers, and special gear.

CHAPTER III: OPPOSITION AND ADVERSARIES

From the shadowy forces of the Inquisition to the stern authority of the Adeptus Arbites, this Chapter details many of the forces that attempt to stamp out any criminal activity in the Koronus Expanse and Calixis Sector. However, Rogue Traders are not only slippery and inventive, they possess the wealth and power to achieve any ambition, even those that skirt the edge of Imperial law. Thus, this Chapter also presents rules on how to successfully run a Criminal Endeavour.

CHAPTER IV: THE NEMESIS PATH

Rogue Traders face many challenges on the path to attain their ambition—this Chapter details a method for a GM to create an archenemy for a Rogue Trader Dynasty. Brutes, heretics, and criminal masterminds are but a few of the opponents that stand in the way of becoming a legend of the Expanse.

CHAPTER V: RICHES OF THE EXPANSE

The Koronus Expanse contains wonders and treasures beyond the imagination of most Imperial citizens. Rogue Traders, however, can imagine quite a bit! This Chapter presents a number of the more unusual (and valuable!) prizes that Rogue Traders compete to discover and exploit within the Koronus Expanse.

To Nathin Tsanthos,

I greatly appreciate your efforts on my regard, sir. When I was first told you were one of the best resources on...questionable enterprise in the Sector and the Expanse beyond, I must admit I was skeptical. Your operation against Travix Malgor convinced me otherwise. After the Inquisition's investigations, the Viscount has completely withdrawn his claims on my interests in the Rubycon II system. I can only assume that the discovery of Kroot talisman-artefacts in the Viscount's hive-spire had something to do with the sudden scrutiny by the Holo Orods? In any case, you are a true gentleman, and you may expect the token of my appreciation shortly.

Horris MacIntyre, merchant factor for the Skaelen-Har Hegemony



CRIMES AGAINST HUMANITY

IMPERIAL CRIMES

•
SECTOR AND
PLANETARY
CRIMES

•
ECCLESIAARCHICAL
CRIMES

•
LAW AND ORDER
IN THE KORONUS
EXPANSE

•
SMUGGLING

•
PIRACY

•
A CRIMINAL
LEGACY

CHAPTER I: CRIMES AGAINST HUMANITY

No servant of the God-Emperor dies unavenged, and no enemy of His escapes unpunished.

—*The Promise of the Pax Imperialis*, Marshal Orrik Von Darnus, 883.M40

The laws of the Imperium of Man are as numerous and varied as the planets of which it is composed. Indeed, while the *Lex Imperialis* is codified in the massive and byzantine *Book of Judgement* (itself actually countless ever-growing volumes as Imperial law constantly refines and develops), the Imperium is far too great for each of its worlds to be held under a single code. Instead each segmentum, each system, each world has its own set of laws and punishments dealing with the specific minutia of that particular locale, while the *Lex Imperialis* oversees the Imperium as a whole.

This chapter discusses a number of issues related to law within the Calixis Sector and the Koronus Expanse, including



THE LOCATIONS IN THIS BOOK

This book is somewhat unique amongst the Rogue Trader line, as many of the locations listed here are in the Calixis Sector, instead of the Koronus Expanse. This is because this is a book on crime, especially as it pertains to Rogue Traders. Within the Koronus Expanse, beyond the boundaries of the Imperium, Rogue Traders are not bound by the laws of the Imperium or its many planets. Piracy, smuggling, trading in proscribed xenos artefacts, all are within a Rogue Trader's grasp, as long as they have the might to back it, **and so long as they remain within the Koronus Expanse.**

However, many Rogue Traders must return to the Calixis Sector to turn any ill-gotten gains into profit. Once they return, they are again subject to Imperial Law and may be prosecuted by the Imperium. In the case of piracy, Rogue Traders may even choose to conduct their piracy amongst the rich shipping in the Calixis Sector, only to flee back into the Koronus Expanse to escape justice. For this reason, this book discusses law, punishment, and enforcement within the Calixis Sector as well as the Koronus Expanse.

how laws are enforced, how criminals are punished, and how the laws and their enforcers relate not only to the common man within both regions but also to Rogue Traders and members of the Adeptus Terra at work within their boundaries. The chapter also outlines how the *Lex Imperialis* is interpreted and utilized within the Calixis Sector. Finally, the chapter deals with Rogue Traders and how they relate to Imperial Law in their day to day operations, including what constitutes crime for a Rogue Trader, common criminal enterprises pursued by Rogue Traders in the Calixis Sector and Koronus Expanse, and how a Rogue Trader goes about building and maintaining a criminal legacy.

THE LEX IMPERIALIS AND THE BOOK OF JUDGEMENT

The *Lex Imperialis* is written down in the *Book of Judgement*, kept by the Adeptus Arbites. The *Book of Judgement* has been painstakingly collated over millennia and embodying every decree ever passed by the High Lords of Terra. In fact, the *Book of Judgement* has long-since grown beyond the confines of a single tome, no matter how large, and comprises countless records, books, and decrees. The oldest are scribed in human parchment, written in unknown languages by long-forgotten functionaries. However, every day new volumes of parchment, data-records, and encoded holoscript are added to the *Book of Judgement*, and interred in the Hall of Judgement on Holy Terra. Shelves of tomes rise hundreds of metres above canyons of marble and iron, covered with a spiderweb of gantries and the ant-like figures of scribes and servitors as they search for specific precedents amongst the debris of judgement.

As a sector ruled by the Imperium, the Calixis Sector follows the precepts of the *Lex Imperialis* and the *Book of Judgement*. Over the centuries, of course, the interpretation of the *Lex Imperialis*

by various Sector Lords and Judges became more and more bloated and unwieldy from numerous additions, amendments, exceptions, and clauses, the remnants of interpreting Imperial law to the needs of specific locales. There exists a veritable army of thousands of clerks, litigants, and barristers toiling away on Scintilla just to interpret its ever evolving decrees and dicta. Indeed, the most astute Rogue Traders, trade houses, and merchant interests keep their own teams of legal scholars in their employ, both to keep them abreast of the current state of law in the Sector as well as to give them protection and guidance should they become embroiled in legal proceedings. The Rogue Trader Joquin Saul has sent one of his cargo vessels to Scintilla once a decade to obtain the most up to date records of the *Lex Imperialis* as interpreted by Sector law.

The laws of the Calixis Sector can be broadly broken into three categories. The first is referred to in this book as Imperial Law, the laws concerned with matters that affect the Imperium as a whole. The second is referred to as Sector Law, concerned with more mundane crimes and punishments. Although at the formation of the Calixis Sector, Lord Militant Angevin decreed that the *Lex Imperialis* would be an over arching template for all planets in the Calixis Sector, practicality every world has its own variations, adapted to its own needs. The third category is Ecclesiarchical Law, laid down in myriad Ministorum documents and treatises as the Ecclesiarchy established itself behind the Angevin Crusade, and concerned with matters that affect the God-Emperor's Holy Church and the populace's spiritual well-being.

Each category is further broken down into countless lists of laws, their attendant punishments, how they are applied throughout the Sector, and the ways in which prosecution of all laws is to be carried out. Though these examples are only a few variations amongst the many lenses through which the *Lex Imperialis* is viewed, it does provide some general guidelines and an overview for interpreting Imperial Law in the Calixis Sector and Koronus Expanse.

IMPERIAL CRIMES

"Does the robbery of your place of business affect the stability of this entire planet? No? Then it appears you are guilty of wasting my time."

—Arbitrator Senioris Harriet Otto

Some crimes are so heinous, blasphemous, or over-arching that they can affect the stability of the Imperium as a whole. In his tome *The Promise of the Pax Imperialis*, Marshal Orrik Von Darnus wrote that such crimes could be referred to as "Imperial Crimes" to adequately reflect their severity, and the concept (having come from such an august personage as Von Darnus) has persisted within the precinct-fortresses of the Calixian Arbites. Such crimes are typically part of larger, far reaching criminal conspiracies aimed at overthrowing planetary governments or striking at members of the Adeptus Terra, the Administratum, or any and all duly appointed officials of the Imperial government. These are the crimes with which the Adeptus Arbites often concern themselves with, leaving smaller matters that don't directly threaten the Imperium to planetary authorities and local enforcers. In the history of the Calixis Sector, these Imperial crimes are the ones Rogue Traders are

most often prosecuted for. This is not because Rogue Traders are somehow less likely to commit "minor" crimes, but simply because their political clout (or raw military power) is often enough to make prosecuting these crimes pointless and possibly dangerous. While the tomes of the Adeptus Arbites list a veritable infinite number of crimes against the Imperium, there are a few that stand out as particularly heinous in the eyes of the Arbites operating within the Calixis Sector. These crimes threaten the stability of the Imperium's hold on the Sector, or undermine the strength of the Imperial Adeptus Terra. Since the Calixis Sector is a frontier sector, relatively isolated from the wider Imperium, the local Arbites are constantly watching for any attempt to break away from Imperial rule. Any crimes that may lead to such horrifying treason are thusly quickly and ruthlessly stamped out.

DEFRAUDING, INTERFERING WITH, OR ASSAULTING THE ADEPTUS TERRA

Actively defrauding an official or branch of the Adeptus Terra entails engaging in a systematic, ongoing course of conduct with intent to deprive that official or branch of its rightful gelt or property. This could be as small as an attempt to defraud and separate a single foolish Administratum official of his savings, or as large as selling a planetary government a fleet of nonexistent interplanetary voidships. Whatever the case, and the types of schemes are as varied and numerous as the men and women who perpetrate them, the Adeptus Arbites takes a dim view of preying on the branches of the Adeptus Terra or planetary governments for ill-gotten gains. They also tend to take exception to those who would do those officials harm by physical means.

Von Darnus saw any actions against a member of the Adeptus Terra as a more subtle form of sedition. Though the fate of one Adeptus official was inconsequential, he wrote that each member of the Adeptus Terra was a symbol of Imperial

THE LEX IMPERIALIS AND THE CALIXIS SECTOR

The codified *Lex Imperialis* is a labyrinth of laws and ordinances that govern the Imperium's scattered worlds. Imperial Law is, for the most part, brutal and unyielding, yet understanding every nuance of its breadth and scope is an impossible task. In addition, the *Lex Imperialis* can be interpreted with a myriad minute differences across the galaxy, as many as the myriad different cultures in the Imperium. More importantly, the *Lex Imperialis* does not deal with the laws of specific planets. Instead, it deals with the rule of the Imperium—in other words the Imperial Tithe and the workings of the Imperium as a whole.

Within the Calixis Sector, the Adeptus Arbites and other Imperial Agents tend towards a fairly "average" interpretation of the *Lex Imperialis*, if such an interpretation can be said to exist. Of course, even then each Judge and Arbitrator has their own interpretation of the finer points of Imperial Law, and each one's view of the *Lex Imperialis* is different.

rule and authority, and a blow against them was actually a blow against those institutions. His answer was that such actions should be matched by maximum force, an appealing message for many more martially-minded Arbitrators (including the current Lord Marshal).

SEDITION AGAINST THE IMPERIUM

Von Darnus defined sedition as the act of fomenting insurrection, violent or otherwise, against the Imperium and any duly appointed officials appointed by the Administratum such as planetary or sector governors. Seditionists often use subversive means to act against the rightful governance, such as protests, strikes, and spreading discord through writings, pamphlets, broadcasts, and other media. There are many forms of sedition, and the term is largely used in the Calixis Sector as a catch all by the Arbites for a number of high crimes and misdemeanours. Most Arbitrators claim that sedition is something that is known when it is seen, and the strictures of their *Book of Judgement* gives them plenty of leeway in which to interpret what activities do and do not fall into this category.

Sedition is seen as a particularly heinous crime by many officials of the Adeptus Terra, not just the Arbites, but as noted previously, Von Darnus held it in particularly strong revulsion, seeing it as a blow to the very integrity of the Imperium. Interestingly enough, although few Rogue Traders in the Expanse have ever read Von Darnus's books, a surprisingly large number share his views. Many regard spreading discord against the Imperium as against their sacred Warrant—or at least against the best interests of their own bottom line.

TREASON

A treasonous act, Von Darnus wrote, is one that actively betrays the God-Emperor, members of His most holy Adeptus, and any and all duly appointed officials thereof. He saw it as the malign growth resulting from the seed of sedition. Acts of treason include taking up arms against Imperial forces, actively taking part in or causing the overthrow of an Imperially sanctioned planetary government, giving aid and comfort to vile xenos, and numerous other crimes that strike directly at the governing and military bodies of the Imperium. Treason, unlike sedition, nearly always entails direct action, although that action may not always be overt. Because of this, Lord Marshal Goreman encourages the Calixian Arbites to act quickly and decisively against treasonous acts, crushing them utterly and brutally before they can grow to a point where the Arbites do not have the power to contain them.

Interestingly enough, more Rogue Traders operating

out of the Koronus Expanse have been accused of treason than sedition. Though many of their charters allow activities that might be considered treasonous (such as dealing with xenos races), there are plenty of zealous Imperial agents who have attempted to hold them accountable nonetheless. One notable instance was when the Rogue Trader Vorix Malcord was arrested in Port Wander for treason, because his grandfather had traded shipments of corpse-starch with the Stryxis. (His subsequent escape has become known as the “Garbage Scow War” to the port’s inhabitants, and is an object lesson to the station’s Arbites on just how difficult it is to confine a Rogue Trader).



ORRIK VON DARNUS AND THE PROMISE OF THE PAX IMPERIALIS

A very senior Judge of the Calixis Sector a millennia ago, Orrik Von Darnus turned to intellectual pursuits late in his career, devoting nearly a century to research and analysis of the *Pax Imperialis* and how it is implemented in the Calixis Sector. Though he wrote many books and treatises, his seminal work was *The Promise of the Pax Imperialis*, a volume so large that a printed copy requires two cargo-hauler servitors to move. Later scholars argue whether Von Darnus wrote *The Promise* in an attempt to simplify the application of Imperial Law in the Calixis Sector, or simply because the old man derived far too much pleasure worrying away at thorny issues of legal precedent.

Von Darnus's primary arguments focused on the idea that the Calixian Arbites' attentions should focus on crimes of sedition, treason, and actions that undermined the Adeptus Terra, while leaving most "lesser" crimes to a planet's local enforcers. He went on to say that as isolated as the Sector was from the rest of the Imperium, such crimes posed the greatest threat to Imperial rule, and should be prosecuted aggressively.

Even now, a thousand years later, many senior Calixian Arbitrators regard Von Darnus's writings as something of an authority on the implementation of Imperial Law. Currently, the Lord Marshal of the Great Calixian Precinct Luthir Goreman's opinions cemented the high regard with which many Calixian Arbites hold Von Darnus's works. The Lord Marshal has a habit of quoting *The Promise of the Pax Imperialis* when pronouncing rulings, and is said to keep a near-complete collection of Von Darnus's books in his personal offices. Some of the Judges in the Calixis Sector wryly comment that Goreman is such a fan of Von Darnus because he finds it easier to refer to a single set of books than to spend weeks researching the original volumes those books were based on. It is certainly true that the Lord Marshal would rather be dealing decisively with malcontents than researching in a library, though those same Judges never make a point of mentioning this to his face.

SECTOR AND PLANETARY CRIMES

"The punishment of criminals should be of use, for when a man is hanged he is good for nothing. On the other hand, even a hanged man is useful as an example."

—Attributed to St. Drusus

Whilst Rogue Traders often operate outside of or above the law, it is first best to describe these laws before going into detail about how they are circumvented by the holders of a Warrant of Trade. Von Darnus referred to "Sector or planetary crimes" as "those perpetrated by Imperial citizens within the Calixis sector against other citizens and any non-governmental or non-religious institution." Though the noted Marshal spent very little of his time writing about these crimes (preferring to focus his work on the high crimes of great import in the Sector), this definition is broadly accurate—there are a great many crimes that do not affect the workings of Imperial government or the Ecclesiarchy. Von Darnus did not consider these crimes as worthy of the Arbites' attention, because though they might affect the lives of individuals, they could never affect the stability or security of the Imperium as a whole.

These "minor" crimes might encompass everything from common misdemeanours like petty theft, assault, vandalism, and trespassing to serious felonious infractions like arson and murder. Planetary crimes are typically the purview of each world's planetary law enforcement agents. Though often known by the ubiquitous title of "enforcer," many planets have their own name for their local law enforcement. Scintilla, for example, refers its enforcers as the Magistratum, and other planets in the sector have followed its lead. (Of course, this may even vary from city to city on a single world, much less from planet to planet).

A comprehensive list of criminal offences from each world within the Calixis Sector would be nearly impossible to record.

Indeed, the numerous worlds and cultures within the Sector are so varied that the legality of an act can change between levels within a hive, let alone across whole systems or regions of space. In fact, nearly every world's laws are wildly different. An intelligent Rogue Trader would be advised to keep a working knowledge of any of the laws on worlds he might visit, lest he run afoul of a crime he knew nothing about.

Even on Scintilla, the Sector capital, there is variance in law and the interpretation of those laws between hives and indeed even between different sections within each hive. Therefore, an exhaustive list of laws and punishments on Scintilla, with all of their ordinances and clauses and sub-clauses, would take entire data vaults.

Despite all this, there are certain activities that many human civilisations generally frown on. Some of these crimes are listed here, although it should be noted that what constitutes a burglary, for example, may vary greatly for world to world, and the punishment for murder may be very different on Scintilla compared to Footfall.

In all cases, the varied natures of worlds within the Imperium make absolute definitions of what constitutes these crimes meaningless. Likewise, trying to define a set punishment for these crimes is also impossible. Instead, several examples are provided.

BURGLARY AND THEFT

At its simplest, burglary is the act of forcing entry into a building or vehicle for the purposes of committing a crime, and theft is when one individual takes something that does not belong to them. While this crime is typically theft, oftentimes burglaries are committed for other reasons such as sabotage or to cover up another crime. There are a number of variables concerning the reasons for and the manner in which the crime is committed, that dictate the relative severity of the punishment.

For example, if one of Scintilla's citizens commits burglary against another, the

punishment can include fines, the pillory, or imprisonment (and often subsequent recruitment into a voidship's crew or Penal legion). However, if one is foolish enough to rob one of the hive nobility, a traditional punishment is being turned into a servitor and delivered to the wronged party, so that the burglar's remaining life can be used "apologising" for the crime. Meanwhile, amongst the clans that live in the day-side deserts of tidally locked Barsapine, theft or burglary of minor items is often ignored, and indeed considered something of a sport. However, should someone steal water or other means of survival, the penalty is a swift death and harvesting the water in one's body to pay the aggrieved party.

If the burglary is heinous enough, perhaps the theft of Imperial secrets or the fixtures and trappings of a cathedral, the Imperial Adeptus may become involved. This usually means the stakes, and the penalties, rise considerably.

DESTRUCTION OF PROPERTY

Destruction of property could refer to as any number of crimes, such as vandalism and arson. Even more than theft, the definitions of these crimes vary wildly depending on the planet one is on.

For example, amongst the scrap-nomad armies of Iocanthos, vandalism is a fact of life, and usually resolved with brawls or the occasional stabbing. However, many hives regard vandalism (especially when it targets systems vital to keeping their artificial worlds alive) as abominable, and arson as little better than mass murder. These locations are likely to treat such crimes accordingly, punishing them with a horrifying, tortuous death.

Most Rogue Traders are above persecution for crimes of this type. In extreme cases a small, trifling fine may be levied, but nothing that would greatly affect the Rogue Trader's bottom line. Of course, this does depend on how serious the world the Rogue Trader is on views the crimes. Stories are still told of an unnamed Rogue Trader who breached Gunmetal City's 3rd Tier Slag-gates to cause a distraction during delicate contract negotiations with the hive's elite. It is said that after thousands of deaths from the white-hot metal flows, the entire hive rose up as one to capture the Rogue Trader and his entourage, and the foolish souls were executed by being slowly lowered into the magma pits.

MURDER

Murder can often carry some of the harshest punishments levied by the planetary magistratum, though like so much within the Imperium, the penalty for murder is often relative. On the feudal mining world of Sepheris Secundus, for example, the murder of a serf by another serf may result in a cursory investigation if the noble is interested in discovering who destroyed his property—while the killing of a serf by a noble is not a crime at all. Should a serf actually kill a noble, the punishment is a terrible and protracted death,

while the murder of one noble by another typically becomes a hotbed of political intrigue and infighting during which very little investigating or 'justice' takes place. Likewise, on many hive worlds, murders are taken more or less seriously

THE PENAL LEGIONS

The Imperium does not believe in waste, and an oft-held view is that even its dregs can serve. This means that those arrested for crimes often find their stay in a prison curtailed, their sentence transformed into altogether more foreboding service. Sometimes this is as a press-ganged indentured worker aboard a starship of the Imperial Navy, chartist captain, or Rogue Trader. Other times, they serve as fodder in one of the Imperium's vast penal legions.

Equipped with only basic weaponry—a knife, lasgun, and flak armour if they are lucky—penal legionaries also have explosive collars clamped around their necks, an immediate and terminal source of discipline should they disobey orders. They're mustered into squads and platoons under the command of custodians and hurled into battle. Their sentence is almost always until death, and unsurprisingly, their sentence is often very short.

depending on the wealth and political power of the victim (and possibly the murderer).

Within the typically draconian penal codes of many worlds, the circumstances surrounding a murder, such as intent, pre-meditation, or other extenuating circumstances, are rarely taken into account. Instead, it is enough to know that a life has been taken, and the guilty parties will be punished accordingly. A citizen found guilty of committing murder usually, at the very least, receives a sentence of imprisonment, typically one of many years performing hard labour on a penal world. More often, however, murderers are executed. The method of execution could range from being sealed permanently into a cage and gibbeted, incineration, void expulsion, or a simple and expedient boltgun round.

Those found guilty of murdering planetary or Imperial officials are often killed quickly, publicly, and gruesomely, as to make an example of the guilty party.

In contrast, Rogue Traders can often get away with murdering someone unimportant with barely a slap on the wrist or stern reprimand on many worlds. Their status as peers of the Imperium affords them a great deal of protection, unless their victim is one of similar authority.

FRAUD

Perpetrating a fraud, an intentional deception made either for personal gain or to discredit another citizen, business, or institution, is one of the most common and most varied crimes in the Calixis Sector. Fraud covers a wide range of crimes from simple bait and switch practitioners in bazaars and trade-floors that relieve the unwary of a pocketful of gelt, to the bankrupting of business concerns and the bleeding dry of lending houses by professional con men. Other crimes like counterfeiting, forgery, embezzlement, fixed games of chance, false advertising and many other schemes that rely on the gullibility and good nature of others also fall under the auspices of fraud. Fraud is prosecuted with varying degrees of zeal throughout the Sector, again depending on the location and the target. A fortune-spinner or charm seller in the

depths of Hive Sibellus will likely be ignored by the local Magistratum, if they're even noticed in the first place. However, the masterminds behind the infamous Torasis Counterfeit, which divested the DeVayne Incorporation of some millions of Thrones, were pursued throughout the Calixis Sector.

IMPERSONATING A PLANETARY OR IMPERIAL OFFICIAL

The current Lord Marshal of the Calixian Great Precinct, Luthir Goreman, is particularly concerned with the possibility that criminals may impersonate local Imperial officials—the act of portraying oneself as a member of the Adeptus Terra, the Imperial armed forces, any planetary government, or any duly appointed officers sanctioned by the previously mentioned institutions, for the purposes of personal gain. This is part of the reason that he recently decreed that the various precincts in the Calixian Arbites can adopt minor modifications to their uniforms (making it more difficult for criminals to craft convincing fakes).

However, even without these provisions, impersonations are an incredibly risky crime, perpetrated by only the most brazen or desperate criminals. Officials typically impersonated are law enforcement officers, low and mid-level functionaries of the Adeptus Terra, members of the Imperial armed forces, customs inspectors, and any other official where the chance for wealth, power, or criminal opportunity by impersonation outweighs the extremely harsh penalties for being caught. The punishments for impersonating a planetary official vary according to the kind of official impersonated and the type and severity of crimes committed during that time, and might range from flogging, gibbeting, sent to a penal world or penal legion, or the ubiquitous execution. Impersonating an Imperial official is much more likely to carry a death sentence, and it is also likely to be very public (it is also more likely to draw the attention of the Adeptus Arbites, depending on the planet where this takes place).

ECCLESIAARCHICAL CRIMES AND ENFORCEMENT

Often, the charge of Heresy is difficult to prove—either guilt or innocence—so those responsible for prosecuting it (whether members of the Arbites, local enforcers, the Ecclesiarchy, or even the Inquisition) may take a “I know it when I see it” approach. Thus, accusing someone of heresy results in arrests based entirely on the perceptions of the authorities. Unless the suspect is high-placed or well-connected—such as many Rogue Traders—a suspect accused of heresy faces a difficult series of questions and investigations. Unless a suspect has the influence, means, or evidence to defend himself, it is very likely that he will be executed—a common maxim in the Imperium is that it is better that a thousand innocents die than for one heretic to go free.

It is important to note that the majority of Arbitrators and Enforcers in the Calixis Sector and Koronus Expanse do not differentiate between Ecclesiarchical Crimes, lumping them all under the broad heading of ‘heresy’.

ECCLESIAARCHICAL CRIMES

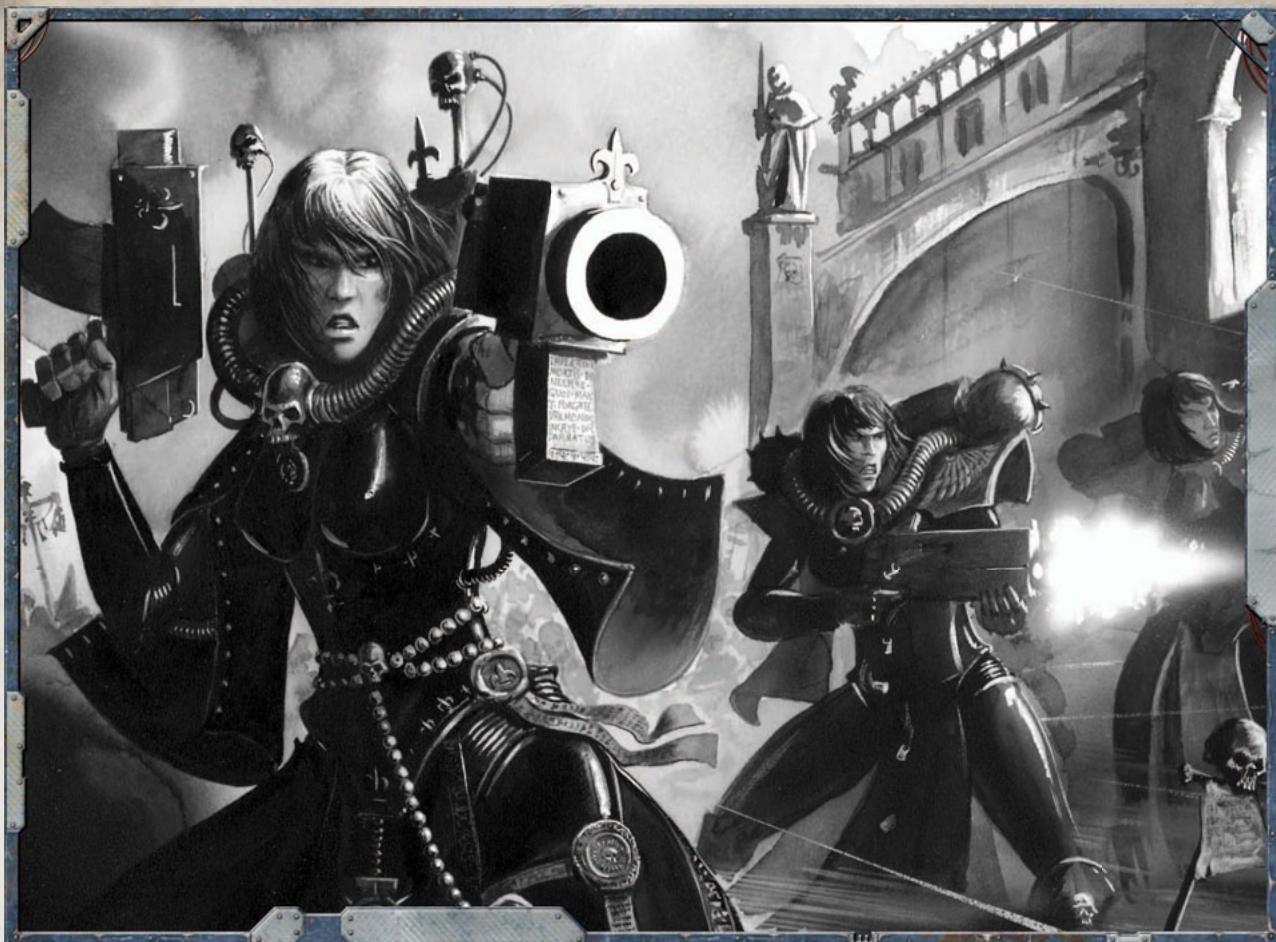
“The Heretic and Blasphemer can offer no excuse for their crimes.”

—Cardinal Beneficta

The various branches of the Adeptus Terra have often been competitive and territorial, and this can often translate into fights over jurisdiction. For example, local offices of the Ecclesiarchy may often spar (often verbally, but sometimes physically) with their Arbites counterparts over what crimes may fall under who's purview. Such offences can cover a number of offences, both Imperial and local, that directly affect the Ecclesiarchy and any and all duly appointed representatives thereof operating in the Calixis Sector.

The Cardinal Cal Sutai Arran—known to most of the worthies of the Calixis Sector as the Venerable Cal—has long strove to increase the strength and power of the Ministorum in the Malfian Sub-sector. He sees it as nothing less than his divinely ordained duty, and though his incredibly aged body may be failing, his fierce intellect and fiery zeal remain undiminished. One means by which the Venerable Cal wishes to increase the strength of the Ecclesiarchy is by increasing its secular authority in matters of justice and judgement, and he encourages cadres of priests and Adepta Sororitas to prosecute any crimes they see as against the Ecclesiarchy, even if that link is tenuous. Ironically, the Venerable Cal is mainly concerned with the advancement of his own faction of the Calixian Ecclesiarchy—the Periphery Church. However, its ongoing rivalry with the central Tarsine Synod (the most powerful Ecclesiarchical faction in the Sector) means the Synod has taken similar steps to remain competitive with their rivals.

The entire situation can be compounded by the fact that whether or not a crime should fall under the purview of the Arbites or the Ecclesiarchy (or any number of other members of the Adeptus Terra, for that matter) can often be argued either way. Indeed, a crime with little or no obvious religious significance may be declared an Ecclesiarchical crime via the use of some loophole or other legal chicanery as a means for the Ecclesiarchy to assert political power, or simply to make an example of the accused. In the Calixis Sector, the Venerable Cal, and now in response Arch-Cardinal Ignatio, have long maintained that Ecclesiarchical crimes are under its sole purview (as have other prominent members of the Calixian Ecclesiarchy in the past). However, due to the aforementioned nebulous nature of some crimes defined as ‘Ecclesiarchical’, Cal or Ignatio's agents may well find themselves in conflict with other heads of the Adeptus Terra, such as Lord Marshal Goreman or Lord Inquisitor Caiden, over jurisdiction in cases. In other situations, these disparate organizations may work hand-in-hand, especially certain branches of the Inquisition who traditionally have close ties to the Ecclesiarchy. Nonetheless, those tasked with rooting out blasphemy and heresy are some of the most zealous and dedicated servants of the God-Emperor.



BLASPHEMY

The Calixian Adeptus Ministorum is not a united front, no matter how it may appear to outsiders. In fact, it is riven by multiple factions and disrupted by constant political manoeuvring by the various synods and individual Cardinals. This means the definition of crimes such as blasphemy can vary wildly from synod to synod (or even world to world) depending on the whims of the various faction leaders. On many worlds, this can make even the faintest hint of disrespect toward the Adeptus Ministorum both a sin and a punishable crime. However, many local Confessors and Hierarchs recognise that there are differing levels of blasphemy, and the severity of their punishments can vary greatly. It is important to note that various churches and branches of the Ecclesiarchy maintain their own definitions of blasphemy, which vary wildly based on tradition, local planetary cultures, or even the whims of an important Ministorum official.

HERESY

In general, heresy is defined as the rejection of the orthodoxy and authority of the Imperial Cult and the substitution of unsanctioned beliefs for those deemed proper by the Ecclesiarchy.

There are many different heresies, but as Saint Drusus is said to have written, they generally fall into two broad categories: heresies of thought and heresies of deed.

Heresies of thought include such acts as denying the divinity of the God-Emperor and his saints or holding beliefs that are anathema to the

Imperial Cult. These are the hardest heresies to detect as they can be easily concealed, although a thorough enough interrogation can usually uncover even the most deeply concealed beliefs. Heresy of thought also covers possession of proscribed information including teachings, technology, history, and philosophies not sanctioned by the Ecclesiarchy, and anything that undermines the teachings of the Ecclesiarchy or has the potential of turning away from His holy light. Heresies of deed are more easily detected, and include acts such as destruction of Church property, harming Ecclesiarchy officials, disseminating the aforementioned proscribed information, protecting or supporting cults, and worshipping Chaos.

It is interesting to note that while the broad definition of heresy leaves much room for interpretation and therefore gives priests and Inquisitors incredible latitude in persecuting heretics, it also leaves them in a quite untenable situation in regards to two respected and essential branches of the Adeptus Terra: The Adeptus Mechanicus and many chapters of the Adeptus Astartes. Each of these institutions is, by the letter of the Ecclesiarchy's strictest interpretations, guilty of heresy, the Space Marines in denying the divinity of the God-Emperor (at least in the case of most of the Chapters) and the Mechanicus Cult in following an orthodoxy separate to that of the Ecclesiarchy (although even in that case, certain interpretations of the Cult Mechanicus hold the Omnissiah and God-Emperor as two facets of the same being). The mental and doctrinal gymnastics required to reconcile these facts with the Imperium's reliance on both institutions and to prevent irreparable harm to the Adeptus Terra can, at times, be truly monumental.

COMMON PUNISHMENTS IN THE CALIXIS SECTOR

There are countless penal codes in the Calixis Sector, far too many to detail in one place. It is not just the Calixian Arbites, the Lord Sector, Ecclesiarchy, the Mechanicus, the local planetary governments, and the Administratum who maintain their own penal codes. Rather, the countless precincts of the Arbites, the various Synods of the Ecclesiarchy, each Forge world of the Mechanicus, individual hives and cities on various planets, and the branches of the Administratum on each Calixian world, all maintain their own penal codes. Some are very similar to each other, while others are wildly different, depending on the location, the local populace, local history, and a host of other factors.

Just as there are countless penal codes, there are countless punishments laid down to enforce them. However, several decades ago, the offices of Lord Sector Marius Hax released a list of the Sector Governor's favoured punishments, and disseminated them via astropathic relay to most worlds in the Sector. Whether this was simply the Lord Sector's hubris at work, or a test to see how closely the Sector's worlds adhere to guidelines from the capitol remain to be seen. However, many worlds have made a point to integrate these punishments into their penal codes—at least for now.

- **Execution:** The execution of a criminal may range from a brutal and lengthy torture such as drawing and quartering in a public square, to a las-blast behind the courthouse. Execution is popular amongst many Calixian worlds and amongst the Arbites as well, as it requires few resources to enact and tends to prohibit repeat offenders.
- **Flogging:** Many Calixian worlds reserve a public whipping for relatively petty crimes, forgoing imprisonment in favour for quicker justice. The manner of the flogging and the implements used vary so completely even amongst different precincts in the same hive that describing them would be pointless. However, it can be noted that devices such as neural whips can greatly elevate the already considerable pain from a flogging, and even turn the punishment

into an impromptu execution. Floggings are often done publicly, to reinforce the consequences of lawbreaking to the citizenry. Arbitrators and enforcers (specifically the Magistratum of Hax's home hive of Sibellus) have been known to forgo flogging in favour of an immediate and savage beating, when dealing with truly petty crimes— instant enforcement of Imperial law.

- **Gibbeting:** Convicts are confined in a cage which is then displayed in public places suspended from chains. This punishment is often akin to a death sentence, as the confined are left hanging until they die of starvation, thirst, or exposure. In rare cases, a sentence of gibbeting is handed down as a temporary punishment. It is said that the Venerable Cal is a particular fan of gibbeting, as it "lets the unrepentant consider their sins in detail."
- **Imprisonment:** One point Hax made in his dissemination was that he preferred other punishments to imprisonment. Maintaining prisons is expensive, both in gelt and the services of guards and wardens. Many worlds prefer an immediate flogging or execution to save time and resources. Other worlds turn their prisoners into an indentured workforce, and in the Calixis Sector several sub-sectors (including the Malfian-Sub) establish prison worlds where convicts run entire manufactorums to feed the Imperial war machine. Some opportunistic Imperial governors even sell their prisoners to passing voidships as low-decks crew.
- **Pillory:** Public humiliation at its most basic, the pillory is a specially devised framework erected in a public space with holes for securing the head and hands of a convict. Typically mounted on a post and shorter than an average man, the pillory causes both humiliation and pain as it forces the convict into an awkward crouching position. While not a lethal punishment in and of itself, exposure and the abuse of spectators and passers-by have the possibly of wounding, maiming, or even killing someone so displayed. There are countless variations of the pillory as well, one of the most notable being Port Wander's void pillory. This punishment is particularly hated amongst the denizens of that station, and thus is particularly effective as a deterrent.

*To Chartist Captain Hanna Van Ryne
Of all the organisations to cross, my least favourite would be the Ecclesiarchy. The Imperial Navy, the Arbites, they will certainly pursue you if you give them half a reason, and distressingly their idea of punishment seems dreadfully narrow minded. I am constantly astounded when an Arbitrator does not advocate death for the most minor infractions. However, the Ecclesiarchy, those zealots take a certain glee in their executions. I may end up slain for my sins, but I would prefer my death not occur with such...enthusiasm.
-Nathin Thsantos.*

- **Transportation:** As mentioned previously, many worlds prefer packing a convict off to one of the many penal worlds within the Calixis Sector. These worlds include Sheol XVII, Maleziel, and Kommitzar, where convicts toil away in fields and foundries until they drop, are conscripted into penal battalions for the Imperial Guard, or are simply abandoned and left to fend for themselves. Whatever the case, a sentence of transportation is as good as a death sentence, because few, if any, survive for more than a decade in their new and dangerous homes.
- **The Pyre:** Though technically another means of execution, Hax made special mention of this punishment—placing the malefactor amongst piles of blessed cordwood, wrapping them in oil-soaked prayer-scrolls, and setting them ablaze in a public gathering place. A particular favourite of some zealous hard-liners in the Calixian Ecclesiarchy, it is thought Hax included this punishment as a means of appeasing them.

EXAMPLE PLANETS IN THE CALIXIS SECTOR

The following are some example planets within the Calixis Sector that Rogue Traders may conduct dealings on, especially if they are looking to conduct business of a questionable nature.

MACCABEUS QUINTUS

Maccabeus Quintus is perhaps the holiest place in the entirety of the Calixis Sector. It was here many centuries ago during Angevin's Crusade that St. Drusus was struck down by an unholy assassin and then, by the power of the God-Emperor, was raised up again and ascended to his sainthood. Ruled solely by the Ecclesiarchy and bound under Ecclesiarchical law, those who grow up in the achingly beautiful shrine cities

or among the vast cold and glittering salt flats are perhaps the most pious of the God-Emperor's subjects in the sector. Piety aside, this is still a world inhabited by man, and like anywhere else is full of his small failings of faith and duty.

As much as the ruling priesthood and noble houses would like to deny it, crime in all of its ugly forms exists and, in some darker places, even thrives here in the shadow of St. Drusus. The *Lex Imperialis* is given lip service here, for the majority of Maccabeus Quintus' penal codes come directly from Calixis Ecclesiarchical law and holy scripture. Order is kept by different branches of the Adepta Sororitas, including elements of the Orders Militant. The holy sisters fill the roles on Maccabeus Quintus that the Adeptus Arbites and Magistratum fill on other worlds. They serve as police, judge, jury, and executioner, and stay busy enforcing the many Ecclesiarchical laws and strictures. Aside from the usual theft and corruption found on any world, vice crimes are the most common and most harshly prosecuted crimes among Maccabeans. As befits those raised on such a holy world, Maccabeans are expected to live an ascetic life of penance, prayer, and sacrifice. While most do, at least on the surface, a thriving black market has arisen catering to all manner of sinful pleasures from music, gambling, idolatry, and the distribution of non-ecclesiastical literature to darker and more perverse pursuits.

Thanks to the total domination of the Ecclesiarchy in all parts of Maccabean life, nearly all crime and its punishment falls under the Ecclesiarchy's purview. Indeed, criminals are referred to as "sinners," convicts as "penitents," and punishments have a decidedly religious bent to them. Flogging, gibbeting, pillory, other forms of public shaming, and Church directed penance are typical punishments found on this shrine world. Cleansing fire is also heavily used by the Ecclesiarchical authorities, with branding and burning at the stake being extremely common, especially in the more heinous cases of heresy and blasphemy.

MALFI

A hotbed of corruption and home to countless striving, scheming, and incendiary agents provocateur, the densely populated hive world of Malfi is a constant thorn in the side

THE PENANCE SHIPS OF THE ECCLESIArchy

Wandering at large throughout the Calixis Sector and the Koronus Expanse, these lavishly appointed warships are the result of a rare collaboration between the Imperial Navy and the Ecclesiarchy. Each one is the ultimate expression of the shipwright's craft, with fresh and sweet scented air, lovely trappings, pleasing, soothing sounds piped over the shipboard vox, kilometres of stained glass and workstations made of precious stones and rare alloys. Crewed and captained by condemned and penitent Imperial Navy officers, voidmen, and the occasional Rogue Trader, penance ships cruise as system patrol craft, protecting Imperial (and specifically Ministorum) assets in places where the Navy cannot commit the time or resources to do so themselves.

While surrounded by staggering opulence, the penitents are able to enjoy it only from afar. Beneath each supple uniform a penitent wears a harsh, chafing garment, a body glove made of materials that abrade the skin and cause constant pain whenever the penitent moves. They wear filter plugs in their noses so that they may not smell the sweetness in the air, sound-deadening earplugs to keep out the soothing sounds of the vox, and thick gloves that allow them to go about their duties while keeping them from touching the pleasant surfaces of their workstations. Each ship is permanently sealed, with the only escape being death or the fulfilment of the penance. To enforce this, the outer decks are patrolled and defended by savage servitors called arco-flagellants, each a penitent in their own right. While the majority of those suffering this privation do so voluntarily, taking up by the penitent's garb as a way to repent for their transgressions before they go to their God-Emperor, more than one Naval Officer or Rogue Trader has found themselves locked away in a penance ship against their will.

of the governing bodies on Scintilla. Long at odds with the sector capital, the powers that be on Malfi believe that they alone should be the seat of all governance and law in the sector, and for centuries have attempted, both covertly and overtly, to usurp leadership from Scintilla. Malfian society is constantly in motion, a chaotic mix of warring sects, conniving nobles, duplicitous merchants and mendacious government officials.

The near constant corruption, malfeasance, and nepotism in both governmental and private circles has led to a legal code that, while essentially the same as that of Scintilla, is nearly unrecognisable as such under countless layers of bureaucratic wrangling and legal loopholes. In a practical sense, very little is illegal on Malfi, despite being home not only to a district office of the Calixian Conclave but also a major seat of the Administratum. For almost every crime there are dozens of exceptions and dispensations that allow all but the most foolish or poorly represented citizen total amnesty. The Malfian Magistratum is perhaps the most deeply corrupt organisation of its type anywhere in the sector, and its enforcers are legendary for their bald-faced graft and their ability to ignore even the most heinous of crimes for the right amount of thrones. The taint of corruption has infected even the usually steady and clear-headed members of the Adeptus Arbites, and there is a deep schism in the Malfian precincts between those Arbitrators striving to enforce true Imperial law, and those who have succumbed fully to “Malfian business as usual.”

This free wheeling lawlessness breeds not only a robust criminal underworld—robust enough that the most successful criminals can operate in the open and enjoy lives every bit as grand as powerful nobles or merchants—but also some of the shrewdest and most agile legal minds in the sector. Indeed, Malfian litigants and barristers are in high demand throughout the more civilised regions of the sector, and are masters of technicality, corruption of evidence, and tainting of witnesses.

PORT WANDER

Standing sentry at the gates of the Maw, Port Wander is the last outpost of Imperial law and order on the far rimward side of the Calixis Sector. As it is nominally under the jurisdiction of the Imperial Navy, law enforcement aboard Port Wander is, on paper at least, the purview of the Naval Provost and the naval arm of the Commissariat. Unfortunately, the majority population aboard is civilian and not bound to the rules and regulations of the navy, which causes no end of difficulty for those trying to enforce the law. Due to this state of affairs, the Navy tends to ignore civilian matters except where they directly affect the Navy and the administration of the port,

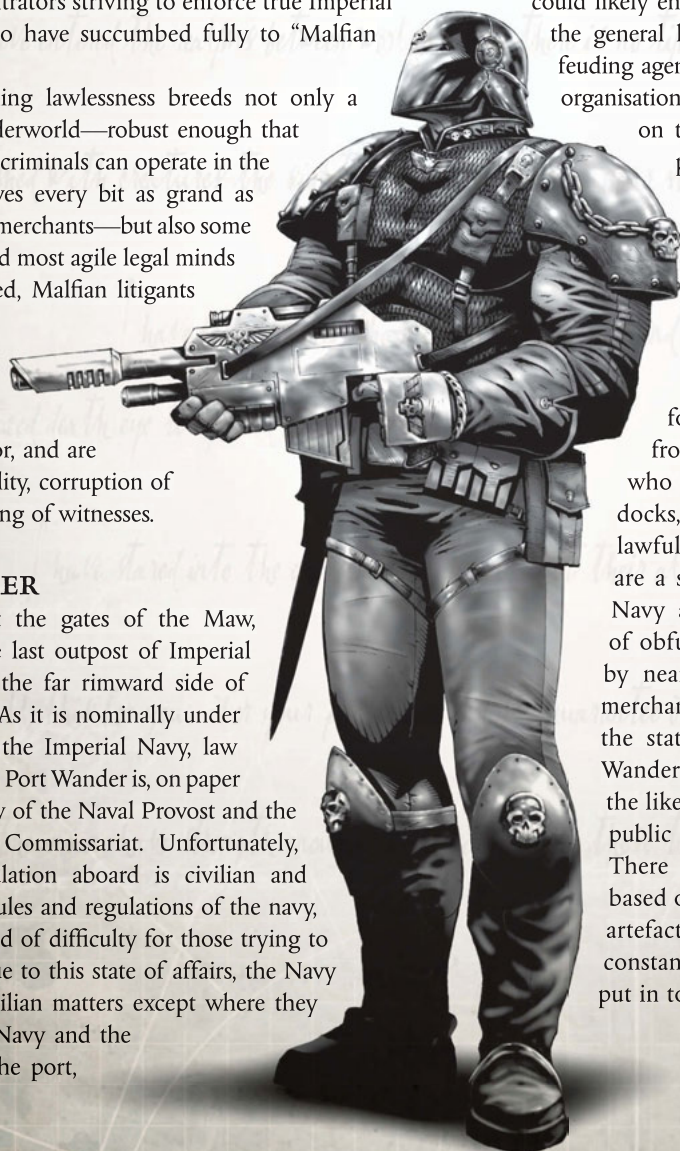
such as crimes perpetrated against naval personnel and materiel. Instead, they focus their attention on making sure that all Naval personnel aboard obey Naval regulations and follow Naval law and largely leave the civilians to fend for themselves. This leaves a vacuum that the Adeptus Arbites have stepped into, deploying a small precinct of Arbitrators to the station.

The ensuing situation leaves both forces in an undesirable position. The Arbites, who are typically concerned with crimes of a grander scale than those found aboard Port Wander, are not particularly well equipped for the sort of low-level policing Port Wander requires. Since there are too few Arbitrators in the port to police it fully, other interests such as merchant houses and gelt brokers hire their own private security, giving the Arbites another potential threat they must watch. Most days the Arbitrators remain in their fortified precinct houses, deploying undercover officers and informers to enforce the law and waging constant jurisdictional battles with the Naval Provost.

The Sector’s senior Arbitrators feel that the station should be under their jurisdiction, while the Navy has no interest in seeing that happen (and holds the practical power at Port Wander to ensure it doesn’t). This constant acrimonious infighting leaves little time for actual policing, and crime flourishes in this atmosphere. Sadly, if the two Imperial agencies put aside their petty differences and actually pooled their resources they could likely enforce the station competently. Thanks to the general lawlessness and gridlock caused by the feuding agencies, the aforementioned private security organisations and mercenary bands do brisk business

on the station. Being hired men instead of public servants, these heavily armed and typically well-trained security agents zealously protect the interests of their employers but pay attention to little else, especially unfortunate incidents that involve their employers’ rivals.

Despite this awkward mish-mash of squabbling officials, mercenary security forces, and roving packs of armsmen from Rogue Trader and Free Captain ships who tend to keep the peace in the civilian docks, Port Wander is generally a safe and lawful place. The laws, when actually applied, are a strange mix of laws from the Imperial Navy and the Arbites, with a healthy dose of obfuscation and legal loopholes generated by nearly every Rogue Trader dynasty and merchant house with a controlling interest in the station. Much of the crime aboard Port Wander is property crime, theft, vandalism, and the like, with a constant stream of kidnapping, public drunkenness, brawling, and murder. There is also a large underground economy based on the trade of stolen goods, proscribed artefacts, and other ill-gotten gains from the constant stream of pirates and smugglers that put in to refit and give their men liberty.



Punishments tend to follow more Naval traditions, with a particular emphasis on flogging, imprisonment, and summary executions. One particularly unique punishment meted out on Port Wander is 'spacing', or execution by being blown out of an airlock without a voidsuit. Spacing is typically reserved for heinous crimes against Naval materiel or personnel, or sabotage of or damage to any of the numerous infrastructural systems aboard the great station. Another exceedingly brutal punishment on Port Wander is being "flogged 'round the fleet." Typically handed down to naval personnel, but not unknown amongst civilian and Rogue Trader fleets, a sentence of being flogged 'round the fleet involves a sentence of hundreds of lashes. The convicted is lashed to a whipping frame, bundled into a shuttle with a priest, a chirurgeon, and someone to administer the punishment like a boatswain's mate or a Naval Commissar, and flown to each of the ships in the fleet currently in port. At each ship, the convicted is debarked and, as the ship's officers and a large portion of her men are assembled to witness punishment, he is administered a number of his lashes while the priest recites the convict's crimes and prays over him. This continues at each ship until the convicted receives all his lashings—with the chirurgeon stepping in only to keep him alive so that he may endure his complete punishment. In fact, it is not uncommon for the convicted to die despite the chirurgeon's best efforts. Being flogged 'round the fleet is, again, more punitive than rehabilitative and is designed to make a public example out of the convicted more than anything. It is also, in many cases, a death sentence.

SCINTILLA

Scintilla, the glittering gem of the Golgenna Reach, is the capital world of the Calixis Sector. A world of plasteel and rockrete and shimmering glass, of towering spires and sprawling megalopolises, and home to teeming billions of Imperial citizens. Two massive hives, Hive Sibellus and Hive Tarsus, dominate the landscape, jockeying for political and economic dominance as offspring communities like Gunmetal City and Ambulon scramble for crumbs at their feet. In this crucible of humanity, commerce, and piety is formed a perfect environment for graft, corruption, and wholesale lawlessness that is only contained with varying degrees of success by the Magistratum, the planetary police force, and the Adeptus Arbites.

Within Scintilla's hives and in the streets of her smaller cities, it is power and wealth, as opposed to merit or citizenship, that ensures the protection of the law. Indeed, especially in Hive Sibellus and Tarsus, there seems to be two separate penal codes in effect here, one for the privileged and connected, and one for everyone else.

Those who live in the loftiest and most luxurious spires such as nobles, military officers, powerful merchant brokers, industrial magnates, government officials, and the like, enjoy a nearly crime- and inconvenience-free existence thanks to the constant presence of the Magistratum. Professional and attentive, these law officers work tirelessly to keep the residential and commercial zones within the high spires free of crime and undesirables. They respond to even the smallest disturbance in scant minutes, in force, and they excel at dealing with situations as quickly and discreetly as possible.

The noble citizens of the highest spires also enjoy a fair amount of leeway from the law thanks to their wealth and influence. Small, petty crimes that would get a middle hiver flogged, pilloried or imprisoned are waved away with a laugh and an excuse of "youthful fun" or "a simple mistake." Even those charged with serious crimes like murder are often given incredibly light sentences, if their cases ever come to trial at all.

The lower classes who live in the middle hives must make do with poorly equipped and poorly trained Magistratum officers. They operate from understaffed Arbites precinct houses and are typically out-gunned by all but the most desperate and destitute of the thriving criminal underworld that exists there. Magistratum officers operating in the middle hives cannot possibly hope to contain all of the crime that happens in their precincts, so they concentrate on the most violent and heinous crimes, ignoring the petty and nonviolent crimes and leaving the citizens to fend for themselves. The lowest levels and the underhives have been completely abandoned by the Magistratum, who are content to allow the gangs and underhivers to kill each other, only taking notice when violence or criminal activity bubbles up into the middle hive or they affect industry or the stability of the hive.

The Adeptus Arbites also maintains strong presences on the Scintillan hives, though they tend to focus on larger crimes such as sedition, cult activity, and interference with the Imperial Tithe. They also utilise their paramilitary strength in suppressing civil unrest and the largest riots—it's unlikely for Scintilla's citizenry to encounter an Arbitrator except on the wrong side of a suppression shield. The Magistratum cordially detests the Arbites, while the Arbites, when they deign to interfere with the Magistratum at all, treat them with aloof indifference.

The laws of Scintilla vary between the four hives on the world. Hive Sibellus and Hive Tarsus's laws favour the nobility by both design and tradition, although crimes such as murder, theft, and destruction of property are held as technically illegal for everyone. Gunmetal City and Ambulon's laws are slightly more egalitarian—Gunmetalicans have a greater respect for individual merit, and Ambulon is too small (relatively speaking) to develop a stratified society on the same level as the larger societies. Many of the hives do have some laws and punishments unique to themselves. Duelling is legal on Scintilla, and popular among the nobles and those who live in the upper levels of the middle hives. There is also a strong tradition of and legal precedent for trial by combat within the hives and cities. Trials by combat entail regimented and rule-bound combat between the accused and their accusers. The outcome of the fight, which is usually uncertain despite the ancient rituals involved, determines who is right and who is wrong. Often these fights will have conditions specific to their crimes. For example, a trial by combat for murder is almost always to the death, while some crimes may have restrictions on what weapons can be used or under what conditions victory may be claimed. For example, the duels in Hive Sibellus traditionally use melee weapons, preferably light blades such as swords and (in the low hive) knives. Meanwhile, duels in Gunmetal City almost always use solid projectile pistol weapons, and it's considered the height of stupidity to show up at one's duel carrying only a blade.

The Laws of the Imperial Navy

The laws and guidelines of the Imperial Navy are every bit as byzantine and convoluted as those governing the rest of the Imperium. The Imperial Navy is a hard service, it requires hard work and demands hard discipline aboard its ships and in its ports. While to the outsider the navy appears mindless and its ships space-going hells full of casual brutality accompanied by the constant song of the lash, nothing could be further from the truth. While severe discipline and savage punishment are indeed hallmarks of the service, the behaviour of officers and voidmen in the Calixis Sector is carefully and rigidly controlled by the laws laid down by Battlefleet Calixis in their own set of laws, known from the lowest rating to highest ranking Admiral in Battlefleet Calixis as the Articles of War.

These articles, countless rules, clauses, and sub-clauses that fill entire data vaults at the Admiralty Spire on Scintilla, set rules governing everything from grooming standards to the right and proper punishments for high treason. While most of these articles are arcane, little understood, and rarely enforced, there are a few that every voidman and Imperial officer knows by heart and lives in constant fear of contravening.

Article 1: All commanders, captains, and officers in or belonging to any of His Divine Majesty's ships or vessels of war shall cause the public worship of the Almighty God-Emperor according to the liturgy of the Ecclesiarchy established by law. This worship is to be solemnly, orderly, and reverently performed in their respective ships, and they shall take care that prayers and preaching, by the chaplains in holy orders of the respective ships, be performed diligently and that any and all holy days be observed according to Ecclesiarchical law.

Article 9: All flag officers, and all persons in or belonging to His Divine Majesty's ships or vessels of war, being guilty of profane oaths, cursings, execrations, drunkenness, uncleanness, or other scandalous actions, in derogation of the God-Emperor's honour, and corruption of good manners, shall incur such punishment as a court martial shall think fit to impose, and as the nature and degree of their offence shall deserve.

Article 26: Every flag officer, captain, and commander in the fleet who, upon signal or order to fight, or sight of any ship or ships which it may be his duty to engage, shall not make the necessary preparations for fight, and shall not in his own person, and according to his place, encourage the inferior officers and men to fight courageously, shall suffer death. If any person in the fleet shall treacherously or cowardly yield or cry for quarter, every person so offending shall suffer death.

Article 27: Every person in the fleet who shall not duly observe the orders of the admiral, flag officer, or other superior officer for assailing, joining battle with, or making defence against any enemy, or shall not obey the orders of his superior officer as aforesaid in the time of action to the best of his power shall suffer death.

Article 28: Every person in the fleet who through cowardice, negligence, or disaffection shall in time of action withdraw, refuse to engage, or shall not do his utmost to take or destroy every ship which it is his duty to engage shall suffer death.

Article 55: No person in or belonging to the fleet shall sleep upon his watch, negligently perform the duty imposed on him, or forsake his station upon pain of death or such other punishment as a court martial shall think fit to impose or as the circumstances of the case shall require.

Article 140: Every person in or belonging to the fleet who shall desert or entice others so to do shall suffer death. If any commanding officer of any of His Divine Majesty's ships or vessels of war shall discover a deserter, and shall not with all convenient speed give notice to the captain of the ship or vessel to which such deserter belongs and/or to his own superior officer, he shall suffer death.

Article 327: Every person in or belonging to the fleet who shall be guilty of mutiny, desertion, or disobedience to any lawful command aboard any of His Divine Majesty's ships or his dominions on shore, shall suffer death.

Article 440: If any person in the fleet shall conceal any blasphemous or heretical practice or design they shall suffer death. If any person in or belonging to the fleet shall conceal any blasphemous or heretical words spoken by any, or any words to the prejudice of His Divine Majesty, the Administratum, or the Ecclesiarchy and does not forthwith reveal the same to the commanding officer, he shall suffer death. Any person in or belonging to the fleet witnessing any mutiny or sedition who does not use his utmost endeavours to suppress the same shall suffer death.

Article 687: All other crimes not capital committed by any person or persons in the fleet, which are not mentioned in these articles, or for which no punishment is hereby directed to be inflicted, shall suffer either death or punishment per their commanding officer's discretion.



It is common for the nobility (especially those in Hive Sibellus) to commission professional champions to fight their duels for them, rather than participating themselves. Needless to say, good champions demand a premium, and can typically set their own prices and conditions for work. However, this habit can backfire, as the noble's rivals may (rightly) accuse the noble who employs champions of cowardice. Should his reputation suffer to the point of bringing shame on his house, he may find himself forced into the arena.

In the matter of unique laws, both hives and the ancient, wandering city of Ambulon, have strict laws prohibiting the tampering with or causing damage to the massive internal infrastructure and life support systems found within. Minor offences like vandalism typically result in flogging, gibbeting, imprisonment, or exile. More heinous crimes that threaten the hive itself and its inhabitants are swiftly and harshly dealt with. For example, tampering with a hive's air exchangers carries a sentence of death by suffocation, and those found guilty of tampering with the hive's water supply are drowned. On Ambulon, the ultimate punishment is reserved for those who attempt to damage the ancient machines that move the city. The authorities secure the malefactors—and many times their immediate family as well—to thick chains and lowered from the walking city until they are being dragged along the ground for weeks. As the city moves extremely slowly, these unfortunates suffer a long and protracted demise.

LAW AND ORDER IN THE KORONUS EXPANSE

"There is very little here that the average Imperial citizen would recognise as law. There are some small outposts of civilisation, if you can call them that, but on the whole the Expanse is generally a chaotic void where the only actual law is 'might makes right'."

—Trade Admiral Jonquin Saul

Unlike in the Calixis Sector, where Imperial Law is given at least a modicum of lip service in even the most benighted of systems, an organised code of laws on the scale of the *Lex Imperialis* is totally unheard of in the Koronus Expanse. Despite long centuries of exploration, missionary work, crusade, and exploitation at the hands of Rogue Traders, free captains, and, to a lesser degree, elements of the Adeptus Terra, very little of the Expanse has been charted, and even less has been brought under the yoke of Imperial Law. Lacking a unifying event like the Angevin Crusade, the Koronus Expanse is a largely lawless confusion with the occasional fiefdom carved out by Rogue Traders and countless heathen worlds of men, each with their own laws and codes of conduct. That being said, there are a few points of light in all of this anarchical darkness. These are places where law, such as it is, takes precedence over the typical chaos and contumaciousness found throughout the Expanse.

FOOTFALL

Situated just rimward of The Maw, transfixed in the hellish glare of the star Furibundus, Footfall is typically the first stop for those entering the Koronus Expanse and the last stop for

those leaving. Footfall is a massive, sprawling void port of gigantic stone asteroids bound together by ornate bridges, flexible tunnels, and chains the size of voidships, all centred around a macrostatue of the most holy God-Emperor dozens of kilometres high. This statue, placed by Footfall's founder, the Rogue Trader Parsimus Derwin, looks out sadly over a morass of vice, degradation, perversion, sedition, mutation, and heresy. There is no central law on Footfall, at least not one that would be recognised in any civilised areas. Instead, the numerous criminal and piratical factions that run this wretched place have drawn up a series of laws and codes of conduct creating a neutral zone wherein visitors and residents are free to engage in their various business pursuits without the interference of the Imperium.

This Derwin's Compact, as the laws of Footfall are known, serve one purpose as stated in the preamble of their charter: "Fomenting and fostering an environment upon this station and its surrounding areas that is agreeable to the pursuit of any and all business practices for the purposes of bringing profit to the ruling parties thereof." In this freewheeling, anything goes environment there is very little that is considered illegal. Criminal gangs like Footfall's Black Brotherhood and the Kasballica Mission, organisations that would surely be hunted with extreme prejudice by the Adeptus Arbitres on any civilised world in the Calixis Sector, operate openly next to 'respected' shipwrights, merchants, and gelt brokers. Trafficking in narcotics, humans, xenos artefacts, proscribed knowledge, and many other types of contraband that carry a death sentence elsewhere is commonplace here. Even the most respected Rogue Traders and free captains dabble in these dangerous pursuits to greater or lesser degree.

Since the entire sprawling edifice is carved into different areas of influence under control of one or another of the numerous ruling factions, order, such as it is, is kept by roving gangs of household enforcers and hired thugs. For the uninitiated, navigating the complex and ever shifting net of allegiances, tithes, bribes, and obeisance required to survive daily life on Footfall can be quite daunting, and those that are foolish and inattentive can lose more than their purse here.

Technically, Footfall is 'ruled' by the Liege of Footfall, currently an easily bribed individual completely lacking in ambition named Tanthus Moross. Moross has remained in his role longer than most, due mainly to the fact that he has no desires to control Footfall. Instead, he is perfectly willing to play the figurehead, in exchange for plentiful bribes. However, there is an older law, held almost sacrosanct by the powers of Footfall. Whenever a Rogue Trader visits Footfall, he rules the station. Should several visit at once, the most senior Rogue Trader (a nebulous definition, to be sure) rules the station. While Rogue Traders seldom show any interest in actually ruling there, this position of authority (enforced by the raw power of their starship and plentiful armsmen) usually ensures no fool disrupts Footfall's carefully balanced society by messing with them. The Liege foolish enough to ignore this takes his life in his hands. In 500.M41 the Liege Tarn Marvolus united an alliance of criminals, witches, and narco-tribesmen, and ruled Footfall with an iron fist. However, when Marvolus demanded the Rogue Trader Cassilus pay tribute to dock, she ensured the four quarters of his body were found

at the four furthest points of Footfall. Likewise, however, a Rogue Trader who goes too far in upsetting the status quo may well find themselves opposed—not only by the powers of Footfall, but also their fellow Rogue Traders.

As stated before, there is little that is considered illegal by the ruling powers on Footfall. There is, however, one cardinal sin here, the act of which brooks no quarter from the locals, and that is the act of hindering business.

Kept deliberately vague to allow incredible flexibility in its prosecution, hindering business can be anything from snooping about or investigating criminal activity to pressing too many voidmen from the shipyards to murdering a high-level crime boss. Anyone accused of hindering business is permanently banished from Footfall and the entire Furibundus system. Those foolish enough to return and who are caught are rarely heard from again, their corpses often turning up mutilated in the Boneyard, Footfall's midden. There are, however, fates worse than a quick execution in one of the abandoned warehouses on Footfall, and rumours abound of 'obstructionists', as those convicted of hindering business are called, being sold to Chaos Reavers as slaves for their vast pirate fleets or handed over to covens of accursed witches for their amusement.

Of course, the more powerful the Rogue Trader involved, the more he can get away with. No merchant factor or Liege would be foolish enough to try and banish an individual such as Calligos Winterscale, for example. More information regarding Footfall and its various factions can be found in **ROGUE TRADER** Core Rulebook pages 342-343, and in the Rogue Trader supplement **LURE OF THE EXPANSE** pages 8-12.

THE BREAKING YARDS AT SR-651

In the rimward reaches of the Cinerus Maleficum, within bolter-shot of the Orks of the 'Undred-'Undred Teef, in an abandoned system full of shipwrecks and killing gravity tides lie the Breaking Yards of SR-651. Built much like Footfall but on a much larger scale, the Breaking Yards are a series of massive asteroids and the remains of planets tethered together and given over entirely to the salvaging, breaking, and refitting of voidships. Owned and operated by a cartel of pirates, Rogue Traders, and, if rumours are to be believed, certain high-ranking members of the Adeptus Terra from the Calixis Sector, the Breaking Yards are a hellish industrial prison where some of the poorest and most desperate people of the Expanse toil away for endless hours in patched vacsuits, tearing voidships apart piece by piece with inadequate tools and bare hands. Life is incredibly cheap here. The mortality rate is staggeringly high and most labourers are sick or dying due to radiation poisoning and contact with the dizzying array of hazardous materials used in building space-going vessel. Despite these desperate and dehumanizing conditions, the Breaking Yards have become one of the premier independent shipyards in the rimward regions of the Expanse.

Much like Footfall, there is little in the way of law and order in the Breaking Yards save the rule of "might makes right." Management, which consists of labour overseers and the clerks and factors of the various investors, run the Yards with an iron hand. Those who have the misfortune of living and working in the yards have few rights, and toil endlessly until they are killed or die a slow death from poisoning or mutation. In the few public spaces in the yards, those places

GM SKULL: LEX IMPERIALIS

When running a game where the laws of the Calixis Sector and the Koronus Expanse are heavily concerned, the Game Master should remember that the laws of the Imperium are extremely varied and that those presented here are neither a definitive nor iron-clad list of rules and their interpretations by location. Game Masters should feel free to use the above laws as rough guidelines as to what is considered crime and how laws are enforced generally within the Imperium. For their own personal campaigns, Game Masters are encouraged to flesh out their own laws and codes of conduct for the important locales in their games as they see fit and as it fits in with their campaign.

set aside for commerce and the leisure and entertainment of customers and their crews, the law operates much like it does on Footfall. Laws are more 'regulations', codes of conduct tacitly agreed upon by all parties to better facilitate the business of running a lucrative private shipyard. Contravention of any of these clearly stated regulations results in the offending person or persons being banished permanently from the Breaking Yards, which the yards back up with their orbital batteries.

These regulations are typically enforced internally by the pirates, Rogue Traders, and free captains who put in to do business with the Yards, by essentially telling their crews what the rules are and having them police themselves while ashore. While this approach does work on the whole, largely because crewmen know that breaking the rules means having their ship and captain blacklisted from the yards, lawlessness does occasionally interfere with business in the Breaking Yards. In these cases, there are gangs of heavily armed thugs employed by the managing interests given carte blanche to enforce the regulations in any way they see fit. Typically they do so by rounding up all the offenders and pitching them out of an airlock or some other means of summary execution. More information on the Breaking Yards at SR-651 can be found in the **ROGUE TRADER** supplement **EDGE OF THE ABYSS** pages 32-34.

WINTERSCALE'S REALM

Winterscale's Realm, a collection of dangerous and fabulously rich systems charted centuries ago by the Rogue Trader Sebastian Winterscale, lies in the galactic north of the Expanse, spinward of The Cauldron and bordered on its coreward edge by the tempestuous Screaming Vortex. Crowded with Rogue Traders, pirates, free captains, and opportunists of every description, the entire region is carved up into fiefdoms controlled by a number of powerful Rogue Traders including Aspyce Chorda, Jonquin Saul, and Calligos Winterscale, descendant of Sebastian Winterscale himself. However, though Winterscale's Realm is known as the most thoroughly-explored region of the Expanse, 'explored' is a subjective term. For every colonised and settled world, there are dozens of empty, lost systems.

There are precious few civilised worlds in Winterscale's Realm, and certainly no sprawling, densely populated hives or

powerful enclaves of the Adeptus Terra. Instead, most planets are uninhabited worlds, rich in natural resources, or dead worlds, deserted long ago by their original inhabitants, that are slowly being stripped bare by the Rogue Traders who spend their thrones and lives exploiting the region and squabbling with their rivals over territory and trade routes.

Each Rogue Trader or pirate, and often the distinction is quite obscured indeed, runs their domain as they see fit. Many are little more than loosely controlled anarchy, while others are strict autocracies, oligarchies, or plutocracies. The laws of each region are laid down and enforced by, and reflect the personality of, the Rogue Trader who currently rules them. For example, those territories administered by Jonquin Saul, a particularly learned and pious Rogue Trader, tend to follow precepts based on a merging of certain Scintillan laws and autocratic control, with a strong emphasis on piety and loyalty to the God Emperor. However, Calligos Winterscale, who controls a large portion of the discovered worlds in Winterscale's Realm, runs his fiefdoms in a feudal fashion, appointing strong leaders and supervisors who are subservient only to him. Whatever the case, whether strictly regulated or a whirling chaos bordering on base heresy, there is no unifying code of laws within Winterscale's realm, and those new to the region are wise to proceed with in-depth preparedness and extreme caution.

DAMARIS

Damaris is a rarity in the Koronus Expanse, a long established Imperial colony world with a legal code very similar to those found in civilised hive worlds within the Calixis Sector. Situated in the trailing-coreward portion of the Cauldron region and lit by the baleful light of the Cauldron itself, Damaris is ruled by an entrenched hereditary plutocracy that has held the reins of power since its founding in the earliest days of the 41st Millennium. The plutocracy's claim to Imperial protection as an official colony is, while true at its heart, tenuous at best. While the planet was founded as an Imperial colony, shares Imperial culture, and considers itself under Imperial control and protection, they are not formally recognised as an official part of the Imperium by the powers that be in the Calixis Sector.

Damaris is not a hive world as such, but it is a densely populated planet that is home to over three billion souls. It has a thriving industrial and commercially based economy, a relatively strong planetary and orbital defence force that contains a handful of powerful and well piloted inter-system ships and an armoured space station-come-orbital defence facility carved out of a moon. In addition, its thriving economy and claimed Imperial ties means it often plays host to allied Rogue Trader vessels and warships from the Imperial Navy. Damaris also hosts a small Mechanicus forge run by an extremely ancient and acerbic Tech-Priest, Haydron Shard.

As a nominal Imperial world, Damaris' code of laws is based heavily on those found within Imperial space.

Although founded largely in the image of the Calixis Sector's capital world Scintilla, as the centuries passed, Damaris came more and more to resemble that hive of duplicity and double-speak Malfi. With a complex and top-heavy legal code and a government rife with corruption and

internecine conflicts, the politics and laws of Damaris are quite dangerous to newcomers. There is little unique about crime and punishment on Damaris, save for the fact that due to the strong Ecclesiarchy presence, the Ministorum officials may insist on prosecuting certain crimes personally. More information on Damaris can be found in the Rogue Trader supplement **THE FROZEN REACHES**.

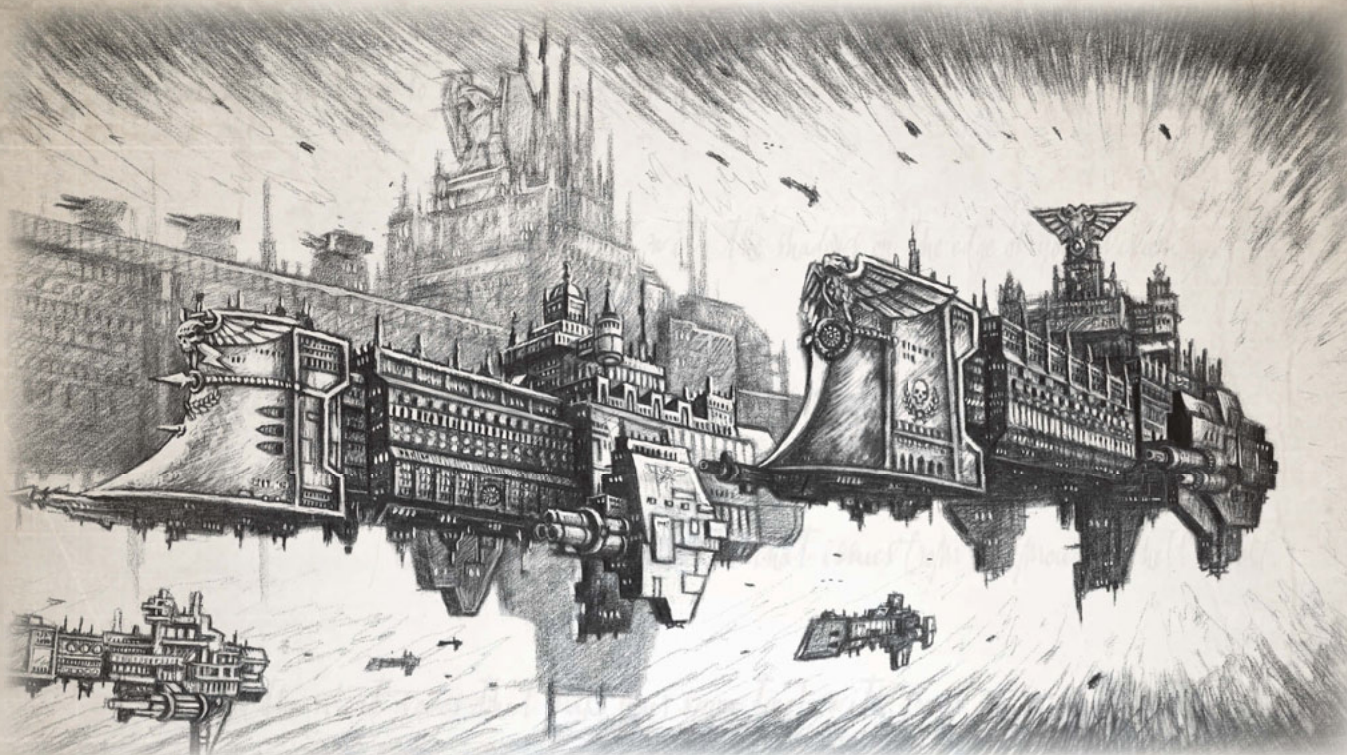
NADUESH

The strange and desolate frontier world of Naduesh lies in the rimward section of the Heathen Stars region, close to the border with Winterscale's Realm. It is a barren world of dry, orange plains and vast, crumbling, abandoned mega-cities under shattered domes over three kilometres high. The native population, the much debased descendants of the original builders of the blasted and empty cities, are simple nomadic tribesmen who follow wandering herds of herbivores and scratch out a subsistence living amongst the bones of their forefathers. While the people themselves are primitive and benighted, they are no strangers to the Expanse at large and those who

PUBLIC RELATIONS

Many of the Rogue Traders who have made their name in the Koronus Expanse have developed something of a strained relationship with the Adeptus Arbites and the numerous planetary law enforcement agencies with which they deal on a regular basis. Often, Rogue Traders see local Magistratum or enforcers as organisations of small consequence, concerned only with petty crimes and thus beneath their notice or contempt. Members of the Adeptus Arbites, however, are often seen as useful tools, inconvenient obstacles, or on rare occasions full-blown enemies, depending on the situation. After all, they spend years or decades in the Koronus Expanse beyond the light of the Imperium, where the only law is their own. To return to the constraints of Imperial society can strain habits formed after long periods of complete independence.

On the other hand, the planetary enforcers the Rogue Traders deal with when they return to the Calixis Sector seldom have any authority over a Rogue Trader. Even if they possess the physical power to arrest a Rogue Trader, such an action would likely result in a political firestorm that could destroy their careers or even lives. This rankles officers, especially when forced to turn an eye to some 'minor indiscretion', that might see a common citizen put to death. The Arbites who police the Sector, on the other hand, do technically possess the power to prosecute Rogue Traders for particularly heinous crimes, though it is never easy. When pursuing a Rogue Trader in connection with some suitably egregious crime, an Arbitrator may jump at the chance to bring someone who sees themselves as "above the law" to justice. In this case, they pursue with incredible zeal and take particular pains to close any legal loopholes through which their quarry could escape their duly adjudicated punishment.



dwelt there. For generations, Rogue Traders, Free Captains, and pirates of every stripe have used Naduesh as a layover, a place to water, re-provision, and dig for treasures among the ruins. There is also a brisk trade between the visitors and native tribesmen based on exchanging modern war materiel, medical supplies and other trinkets for slaves and beasts.

Law, as it is known in the Calixis Sector or indeed on many of the civilised worlds in the Expanse, is unknown on Naduesh. Instead, each nomadic tribe is sovereign with codes of conduct unique to each. There is little commonality between Naduesh's warring tribes. Some hold honour and sacrifice above all other virtues, while others are known to consist largely of thieves and honourless rogues. If there is one unifying law among the disparate tribes, it is the unspoken one that prevents them from scavenging among the ruins of their mega-cities. The people of Naduesh seem strangely incurious about the ruins, and much of their way of life and many precepts of their heathen religion seem fabricated solely to prevent the memory of their ancestors from rising to the surface. What causes this is anyone's guess, but the natives give no warning and raise no outcry when offworlders traipse around their ruins save perhaps for arched eyebrows and pursed lips showing disapproval.

In their dealings with offworlders, Nadueshi are typically straightforward and forgiving. They show little interest in visitors save for their trade goods and trinkets. Visitors are free to do as they please, as long as they leave the natives unmolested and disturb neither their herds nor their religious ceremonies. Indeed, there are few laws for an offworlder to break here, as the Nadueshi seem to consider visitors as children, unable to understand the laws of the land and rarely guilty of breaking them save through innocent ignorance. The only serious crimes for which offworlders are punished are typically murder, harming herd animals or disrupting religious services or holy sites. For more information on Naduesh, please see the Rogue Trader supplement *EDGE OF THE ABYSS* page 30–32.

THE ROGUE TRADER, THE WARRANT, AND THE LAW

"I'm sorry, Senior Arbitrator, you must have me confused with someone else. I'm no petty criminal, I'm a legitimate businessman with legitimate business interests, and if you doubt me, I have a certain document to show you."

—Rogue Trader and suspected smuggler Havelock Blackheel

To the average Imperial citizen, a Rogue Trader is a near mythical creature blessed with unlimited resources and granted enough extralegal rights and privileges as to make him effectively above Imperial law. While it's true that Rogue Traders tend to be granted more leeway due to their relative wealth and influence, they are still bound by Imperial law, while in the bounds of the Imperium. That caveat is key. Even exceedingly powerful Rogue Traders like Aspyce Chorda or Calligos Winterscale are expected to show proper deference to the God-Emperor's laws. Within the Imperium's borders, Rogue Traders are often treated as one would a planetary governor—immensely powerful but subservient to the will of the Adeptus Terra. However, beyond those borders, Rogue Traders are bound only by the limits of their Warrant and their own ambitions.

That being said, even within the Imperium there are very few of what most consider minor or petty crimes a Rogue Trader would be

prosecuted for. Few planetary officials, no matter how foolish or ill-advised they may be, consider pursuing charges against a man as powerful as a Rogue Trader for something as simple as receiving stolen goods or assaulting someone in public. Indeed, even more serious crimes like murder are often brushed aside by the authorities by the simple act of blaming the victim (he had it coming), unless the victim is especially powerful or influential. This is less due to concrete rules and regulations built into the Warrant, and more because of the Rogue Trader's power and the quasi-feudal nature of many parts of Imperial society. Most Rogue Traders possess the wealth, power, and sometimes military strength that mean lesser laws simply do not apply.

While they are largely immune to prosecution for smaller crimes, a Rogue Trader cannot act with total impunity. As befits their statures as wealthy, powerful, larger than life figures who do business on a galactic scale, a Rogue Trader is only held accountable for the most spectacular, far reaching, and devastating crimes. However, even the most powerful Rogue Trader should remember that some crimes are so awful, so terrible, that no amount of money or influence can forgive them. Whether a crime fits this category depends on two factors. The first is the location it is committed in, as what is illegal and legal can vary completely from one location to the next. The other factor is how powerful the Rogue Trader is, for the more powerful the Rogue Trader, the more severe the crime he can commit and escape justice. Thus, it is up to the GM to determine when a Rogue Trader's sins cross the threshold into something unforgiven. However, when making this judgement, the GM should be encouraged to think on the proper scale—crimes that affect the stability of planets or even Imperial interests on a Sector-wide scale or larger, not petty theft.

SMUGGLING

"I believe you'll find my bills of lading in order, Provost Marshall. What's that? Contraband? Oh, surely not. As you can see, my cargo here is all above board..."

—Rogue Trader Havelock Blackheel

Smuggling, at its most basic, is the transportation of goods or persons into or out of a restricted area for illicit purposes. True enough, but in practice, there are as many reasons to become a smuggler as there are goods to smuggle. From the simple act of avoiding import taxes on luxury items like amasec or comet-mined mineral water to providing proscribed Imperial Guard materiel to anti-government rebels on some backwater planet in the Expanse, every act of smuggling carries with it its own risks and rewards.

The rewards are simple to quantify, primarily large monetary payoffs for a typically very small investment. For some there are also more intangible benefits like the adrenaline rush brought on by nearly being caught or the sense of complacent superiority at walking through yet another customs inspection with a dozen kilotonnes of contraband hidden away in the dark corners of one's cargo holds. However, the risks are enormous. Being caught with contraband

aboard can have disastrous results for a smuggler ranging from astronomical fines, to the impounding of the guilty party's ship, to execution.

As with most things regarding the law and the contravention thereof in the Imperium of Man, there are those things that are illegal and those that are illegal, and often times the distinction is very fine indeed. Depending on where an Explorer is operating, anything could be considered contraband. Many of these things are only proscribed on certain worlds: intoxicants, narcotics, or slaves for example. Meanwhile other contraband such as xenos artefacts or heretical writings and technology, are illegal (and extremely so) nearly everywhere in Imperial space. Ignorance of the law is no defence against breaking it, especially when the law is that of the God-Emperor, and it is up to the trader to be aware at all times of what is and is not contraband in the areas in which he operates. It is also prudent to know the best ways in which to evade import inspections in the event that he is caught unawares with such contraband in his hold.

Rogue Traders are naturally suited for work as a smuggler. With their far-flung fleets of tradeships, their exhaustive knowledge of shipping lanes, their Warrant, and their near bottomless source of operating capital, it's easy enough to buy a cargo of contraband at a low price and run it past Imperial Customs for an astronomical sum. For a Rogue Trader however, there is little reward in small-time smuggling between worlds, and their Warrants put them largely out of reach of any local authorities who might wish to prosecute them for it. Instead, many Rogue Traders take on smuggling jobs with much higher risk and attendant rewards than an average intra-system blockade runner. As befits someone of their skill and commercial and military prowess, Rogue Traders who take part in smuggling deal in items so dangerous to mankind as to be proscribed by direct decree of Imperial law—xenos artefacts, archeotech, and heretical teachings and ideas. Getting caught with a hold full of Eldar shuriken weapons or the mad rantings of Chaos prophets can spell certain death for Rogue Traders of lesser station, and even those as powerful as Calligos Winterscale would have an extremely hard time explaining themselves to the Imperial authorities. Due to this predilection toward dabbling in the smuggling of exotic and heretical items, Rogue Traders with reputations as known smugglers tend to have the eyes of the Holy Ordos and the Adeptus Arbites upon them at all times—a situation that most Rogue Traders find very uncomfortable indeed.

PIRACY

Any and all criminal acts of violence, detention, or depredation committed for private ends by the officers, crew, or passengers of a private ship that are directed against another ship, or against persons or property on board a ship, shall be punishable by death.

—Article MMMDCCCLXX of the *Lex Imperialis* 30,987th printing, Segmentum Obscuras Volume, Calixis Edition

Like smuggling, piracy seems to be a natural fit for a Rogue Trader with a criminal turn of mind, and for many of the same reasons. They have the resources, the ships, the knowledge, and the contacts, and it is but a small leap from waging war

on the Imperium's enemies as a private citizen at the behest of the Adeptus Terra to preying upon ships belonging to the Imperium at one's own volition. While piracy is rarely a career that is chosen—most adopt piracy through want, circumstance, or desperation—there are those that seek out a life of travelling in wolfpacks and preying on the weak and ill-prepared. Many Rogue Traders have turned to piracy over the years, and they tend to be some of the most vicious and efficient pirates to sail the void.

The Calixis Sector and the neighbouring Koronus Expanse seem to lend themselves very well to piracy. They are vast, spacious, and, in the case of the Koronus Expanse, largely unexplored and uncharted. This makes it child's play for a prospective pirate fleet to set up a base of operations in some far-off corner of a sub-sector and begin their operations. Also, both regions are target rich environments, with enough undefended shipping lanes, unwary merchants, and unprotected star systems to keep a good sized pirate fleet in thrives for generations. Battlefleet Calixis, already stretched thin by the day to day work of patrolling the vast Sector, is ill-prepared to deal with full scale pirate infestations. They have been known to contract this work out to mercenaries and Rogue Traders, and many small and less influential star systems are left to fend for themselves. These and numerous other factors make the rewards inherent in successful piracy seem to far outweigh the risks, and the risks are astonishingly high.

The penalty for those found guilty of piracy is nearly always death, and invariably a very public and very gruesome execution. For free captains, Chaos reavers, and other civilians

who turned to a life of piracy it typically ends there, with them and their crews executed and their ships sold to recoup losses. Rogue Traders are a special case, and their punishments are enough to give even the most dedicated pirate pause. Along with the public spectacle of their execution, which often entails the parading around of their remains well after the fact, a number of things happen in quick succession. Their assets can be seized by the Imperium, their Warrant may be revoked along with all its protections, their family could be hunted down and put to the flame, and finally their very name might be stricken from the Imperial record. It is as if the Rogue Trader and his entire dynasty never existed, a fate that many consider worse than death itself.

That being said, there are almost always those Rogue Traders powerful enough to escape even that gruesome fate. When dealing with those whose vast wealth and political influence protects them from direct reprisal, the Imperial Adeptus have been known to think creatively. For example, when the infamous Pirate Lord Havax the Cruel began terrorising convoys along the Drusus Marches in 440.M40, his powerful friends in the Lucid Court prevented the Navy from hunting him down. Instead, Admiral Halifax Stophes colluded with the Ordo Hereticus Inquisitor Medina. Medina used her influence to grant a new Warrant of Trade to a newly-minted First Lieutenant named Calaphas Zanatov, while Stophes arranged for him to 'obtain' an ancient Turbulent-class frigate. The young Rogue Trader vanished into the Expanse.

Thirty-four years later, Havax the Cruel's battlecruiser was ambushed off 41 Pry by the fleet of War Trader Zanatov.

THE CRIMINAL REPUTATION

Criminal reputations allow Explorers to use their criminal exploits to their advantage to further their aims. Although Rogue Traders are some of the most famous (or infamous) individuals to gain criminal reputations, any Explorer can possess one. As criminal reputations are possessed by individuals, not groups, the benefits for possessing them stack (if there are multiple Explorers with the Gentlemen Rogue reputation working on the same Endeavour, both Explorers' reputations provide bonuses).

Reputations are nebulous affairs, and earning them is equally nebulous, left up to good roleplaying more than rules. Therefore, there are no concrete requirements for earning reputations. However, in each reputation, there are several suggestions as to potential requirements GMs may insist their Explorers possess before they can earn it. GMs are encouraged to be flexible in this, but at the same time, should have at least three requirements the Explorer must meet. This way, earning a reputation requires a bit of effort on the player's part and eventually earning it is all the sweeter when it happens.

No matter what other requirements a GM settles on, however, to gain a criminal reputation an Explorer must first commit a crime bold enough or violent enough to attract attention. This should likely entail the successful completion of a Lesser Criminal Endeavour designed jointly by both the player and the GM. The criminal endeavour is typically some heist or scheme or daring smuggling run that will net the players both profit factor and a reputation as a scofflaw. At this point, once the criminal endeavour has been completed, the Explorer has one rank of criminal reputation. For every additional Greater Criminal Endeavour successfully completed, the player can either choose the regular rewards granted by the endeavour or an additional level of criminal reputation, to a maximum level of 4. (If multiple players with an applicable criminal reputation complete a Greater Criminal Endeavour, they must all decide to choose the regular Endeavour rewards, or *all* gain one additional level of criminal reputation). Additional reputation ranks expand the area in which the Explorer is known as a criminal. While criminals typically centre their operations in one system or sub-sector and grow their reputation from there, more nomadic criminals may have differing reputations in far-flung parts of a sector. For example, Havelock Blackheel has made a name for himself as a smuggler and blockade runner, and has a criminal reputation of rank three in both Winterscale's Realm and the Ragged Worlds. This means that he is well known as a smuggler in those sub-sectors, but largely unknown throughout the rest of the Koronus Expanse. For more information on criminal reputations and their areas of influence, see Table 1–1: The Criminal Reputation.

PROS AND CONS

A criminal reputation can be both a boon and a curse to an Explorer. While developing and expanding a reputation makes it easier to complete criminal endeavours and make money while doing so, a reputation also tends to draw negative attention from planetary and Imperial authorities as a criminal's notoriety increases. As a Rogue Trader's criminal reputation grows, he comes under more and more scrutiny from the Adeptus Arbites, local Magistratum, and even, God-Emperor forbid, agents of the Holy Ordos. In game terms, this can affect a Rogue Trader in a number of ways that are largely left up to the discretion of the Game Master. That being said, here are some helpful guidelines to assist the GM in figuring out just how much trouble his players have gotten themselves into.

Explorers with a criminal reputation of rank one are usually dabblers in crime and have only just attracted the attention of the local planetary enforcers. An easy enough situation to deal with for someone as powerful as a Rogue Trader or his associates. Those with a reputation of rank two are more experienced and well known. At this stage they are facing extreme scrutiny from the local enforcers, and the Adeptus Arbites are starting to take an interest in their comings and goings. At rank three they have attracted the full-blown attention of the Adeptus Arbites, as well as any other Imperial organisation that the Game Master feels is appropriate, and are most likely, by rank four, being run to ground by some very dangerous enemies indeed.

After a vicious, three-day battle, Zanatov attained victory and secured the Pirate Lord's corpse to his flagship's power ram. Strophes offered Zanatov a captaincy in the fleet, but Calaphas refused, keeping his Warrant and vanishing somewhere within the Maw. Though he was never seen again, his heirs would return to the Calixis Sector.

PIRATES OF THE KORONUS EXPANSE

"They name me pirate, as if that alone would define my place in this wretched assemblage of stars. I call myself honest, with an unveiled soul and un beholden to vacant emperors or vile gods. Here I will live and die on my own terms, and take what I want from whoever I choose. My only allegiance is to my crew and theirs only to me."

—Piotr Kruz, Captain of *The Burnished Talon* (Posted gelt-reward 1.2m)

The line between Rogue Trader and Pirate is a thin one, sometimes only as thick as the parchment a Warrant of Trade is printed on. What would be considered acts of treachery, theft, and open warfare can be permitted freely when conducted by a properly charted Rogue Trader, acting officially on the behalf of the Imperium. Thinner still is the line between a pirate and

privateer, for the latter's Letter of Marque is only as powerful as the patron who issued it. In the more civilised space of the Calixis Sector, piracy is for the most part clear-cut and easily defined, with the might of the Imperial Navy acting to hound and eradicate such criminal actions across the region. Augmenting the Navy are private fleets chartered by merchant houses, trading corporations, or the nobility, all eager to stamp out such drains on their profits.

In the Koronus Expanse, however, piracy is often simply viewed by many as another livelihood, no better or worse than numerous others. For if there is no law, how can such actions be viewed as criminal? In the Expanse, it is the agreements between trading partners that defines 'lawful' and 'criminal', where violently reneging on an agreed deal (or acting without one at all) determines if actions are viewed as cause for retribution. Here where there is no rule of law, all that remains are words of honour and debt obligations. And the pirate heeds these when only it suits him, sailing the void under whatever codes he pleases or none at all. In a region without constraints, he is perhaps the most free but at the same time the most vilified. He will have no allies, no comrades, no partners—only victims and pursuers, both crying for his head on a pike.

Very few pirates begin as such, for the sheer expenses required in outfitting a voidship are tremendous and thus most pirate ships and crews began fully legitimate. Almost all pirates previously operated as merchant guards or artefact excavators, Rogue Traders or privateers, and other (somewhat) legitimate professions. It can be a slow drift, moving from simple smuggling or dealing in counterfeit goods, looting the remains of a raided outpost, to cheating on small deals or petty heists, to outright theft and raiding. For some it may be more of an abrupt shift, perhaps with their Letter revoked or their Warrant destroyed, and thereby forcing them into illegitimacy. Indeed, it is not unheard of given the vagaries of warp travel and Astropathic communications for a previously renowned Trader to find himself suddenly under attack based on proclamations issued years ago in the Calixis Sector. At some point though, what was once a rightful operation becomes criminal and they become branded pirate—surely one of the worst curses for those who ply the void. Where once the master and crew worked under the guidelines of Warrant or Rosette, of Scripture or Gelt-Debt, of Proclamation or Blood-Oath, they now live only for themselves and the riches they can loot.

Like any criminal activity, piracy and pirates comes in a myriad of forms. Some view their deeds as virtuous reprisals for past wrongs or retribution for previous dealings, attempting to paint themselves as the righteous, their actions justified. Most are more realistic and know themselves to be criminals and little more. It is a life of constant wariness and threats, of broken deals and deadly double crosses, where no harbour is safe and every stranger suspect, but the rewards are equally high.

Such a lifestyle changes those who ply it. Some devolve into feral rage, seeking worlds to despoil and blood to spill, and presenting a visage as brutal and soulless as the void they travel through. Others also see the same uncaring void but rebuke it with a carefree countenance, laughing with contempt at such a petty view and ready to greet their fate with style and panache.

OPERATIONS WITHIN THE EXPANSE

Many of the Rogue Traders who turn pirate within the Expanse do not fall utterly, or attempt to maintain a thin veneer of respectability. For example, a Rogue Trader who first dabbles in piracy may prey on vessels within the Koronus Expanse, where Imperial Law does not apply and might all too often makes right. They may raid the vessels of their richer rivals, such as the nephium tenders of Calligos Winterscale or the sprint traders of Joquin Saul. These individuals may raid vessels then flee to the safety of the Calixis Sector, where they become honest and law-abiding individuals once more.

Many of the ships that ply the void-lanes of the Koronus Expanse expect that they must defend themselves, however. They often run heavily armed and armoured, and the would-be pirate may find himself tempted by fatter fare. If greed or desperation grows, they may turn to the richer targets within the Calixis Sector. Once they begin preying on ships within Imperial space, however, it is likely only a matter of time before they are branded pirate and hunted by the Imperial Navy. At this point, a Rogue Trader may well switch operations, relocating permanently to the lawless Expanse and only making brief forays into the Calixis Sector to track down new prey.

Some Rogue Traders may become so notorious that even their peers wish them dead or captured. Hunted and hounded from both the Calixis Sector and the more established regions of the Koronus Expanse, these desperate individuals find themselves on the ragged edges of the void. Should a Rogue Trader allow himself to fall this far, it is only a short distance to becoming a wolfpack reaver. These cold-hearted individuals think nothing of plundering any vessel that crosses their path, and gleefully murder for sport as well as profit.

THE PIRATES OF INIQUITY

The lost and blighted moon of Iniquity is home to some of the most extreme examples of pirates in the Koronus Expanse, Chaos Reavers. These damned individuals do not just prey upon their fellows for profit, they have sold their very souls to dark and twisted powers to further their own sick ambitions. Even amongst the pirates and rogues of the Koronus Expanse, Chaos Reavers are held in a mixture of contempt and cold fear. Iniquity's Reavers (and other such individuals, such as the thrice-damned Ember Nostromo and the hated Saynay Clan) embody all the worst aspects of a reaver, coupled with a willingness to enter into dark pacts with Daemonic powers. Any Rogue Trader who counts himself amongst their ranks has fallen from his position and now truly may be counted as one of the damned. His rank and authority would likely no longer be recognized amongst the Imperium, and he may well be worth a large reward.

A CRIMINAL LEGACY

"Never forget, my Lords, that it is the God-Emperor who giveth, and it is Jermyn Lafitte who taketh away."

—Jermyn Lafitte upon capturing the tradeship *Venture*

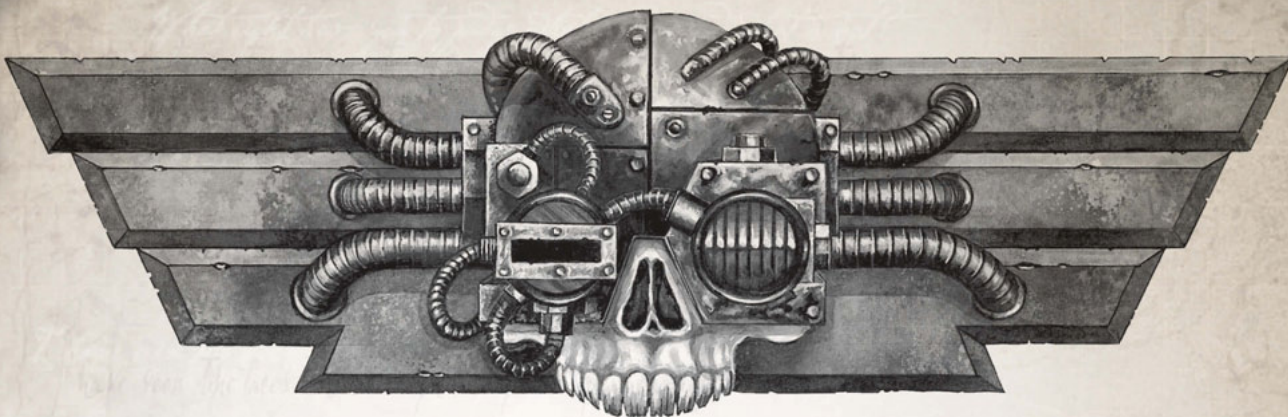
It takes very little effort on the part of a Rogue Trader or his crew to gain a reputation for criminal activity. Indeed, many Imperial citizens assume Rogue Traders and their associates are already three parts criminal, and they'd be shocked to learn many Rogue Traders are not heavily invested in a number of criminal enterprises. The Rogue Trader's general reputation as a high-living, rakish, piratical scoundrel well above Imperial law is well deserved—although for every rakish, piratical scoundrel among them there are an equal number who are honest, pious, and forthright. There are Rogue Traders however who play to the stereotype, whether to suit some fancy or because they actually are dangerous and rapacious thugs who find a bad reputation useful.

Building and maintaining a criminal legacy requires that an Explorer lay the proper foundations of a criminal reputation, and that he then works to grow and maintain that reputation so that his name is known throughout the Expanse or the Calixis Sector, or both, and so that his name and reputation inspire awe (or fear) and invite comment well after he's gone to his place at the God-Emperor's side. Below are some rules and guidelines that allow players and Game Masters alike to foster truly spectacular criminal reputations and long-lasting legacies. It is important to note that while Rogue Traders can easily assume these reputations and legacies, they are not limited to Rogue Traders alone. Other Explorers can just as readily forge a criminal reputation for themselves, even when their compatriots are completely honest.

THE BIRTH OF A LEGEND

All it takes to cement a reputation as a criminal mastermind is one high-visibility crime and a handful of witnesses. Be it the daring theft of a ship from the dockyards at Port Wander or running a Naval blockade to deliver contraband to a planet, word of a Explorer's criminal exploits tends to travel fast in the upper echelons of Imperial society. Once it is known that a Rogue Trader is "amenable to perilous ventures," a polite way of saying that they are not above criminal endeavours, most set out to forge a reputation for themselves that proceeds them in all that they do.





THE GENTLEMAN ROGUE

Suave and sophisticated, the Gentleman Rogue travels in the very loftiest segments of Imperial society, and chooses his prey from among the nobles and high-ranking officials from both planetary governments and the Adeptus Terra who reside there. Gentleman Rogues tend to be urbane and fashionable in both dress and company, and spend the majority of their time ashore attending social events and cultivating their vast networks of contacts. It is here, among the spires and salons of the upper classes of the Calixis Sector, as opposed to in a boardroom or on the bridge of a voidship, that the Gentleman Rogue commits his crimes and collects his ill-gotten gains. Some are nobles themselves, their experience with nobility allowing them keener insights into the mind and habits of their victims. Others are cunning impersonators who can assume a mantle of genteel nobility as easily as another man might put on a coat.

The crimes perpetrated by Gentleman Rogues are typically quieter and more cerebral than those of, say, the Savage or the Mountebank. They tend toward such activities as dealing in illicit substances or other proscribed items craved by the noble classes, fraud, and other mostly bloodless and, some would argue, victimless crimes. Others may not conduct criminal enterprises themselves, but instead operate at a remove as brokers or middle men, putting their noble and government acquaintances in contact with men and women who can 'get things done' for them and extracting a hefty finder's fee. That being said, while they couch their crimes in a constant flow of smooth talk and urbanity, Gentleman Rogues are still hardened criminals and many are every bit as ruthless and dangerous as the most savage underhiver, especially when they feel that their persons or their livelihoods are under threat. Indeed, the last thing many who have crossed a Gentleman Rogue have seen is the smiling face of their rival as he greets them with one hand and slides a knife into their belly with the other.

To gain a reputation as a Gentleman Rogue, a GM can decide an Explorer must possess any of the following requirements. He must either be Noble Born, as described in **Chapter 1: Character Creation** of the **ROGUE TRADER** Core Rulebook, pages 23–24, a Scion of Dynasty (alternate home world from Into the Storm) or otherwise possess the Peer (Nobility) Talent. This requirement is particularly important, as a good part of the Gentleman Rogue's reputation requires him to interact

with nobility. Other prerequisites could include a Fellowship of 40, the Peer (Underworld) and Good Reputation (Nobility or Underworld) talents, and training in Blather, Charm, Deceive, and Scrutiny. No matter what the other prerequisites are, the Explorer must also complete a criminal endeavour worth at least 1,000 achievement points that involves perpetrating a crime against someone in that Explorer's peer group (most likely a fellow Rogue Trader or member of the Imperial nobility). The details of the criminal endeavour and what exactly needs done to cement the Gentleman Rogue's reputation is solely at the discretion of the Game Master.

A reputation as a Gentleman Rogue grants an Explorer an additional 50 Achievement Points per level of reputation toward the completion of any criminal endeavour related to their reputation. What this entails exactly is again left to the discretion of the Game Master, although it should likely involve the types of crimes described in their entry.

THE LEGITIMATE BUSINESSMAN

Some Rogue Traders who have taken up a life of crime never actually commit crimes themselves. Instead they head vast criminal empires and are protected behind layers of front companies, tax shelters, and extremely shrewd and canny barristers. These Legitimate Businessmen will typically have one or two legitimate mercantile or military business interests, such as importing rare cooking oils to Scintilla for use by the nobility. However, they make their actual fortunes and their criminal reputations commanding a network of thieves, enforcers, con-men, narco traffickers, and other unsavoury criminal types who do the heavy lifting for them and run the day-to-day operations of their criminal operations. Crimes perpetrated by Legitimate Businessmen tend to be vast in scope and long-running, producing perhaps lower profits than those pursued by Gentleman Rogues or Mountebanks, but doing so for decades or centuries, providing the Legitimate Businessman with a constant stream of ill-gotten revenue. Smuggling, gambling, counterfeiting, forgery, and fraud are crimes typically committed by these business-savvy criminals.

Legitimate Businessmen rarely get their hands dirty with the criminal pursuits of their empires. Instead, they are content to play the general, living a very public life as a model citizen while issuing orders to their underlings who then carry out all manner of crimes, great and small, in their name. This allows them a level of protection and plausible

THE TRADER PENITENT

There are times when simple secular punishment for crimes committed by a Rogue Trader is either inappropriate or simply not enough to make up for his transgressions. Perhaps a crime is not quite serious enough to warrant death but still requires a very public and very serious penalty. Perhaps it is a crime committed solely against the Ecclesiarchy or one of its duly appointed representatives, or perhaps the Rogue Trader himself specifically requests an Ecclesiarchy levied punishment to better atone for his sins. Whatever the case may be, in situations like these the Ecclesiarchy in the Calixis Sector has the option of assigning a convicted Rogue Trader a Penitent's Odyssey.

A Penitent's Odyssey compels a Rogue Trader so punished to carry out some manner of difficult task at the behest of the Ecclesiarchy in exchange for the absolution of their sins. This penance can take any form, from years of indenture hauling missionaries around the expanse to waging a full blown campaign of war. All of this, of course, is at the Rogue Trader's expense. When performing a Penitent's Odyssey, the Rogue Trader is expected to do so to the best of his abilities, using all the resources at his disposal as the God-Emperor demands it. Completion of a Penitent's Odyssey may take decades or even centuries, and the outcome may very well be the beggaring of the Rogue Trader's house and an ignoble, penurious death. These concerns are seen as trifling to the Ecclesiarchy, and to those Rogue Traders who undertake a Penitent's Odyssey voluntarily, for no price can be put on one's immortal soul or the forgiveness of sins and a second chance of a place in the God-Emperor's grace.

In game terms, a Penitent's Odyssey should be designed as any other endeavour. The lesser and greater endeavours found in the **ROGUE TRADER** Core Rulebook on pages 276-278 are perfectly suited to such an adventure. If the GM and players have access to the **ROGUE TRADER** supplements **INTO THE STORM** and **BATTLEFLEET KORONUS**, they can use the meta endeavours and warfare endeavours found within to further customize their gaming experience. When designing a crusade that is voluntarily entered into by the Explorers, the Players should be involved in every step of the endeavour creation process. Any Penitent's Odyssey handed down as judgement against the will of the players is solely the purview of the Game Master, and he should feel free to make the odyssey as simple or complex as he sees fit and as it pertains to his campaign.

deniability when it comes to dealing with the Adeptus Arbiters or local law enforcement officials. In fact, in those rare cases when a Legitimate Businessman is brought up on charges and found guilty, it is rarely for his criminal enterprises. Instead, the charges are something only tangentially related such as not paying their tithe to the Ecclesiarchy or some sort of blasphemy or heresy, often the only charges the authorities can get to stick.

To gain a reputation as a Legitimate Businessman, a GM can decide an Explorer must possess any of the following requirements. An Explorer could be required to have a Fellowship of 30, the Air of Authority and Peer (Underworld) talents, and the Barter, Commerce and Trade (Armourer, Chymist, Explorator, Shipwright, or Trader) skills trained. No matter the other prerequisites, the Explorer must then complete a criminal endeavour worth at least 1,000 Achievement Points that involves hiding a serious crime behind the façade of a legitimate business concern. The details of the criminal endeavour and what exactly needs done to cement the Legitimate Businessman's reputation is solely at the discretion of the Game Master.

A reputation as a Legitimate Businessman grants an Explorer an additional 150 Achievement Points per level of reputation per level of reputation toward the completion of any criminal or trade endeavour related to their reputation or trade. What this entails exactly is again left to the discretion of the Game Master although it should likely involve the types of crimes described in their entry.

THE MERCENARY

Not all criminals are smooth talking grifters like Mountebanks or steely, hard-eyed Legitimate Businessmen. Sadly, the majority are vicious cutthroats and ruthless thugs who would knife their own mother for a few thrones in their purse. This proves true even among the lofty and powerful Rogue Traders of the Koronus Expanse. For every forthright, pious Rogue Trader like Jonquin Saul who makes his living honestly and hews close to the laws of the God-Emperor, there is someone like Aspyce Chorda, a brutal and violent individual to whom life is cheap and who will cross any boundary or betray any trust to further their financial interests. Mercenaries are not to be trifled with, they are dangerous men and women with all the power of a Warrant of Trade behind them to help justify and excuse their avaricious or murderous ways.

No type of criminal activity is beneath a Mercenary, especially when there is profit to be made. Everything from extortion and murder for hire to blatant piracy are all in a day's work for these hardened criminals. They care little for the trappings of nobility and less for the laws of the Imperium and the Calixis Sector, save when they serve to further their aims. What matters most to them is coin, hard currency, and their ship and their sword arm are always for sale to the highest bidder, whether they be sector lord or pirate lord.

To gain a reputation as a Mercenary, the Explorer must possess any of the following requirements. An Explorer could be required to have the Disturbing Voice, Die Hard, and Peer (Underworld) talents, and the Command, Deceive, Intimidate, and Interrogate Skills. Alternatively, the Explorer must possess the Hand of War option from the Origin Path. No matter the other prerequisites, the Explorer must complete a criminal endeavour worth at least 1,000 achievement points that involves being paid to perform a particularly public and brutal crime. The details of the criminal endeavour and what exactly needs done to cement the Mercenary's reputation is solely at the discretion of the Game Master.

TABLE 1-1: THE CRIMINAL REPUTATION

Rank	Area of Influence
1	World
2	System
3	Sub-Sector
4	Sector

A reputation as a Mercenary grants an Explorer an additional 50 Achievement Points per level of reputation toward the completion of any criminal or military endeavour related to their reputation or trade. What this entails exactly is again left to the discretion of the Game Master although it should likely involve the types of operations described in their entry. For example, a military endeavour waged in one's own volition would probably not apply, but being paid to wage a war for someone else would.

THE MOUNTEBANK

A smooth-talking confidence man and all around rogue, the Mountebank survives on his quick wit and silver tongue. The key to a Mountebank's success is his ability to get even the most suspicious and wary Imperial citizens to trust him implicitly. To this end he makes a study of man the way a priest of the Ecclesiarchy would dedicate his life to understanding the scriptures. The ability to read a victim, to size them up and know in an instant exactly what they want and how far they'll go to get it is a dangerous ability indeed. Even more so when that is backed up with a fleet of powerful voidships and a Warrant of Trade signed by a High Lord of Terra, both resources that lend gravity and respectability to even the most transparent of rogues.

It is said that a talented confidence man can sell lasguns to the Departamento Munitorum and get a good price for them. While this is obviously hyperbole, it is true that Mountebanks are known for their fast talking and ability to get more with a smile and a believable lie than other criminals get at the barrel of a gun. All manner of fraud and confidence trickery are the Mountebank's purview, from the bilking of rich nobles for their house fortunes to the selling of entire fleets of imaginary voidships to credulous planetary officials. Rarely do they resort to physical violence, preferring to strategically withdraw and attempt their scheme from another direction rather than direct physical altercations.

To gain a reputation as a Mountebank, the Explorer must possess any of the following requirements. An Explorer could be required to have a Fellowship of 45, the Foresight and Peer (Underworld) talents, and the Blather, Charm, Deceive, and Scrutiny Skills. Regardless of the other prerequisites, the Explorer must then complete a criminal endeavour worth at least 1,000 achievement points that involves perpetrating a confidence crime that results in the gain of at least two points of Profit Factor. The details of the criminal endeavour and what exactly needs to be done to cement the Mountebank's reputation is solely at the discretion of the Game Master.

A reputation as a Mountebank grants an Explorer an additional 75 Achievement Points per level of reputation toward the completion of any criminal endeavour involving fraud or confidence crime.

MAINTAINING APPEARANCES

"Cort Fortunis? I thought you were dead!"

—Baldr Heinrichsson, fence

Once a Rogue Trader has cemented his criminal reputation, he must then take pains to grow and maintain it. Throughout the course of play, a Game Master should require his players to engage in large and small endeavours to maintain their criminal reputation. This doesn't necessarily entail increasing the criminal reputation as discussed earlier, this is simple maintenance to ensure that the Explorer's name stays on everyone's lips and their reputation as a criminal mastermind is upheld.

How the Explorers go about maintaining their reputation is up to them and the Game Master, but should entail activities like committing crimes that reinforce the criminal reputation (more cons for a Mountebank for example or an expensive and finely outfitted voidship stolen by a Gentleman Rogue), or meeting new contacts and maintaining old ones with regular interactions. Sometimes a criminal may even commit crimes with no obvious or immediate reward simply to ensure that their reputation stays safe.

Those Explorers who do not keep up steady maintenance of their criminal reputations, either through sloth, inattention, or disregard, find that their cache within the criminal underworld slowly diminishes over time. This can cause any number of complications and threaten an Explorer's criminal endeavours in a myriad of ways, from contacts drying up and disappearing or losing revenue streams to stronger or more aggressive criminals moving in to the Explorer's turf and taking over his interests. The exact results of letting a criminal reputation go fallow are up to the Game Master, but should happen gradually and always be reversible if the Explorer is willing to dedicate the time and energy to remedying the situation.





PLAYING THE ROGUE

ALTERNATE
CAREER RANKS

•
TOOLS OF THE
TRADE

•
RANGED AND
MELEE WEAPONS

•
ARMOUR

•
GEAR, DRUGS,
CONSUMABLES,
AND IMPLANTS

•
VOIDSHIP
UPGRADES AND
COMPONENTS

CHAPTER II: PLAYING THE ROGUE

"Give me an honest pirate any day, rather than a Rogue Trader."

—Commander Hok Vol'dosit, Imperial Navy.

Although a Rogue Trader may be more rogue than trader, some of those who possess a Warrant may be little better than common criminals with uncommon influence and wealth. This chapter helps players develop and play those characters.

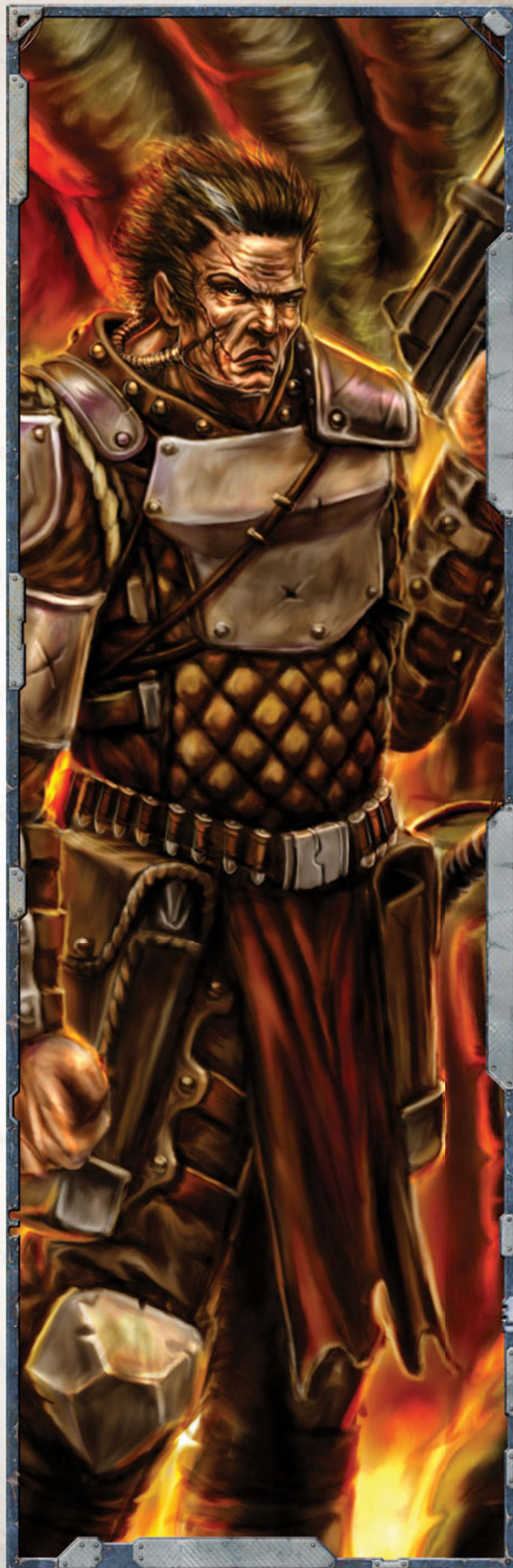
ALTERNATE CAREER RANKS

It is common for an Explorer to wish to diverge from what might seem a preordained pathway in his career into different areas, especially for those in the Expanse looking to venture into less legitimate operations. Alternate Career Ranks offer such a divergence, allowing differing branches to a character's basic career path. These may be the result of introduction to new lifestyles or civilisations, exposure to obscure training or artefacts, or simply the desire to become even more uniquely specialised in a profession. Note these Alternate Ranks do not fundamentally change a character's nature; if a character is a Seneschal then his path should stay focused on investigation and information. Rather, they signify a character's fate moving along a side-path, learning new abilities and gaining new experiences along the way.

Alternate Careers can let an Explorer differentiate and personalise his character, especially in situations where several players have chosen the same career. Based on the new directions a player may wish a character to follow, he may find his character evolving into paths not originally envisioned. 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. The new paths below highlight just a few of the possible new directions Explorers might wish to take should they yearn to delve deeper into the criminal and illicit lifestyles described in this tome. Each promises a character new and exciting ways to operate in the Expanse, albeit with many involving large groups of those conned, victimised, looted, or otherwise afflicted individuals in heavily armed pursuit should they be less than successful at their new career. However, excitement should never be in short supply for an Explorer, no matter what his career.

TAKING AN ALTERNATE RANK

Alternate Ranks often look appealing at initial glance, and not just because they represent something different from the normal career path. With access to new abilities, Skills, and Talents, the Explorer's character becomes distinctive and ideally better aids his fellow Explorers in their Endeavours.



Most if not all of the Alternate Ranks include one or more prerequisite Talents, Skills, or characteristic levels a character must obtain before taking the Alternate Rank, and all of these must be fulfilled before taking the Rank. Each Alternate Rank also has a minimum rank level at which it can be taken. A character must have reached at least that level in his career as a condition to take the Rank. Finally and perhaps most importantly, it is very possible some Alternate Ranks may complicate or even disrupt the GM's crafted plotlines and planned campaign ideas. If this is the case, it is possible the player and the GM may be able to negotiate a compromise between the exact Alternate Career desired and the overall narrative plans for the group's campaign. In all cases, the bottom line is that a player must always gain the GM's permission first before adopting this new Career.

If a character meets all the necessary requirements, then he is ready to embark on the desired Alternate Career Rank. Each of these new Ranks operates by 'swapping in' for the Rank a character would have otherwise taken at any point. The

new Advance Scheme is exchanged for the normal one in the character's Career path, and from this point forwards he has access to these Advances and may spend Experience Points on them as the character would normally. A player will very likely have access to new Skills or Talents that make this Career unique. Note that some Ranks indicate a special ability or even a new Trait that is a fixed part of a character's new Career. These should be applied immediately as per any special rules indicated.

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 a character to pay more Experience Points for them. However, at some point in the future characters will have the opportunity to purchase Skills and Talents that they miss (see the Elite Advances from Missed Career Ranks sidebar).

EXAMPLE

The character of Arch-Militant Lethe Barbarro desires to become more than another gunhand as there are already several excellent shots aboard his ship, and decides to become a Swashbuckler. He has the necessary prerequisites, especially having participated in recent raids of a decidedly criminal as well as bloody nature, and, with the GM's permission, at Rank 2 changes to the Swashbuckler Advances Table. Barbarro is still an Arch-Militant, but now he hones his skills with the blade more so than ranged weapons, specialising in melee combat as well as his vocabulary and finesse with words. His new flair and fighting skills are certainly welcome, but it also means he misses out on developing his command expertise or the broader skills of conducting warfare; opportunities that would be offered to him if he had stayed on his original path. Should he wish to obtain these Advances when he moves to Arch-Militant Rank 4, he must pay for them as Elite Advances.

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 GM's 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.

CAREER PROGRESSION

Advancing to a character's next Rank is done normally once the character has accumulated and spent enough xp. Characters may find in later levels, however, that the divergence they took for their Alternate Rank has left them lacking certain Skills, ones perhaps needed as prerequisites for some newly desired Advances. To gain them they must now obtain them as Elite Advances.

*To Rogue Trader Sarvus Trask,
Pirates? Simply part of the price of operating here, you know. One simply tries to avoid them as best one can. I have found it most unprofitable to argue the point and keep a very visible cargo hold filled with easily replaced baubles, and hope there are no exhaustive searches to be made. Most are fellow businessmen, albeit of a more ruthless sort, and rarely wish to do grievous harm lest they lose their source of income. Think of it as a more aggressive form of taxation, old friend.*

-Nathin Tsanthos

ARCH-HERETEK

"Those fools and their talk of spirits and rites; technology is cause and consequence, mechanism and effect, and should not be so restrained and mishandled as those red-robed simpletons would believe."

—Rephenesti Korvane, Heretek

Pirates and criminals travelling the stars often struggle to maintain the high technology of their ships, lacking the necessary expert personnel to perform the rites of maintenance and appease recalcitrant machine spirits. While some can secure compacts of labour with true Tech-Priests—this is far from the only option.

Within the Koronus Expanse there exist those who defy the dictates and traditions of the Adeptus Mechanicus, choosing to experiment with technology and try to understand how it works without the sanction of the Cult Mechanicus. Condemned as techno-heretics, or heretek, these individuals are hunted for their blasphemous acts, and shown no mercy should they be caught. Many of these individuals flock together for mutual protection and the benefits of their illicit studies. Such groups often find that the employ of pirates and smugglers grants them the freedom and mobility they need to survive, and the opportunity to work with advanced machinery beyond the gaze of the Mechanicus.

Over the years, certain heretek have arisen in the Koronus Expanse accompanied by tales of infamous actions. Whether former members of the Disciples of Thule or agents of the Lathes, their sinister reputations have generated a collective moniker amongst the low-born populaces from Footfall to Damaris. Now in the Expanse a fallen Tech-Priest of sufficient skill and infamy is likely to be labelled an Arch-Heretek by the populace. Though there are no set criteria for what makes an Arch-Heretek, they are often a match for true Tech-Priests and Explorators in terms of their understanding and proficiency with machines. The greatest of them were once Tech-Priests, now turned from the worship of the Omnissiah. Arch-Heretek are highly valued by voidfaring criminals, both for their expertise in all things technical and their unique abilities.

BECOMING AN ARCH-HERETEK

The Adeptus Mechanicus jealously guard the knowledge they possess, and brutally enforce their monopoly on technological lore. It is easy enough, then, to become a heretek—simply defying their authority over matters technological and scientific is sufficient.

Becoming an Arch-Heretek, however, is more challenging. To survive long enough to gain true skill with, and mastery over, technology takes considerable cunning. To become an equal to the Martian Priesthood takes greater knowledge still, sufficient to supplement flesh with advanced machinery.

Required Career: Any except Kroot, Orks, Navigators, Astropaths, or Missionaries (note, this allows non-Explorators to take these advances, or Explorators to use this career to purchase advances at a premium that will be available more cheaply later).

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

Other Requirements: The Explorer must have the Tech-Use skill, and have experimented with technology without the sanction of the Adeptus Mechanicus. Alternatively, the Explorer must be a Tech-Priest who has defied the laws and strictures of the Cult Mechanicus.

Special: Arch-Heretek automatically receive the Talent Enemy (Mechanicus).



TABLE 2-1: ARCH-HERETEK ADVANCES

Advance	Cost	Type	Prerequisites
Logic	100	Skill	
Common Lore (Tech)	200	Skill	
Common Lore (Tech) +10	200	Skill	Common Lore (Tech)
Forbidden Lore (Archeotech)	200	Skill	
Forbidden Lore (Warp)	200	Skill	
Forbidden Lore (Xenos)	200	Skill	
Secret Tongue (Tech)	200	Skill	
Secret Tongue (Tech) +10	200	Skill	Secret Tongue (Tech)
Security	200	Skill	
Security +10	300	Skill	Security
Trade (Technomat)	300	Skill	
Tech-Use +10	400	Skill	Tech-Use
Forbidden Lore (Archeotech) +10	500	Skill	Forbidden Lore (Archeotech)
Forbidden Lore (Warp) +10	500	Skill	Forbidden Lore (Warp)
Forbidden Lore (Xenos)+10	500	Skill	Forbidden Lore (Xenos)
Binary Chatter	200	Talent	
Feedback Screech	300	Talent	Mechanicus Implants
Logis Implant	400	Talent	
Electrical Succour	500	Talent	Mechanicus Implants
Ferric Lure	500	Talent	Mechanicus Implants
Luminen Charge	500	Talent	Mechanicus Implants
Luminen Shock	500	Talent	Mechanicus Implants
Subversive Programming	500	Talent	Binary Chatter, Mechanicus Implants
Vile Intrusion	500	Talent	Electrograft Use, Mechanicus Implants
Luminen Desecration	750	Talent	Mechanicus Implants, Luminen Charge, Luminen Shock
The Flesh is Weak 1	750	Talent	Mechanicus Implants
The Flesh is Weak 2	900	Talent	Mechanicus Implants, The Flesh is Weak 1
Apostate Mechanic	1000	Talent	Tech-Use +10

APOSTATE MECHANIC (TALENT)

Prerequisites: Tech-Use +10

The Explorer modifies himself with arcane technology and now wields techno-arcane powers normally the preserve of the Priesthood of Mars. For the purpose of fulfilling prerequisites, the Explorer counts as possessing the Mechanicus Implants Trait. He does not gain any of the normal effects of the Trait, and he may not necessarily have the same implants, but rather equivalent devices of his own devising.

SUBVERSIVE PROGRAMMING (TALENT)

Prerequisites: Mechanicus Implants

The Explorer has devised a binary argot that confuses and subverts the programming of servitors and other machine-creatures, allowing him to direct their actions. As a Half Action, the Explorer may attempt to command a creature with the Machine Trait and an Intelligence of 20 or less. Make an **Opposed Challenging (+0) Tech-Use vs. Willpower Test**. If he succeeds, the creature must follow the Explorer's commands for the following Round. The Explorer may continue to maintain control by spending a Half Action in subsequent Rounds. If he chooses to do this, he must make another opposed Test after four Rounds to maintain the link. The commands must be simple and achievable in one round. Some examples include "Flee," "Fall," and "Attack the closest target."

LUMINEN DESECRATION (TALENT)

Prerequisites: Mechanicus Implants

The Explorer's implants generate a violent techsorcism pulse, allowing him to disable technology in his presence. A single gesture and most sophisticated devices simply cease to function. A successful **Challenging (+0) Ballistic Skill Test** allows him to direct the energy against a single target within 10 metres. This is a ranged attack and can be Dodged but not blocked by Fields or other protective devices. If the target is carrying any electrical devices—including energy weapons and bionic systems—then they cease to operate for 1d5 rounds, as if their power had run out. If the target is a vehicle, then it immediately suffers a Critical Hit as if the user had scored Righteous Fury, subtracting one to the Critical Hit result (a result of zero results in no Critical Hit).

VILE INTRUSION (TALENT)

Prerequisites: Electrograft Use, Mechanicus Implants

The Explorer is skilled at gaining access to the knowledge of the most sophisticated machine spirits, assailing them with scrap-code and malicious spirits of his own creation, until they break under the strain. The Explorer gains a +20 bonus on all Tech-Use and Security Tests made to gain unauthorised access to an electronic system such as a Cogitator or an electronic lock, so long as the character can connect directly to it using his implants.

COLD TRADE BROKER

What is this, you ask? How might one wield such an instrument? What alien intelligence could conceive such a device? I will answer these questions and more, once we have handled my compensation...

—Rayner Hackert, Cold Trade smuggler

There are many riches to be had on the frontiers of Imperial space. Vestiges of archeotech from ages past, holy relics from the crusades of mankind's expansion and the artefacts of those beings who have lived among stars far longer than humanity. All these and more lie dormant, waiting for those who would seek them out. While there is profit to be made in trading all of these goods, it is the xenos artefacts that has enthralled thousands throughout the Koronus Expanse. The Cold Trade, as the black market trade of proscribed alien artefacts is known in the Expanse, is a thriving industry among the frontier outposts beyond the Maw.

The men and women who broker this trade are a vicious syndicate of criminals who know full well that their actions put them at odds with both the Ordo Xenos branch of the dreaded Inquisition and the xenos civilisations from whom they reap their merchandise. In order to avoid the full force of one threat or the other, most brokers favour a particular method. Some gather the relics of xenos civilisations long since collapsed under the weight of years, plundering the ruins of a vanished people and without reprisal from their long-dead guardians. Others, flaunting Imperial sanctions to an even greater extent than the majority of their type, interact directly with the xenos and trade for their goods, make alliances with them, and on rare occasions become accepted amongst them as much as any member of humanity can be. It is this sort of Cold Trade agent, keenly aware of their heresy, who draws the greatest attention from the Ordo Xenos. Still others take a more violent role in procuring their wares, actively seeking out alien victims, that they might strip their corpses of all valuable goods.

Cold Trade brokers are by no means simply pirates who ply the stars in search of xenotech. They are sophisticated criminals, ruthless in the extreme, and hardened by years of interaction with dangerous alien species. Given that their chosen enterprise requires them to traverse the stars, making contacts on the disparate worlds of the Expanse, all the while evading Imperial authority, brokers are often cunning tricksters, willing to use guile as often as outright violence. Complemented by the fact that brokers of the Cold Trade never truly work alone, that each agent of a syndicate has the illicit backing of a vast network of smugglers, fences, thugs and killers, Cold Traders are no force to be trifled with.

Xenos artefacts are by no means the only wares smuggled throughout the Expanse. Given the size and population of the frontier, and the wide degree of variation of the laws from system to system, to say nothing of individual planets, the list of goods that are outlawed in the whole of the Expanse is limitless. Millions of ordinary smugglers work throughout the Expanse and the neighbouring Calixis Sector, making their living supplying planetary populations with mundane luxuries forbidden on account of esoteric variations of the Imperial creed. While these black market runners work in opposition to the law of whatever system, planet or station they service, their actions do not lead them into conflict with the more dreadful powers of the Imperium, nor do they find themselves on the wrong side of alien civilisation. As such, these smugglers, while a dangerous lot in their own right, are by no means the hardened, ruthless criminals of the Cold Trade.

BECOMING A COLD TRADE BROKER

It doesn't take much to get caught up in the Cold Trade. There is a great deal of profit to be made by those willing to risk the wrath of the alien or the Inquisitor, or indeed both. Becoming one of the thousands of souls who stray from the proscriptions against dealing with the vile alien is rarely a conscious choice, at least at first. Many Cold Traders begin their days as explorers or mercenaries



TABLE 2-2: COLD TRADE BROKER ADVANCES

Advance	Cost	Type	Prerequisites
Barter	200	Skill	
Barter +10	200	Skill	Barter
Blather	200	Skill	
Blather +10	200	Skill	Blather
Blather +20	200	Skill	Blather +10
Commerce	200	Skill	
Commerce +10	200	Skill	Commerce
Deceive	200	Skill	
Deceive +10	200	Skill	Deceive
Evaluate	200	Skill	
Evaluate +10	200	Skill	Evaluate
Forbidden Lore (Xenos)	200	Skill	
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Speak Language (Eldar)	200	Skill	
Speak Language (Ork)	200	Skill	
Speak Language (Trader's Cant)	200	Skill	
Exotic Weapon Training (Choose One) x2	200	Talent	
Jaded	200	Talent	
Paranoia	200	Talent	
Peer (Underworld)	200	Talent	
Resistance (Psychic Techniques)	200	Talent	
Unremarkable	200	Talent	
Concealed Cavity	500	Talent	
Hard Bargain	500	Talent	
Strong Mind	500	Talent	WP 30, Resistance (Psychic Techniques)

and find themselves in the possession of xenos artefacts. There are those who, having no personal use for such an object, would simply seek to dispose of it as quickly as possible. It is this sort of simpleton who is most often crushed by Imperial authority or the agents of the Inquisition. Those with more subtlety and cunning, perhaps with previous connections in the black market trade, eventually make contact with those who know the true value of the objects in question. These more experienced brokers also know the value of capable agents, and through whatever means necessary will try to procure their permanent services. Those few who actively seek the life of a Cold Trade broker are a cold and merciless bunch, better suited to life amongst criminals and aliens than among the upright citizens of the Imperium.

Required Careers: Any

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

Requirements: One of the following Skills: (Barter, Commerce, or Forbidden Lore (Xenos)).

Other Requirements: The Explorer must have actively participated in the trade of proscribed alien artefacts before taking this career.

Benefits: The Explorer gains the Cold Trader Trait.

Special: Cold Trade brokers automatically receive the Talent Enemy (Inquisition).

COLD TRADER (TRAIT)

The Cold Trade has many paths and each Broker must choose his own way in the trade. Some Brokers choose to deal with the xenos that populate the Expanse. These Brokers are often accepted amongst their xenos peers as welcome outsiders or even bonded brothers. This, of course, often leads the staunch members of the Inquisition to suspect, rightfully, that the Broker has allied himself to one of the myriad forces arrayed against the Imperium. Other Brokers actually work against the aliens whose artefacts they peddle. These men and women either raid the living civilisations or delve into the deserted ruins of the xenos of their particular interest. These members of the Cold Trade avoid much of the suspicion that comes from dealing directly with the xenos threat, but earn an enemy the equal of the Inquisition.

When an Explorer acquires this Trait, he must choose one of two paths, to either deal directly with the xenos or to pillage their culture. If he chooses to deal with the xenos of his trade, he gains the Peer (Xenos) talent applicable to the xenos species he deals with. Unfortunately for the Explorer, if he chooses this path, his actions draw the gaze of the Ordo Xenos and he gains the Enemy (Inquisition) talent.

If the Explorer chooses the path of the pillager, they gain the Enemy (Xenos) talent associated with their chosen alien prey. Brokers of this sort often find themselves involved in violence with their prey and as a result tend to live much more martial lives. If the Explorer chooses this path, he receives the Hatred talent applicable to his particular xenos.

DRUSIAN CHARLATAN

"We wretched souls here on the frontier of the Imperium are all but lost as we face unspeakable horrors, unfathomable temptations, and threats to our very humanity. It is only by the merciful vigilance of Saint Drusus that we are brought safely through the storm."

—'Sister' Styliane, relic peddler in Footfall

In the Expanse, there are those who would use the faith of their fellow man to earn their way. These individuals do not do so in return for the spiritual health of their charges, as true members of the Ecclesiarchy do, but rather they are frauds, cheats, and swindlers. These Charlatans make their living selling false relics of the revered Saint Drusus as talismans against the darkness, cures for mortal illness, and charms to ward off misfortune. The people of the Expanse and the neighbouring Calixis Sector are as devout as any in the Imperium of Man and those who are willing to abuse this devotion for their own ends can make a good deal of profit. Indeed, the common man of the Expanse is far more devout than he is discerning or learned and millennia of constant missionaries' sermons has made the populace prone to believe those who claim some level of Ecclesiarchical authority.

As a frontier of Imperial expansion, the Koronus Expanse is subject to all manner of threats, and life beyond the Maw is fraught with terror. The threat of xenos attack, the depredations of Chaos, and the very environment itself can all prey on the minds and souls of the weak-willed. It is from these horrors that the Drusian Charlatan offers succour. With only a brief exchange of words, a Charlatan can gather what it is that his mark fears most and provide to him, for a modest fee of course, the object sure to ward off that particular evil. These relics are never the genuine article, as might be expected, but it is the art of the Charlatan to convince his victim otherwise.

There are those who might consider the actions of a Drusian Charlatan petty in comparison to "grander" crimes such as the Cold Trade or piracy. Those individuals underestimate the importance of the Ecclesiarchy in the everyday lives of most humans in the Expanse. Beyond the bounds of the Maw, faith is often one of the few ties humanity has to the Imperium, and Charlatans prey directly on those ties. In addition, the skills learned selling trinkets and talismans can evolve into much larger cons and vast riches.

Charlatans of the Expanse pay particularly close attention to the unparalleled devotion Calixians have towards their patron General-Saint. A figure as universally well known and as accessible as Drusus makes him an easy tool in a Charlatan's scheme. Within the Calixis Sector and the Koronus Expanse, reverence of Saint Drusus is so prevalent and the battlegrounds of the Angevin Crusade are so ubiquitous that it is not hard for the common man to believe that the scorched chunk of plasteel he is offered is a chip from the armour of Saint Drusus himself

or that the jaw-bone he just bought once belonged to the Saint's personal servo-skull. As the footsteps of Saint Drusus are scattered throughout the Calixis Sector and the Expanse, it is the rare system that doesn't already claim some notable connection to the Saint. This makes the collection of relics a particularly easy one for Drusian Charlatans, as any bit of battlefield wreckage, mortal remains of men, archaic prayer sheets, or the like can easily be made to appear connected with Saint Drusus, from his time in whatever system, or on whatever station or planet the Charlatan happens to be working.

Given the abuses of Ecclesiarchs throughout the Imperium's millennia-spanning history, learned men are often wary of the sort of people willing to pervert faith for their own ends. Charlatans often receive a great deal of suspicion from



TABLE 2-3: DRUSIAN CHARLATAN ADVANCES

Advance	Cost	Type	Prerequisites
Barter	200	Skill	
Barter +10	200	Skill	Barter
Blather	200	Skill	
Blather +10	200	Skill	Blather
Charm	200	Skill	
Charm +10	200	Skill	Charm
Commerce	200	Skill	
Common Lore (Ecclesiarchy)	200	Skill	
Common Lore (Imperial Creed)	200	Skill	
Deceive	200	Skill	
Disguise	200	Skill	
Evaluate	200	Skill	
Performer (Preacher)	200	Skill	
Scholastic Lore (Ecclesiarchy)	200	Skill	
Secret Tongue (Ecclesiarchy)	200	Skill	
Sleight of Hand	200	Skill	
Scrutiny	300	Skill	
Deceive +10	400	Skill	Deceive
Scrutiny +10	400	Skill	Scrutiny
Cold Reading	500	Talent	
Master Orator	600	Talent	Fel 30
Polyglot	600	Talent	Int 40, Fel 30
Hard Bargain	750	Talent	

these sorts, who are apt to see their base manipulations as the first steps towards greater heresy. Likewise, lawkeepers, most often planetary enforcers in the Expanse, keep a watchful eye on the activities of Charlatan peddlers, though their authority usually restricts their prosecutions to legal infractions. This is not to say, however, that enforcers are not perfectly willing to hand the fraudsters over to the agents of the Ecclesiarchy.

Charlatans are clearly not the only type of con artist in the Expanse. Traditional swindlers, working their frauds, wander throughout the Expanse, cheating backwater frontier citizens and savvy politicians alike. These secular frauds often implement schemes that rely on more profitable methods than selling false relics or cures, though their arts rarely endanger the souls of their marks. A charismatic double-crossing mercenary, a fast-talking kidnapper in the guise of a chartist pilot, or a psyker using his sight to proclaim false visions, each of these utilise the same sort of strategies and schemes for their profit as the Drusian Charlatan.

BECOMING A DRUSIAN CHARLATAN

One decides to become a Charlatan of Drusus the moment he decides that his own profit is worth abusing the common folk of their faith, and not before. Perhaps the Charlatan-to-be never had much use for faith in the first place or perhaps he was a former man of the cloth embittered by long years of calamity and misfortune in the Expanse. Regardless, at the moment they become a Charlatan, the Explorer has stepped out of the light of the Emperor and must forever guard his actions against the paranoid eye of the Ecclesiarchy, for fear of their righteous persecution. They work beyond the sight of the Ecclesiarchy and their actions are counter to that illustrious

organisation, turning them into bitter cynics seeking to bilk the faithful, honest citizens of the Imperium for their own ends.

Required Career: Any except Explorator, Kroot, or Ork

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

Other Requirements: One of the following Skills (Barter, Blather, Charm, Commerce, or Scrutiny) or the Enemy (Ecclesiarchy) or Rival (Ecclesiarchy) Talent. The Explorer must have a Fellowship of 35. To become a Drusian Charlatan, the Explorer must have profited directly from the sale of false relics, prayers, cures, or other miracle workings.

Special: Drusian Charlatans automatically receive the Talent Enemy (Ecclesiarchy) if they do not already have it.

COLD READING (TALENT)

Requirements: Blather +10, Scrutiny +10.

Utilising a combination of fast-talking and body language interpretation, the Charlatan can quickly assess attentive crowds and potential customers. Preying on the fears and superstitions of the populace, the Charlatan draws his crowds into unwittingly telling him exactly what it is they believe will save them from the horrors of everyday life in the Expanse.

Prior to making a Commerce, Barter, or Charm Test, the Charlatan may make a Blather Test opposed by the target's Willpower or Scrutiny. If the Blather Test is a success, the Charlatan has hooked the target into giving up some vital information and the Charlatan may then make a Challenging (+0) Scrutiny Test to assess the importance of the information gained. If successful, the Charlatan gains a +5 bonus to his next Commerce, Barter, or Charm Test against the target for each point of Perception Bonus. He has ascertained information about the target, which will aid him in his pitch, negotiations, or diplomacy.

HOUSE OPERATIVE

"To my Lord Captain I am a trusted adviser. To my lord's crew I am his mouthpiece. To our interests in the Expanse I am his trusted proxy. To his dynasty, however, I am his invisible watcher, his silent chronicler, and if it is their wish, his executioner."

—Argyrus Asidenus the Silentiary of House Garidas

For men and women who wield power as great as that of a Rogue Trader, secrets can be far greater weapons than macrocannon batteries or virus bombs. A properly leaked confidence can undermine an Imperial Governor's authority, devastate a Battlefleet, or indeed topple an entire system. Whether these sorts of secrets are used against a Rogue Trader or on his own behalf is a matter of great concern for the lords of most warrant-holding dynasties. Despite this concern, even aboard their own ships, there are those who make their way by playing the great game of secrets, sabotage, manipulation and blackmail. By necessity a great many groups employ experts in these matters. As immense political forces in their own right, Rogue Trader dynasties, the houses of the Navis Nobilite, the Imperial nobility and many others play this game as well as any other, save perhaps the dread Inquisition.

Rogue Traders utilise the skills of their operatives to many purposes. Their knowledge of surveillance and ciphers helps maintain a watchful eye on the teeming multitudes aboard the Rogue Trader's ship, ensuring that no mutiny or heresy festers within its mighty hull. Their familiarity with various methods of inquiry and interrogation makes them ideal agents for collecting information from those who would thwart the designs of the Rogue Trader. Truly, their training is an essential foundation to any efforts of counter-espionage employed by a savvy Lord Captain.

Operatives are regularly trained in reliable techniques to

endure the ministrations of torturers and interrogators and can be counted on to keep one's secrets as surely as they gather those of their master's enemies.

Rogue Traders of noteworthy power and majesty may utilise a single operative as a spy-master, commanding the actions and services of many lesser agents throughout their ship, fleet, or system-spanning holdings. These masters of intrigue act as great spiders, sitting at the centre of intricate webs of informants,

undercover agents, and turncoats, all acting towards a single purpose. Spy-masters of this sort are dangerous individuals, always planning ten moves ahead in their subtle game.

The greatest threats to the secrets of a Rogue Trader often lay aboard his own ship, and may even number among his closest advisers. Millennia of infighting and intrigue amongst themselves have made many of the Navigator houses both paranoid and arrogant in the extreme. Though the whole of the Imperium of Man is reliant on their gifts for survival, their mistrust of their fellow man is legendary and they guard their secrets jealously. As such, they rely heavily on espionage and subterfuge in their regular dealings. It is for this reason that Houses of the Navis Nobilite often train some operatives they employ to keep a close eye on their employers, ferreting out their weaknesses and their sins as possible leverage for future contracts.

Indeed, even a Rogue Trader's own dynastic house may employ an agent in the retinue of the hereditary holder of their Warrant of Trade, to ensure that he acts according to the will of the dynasty rather than his own whims.

These operatives are often the most insidious, as they pose as a trusted comrade or conspirator, all the while worming their way into the trust of the Rogue Trader in order to gain access to those things the warrant-holder keeps closest. These double-agents may even be called upon to incite sedition amongst the crew in order to destabilise a Rogue Trader who is acting against the will of the dynasty, or if need be, to cut the throat of the wayward inheritor himself. Operatives such as this run a razor's edge, balancing the duties they owe to their Lord Captain with those they owe to their familial house, ever watchful that they not tip their hand.

Even the hallowed Ecclesiarchy and the Adeptus Mechanicus have been known to employ methods such as these. Many of the agents of the Imperial cult are usually zealous



TABLE 2-5: HOUSE OPERATIVE ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	200	Skill	
Awareness +10	200	Skill	Awareness
Ciphers (Nobilite Encoding)	200	Skill	
Ciphers (Rogue Trader)	200	Skill	
Common Lore (Navis Nobilite)	200	Skill	
Common Lore (Rogue Trader)	200	Skill	
Deceive	200	Skill	
Inquiry	200	Skill	
Interrogation	200	Skill	
Interrogation +10	200	Skill	Interrogation
Literacy	200	Skill	
Scrutiny	200	Skill	
Secret Tongue (Navis Nobilite)	200	Skill	
Security	200	Skill	
Shadowing	200	Skill	
Deceive +10	300	Skill	Deceive
Inquiry +10	300	Skill	Inquiry
Scrutiny +10	300	Skill	Scrutiny
Security +10	300	Skill	Security
Shadowing +10	300	Skill	Shadowing
Deceive +20	500	Skill	Deceive +10
Foresight	500	Talent	Int 30
Mimic	500	Talent	
Total Recall	500	Talent	Int 30
Unremarkable	500	Talent	
Operative Conditioning	750	Talent	WP 30

champions of orthodoxy, using their schemes and their wiles to smoke out those who foment heresy amongst the ranks of the crew or even the officers under the command of their Rogue Trader. On the other hand, many agents of the Priesthood of Mars are more concerned with protecting their secrets than discovering the intrigues of others (unless they may yield the knowledge of forgotten tech-systems). Their order's knowledge is its most prized possession and as such their efforts are often spent constructing vast maze-works of ciphers and misinformation around the mysteries of their cult aboard their Lord Captain's vessel.

BECOMING A HOUSE OPERATIVE

Even among the swarming billions of the Imperial populace, there are relatively few men and women with the sinister cunning or the scheming disposition to make useful House Operatives. Despite this, there is no lack of those who would aspire to such a position as spy-master aboard a Rogue Trader vessel. The names of these deluded individuals are recorded in few texts and remembered in no chronicles. Those who do possess the skills necessary to deal in secrets and deception are rarely eager to live such a life and are either chosen for such a profession by a powerful spy-master or were predestined to hold the position before they were even born. As even the awesome technology of the Adeptus Mechanicus cannot guard one against death forever, reliable operatives and spy-masters seek out those who possess the art and cunning to fill their position and personally train these new recruits to take their place upon their own death. It is the dynasties of the Rogue

Traders and the Navis Nobilite that most often raise their operatives from birth. These individuals are likely to spend their entire lives in the service of their house, giving their childhoods over to education in methods of interrogation, subterfuge, ciphers and surveillance.

Required Career: Any except Rogue Trader, Kroot, and Ork.
Alternate Rank: 4 or Higher (13,000 xp)

Other Requirements: The Explorer must have a Fellowship of 30, and an Intelligence or Willpower of 40. In order to enter into this career, the Explorer must already work directly for a political body, either an Imperial Noble house, a Rogue Trader Dynasty, a Navigator house or a similar entity.

OPERATIVE CONDITIONING (TALENT)

The Explorer gains the benefits of the Chem-geld and Orthoproxy talents (mental conditioning replacing the surgery these would normally require). In addition to being resistant to seduction and interrogation, House Operatives are often trained to use a captor's inquiries against him. The Explorer may utilise an interrogator's questions and techniques to garner detailed information about the nature, aims, and motivations of the interrogator himself and those he works for. If the Explorer is subjected to interrogation, and wins the opposed Interrogation versus Willpower Test, he may immediately make a **Challenging (+0) Scrutiny Test**. On a success and for every additional degree of success, he can learn one detail about his captors (what he can and cannot learn is ultimately up the GM, but it should be something valuable).

MANHUNTER

"No world beyond His reach; no foe beyond His wrath."

—Motto of the Officio Assassinorum

Human life is a resource to be used and expended as required by those with power—this is a truism both within and without the Imperium, dogma for the powerful to live by. The deaths of many have been required for all manner of reasons, ranging from the necessary sacrifices of war or the dangers of grand industry, to examples made to deter others from thoughts of rebellion. But it is not merely a man's fate to die. Lives of labour and toil, or of penitent suffering, are valuable things for anybody in power.

While those who kill or dominate other men are not uncommon, there are those amongst this ubiquitous breed who have turned this calling into an art form, hunting other humans without remorse or doubt.

Amongst those who might lay claim to the moniker of Manhunter, assassins are rightly feared, whatever the tools of their grim trade. Most dreaded of all are those who slay for the Emperor alone, the living embodiments of His wrath, but their dire attentions are reserved for only a select few of particular notoriety, whose lives and deaths influence the Imperium in some grand manner. Others still are renowned for their lethal grace, their chosen aliases whispered by those with much to lose and those who would employ their services. On Footfall alone there are several hundred killers for hire, yet only a handful whose skills and reputations are worthy of abject dread.

Bounty hunters and others who take their prey alive are perhaps regarded with somewhat less terror, but the skills they possess are no less worthy of fearful respect, in spite of a less glorious reputation. Dozens, even hundreds, of bounty hunters buy passage to frontier worlds and across the Expanse in search of those who are wanted by governments and organisations both legitimate and illicit. To those who are so pursued, the snares and traps of these Manhunters are no less terrifying than a sniper's bullet or murderer's blade.

BECOMING A MANHUNTER

As already noted, anybody can hunt other humans to kill or capture them, but it takes particular dedication to become a true Manhunter. The process is not automatic, and there is no easy way to distinguish a skilled amateur from a true professional; rather, it is a path that one travels down, gaining ever greater proficiency with every hunt, successful or not.

The first step upon this path is the capture or murder of another human being, performed solely for personal benefit. This is not merely the simple violence of a battlefield, but a calculated act, planned in considerable detail and performed without remorse, mercy or hesitation.

Required Career: Any

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

Other Requirements: The Explorer must have murdered or imprisoned another human being for personal or financial gain (this will require GM agreement if the Explorer wishes to take this Alternate Career at Rank 1).



TABLE 2-6: MANHUNTER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Inquiry	100	Skill	
Awareness +10	200	Skill	Awareness
Concealment	200	Skill	
Dodge	200	Skill	
Inquiry +10	200	Skill	Inquiry
Shadowing	200	Skill	
Silent Move	200	Skill	
Concealment +10	300	Skill	Concealment
Disguise	300	Skill	
Dodge +10	300	Skill	Dodge
Shadowing +10	300	Skill	Shadowing
Silent Move +10	300	Skill	Silent Move
Disarm	200	Talent	Ag 30
Takedown	200	Talent	
Bloodtracker	500	Talent	
Crack Shot	500	Talent	BS 40
Crippling Strike	500	Talent	WS 50
Deadeye Shot	500	Talent	BS 30
Exotic Weapon Training (Choose One) (x3)	500	Talent	
Killer's Eye	500	Talent	Per 35, Sure Strike or Deadeye Shot
Lightning Reflexes	500	Talent	
Peer (Underworld)	500	Talent	
Precise Blow	500	Talent	WS 40, Sure Strike
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Sure Strike	500	Talent	WS 30
Take Them Alive	750	Talent	Per 35, Sure Strike or Deadeye Shot
Fearful Reputation	1500	Trait	Good Reputation (Underworld), Intimidate +20

KILLER'S EYE (TALENT)

Prerequisites: Perception 35 and either Sure Strike or Deadeye Shot

The Explorer can find the weaknesses of his prey with only a few moments of observation. When he makes a Called Shot attack and scores a number of Degrees of Success on the attack roll equal to or greater than the target's Agility Bonus, he immediately inflicts a 1d5 critical damage result on the target in addition to any normal damage. Roll on the appropriate Critical Hit table for the damage type and location struck. Any modifiers to critical damage from Talents or other sources apply as normal. However, the Critical Damage inflicted from this ability does not stack with actual Critical Hits.

TAKE THEM ALIVE (TALENT)

Prerequisites: Perception 35 and either Sure Strike or Deadeye Shot

The Explorer is well versed in laying his enemies low without killing them, able to incapacitate his targets and limit the damage he inflicts to them. When the Explorer makes a Called Shot attack against an enemy, he may choose to reduce the damage he inflicts after reduction by the target's Armour or Toughness Bonus by a number equal to his Perception Bonus, and inflict a level of Fatigue for each point of damage reduced in this way. In addition, the Explorer's familiarity with non-

lethal weaponry means that enemies do not gain the usual bonuses from armour to resist the stunning effect of Shocking weapons, and suffer a -10 penalty to avoid or escape any attack with the Snare quality.

FEARFUL REPUTATION (TRAIT)

The Manhunter advances contains a single entry which cannot actually be purchased under normal circumstances—this advance grants the characters the Fear 1 Trait, and requires Skills and Talents which are not available through this advance scheme. This is entirely deliberate. For a character to gain such a terrifying reputation requires he be well-known and feared, and this is something that cannot be obtained solely through the expenditure of experience points. Even then, it should not be easily obtainable.

Meeting the prerequisites for this advance should be something obtained through play, an accomplishment for the character, worked towards over time. It takes both a grand reputation and a considerable degree of personal presence to be able to make your enemies flee before you; they must know without doubt that the enemy they face is someone to be feared...and such a feat is not easily accomplished.

REAYER

"Your prayers mean nothing, your god means nothing, your lives mean nothing. You are dead."

—Last known vox transmission to *Our Blessed Salvation*, recovered from bridge recorder in the wreckage.

The Koronus Expanse is known for its lawlessness; brutality and danger are ways of life for many. There are those who stalk the stars with levels of bloody violence unmatched except by the Ruinous Powers. These are Reavers, pirates who know only prey and loot, victims to be attacked and goods to be pillaged. They are a force likened unto a storm of blood and death, heralded by deadly salvos of macrobatteries and assault boats filled with near-bestial savages bent on bloody conquest. Worse still, such actions attract mutant dregs, xenos scum, and other terrible denizens to their ships, making them even more horrific in combat.

Reaver pirates represent some of the worst depths to which humanity can descend. These are men who have spent too long in the lawless Expanse, unfettered from moral constraints or civilised behaviour. They have seen too many battles, shed too much blood, lost too much faith, and watched too many comrades fall to the unforgiving fates. Most were already thieves or pirates, and either through abrupt shock or with passing time they realised the only way to survive is to become as harsh and merciless as the space around them. There was already no law, and now there is not even crime—only wants, needs, and blood spilled if they are not met. Their raids are vicious and complete, leaving few if any survivors, and anything that can be looted is stripped away bare. Any taken alive are sold as slaves or pressed into crew-dregs if they are lucky, and any pillaged goods not kept as trophies are exchanged for supplies or ammunition.

There is no long term planning, for planning is meaningless. There are no schemes other than the simple ambush or devastating raid. There is only animal cunning and needs to be met that drive attack after attack. As they indulge in degradations, they sink ever lower, for there is no bottom in the Koronus Expanse and little separates them from feral savages in behaviour. In the Expanse, the light is always dim, and it is very easy to descend into true darkness.

SPILLED BLOOD AND RUINED LIVES

To become a Reaver is to fall nearly as low as possible. Such men could easily be feral natives or destitute colonists except in their eyes, eyes that betray their now dead souls. The transformation from mere pirate to Reaver may be unnoticed by others around the Explorer, witnessing only an increased careless ferocity in combat and lack of civility at other times. More and more primal desires become the only concern, and such niceties as grooming or morals simply pointless wastes of time.

Regardless of any previous hesitations, they

become easily willing to kill if asked (or even if not asked). This does not mean they are lost forever, but even the most intensive of spiritual care will take much time with small chance of success. Properly used, however, a Reaver is a powerful addition in battles, and a crew of Reavers can become a deadly rival to even the most puissant of Rogue Trader fleets.

Required Career: Any human

Alternate Rank: Rank 2 or Higher (7,000 xp). The Explorer may reduce the requirement to Rank 1 if he has the Criminal, Darkness, or Dark Voyage option from his Origin Path, if the GM agrees. In this case the Explorer must take an additional 14+1d10 Insanity Points in addition to any earned from his Origin Path, and must work the other requirements listed into his back story.



TABLE 2-7: REAVER ADVANCES

Advance	Cost	Type	Prerequisites
Forbidden Lore (Mutants)	200	Skill	
Forbidden Lore (Pirates)	200	Skill	
Intimidate	200	Skill	
Secret Tongue (Pirates)	200	Skill	
Intimidate +10	300	Skill	Intimidate
Melee Weapon Training (Primitive)	100	Talent	
Pistol Weapons Training (Primitive)	100	Talent	
Disturbing Voice	200	Talent	
Frenzy	200	Talent	
Jaded	200	Talent	WP 30
Peer (Pirates)	200	Talent	
Melee Weapon Training (Universal)	300	Talent	
Pistol Weapons Training (Universal)	300	Talent	
Blind Fighting	300	Talent	Per 30
Cold Soul	300	Talent	Insanity 20+
Chem Geld	300	Talent	
Dark Soul	300	Talent	
Die Hard	300	Talent	WP 40
Paranoia	400	Talent	
Crippling Strike	500	Talent	WS 50
Hatred (all)	1000	Talent	

Other Requirements: An Explorer must have already engaged in at least one capture and looting of another ship, have killed one opponent in cold blood, and have at least 15 Insanity Points.

Traits: Reavers gain 1d10+5 Insanity Points and receive the Talents Enemy (Rogue Traders, Nobility, Imperial Navy) as well.

Special: While it may seem impossible to disguise the change to Reaver amongst fellow Explorers, if this is desired then effort should be made in conjunction with the GM to make this transition without alerting the other crew. Ideally, it will be several sessions until others notice telltale clues and decide what actions they take concerning their fellow Explorer. Unless of course the entire crew has gone Reaver...

COLD SOUL (TALENT)

Prerequisites: Insanity (20+ Points)

The Explorer has become disconnected from normal human emotions or feelings as his sense of humanity drains away. He is nearly immune to any human emotions, is incapable of mercy or compassion, and has no regard for appeals for either. He is humanity stripped bare of what makes mankind more than an animal, still a reasoning being but with a soul that has diminished to a bare spark of light. This Talent grants a +30 bonus when opposing any Fellowship or Interrogation Test, and suffer -20 to any Fellowship based Tests they make, due to their unnerving countenance. The Explorer removes any current Mental Disorders and also never rolls on the Mental Trauma table—such feelings are beyond him now—but must pay double normal Experience Points when attempting to remove Insanity Points. Should a player's Insanity Points drop below 10, then he may remove this Talent at the GM's discretion.

To Rogue Trader Sarvus Trask,

Ah. You hadn't mentioned the pirates in questions were those savages. I know this works against your nature, but flight is often the wisest course of action when dealing with these particular reavers—they will not care if you surrender or not; one may as well beg to the void itself for mercy. You are indeed most fortunate they suffered a drive failure or you might not have been able to send me this letter.

—Nathin Tsanthos

SWASHBUCKLER

"Kill you? Why would I want to do that, given how well you dressed for my arrival?"

—Pollox de Navarro, Master at Arms, The *Black Hawke*

It is in many ways easy to be a pirate; it is after all simply a matter of taking goods and not paying for them, without any official backing or authorisation. To be successful at it is a more difficult proposition by far, for it takes careful planning, reliable information networks, a trustworthy crew, and fences willing to deal with stolen goods. To do all this with élan, however, is the mark of the true master, the pirate's pirate—the Swashbuckler.

It is perhaps an elaborate performance to behave with such abandon and panache in the face of the horrors of the Expanse and the dangers of this profession. It could also be a mild form of insanity, designed to allow an Explorer to cope with the assorted nightmares of the 41st Millennium. Either way, such a display is as effective as the base brutality of most pirates; often more so depending on the status of those targeted. Charm and style may win the day where cruelty and roughness cannot, and a victory with less bloodshed is all the sweeter. This is not to say the Swashbuckler cannot fight, for this pirate must have steel ready underneath the velvet of his wit. Reputation is all and he must be ready to back up words with deeds, at least when there are witnesses. But a Swashbuckler will rarely kill except when needs drive, and would consider his behaviour as genteel as a nobleman's unless provoked. To meet every challenge with confidence and a cocksure smile, to best each foe with wit as sharp as the blade, raid the riches of the Expanse with a personal code of honour greater than most he faces, to do all these and more is to bring to the Koronus Expanse, if not a sense of civilisation, perhaps a sense of style. And what could be more glorious than that?

DASHING AND RECKLESS

Such an act (or is it true behaviour, or truer insanity?) is not without risk. The Expanse has little patience with fools, and a Swashbuckler would indeed appear such to many. Few would even appreciate such a charming rogue, and fellow pirates would happily see such a rival removed. And no amount of charisma can turn aside a heavy flamer... A Swashbuckler will also reap side benefits though, such as a wider net of contacts and more reliable agents to support him. Many planets and stations may not officially welcome him, but rather turn a blind auserp to his arrival and departure. Only the most puritanical of establishments would refuse him, and for many he is a favoured customer for whom they may even risk the wrath of the Magistratum. By not descending into blood and brutality, it also allows for 'redemption' and work as a licensed Privateer or even a Warrant in desperate times.

But for a Swashbuckler, the act is its own reward. To live by such a code, as impractical as others may view it, and face the void with eyes awash, a justifiably arrogant smile, and a sword ready to out-duel any rival—what could be a finer way to live?

Required Career: Any.

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

Other Requirements: Must have a Fellowship of at least 35. An Explorer must have already engaged in at least one capture and looting of another ship, and performed one memorable or chivalrous act that proves detrimental to his interests (sparing a defeated foe who fought well, warning an enemy ship before opening fire on them, or spending one's turn during a duel making witty comments to the spectators rather than fighting).

Special: Swashbucklers automatically receive the Talent Enemy (Imperial Navy).



TABLE 2-8: SWASHBUCKLER ADVANCES

Advance	Cost	Type	Prerequisites
Barter	200	Skill	
Carouse	200	Skill	
Charm	200	Skill	
Commerce	200	Skill	
Dodge	200	Skill	
Forbidden Lore (Pirates)	200	Skill	
Gamble	200	Skill	
Secret Tongue (Pirates)	200	Skill	
Charm +10	300	Skill	Charm
Command	300	Skill	
Dodge +10	400	Skill	Dodge
Charm +20	600	Skill	Charm +10
Decadence	200	Talent	T 30
Good Reputation (Pirates)	200	Talent	
Melee Weapon Training (Primitive, Universal)	200	Talent	
Peer (Pirates)	200	Talent	Fel 30
Pistol Weapons Training (Primitive, Universal)	200	Talent	
Blademaster	300	Talent	WS 30, Melee Weapon Training (Any)
Combat Sense	300	Talent	Per 40
Master Orator	300	Talent	Fel 30
Combat Flair	600	Talent	Blademaster, Charm (+10), WS 40
Iron Discipline	750	Talent	WP 30, Command
Wall of Steel	750	Talent	Ag 35

COMBAT FLAIR (TALENT)**Prerequisites:** Blademaster, Charm (+10), WS 40

The Explorer's skills in melee are without parallel, but more importantly he fights with a stylish jaunty confidence guaranteed to impress even his foes. Fast on your feet and faster with witty repartee, if your blade does not pierce their flesh then your barbed banter will surely pierce their composure. This Talent allows the Explorer to make an

opposed **Challenging (+0) Charm** versus **Willpower Test** as a Half Action against any foes in close combat each combat round. Should he win, he imposes a -10 penalty to his foes' Weapon Skill, increasing by 5 for every degree of success. This penalty applies for one full Round. Multiple Explorers may use this Talent with a cumulative effect. At the GM's discretion, opponents with the Bestial, Daemonic, From Beyond, or Machine Trait are immune to this Talent.

To Rogue Trader Sarvus Trask,

As a matter of fact, I did encounter the so-called Dread Captain of the Foundling Worlds recently, as I was travelling back from investigating the lost colony of Rain as a passenger on the Stygos Valiant. I assure you, Lord-Captain Elsbeth Castellia proved to be quite enjoyable company, even as she boarded our vessel and fought two dozen armymen in single combat. I have seen few spectacles of martial prowess more impressive. In addition, after taking the Valiant's cargo, she was more than willing to leave us with enough foodstuffs to make it to Footfall, as well as a personal memento of the encounter. I still have the Egarian Puzzle-box on my desk, though I have yet to unlock the secrets of its contents.

-Nathin Tsanthos

SECESSIONIST

"Each and every year, the majority of our produce goes to those who rule in the name of distant Terra, a world which may as well be a myth for all we know. The Emperor is a falsehood used to dupe the ignorant and feebleminded into servitude. No more! No more shall we struggle beneath the yoke of this false Imperium!"

—Grygor Tsavo, executed for treason, 791.M41

Perhaps the greatest crime a man can commit, seceding from the Imperium is a crime on a planetary scale, beyond the scope of almost any man except Rogue Traders and Planetary Governors. To take a world from the Imperium is cause for armies and fleets to muster, and for war to be declared.

In spite of the consequences, more than a few Rogue Traders have claimed worlds, or even entire empires, and presumed to rule over them without giving appropriate tribute to the Imperium. The arrogance of such an act, to believe himself beyond the reach of an empire of a million worlds, is astounding, but hardly beyond the mind of one who already speaks with the voice of the Emperor.

Beyond greed and arrogance, there are several reasons someone may choose to forsake the Imperium. Some men believe themselves to be doing the Emperor's work, and that the Imperium is dangerously flawed and no longer serving the best interests of the Master of Mankind. Men who hold such beliefs are dangerous indeed, for their faith gives them the strength to endure the retaliation of the Imperium, and the passion of their convictions often draws in many disillusioned priests and their congregations.

Those who forsake the Emperor as well as the Imperium are no less dangerous. While they may often lack the support of common people, worlds that denounce the Emperor's rule entirely often become havens for criminals of other kinds, rallying pirates and smugglers to their side and becoming centres of illicit activity.

In either case, the Calixian authorities brand those that rebel against the Emperor's rule "secessionists," rather than "radical," "visionary," "ideological rebel," or a host of other appropriate titles. Often, it is

because they are uninterested in the reasons for the crime, simply concerned with the act itself.

In either case, or for other reasons besides, a world that secedes tends to enjoy its freedom for only a short time, for the retribution of the Imperium upon those who rebel is swift and terrible, with thousands made an example of, so that others think twice about making the same mistake. In spite of such brutal reprisals, some will always endeavour to free themselves from the Emperor's rule, believing themselves to be beyond the wrath of His legions.

BECOMING A SECESSIONIST

To secede from the Imperium takes considerable resources—the resources to dominate a world, in fact—and is not a crime for any

but the most powerful of individuals. Rogue Traders have the means to do this simply through their calling—

one of the duties of a Rogue Trader is to conquer worlds in the name of the Imperium, and it is thus a simple matter to claim those worlds in their own name, rather than that of

Him on Terra. Worlds beyond the edge of the Imperium are often difficult for the Imperium to act against, but far from impossible.

To take a world from the Imperium is a far more difficult matter, requiring power over that world enough to displace the Imperial authorities that represent the Emperor's rule and the might to stand against the retaliation of the Imperium.

In either case, it is not something done lightly, nor is it an easy task to perform.

Required Career: Any

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

Other Requirements:

The Explorer must have led the population of a region, voidstation, starship, or world from the rule of the Imperium (if taken at Rank 1, this requires GM discretion to fulfil this requirement).

Special: By taking this alternate rank, you have



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TABLE 2-9: SECESSIONIST ADVANCES

Advance	Cost	Type	Prerequisites
Deceive	100	Skill	
Intimidate	100	Skill	
Charm	200	Skill	
Charm +10	200	Skill	Charm
Command	200	Skill	Command
Commerce	200	Skill	
Commerce +10	200	Skill	Commerce
Forbidden Lore (Heresy)	200	Skill	
Scholastic Lore (Bureaucracy)	200	Skill	
Scholastic Lore (Imperial Creed)	200	Skill	
Scholastic Lore (Philosophy)	200	Skill	
Command +10	400	Skill	Command
Forbidden Lore (Heresy) +10	400	Skill	Forbidden Lore (Heresy)
Intimidate +10	400	Skill	Intimidate
Charm +20	500	Skill	Charm +10
Hatred (Imperial Organisation) x3	200	Talent	
Peer (Seceded Worlds)	200	Talent	Fellowship 30
Good Reputation (Seceded World)	500	Talent	Fellowship 50, Peer
Inspire Wrath	500	Talent	Fellowship 30
Iron Discipline	500	Talent	Willpower 30, Command
Master Orator	500	Talent	Fellowship 30
Into the Jaws of Hell	750	Talent	Iron Discipline
Grand Oratory	1000	Talent	Charm +10, Command +10, Master Orator

betrayed the Imperium as a whole, and gain the Enemy (Adepta Sororitas, Adeptus Arbites, Adeptus Astartes, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Imperial Guard, Imperial Navy, and Inquisition) Talents.

SECEDED WORLDS AND IMPERIAL ORGANISATIONS

The Secessionist advance scheme contains several talents that refer to groups not listed in the core rulebook. These are explained below:

PEER (SECEDED WORLDS) AND GOOD REPUTATION (SECEDED WORLDS) (TALENT)

These talents apply specifically to the world or worlds that the Explorer has led from the rule of the Imperium; Secessionist leaders are often loved by their people.

HATRED (IMPERIAL ORGANISATIONS) (TALENT)

In this instance, Imperial Organisations is a catch-all term for the following groups: the Adepta Sororitas, Adeptus Arbites, Adeptus Astartes, Adeptus Mechanicus, Administratum, Astropaths, Ecclesiarchy, Imperial Guard, Imperial Navy, Inquisition and Navigators. Each time you select the Hatred (Imperial Organisations) advance, select one of the above listed organisations—this is the organisation subject to your hatred.

GRAND ORATORY (TALENT)

Prerequisites: Charm +10, Command +10, Master Orator

The Explorer's words inspire loyalty and dissent in equal measure, and can influence hundreds of individuals at once. His Fellowship Tests and Fellowship-based Skill Tests affect 100 times the normal number of targets.

JUDGEMENT IN DEATH

Those who secede from the Imperium face only death, for their judgement can come only from the Emperor and no other. Because of the severity of the crime, Secessionists receive the attentions of one of the Emperor's weapons seldom wielded in other situations: the Officio Assassinorum.

Consisting of several orders, or temples, of near-peerless sanctioned killers, the Officio Assassinorum is amongst the deadliest weapons the Imperium possesses, brought to bear only rarely and by the order of the High Lords of Terra, with each temple practising a different method of death-bringing. In the history of the Calixis Sector, only seven Rogue Traders are known to have earned the dubious distinction of dying to the blade of a Temple Assassin, and all but two of them had chosen to renounce the Imperium and forge their own empires. The other two were Bastalus Irem, whose death was decreed by the Inquisition, and Ceronna Raom, who rallied hundreds of pirates to his cause in 960.M40 and led them in a two-year string of raids across the Malfian Sub-sector. Of course, there are enough other Rogue Traders who have vanished under "mysterious circumstances" that this total may well not be complete.

TOOLS OF THE TRADE

"Always be watchful of pirates and other ne'er-do-wells; seldom, if ever, are they unarmed, and even one who appears at your mercy may still have a trick or six left. A micro-stubber, sneak-knife, tox-mister, or something more malicious still may lurk hidden about their person."

—Chief Petty Officer Vincholo, addressing a new group of Armsmen aboard the *Vengeful Martyr*

The tools of the criminal are many and varied, and depending on the nature of the crime, are as likely to be brutal tools of intimidation as subtle implements that can be easily concealed, and are as often as illegal as the acts they are employed to commit. Xenos devices, archeotech, and unsanctioned modifications are commonplace amongst those who already flaunt the law, for they have little more to fear from the authorities that already hunt them.

RANGED WEAPONS

"This? Not much to look at, I know, but you'll find little better for ripping open a man's voidsuit and spacing his shredded corpse."

—'Two-tonne' Kreggan, Footfall arms dealer

The following ranged weapons tend towards the illicit or the outright illegal in Imperial space, although such qualifiers mean little to the average Rogue Trader. Nevertheless, many sport modifications or technologies frowned on or forbidden by the Adeptus Mechanicus.

LAS WEAPONS

Ubiquitous within the Imperium, las-weaponry is unsurprisingly common amongst criminals due to its ease of repair and resupply. Most las-weapons are blessed with docile or eager spirits, willing to tolerate fairly clumsy or uncaring treatment and still function adequately, making them ideal for even mediocre illegal munitionsmiths to customise.

'RETRIBUTION' LONG-LAS

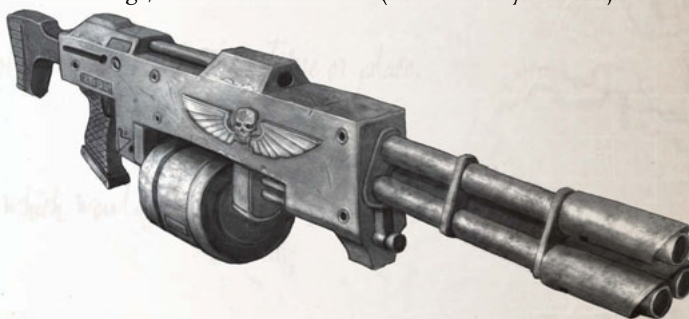
The first 'Retribution' Long-las was reportedly a modified Guard issue long-las, constructed by a Brontian Long-knife sniper. Angry over the destruction of his regiment in bloody frontal assaults during the fifth battle of Koldon Gap, he deserted and proceeded to kill four of his former senior officers and five commissars before his position was annihilated by a retaliatory mortar strike. In the subsequent centuries, similar weapons have been constructed by various artisans in the Calixis Sector and Koronus Expanse.

The Retribution is a stripped down long-las, sacrificing some of the weapon's reliability and clip size. In exchange, the Retribution has a much shorter barrel (for easy concealment) and can be broken into half a dozen pieces that can easily be concealed within a specially designed pack. In addition, the weapon is rigged to fire in a non-visible light spectrum, decreasing penetration slightly but ensuring the Retribution's discharge is unnoticeable.

Acquiring a Retribution includes a pack or case the long-las can be concealed in. Breaking down or assembling the weapon takes roughly 30 seconds for a practised individual (anyone with Basic Weapon Training (Las) is assumed to be practised). In addition, there is almost no flash or sound from the las-burst—any attempts to detect the Retribution firing via sight or hearing suffer a –30 penalty.

SHOTLAS

An illegal modification of a standard lasgun popular amongst the techwrights and armour-mongers of Footfall, the 'shotlas' is rigged to discharge more energy per shot, at the cost of beam coherence, with shots swiftly losing power and becoming ineffective at longer ranges. The weapon deals +3 damage at point-blank range, but its maximum range is only twice the listed range, rather than four times (as is normally the case).



STUTTER-LAS

Another common illegal modification, stutter-las pistols trade accuracy and reliability for rate of fire, charging quickly to unleash a hail of lasblasts. Though seldom as potent as the discharges of most las-weapons, the spray of light and heat is effective at close quarters.

SOLID PROJECTILE WEAPONS

Simple to manufacture with few complex components, solid projectile weapons are abundantly common amongst criminals. Given their ease of production, a wide variety of such weapons exist, covering the full range from cheap and unreliable, to precision devices capable of striking down a target from great distances. One of their largest drawbacks is perhaps weight and bulk, with the most potent projectile weapons requiring heavy ammunition and heavy construction to be effective.

AUTO-CARBINE (ZAYTH)

Auto-carbines are a fairly common version of solid projectile weapons, utilised by those who prefer a more easily concealable weapon than the bulky autoguns. Shorter barrels, removed stocks, and pistol grips make these weapons concealable

TABLE 2-10: RANGED WEAPONS

Las Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Retribution	Basic	90m	S/-/-	1d10+3 E	0	10	Full	Accurate	4	Very Rare
Shotlas	Basic	20m	S/3/-	1d10+4 E	1	40	2 Full		4	Scarce
Stutter-las	Pistol	35m	S/-/5	1d10+2 E	0	25	Full	Inaccurate	2	Average

Solid Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Auto-carbine	Basic	35m	-/-/5	1d10+3 I	0	20	Full	Inaccurate	3	Scarce
Auto-Stubber	Basic	60m	S/3/-	1d10+4 I	0	20	2 Full	Inaccurate, Tearing, Unreliable	4	Scarce
Boarding Gun	Basic	30m	S/3/-	1d10+5 I	1	3	2 Full	Inaccurate, Reliable, Scatter	6	Scarce
Harpoon Gun	Basic	60m	S/-/-	1d10+4 R	2	1	Full	Snare, Tearing	5	Rare
Razorhail Gun	Basic	35m	S/-/-	1d10+2 R	1	1	Full	Scatter, Tearing	5	Average
Shotgun (Persecutor)	Basic	35m	S/3/-	1d10+4 I	0	20	Full	Reliable, Scatter	6	Rare

Bolt Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Bolt Carbine (Ceres)	Basic	90m	S/2/-	1d10+5 X	4	12	2 Full	Reliable, Tearing	5	Very Rare
Bolt Pistol (Footfall)	Pistol	25m	S/2/-	1d10+4 X	2	6	Full	Tearing, Unreliable	4.5	Scarce
Boltgun (Footfall)	Basic	80m	S/3/-	1d10+4 X	2	18	Full	Tearing, Unreliable	8	Rare
Boltgun (Archeotech)	Basic	120m	S/3/-	1d10+9 X	4	30	Full	Reliable, Tearing	10	Near Unique

Melta Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Melta Cutter	Basic	5m	S/-/-	3d10+8 E	13	5	2 Full	Inaccurate, Scatter	8	Rare

Flame Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Flameburst	Basic	40m	S/-/-	1d10+4 E	2	6	2 Full	Flame, Recharge	7	Rare

under storm coats or flak cloaks, and easily used in confined spaces. However, most auto-carbines are less accurate and shorter ranged than their larger cousins.

In the Expanse, a surprisingly large number of auto-carbines are produced on Zayth, where projectile weaponry is one of the only remaining industries. Zayth-pattern auto-carbines are given to landship inhabitants for boarding defence.

The Zayth-pattern auto-carbine has an integrated pistol grip, allowing it to be fired one-handed without penalty (range modifiers are already included in the weapon). In addition, when concealed under bulky clothing or cloaks, the compact size imposes a -10 penalty on any Perception-based tests to notice it.

AUTO-STUBBER (WRATH)

Sometimes found in Battlefleet Calixis arms lockers as an alternative to shotguns, the so-called Wrath-pattern stubbers utilise a similar fragmenting round to the more common Naval Pistols. This increases stopping power, while reducing the chance of dangerous ricochets or damage to important components when repelling a boarding action. The weapon may use any kind of special ammunition normally available to an autogun, but if any special ammo is used, the weapon's attacks lose the Tearing quality.



BOARDING GUN (LATHE)

Essentially a large-bore, triple-barrelled shotgun, the weight and hitting power of Lathe-pattern boarding guns has made them infamous across the Calixis Sector and Koronus Expanse. Loaded with heavier, more powerful shells than most shotguns, the weapon has punishing recoil that, combined with its weight, makes it impractical for any but the strongest men to wield. Unless the wielder has a Strength Bonus of 4 or higher, the boarding gun imposes a -20 penalty to hit. However, its sheer weight and solid construction mean that it can be used as a two-handed melee weapon in close combat with the following profile (Melee; 1d10 I; Pen 0; Unwieldy)

A Lathe-pattern boarding gun may use any special shotgun ammunition.

SUIT BREACHES AND REPAIR

When fighting in the void or another inhospitable environment, the risk of suit breach is something that worries all but the most deranged voidfarers, and if left unchecked can fell a man as surely as a bullet or blade.

Any clothing or armour which provides an enclosed environment—such as voidsuits, but also certain patterns of carapace armour and power armour—is at risk from a breach during combat. Any Explorer that takes damage equal to double or more of their voidsuit or sealed armour's AP also suffers from a suit breach. A breached suit no longer counts as environmentally sealed. In a vacuum, this is treated as a gradually-worsening environment.

'Soft' voidsuits—void suits that provide no armour—are more vulnerable to some weapons than others. Weaponry that tears or blasts can more effectively breach such suits, and thus against attacks dealing Rending or Explosive damage, any hit against a character wearing a soft voidsuit, not only those that cause damage, has a 40 percent chance of causing a suit breach. Any hit that causes damage automatically causes a suit breach.

A breached suit can be quickly repaired in the field using suit patches, armour cement or similar equipment—taking a full action. However, suits require more extensive repair to seal properly in the long-term.

HARPOON GUN

A significantly larger and heavier version of the void speargun (INTO THE STORM, page 112), these weapons violently propel long, heavy, barbed spears that can easily puncture most voidsuits and leave deep wounds in their wearers.

Harpoon guns may not use any special ammunition.

RAZORHAIL GUN

Cobbled together from scrap and spare parts, these weapons spew hails of jagged, razor-sharp blades which tear and lacerate anything in their path. While not particularly powerful, the spread of blades are ideal for tearing open voidsuits and leaving ragged gashes that are difficult to quickly repair. Most versions are easy enough to manufacture, but are easily foiled by armour, though some examples exist that utilise mono-edged blades to better tear through protective suits. As this weapon is designed to be used with a specific type of ammunition, it may not use any unusual ammo.

Razorhail guns may not use any special ammunition.

PERSECUTOR COMBAT SHOTGUN

Favoured by Arbitrators sent to space-born postings such as voidstations within the Calixis Sector, particularly those expecting close quarters combat, the Persecutor Combat Shotgun is a solid, reliable weapon, designed to withstand the rigours of battle. To better support the needs of an Arbitrator in combat, there is a retractable shock-prod mounted beneath the muzzle, allowing some of the utility of a shock maul without needing to stow the shotgun.

A Persecution-pattern Combat Shotgun may be used as a Shock Staff in close combat. Persecutor-pattern Combat Shotguns may use any special shotgun ammunition.

BOLT WEAPONS

Bolt weapons have long had a legendary reputation amongst the peoples of the Imperium, echoing back to the ancient days of the Great Crusade. For this reason, alongside the loud and brutal effects of the weapon, Bolt weapons are highly prized and imitations of this holy design command a hefty price, in spite of their less-than-glorious reputation.

BOLT CARBINE (CERES)

Relatively uncommon weapons (the design was said to have been rescued from a space hulk and pressed into production specifically for the long ago Angevin Crusade), Bolt Carbines are typically easier to wield than full-size Boltguns, due to lighter, simpler construction and a lower rate of fire. Without the multi-round burst ability common to many patterns of Bolter, a Bolt Carbine is incapable of the wholesale slaughter that characterise volleys of bolter fire. However, their simpler design means that they misfire less frequently and are much easier to maintain.

Bolt carbines may use any special bolter ammunition

BOLT WEAPONS (FOOTFALL)

The moniker 'Footfall-pattern' is applied mockingly at best, said only with a straight face by arms dealers in the Expanse trying to fleece their customers with a false air of legitimacy. Comparatively crude and inefficient, these counterfeit weapons fail regularly due to insufficiently strict manufacturing tolerances, but the inconveniences of owning such a weapon are outweighed by their lethality, for those who cannot obtain a true bolter.

Footfall-pattern bolt weapons may not be used with any special ammunition.

RELIC-BOLTGUN

Within the Calixis Sector, there may only be a handful of these extraordinarily rare and ancient devices. Bulky beyond the means of most men to wield, these weapons may once have been wielded by the Emperor's warriors during the earliest days of the Imperium, and bear the eagle's claw and thunderbolt symbols common to that distant age. More than merely fine examples of ancient Bolters, these weapons are holy relics, imbued with a tiny fragment of the Emperor's wrath. Consequently all damage dealt by an Archeotech Boltgun is Holy and will deal greater damage to daemons and similar warp entities, though any character with any Malignancies suffers a -10 penalty to Ballistic Skill when attempting to use this weapon.

The scarcity and historical significance of these weapons make them extremely sought-after, prized as relics of a more glorious age by the Ecclesiarchy and the Adeptus Mechanicus both. Any who bear such a device are likely to attract a great

*Vymer,
I would warn you about trafficking too openly in relic-technologies. More than a few past associates have made the mistake of trying to smuggle archeotech beneath the olfactory sensors of the Mechanicus and paid a high price for their hubris.
By all means, continue—few things are quite as lucrative as the archeotech trade, after all, and that is why I directed you towards our mutual acquaintance and the ruins on Naduesh—but I urge a more circumspect attitude. I would hate to hear that you've been reduced to so much servitor-flesh because the cogboys took offence.*

—Nathin Tsanthas

deal of unpleasant attention, their very ownership often deemed a minor heresy by ambitious Cardinals and Magi.

Utilising powerful shells akin to those employed by the Adeptus Astartes, these bolters are extremely bulky, requiring a Strength Bonus of 6 to wield or they count as Heavy weapons, and expensive to maintain, requiring frequent Upkeep tests in order to remain supplied with ammunition.

An archeotech bolter may be used with any special bolter ammunition, but acquisition tests to obtain special bolter ammunition compatible with this weapon suffers an additional –10 penalty.

MELTA WEAPONS

Often favoured for the ability to cut through bulkheads and hatches, melta weaponry is commonly used in boarding actions.

MELTA CUTTER

Shorter-ranged but more potent than most melta weapons, this is more a tool than a weapon, designed to overcome obstacles rather than slay enemies. Using it as a weapon imposes a –20 penalty on Ballistic Skill Tests.

A melta cutter may use any meltagun ammunition.

FLAME WEAPONS

For both their usefulness at close quarters and the horrific effects they have on living targets, flamers are favoured by many pirates and renegades. Few weapons are as deadly to the tightly-packed enemies that may fill a starship's corridors, or as quick to destroy the morale of those left behind.

FLAMER (FLAMEBURST)

Created by heretek munitionsmiths in the Breaking Yards, this pattern of flamer has become widespread amongst those who cannot or will not deal with legitimate sources of technology. The fuel is run through a crude but effective compressor before reaching the nozzle, generating brief gouts of flaming promethium that reach further than those projected from conventional flamers. However, the compressor pump does

not work quickly, causing a seconds-long delay between shots. Even so, it's popular amongst the constant fighting that takes place in the Breaking Yards.

A flameburst flamer fires in a metre-wide jet, rather than a 30 degree arc.

A flameburst flamer may use any special flamer ammunition.

GRENADES AND MISSILES

Except where noted otherwise, all the grenades in this section can either be thrown by hand or launched from a grenade launcher.

MICRO

A wonder of ages past, and still produced in tiny quantities in certain remote corners of the Calixis Sector, microgrenades are tiny, marble-like devices that detonate almost as fiercely as full-size grenades. They are normally stored in a tube-like container that dispenses and primes a handful of grenades simultaneously, allowing them to be thrown immediately.

A number of microgrenades may be thrown at once, in a manner similar to firing a gun on semi-auto mode. When rolling to hit—with the normal bonus for firing on semi-automatic—the number of successful hits caused by the weapon (determined by your degrees of success as normal) is the number of grenades that successfully hit their target. Any grenades thrown that do not hit in this manner scatter as normal, but all the grenades detonate whether they hit or not.

Each dispenser contains 12 microgrenades, and the listed weight is for a single dispenser.

RAD

Wrought by ancient and arcane technologies, rad grenades produce intense pulses of lingering, deadly radiation. While somewhat erratic, few things can protect fully against these grenades' emissions, making them a powerful weapon against any foe. The effects of a rad grenade are invisible and insidious, and cannot be detected without an auspex or similar equipment.

The tiny radioactive particles housed within this grenade create a cloud of dense radiation with such a miniscule duration that only

TABLE 2-11: GRENADES AND MISSILES

Name	Class	Range	RoF	Dam	Pen	Special	Wt.	Availability
Aetherflare	Thrown	SBx3	S/-/-	1d10+6 E	0	Blast (4)	1	Near-Unique
Microgrenade (Frag)	Thrown	SBx3	S/4/-	2d10 X	0	Blast (2)	0.5	Extremely Rare
Microgrenade (Krak)	Thrown	SBx3	S/4/-	2d10+2 X	5	—	0.5	Extremely Rare
Rad	Thrown	SBx3	S/-/-	1d10 E	0	Blast (10)	1	Extremely Rare
Scare	Thrown	SBx3	S/-/-	—	—	—	1	Scarce
Web	Thrown	SBx3	S/-/-	—	—	Blast (4), Snare	1	Scarce
Web Missile	—	—	—	—	—	Blast (6), Snare	2	Rare

those in the initial blast radius are affected. It is powerful enough, however, to leave those affected severely weakened and vomiting blood for hours.

In addition to the damage dealt by the blast of radiation, a victim hit by it must pass a **Hard (-20) Toughness Test** or suffer 2d10 Toughness damage.

SCARE

Containing fast-acting psychotropic toxins that induce intense feelings of dread and paranoia, scare grenades are prized by pirates and raiders seeking to terrify their prey into submission. Anyone within 10 metres of a detonating scare grenade must succeed on a **Difficult (-10) Toughness Test** or be overcome with feelings of terror, as if they had failed a Fear test, with each Degree of Failure adding +10 to the roll on **Table 10-4: The Shock Table** on page 294 of the **ROGUE TRADER** Core Rulebook. As scare toxins are absorbed through the skin, those in sealed or self-contained environments or armour suits (void suits, carapace armour with rebreathers, or sealed power armour) are immune to the effects. As a poisonous weapon that produces a fear effect, Talents, Traits or equipment that provide bonuses against poison or fear provide their normal benefits.

STRYXIS AETHERFLARE

The bizarre warp technology of the Stryxis produces many wondrous and terrible things, devices that slay without wounding and burn the soul rather than the flesh. One of the deadliest of these horrific weapons has been dubbed the Aetherflare, which unleashes bursts of luminous energy that coils like mist. Few survive exposure to these weapons, leaving behind corpses that display no signs of what claimed their lives.

The blast of an Aetherflare ignores Armour, Toughness, cover and psychic defences, searing the souls of those caught within it. However, the effect does not damage non-living items, machines or any creature with the Daemonic Trait or the Machine Trait (5+). In addition, the Aetherflare's effects are blocked by contact with hexagrammic wards, untouchables or a similar psychic blank or ward (such as a starship's Gellar field).

Aetherflares may only be thrown by hand—they may not be loaded into launchers.

WEB

Essentially just a highly-compressed canister of Webber adhesive and a detonator, web grenades and missiles swiftly ensnare targets in a sticky,

rapidly-thickening mass of constricting filaments.

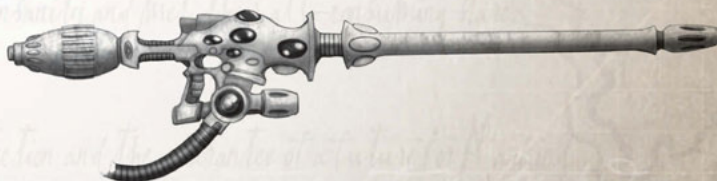
EXOTIC RANGED WEAPONS

The galaxy is full of hostile species, each with their own means and methods of bringing death to their enemies. Beyond the reach of the Emperor's laws, these weapons find their way into the hands of species other than their creators. While some species may disdain the weapons of others—as the Eldar are wont to do—many weapons change hands in the Expanse, and a criminal looking in the right places can find all manner of deadly devices far beyond the capabilities or understanding of the Adeptus Mechanicus.

EGARIAN SHARDCASTER

The labyrinthine worlds of the Egarian Domain hold many secrets and many prizes for those willing to search for them. Strange crystalline weaponry has been brought back from these dead worlds on more than one occasion, all wrought from the same bizarre crystalline material. It remains unknown whether Shardcasters are examples of forgotten Egarian technology, or merely use the same geode-crystals as a source of ammunition, the weapons themselves constructed by some other species—possibly even humans.

Spitting razor-sharp crystals that splinter and shatter upon impact, driving deep into flesh and armour, Shardcasters seem to contain far more ammunition than their size might suggest, as if the fragments collectively massed far more than the larger crystal they originated from.



ELDAR FIREPIKE

These potent weapons pre-date the Imperium, having been created by Eldar artisans. Operating similarly to most melta weapons, firepikes project a lance of intense heat and radiation over a considerable distance, capable of melting flesh and steel, carving through the toughest armour with deadly precision.

Rare even amongst the arsenals of the Eldar, they are most often borne by the mightiest champions of their kind, relic weapons beyond contemporary means to reproduce.

ELDAR FUSION GUN

Similar to meltaguns in effect and purpose, the fusion guns used by the Eldar are far more accurate and efficient, utilising technologies far more advanced than those of the Adeptus Mechanicus. In the hands of a skilled warrior, a fusion gun can sear through the weak points of an armoured vehicle, disabling or destroying it with almost surgical precision and contemptuous ease.

ELDAR HAWK'S TALON

Capable of unleashing a withering torrent of powerful lasblasts, Hawk's Talons are ancient and powerful precursors to the lasblasters used by a variety of Eldar warriors. Reserved for the deadliest combatants, these weapons are incredibly rare, and the Eldar will show no mercy to those they find bearing the relics of their kind.

Many Hawk's Talons mount a small powered blade in the stock or beneath the barrels, allowing the wielder to strike down his foes as easily in melee as he can at range.

ELDAR SHURIKEN CANNON

To the Shuriken Catapult as the Heavy Bolter is to the Boltgun, Shuriken Cannons are a common support weapon amongst Eldar forces, variously carried by an Eldar warrior, mounted on a floating gun carriage or fitted to a vehicle. Extremely light for their size, Shuriken Cannons are capable of unleashing a deadly torrent of blades at speeds sufficient to dismember or decapitate men or to pierce the armoured hides of all but the toughest vehicles.

Because of the Eldar mastery of anti-grav technology, some Shuriken Cannons are fitted with systems equivalent to the suspensors occasionally used on Imperial heavy weaponry. Weapons so upgraded are Extremely Rare, and count their operators as having the Auto-stabilised Trait—they are always considered to be braced and the weapon may be fired on semi- or full-auto as a Half Action.

This weapon may use any specialist shuriken ammunition.

ELDAR SPINNERET RIFLE

A rare and strange weapon, as lethal as it is bizarre, the Spinneret Rifle shoots a single monofilament wire over a considerable distance until it pierces a target, at which point it coils tightly within flesh and armour, causing considerable internal injury before recoiling swiftly to re-enter the weapon.

The weapon's unique method of slaughter requires extreme precision, making it difficult to use but utterly devastating in the right hands. A well-placed shot can shred a man's heart or brain with startling efficiency, leaving nothing but ruined flesh behind the tiniest of punctures.

DARK ELDAR SHREDDER

Similar to the Deathspinner, but significantly smaller, the Shredder fires clusters of barbed monofilament wire that rapidly unfurl to envelop groups of enemies and eviscerate them. Their compact construction allows them to be wielded in one hand without the normal penalty.

DARK ELDAR SPLINTER CANNON

Surprisingly light given their size, Splinter Cannons are potent support weapons capable of unleashing lethal hails of toxic, razor-



sharp crystalline barbs that tear through flesh and light armour.

While their light weight comes partially from their alien construction, there is other trickery at work, manipulating gravity to make these weapons easier to wield on the move.

TABLE 2-12: EXOTIC RANGED WEAPONS

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	kg	Availability
Shardcaster	Basic	40m	S/3/-	1d10+4 R	4	60	6 Full	Scatter, Tearing	5	Very Rare
Firepike	Basic	60m	S/-/-	2d10+10 E	13	20	4 Full	Reliable	6	Unique
Fusion Gun	Basic	20m	S/-/-	2d10+6 E	13	10	2 Full	Reliable	3	Near Unique
Hawk's Talon	Basic	100m	S/3/10	2d10+2 E	4	60	Full	Reliable	4	Unique
Hawk's Talon (Melee)	Melee	—	—	1d10+3 E	7	—	—	Power Field, Unbalanced	—	—
Shredder	Basic	60m	S/-/-	3d10+5 R	2	12	2 Full	Reliable, Blast (4), Tearing	2	Near Unique
Shuriken Cannon	Heavy	110m	-/-/6	2d10+6 R	3	200	3 Full	Reliable	25	Extremely Rare
Spinneret Rifle	Basic	60m	S/-/-	1d10+1 R	10	1	Half	Accurate, Tearing	4	Unique
Splinter Cannon	Heavy	110m	-/-/10	1d10+5 R	4	300	3 Full	Toxic	10	Near Unique
Terrorfex	Basic	40m	S/-/-	—	—	1	Full	—	2	Near Unique
Foul Sceptre	Basic	70m	S/-/-	2d10+5 E	10	—	—	Recharge, Shocking, Toxic	4	Near Unique
Kustom Blasta	Basic	90m	S/-/-	2d10+8 E	8	7	4 Full	Inaccurate, Overheats, Unreliable, Unstable	15	Very Rare
Ripper Ray	Pistol	20m	S/-/-	1d10+6 X	4	15	Full	Reliable, Tearing	1	Rare
Lightburner	Basic	80m	S/-/-	1d10+4 E	2	6	Full	Overheats	6	Rare

When firing a Splinter Cannon, the operator counts as having the Auto-stabilised Trait—he always counts as braced and may fire the weapon on full-automatic as a Half Action.

DARK ELДАР TERRORFEX

A strange and esoteric Eldar device, a Terrorfex launches spheres of the material known to the Eldar as wraithbone, which have been psychically impregnated with torment, anguish and dread. When launched, these emotions spill out, afflicting the minds of those nearby. Dark Eldar raiders use these weapons to inflict pain and fear upon their victims, and for this reason, they are highly prized by all those who prey upon the weak or defenceless.

Anyone within 5 metres of a Terrorfex shot must immediately make a Test against Fear (2). The source of the fear is considered the origin point of the shot (though the GM is welcome to be creative for certain fear results).

FOUL SCEPTRE

Bizarre constructions of obsidian-like stone and an unknown metal that glistens with an oily sheen, so-called Foul Sceptres seem to languish in perpetual shade, even when held in direct sunlight, as if they exude gloom. While initially thought to be little more than unsettling xenos objects d'art, it was subsequently discovered—though by whom remains unknown—that some were weapons of quite terrible power, directing lances of inky blackness towards foes at a mental command. Certain xenographers and other savants of alien lore note that these weapons bear a resemblance to relic-trophies kept by those who fought against the feared Yu'Vath in the long-ago Angevin Crusade.

Rumours abound of ones possessing greater powers still, able to crush the will of others, ward off any attack or allow reality to be bent to the wielder's whim, but if any have been found, nothing definite has been heard of them. All that is certain is that many of those who possess these powerful artefacts swiftly become obsessed with finding more like them, searching out worlds that appear on no chart to find things that man has never laid eyes on before. Any character who gains a mental disorder or malignancy (see pages 296-300 in the **ROGUE TRADER** rulebook) while in possession of a Foul Sceptre becomes increasingly prone to obsessing about the artefact and others like it, and may, at the GM's discretion, gain visions of alien worlds covered in monolithic ruins, far beyond the reach of the Imperium. Foul Sceptres draw their power from some unknown source, and don't appear to require reloading, nor do they run out of ammunition.

ORK KUSTOM BLASTA

Every Kustom Blasta is a unique creation built along broadly similar lines. Typically a form of unstable energy weapon, kustom blastas are normally only carried by Ork Mekboys, as few other beings are foolhardy enough to wield such erratic and perilous devices.

Every Kustom Blasta must include a single upgrade as standard, which may be chosen from the list later in this chapter. A further selection of upgrades for Ork weapons can be found on pages 144 and 145 of **INTO THE STORM**.

SLAUGHT RIPPER RAY

These gruesome looking weapons appear to be made of brass, bone and grey gristle, in the rough shape of a pistol. Tiny, tooth-like barbs sit within the grip to dig into the wielder's hand, binding weapon to wielder. Crafted by the mysterious Slaught, a species of beings who appear as vaguely-humanoid colonies of maggots and who lurk within the dark corners of the Calixis Sector, Ripper Rays are unpleasant to behold and more unpleasant to witness the effects of. Producing a sound disturbingly like the clatter of bone on metal, Ripper Rays project a beam of vile energy that causes the victim's bodies to twist, contort and rebel, resulting in severe internal injuries as tissues rupture from within, bursting violently.

As utterly inhuman as Slaught technology appears—always melding flesh and steel in some hideous manner—it is not uncommon to find it in the hands of humans, for the Slaught seem eager to trade for slaves and information. The Inquisition is always interested in finding and questioning those who have had dealings with these maggot-men, and the first indication of one who has met the Slaught is possession of their technology.

STRYXIS LIGHTBURNER

While not as refined as the laser technology of the Eldar, nor as practical and ubiquitous as that of humans, the Stryxis make considerable use of laser weaponry of archaic and artfully crafted design. The Lightburner one of the more esoteric examples of Stryxis las-weaponry, a type of sharpshooter weapon projecting a long, continuous beam of energy that burns deeper and deeper into the enemy the longer the energies remain focussed on them.

Every consecutive turn after the first that a wielder fires a Lightburner at the same target and hits, the weapon deals an additional +2 Damage and gains an additional +2 Penetration, to a maximum of +10 to each value. This represents the wielder holding the beam on the target. If the wielder ever misses the target or loses line of sight to the target, the additional damage is lost and the wielder must start over.

MELEE WEAPONS

"The roar of a shotgun, the crack of a laspistol... these things are merely an accompaniment to the true battle. To face a foe blade-to-blade, to look him in the eye in the moments where victory and defeat are determined... that is what battle really is."

—Teodor Vankray, Captain of the *Spiteful*

From the close quarters conflict of a boarding action, the lethal encounters of an assassin, to the last-ditch blade-fights of the desperate, many battles come down to swirling melee in spite of the firepower that most combatants can bring to bear.

TABLE 2-13: MELEE WEAPONS

Chain Weapons

Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Chainsword (Hydraphur)	Melee	—	1d10+3 R	2	Tearing	9	Scarce
Chainsword (Eldar)	Melee	—	1d10+4 R	3	Balanced, Tearing	3	Near Unique

Exotic Weapons

Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Eldar Biting Blade	Melee	—	1d10+6 R	2	Tearing, Unbalanced	7	Unique
Eldar Mirrorswords	Melee	—	1d10+5 E	8	Balanced, Power Field	2	Unique
Dark Eldar Scissorhand	Melee	—	3d5 R	2	Tearing,	0.5	Near Unique
Nadueshi Twinblade	Melee	—	1d10+6 R	0	Balanced, Tearing	5	Rare
Stryxis Aetherlash	Melee	3m	2d5 R	0	Flexible	1	Near Unique
Stryxis Curseblade	Melee	—	1d10-1 R	2	Balanced	2	Extremely Rare
Zaythan Warblade	Melee	—	2d10+6 E	6	Power Field, Tearing, Unbalanced	9	Very Rare

Shock Weapons

Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Stunsphere	Thrown	SBx3m	1d10 I	0	Shocking	0.2	Rare
Shock Net	Thrown	5m	—	—	Shocking, Snare	1	Average

The possibility of close combat is such that few criminals are ever found without at least a simple blade, and many prefer to carry something more deadly, even if only as a means to intimidate others or serve as a symbol of their standing. The artefact-weapons of alien species are particularly valued, for those who can bear such exotic weaponry are clearly powerful or well-connected.

CHAIN WEAPONS

Pirates in particular favour the brutal power of chain weapons, using their tell-tale sound and fearsome reputation to intimidate victims. Those who will not be cowed by a chainsword's appearance are instead subjected to the weapon's savage effects.

HYDRAPHUR-PATTERN CHAINWORD

Sometimes called a chain-cutlass, these short-bladed, curved chainswords are favoured by armsmen crew chiefs for their brutality. Their shorter length makes them easier to wield in the close confines of a starship corridor, while their more compact design conceals two parallel rows of teeth, allowing it to deal greater damage than its size might otherwise suggest, at the cost of poorly-distributed balance.



ELDAR CHAINWORD

A seldom-seen weapon, Eldar chainswords bear only a superficial resemblance to the roaring, heavy blades of humans or Orks. Almost silent, they produce little more than a sibilant whisper as they tear through flesh and bone. Swiftly-cycling rows of mono-edged teeth cause considerable damage to any creature in their path.

EXOTIC MELEE WEAPONS

Out beyond the Imperium, the strange and the exotic are viewed as signs that an individual is well-travelled and has seen much beyond the normal understanding of men. Whether or not this is seen as a good thing depends on the individual, however, but nonetheless, it is a symbol of broadened horizons and grand ambition to bear weapons from outside the reach of the Imperium.

ELDAR BITING BLADE

Reminiscent of the massive eviscerators used by zealots within the Imperium, Biting Blades are long-bladed, two-handed chainswords. However, where eviscerators are heavy, noisy machines, Biting Blades are slender and quiet, but no less deadly for their relatively light weight. Wielded properly, the razor-sharp teeth can tear through flesh and bone with horrific speed, and a skilled warrior can cleave a man in two without difficulty.

For every two degrees of success scored when rolling to hit with a Biting Blade, the weapons' deals 2 additional damage.

ELDAR MIRRORSWORDS

Exquisitely balanced for dual-wielding, Mirrorswords are extremely lightweight power swords, capable of gliding through all but the toughest armour with ease. Wielded only by the most nimble amongst a species renowned for their grace and speed, these blades become a deadly wall of glittering steel.

When wielded as a pair by a character with an Agility bonus of 5 or more, Mirrorswords reduce any penalties for dual wielding melee weapons by 10, to a maximum of +0. Their balance and design make them ideal for defence as well as attack, adding an additional +10 bonus to parry, for a total of +20, so long as these swords are wielded as a pair.

An Acquisition test to obtain Mirrorswords is always for a matched pair.



DARK ELДАР SCISSORHAND

Resembling a pair of surgical shears, Scissorhands are most commonly wielded by the Haemonculi sometimes encountered alongside Dark Eldar raiders during their attacks. Each talon is impregnated with a variety of potent venoms and toxins, all of them capable of inflicting terrible, debilitating pain. The slightest cut from any of these blades is sufficient to deliver an agonising dose of poison, and thus the number of blades allows a deft wielder to incapacitate a victim quickly.

The toxins delivered by Scissorhands are carefully engineered to overwhelm a creature of any species with pain and delirium, rather than kill. Anyone taking damage from a Scissorhand, after reductions for Toughness and Armour, must make a **Toughness Test** with a –5 penalty for every point of damage inflicted. Success indicates that there is no further effect from the weapon. Failure causes the victim to be stunned for one round, and suffer a level of Fatigue for every degree of failure.

NADUESHI TWINBLADE

Long, slender blades constructed from unknown, lightweight alloys, the outer casing of these non-STC swords conceals a pair of chains mounting serrated blades far finer than the hooked teeth of an Imperial chain weapon. Running in opposite directions, these razor-sharp blades slice and tear anything caught between them. Though less effective against armour, Twinblades cut more swiftly and cleanly through flesh and bone. Although they are found on Naduesh, they are far beyond the local population's ability to produce, apparently relics of Naduesh's bygone and far more advanced ages.

STRYXIS AETHERLASH

Crafted from the same warp-based technology used in many Stryxis weapons, an Aetherlash appears as nothing more than a short handle of blue-grey metal, grown rather than manufactured. When activated, however, a metres-long stream of flickering, iridescent mist lashes out, striking like a whip yet passing through any matter it touches. Where it strikes the living, they recoil as if wounded, yet no mark is left behind. However, this stream of mist-like energy is quite fragile when pitted against psychic barriers and blanks, shutting down for days when coming into contact with them. Why this happens is a matter of much speculation.

This whip will not damage non-living items and machines, or any creature with the Daemonic Trait or the Machine Trait (5+). The blade is

unaffected by the armour of the target or its Toughness, though the Strength bonus of the wielder is not added into the damage as it is with other melee weapons. Should the blade come into contact with hexagrammic wards, untouchables, or similar psychic barriers (such as a ship's Gellar Field), then the blade will flicker and dissipate, remaining inactive for 1d10 days.

STRYXIS CURSEBLADE

Seemingly grown from a dark blue-grey metal, these strangely-curved blades are only slightly longer than a man's forearm, and seem to hum with a distant, atonal noise. Designed to be clutched in the slender talons of a Stryxis, they do not sit easily in human hands, never resting comfortably as if rebelling from the foreign grip.

So-called 'Curseblades' have a vile reputation, entwined with the unsettling reputation of the Stryxis themselves. Those who are wounded by these blades are believed to suffer a wound to the soul as well as to the body, sapping the will to fight and leaving a scarred and fractured mind. How much of this is truth and how much is fearful speculation remains unknown.

Anyone wounded by a Curseblade must pass a **Challenging (+0) Willpower Test** or suffer a level of Fatigue, and gain 1d5 Insanity Points for every degree of failure.

ZAYTHAN WARBLADE

Large and deadly chainblades, these two-handed swords are wreathed with a flickering power field that significantly increases their effectiveness. Favoured by the greatest clan warriors of the city-engines of Zayth, these weapons are relics of a lost age, and bear a resemblance to a number of advanced chainblades from the very earliest days of the Imperium, fuelling theories amongst Explorators of the 'synchronism of the holy mechanism' and 'convergent design'. This weapon requires two hands to wield.

SHOCK WEAPONS

It is not always preferable to slay one's victims; just as often it is useful to capture them alive or merely to spare them, that their testimony may spread fear and discord. Shock weapons, discharging pulses of disruptive energy that render living beings insensible, are perfect for this purpose.

STUNSPHERE

Designed to be thrown, these dense metal spheres are the size of a human fist, and contain a shock generator designed to discharge at the moment of impact. These devices are of unknown origin, their appearance in the hands of weapons traders across the Expanse and within the Calixis Sector a mystery to all. No obvious maker's marks adorn their surface, nor is there any obvious way to access their internal components—only a featureless metal shell that remains unblemished and unmarred by any outside force, and seems to generate a charge from no obvious power source. Stranger still, these spheres seem capable of discerning the difference between contact with a wielder and contact with a target, refusing to discharge until thrown.

Stunspheres are reusable, taking only a few moments to recharge after use. Actually reusing them requires collecting the thrown spheres, however.

This weapon's Shocking Quality takes effect even if it does not deal damage. If the target fails his Toughness Test, he is stunned for one Round, plus one Round for every Degree he fails the Toughness Test by.

SHOCKNET

A fairly basic shock weapon, a Shocknet consists of thin, flexible metal wires woven together and fitted with a shock generator. Designed to discharge a few seconds after being triggered, a shocknet can be thrown over a target, ensnaring and subduing it quickly. Shocknets are favoured by hunters of all kinds for their simplicity and ease of use.

This weapon's Shocking Quality takes effect even if it does not deal damage. If the target fails his Toughness Test, he is stunned for one Round, plus one Round for every Degree he fails the Toughness Test by.

WEAPON UPGRADES

Illicit munitionsmiths within and beyond the Imperium produce all manner of customised and altered weaponry, creating unsanctioned devices of all kinds.

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.

COUNTERFEIT XENOS WEAPON

The work of aliens is looked upon by some with envy, rather than the scorn the Imperium would prefer. Because of the scarcity of alien weapons, those who regard them with greed must often satisfy themselves with copies of human manufacture, inferior to the exotic and blasphemous technologies that make the originals so deadly.

The more scarce and sophisticated a weapon, the more lacking the counterfeit version will be. All counterfeit xenos weapons have one or more of the penalties listed below, dependent on their normal availability rating. Very Rare weapons suffer one penalty, Extremely Rare weapons suffer two penalties, Near Unique weapons suffer three penalties,

and Unique weapons suffer four penalties.

The penalties may be chosen from the following list. No penalty may be taken if it would impose no actual drawback, subject to GM's discretion, or if it confers a quality the weapon already possesses: Half the weapon's Semi-auto or Full-auto rating, -2 damage, -4 Penetration, -50% range, the Unreliable quality, the Unstable quality (if the weapon deals Explosive or Energy damage), the Recharge quality (if the weapon deals Energy damage), the Overheats quality (if the weapon deals Energy damage), or lose a single beneficial quality the weapon possesses.

The Availability of the resultant counterfeit weapon is one-step easier than the weapon's normal Availability—so a Very Rare weapon would become Rare with this modification. Counterfeit Xenos Weapons require the same Exotic Weapon Training as the original weapon.

Upgrades: Any Xenos weapon of Very Rare, Extremely Rare, Near Unique or Unique availability.

LOYALTY SPIRIT

The gun's spirit rebels against those who attempt to wield it, save for its one true owner. Arcane nomen-augurs use a variety of means to discern the wielder's identity, allowing the spirit to choose whether or not it will operate for the current wielder. While many legitimate examples of weapons with loyalty spirits exist, numerous crude versions adorn the weapons of pirate-lords and similarly paranoid men, and alien species such as the Eldar are known to employ similar technologies on some of their weapons.

The simplest of these devices are controlled by a vox receiver or dermiprint, using the wielder's voice commands or the shapes on the skin of their hand to identify them. More advanced versions sample the wielder's genes to determine his identity, or even commune with the spirits of the wielder's powered armour to glean this information. The rarest and most advanced use methods that defy easy explanation, the result of technologies long lost to the Imperium. They simply *know* when their master wields them.

Whatever the method, the end result is the same—the weapon will not function in the hands of any but the weapon's owner. Bypassing them requires a **Difficult (-10) Tech Use Test** or **Hard (-20) Security Test**, with the tests gaining an additional -10 penalty for each additional Availability Level beyond Scarce (vox), so dermiprint Loyalty Spirits would impose an additional -10, while genelock Loyalty Spirits would impose an additional -20. Arcane loyalty spirits cannot be bypassed.

Upgrades: Any non-Primitive ranged weapon. This upgrade can only be applied to a Xenos weapon by characters from the species that made the weapon.

MAGLEV IMPELLER

Thanks to technologies no longer commonplace on such small devices, these projectile weapons are not reliant on the chemical reactions that normally propel bullets and shells, instead using powerful magnetic fields to hurl projectiles at great speed. The Adeptus Mechanicus Magos of the Lathes are scornful of those who attempt to create such weapons without the guidance

TABLE 2-14: WEAPON UPGRADES

Name	Wt.	Availability
Counterfeit Xenos Weapon	+0	Special
Loyalty Spirit (Vox)	+0	Scarce
Loyalty Spirit (Dermprint)	+0	Rare
Loyalty Spirit (Genelock)	+0	Extremely Rare
Loyalty Spirit (Arcane)	+0	Unique
Maglev Impeller	+2	Very Rare
Micro	+1/4	Extremely Rare
Mono-sight	+1	Scarce
Pistol Grip	+1.5	Scarce
Pyre-lance Nozzle	+0.5	Rare
Rangefinder	+1.5	Rare
Stabiliser Harness	+6	Scarce
Starflare Vents	+0.5	Very Rare
Whisper-bolt Discharger	+0.5	Rare

of STC designs, condemning these artificers as hereteks and confiscating the devices they create. However, certain agents of the Disciples of Thule eagerly seek out these items, uncaring that their actions contradict their nominal superiors.

This upgrade increases the range of the weapon by +10 metres, and adds +1 to the weapon's damage. However, due to the weapon's power consumption, it requires a charge pack that must be frequently replaced, adding an additional Full Action to the weapon's reload time.

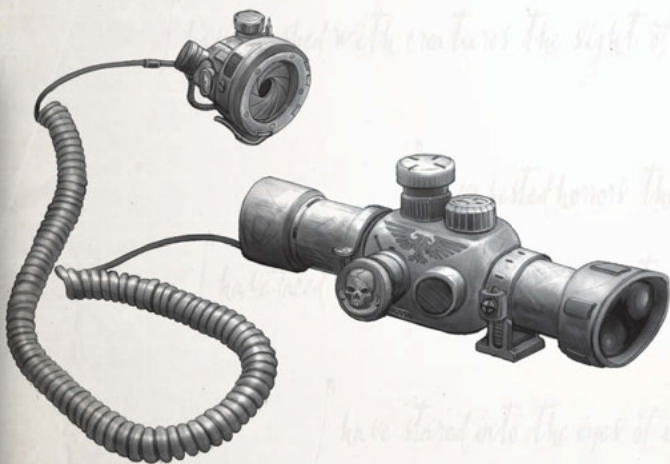
Upgrades: Any Solid Projectile weapon.

MICRO

Extremely small examples of conventional weaponry, these devices are beyond the skills of all but the most talented artisan to create, be they sanctioned or heretical. Allowing a pistol-sized weapon to unleash firepower equivalent to a rifle, such technology is desired by warriors in either side of the law.

This upgrade reduces the range and weight of the weapon to one-quarter its normal value, but also reduces the damage by 2. In addition, a Basic-class weapon with this upgrade becomes a Pistol-class weapon instead, and weapons with this upgrade instead impose a -30 penalty on all relevant tests to find them if concealed. However, the reduced size of the ammunition used makes it far more difficult to obtain, increasing the Rarity of the ammunition by two steps (Rare would become Extremely Rare, for example).

Upgrades: Any Pistol or Basic Las, Solid Projectile, Flame, Bolt or Plasma weapon.



MONO-SIGHT

A mono-sight consists of an augmetic monocle connected by a thick cable to a pict-thief attached in place of a weapon's sight. This device allows a warrior to fire his weapon without exposing himself to enemy fire, using the pict-thief to aim from the weapon's perspective.

A character using a mono-sight may aim and fire at a target that he cannot directly see with his own eyes by using the pict-thief. It requires at least a half action Aim in order to benefit from this sight.

Upgrades: Any Basic-class Las, Solid Projectile, Bolt, Primitive or Plasma weapon. A mono-sight counts as a sight and a gun can only have one sight.

PISTOL GRIP

A fairly ubiquitous upgrade, this simply modifies a weapon to add an extra (or 'pistol') grip to a Basic ranged weapon. This allows the weapon to be wielded in one hand without suffering the usual -20 penalty. However, when wielding a Basic weapon with a pistol grip one-handed, the weapon's range is halved. Note that the weapon can still be wielded two-handed without the penalty.

The GM has final say as to what weapons can benefit from a pistol grip. However, certain Basic weapons that are either particularly heavy (such as melta weapons and plasma weapons) or particularly unwieldy (such as a long-las or sniper rifle) are not able to be wielded one-handed even with a pistol grip, though they certainly may have one for aesthetic purposes.

PYRE-LANCE NOZZLE

An adaptation to the nozzle of the weapon, this upgrade focuses and contains the blast of heat more tightly, allowing it to affect targets much farther away. However, the process is inefficient, requiring much more fuel to generate the same effect.

The weapon gains +10 metres range, but halves its clip size.

Upgrades: Any Melta weapon.

RANGEFINDER

The sophisticated targeting cogitator built into this advanced telescopic sight can swiftly determine the distance to a target and assist the wielder's aim accordingly, allowing him to hit targets much farther away than would normally be possible. A weapon using a rangefinder ignores the normal penalties for long and extreme range, and may fire at targets up to five times the weapon's listed range away, counting targets at such distances as being at Extreme Range. This requires that the shooter spends a Full Action to Aim.

Upgrades: Any Basic-class Las, Solid Projectile, Bolt, Primitive or Plasma weapon. A Rangefinder counts as a sight and a gun can only have one sight.

STABILISER HARNESS

This powered, articulated metal arm extends from a bulky and awkward harness, supporting a weapon's weight and spreading it across the wielder's body. The harness is difficult to move around in, and difficult to remove. Often used as a cheap alternative to the extremely rare suspensors, they allow warriors to wield heavy weaponry with some degree of mobility, and prevent them from being easily disarmed.

When using a weapon affixed to a stabiliser harness, the operator counts as having the Bulging Biceps talent, regardless of whether they meet the prerequisite, and cannot be disarmed. However, the operator also suffers a -10 penalty on all movement-related tests while the harness is worn.

Upgrades: Any Heavy weapon.

STARFLARE VENTS

These dangerous modifications alter the muzzles of plasma weapons, lessening the magnetic containment that allows coherent bolts of plasma to form. Instead, these weapons project short, intense jets of superheated, ionised gas, operating in a

KUSTOM JOBZ

Ork Mekboyz are nothing if not imaginative, capable of creating all manner of strange devices and bizarre modifications. An Ork with the Trade (Armourer) Skill may upgrade weapons by making a successful test. It is important to note that Ork weapons cannot be given human upgrades (see **ROGUE TRADER, Table 5-9: Weapon Upgrades**, page 133). At the GM's discretion human weapons may be given Ork upgrades. However, this represents the Orks salvaging human weapons and "orkifying" them. GMs would be best advised to re-stat any salvaged weapon to the most appropriate Ork weapon. (If a GM has *Into the Storm*, he can use the Ork Armoury to help with this).

BLASTA

The weapon no longer fires bullets, but rather blasts of incandescent energy that sear through armour. The weapon's Pen becomes 1d10, rolled for each hit the weapon inflicts, and the damage type becomes Energy, but it gains the Overheats Quality.

Upgrades: Any ranged weapon that deals Impact damage.

EKSTRA BARRULZ

An additional barrel or two allows the weapon to fire much faster, to the joy of its owner. The weapon gains the Storm quality and the Innacurate Quality. If it already has the Inaccurate Quality, it imposes a -5 penalty to all attack rolls made with the weapon.

Upgrades: Any ranged weapon capable of full-auto fire.

EKSTRA RIPPY

Chains of razor-sharp teeth line the weapon, attached to a smoke-belching motor. The weapon increases its damage by 1 and gains the Tearing Quality. If it already has the Tearing Quality, increase the damage by 3 instead. However, the weapon becomes Unwieldy. If it is already Unwieldy, it imposes a -5 penalty to all attack rolls made with the weapon.

Upgrades: Any melee weapon.

EKSTRA KABOOM

Explosive ammunition makes for bigger wounds on the enemy and louder noises when the gun fires. The weapon's damage type becomes Explosive and it gains the Tearing Quality.

Upgrades: Any ranged weapon.

MORE DAKKA

A clanking assortment of chains, gears and pistons increase the weapon's rate of fire, granting an additional degree of success on all Ballistic Skill Tests when the weapon is fired on semi-automatic or fully-automatic. However, the weapon uses twice the usual amount of ammunition when firing. (So a weapon with a Full Auto RoF of 6 would use 12 rounds of ammo, but could only score six hits.

Upgrades: Any ranged weapon capable of semi-automatic or fully-automatic fire.

SKATTA KANNON

Rather than conventional bullets, the weapon fires piles of jagged shrapnel that tear and lacerate. The weapon's range is halved, and the damage type becomes Rending. In addition, it gains the Scatter quality.

Upgrades: Any ranged weapon that deals Impact damage.

ZAPPY GUBBINZ

A strange contraption beyond the understanding of most Orks, this weapon is fitted with whirling, sparking protrusions that crackle with green lightning. These devices discharge as the wielder attacks, burning through armour and scorching flesh. A melee weapon with this upgrade gains the Power Field quality and increases its damage and Penetration by 2. A ranged weapon with this upgrade adds 1d10 to its damage value and changes its damage type to Energy, but gains the Overheats and Unstable Qualities.

Upgrades: Any weapon.

manner more akin to a flamer, albeit one capable of melting through most armour. Many Tech-Priests would refuse to even consider making such modifications to such hallowed weaponry, but a cadre of reclaimators and minor hereteks operating among ships plying the Cold Trade from the Egarian Dominion are more willing. They have even sold the schematics to other tech-wights willing to work on the far side of the law.

The weapon's range is reduced to one quarter of its normal

value, and its Rate of Fire is changed to S/-/- if it wasn't already. Its weapon clip is also halved, as the new modifications burn through ammunition at a much greater rate. However, the weapon gains the Flame quality. This upgrade is a permanent, and illegal, modification—the weapon cannot later be changed back to fire normally, and its use may attract unwelcome attention.

Upgrades: Any Plasma weapon.

WHISPER-BOLT DISCHARGER

As many Imperial Guardsmen are quick to attest, one of the greatest difficulties of using las-weapons is their visibility. Where projectile weapons can have their report dampened with relative ease, the distinctive luminescence and familiar crack of a lasgun are not so easily concealed. The mercenary Whisper-bolt weapons require a replacement for the emitters in the barrel, discharging las-blasts that are all but invisible and which create a far less noticeable sound.

Perception-based Tests to notice shots made from a las weapon with this upgrade suffer an additional –20 penalty, and can only be attempted at half the normal distance. However, the necessary changes mean that the discharges are less intense and less deadly, reducing the weapon's damage by 1.

Upgrades: Any Pistol- or Basic-class Las weapon.

UNUSUAL AMMUNITION

Many weapons are prized for their versatility, being usable with a wide variety of variant ammunition for a myriad of different purposes.

These are some additional types of unusual ammunition found in the Koronus Expanse and Calixis Sector. Each type of unusual ammo can only be used with the listed weapons.

BOLT SHELLS, MODIFIED

Decried by the Adeptus Mechanicus, numerous illicit munitionsmiths in the bowels of hive worlds and starships and the lawless fringes of the Imperium have long been adapting bolt ammunition so that it can be fired from shotguns. Unreliable, they are nonetheless popular due to the extra range and firepower.

Effect: A shotgun loaded with bolt ammunition deals 1d10+5 Explosive damage with a Pen of 4 and the Tearing quality. In addition, it increases the shotgun's range by +30 metres. However, the modified shells are unpredictable at best, and a shotgun loaded with bolt shells gains the Unreliable quality, or if normally Reliable, it loses that quality. The weapon also loses the Scatter Quality.

Used With: Shotguns (all types).

FLECHETTE SHELLS

Rather than the conventional payload of dense metal shot, these shotgun shells instead contain bundles of fin-stabilised

mono-edged darts. Far more aerodynamic than normal shot, these darts are more effective at longer ranges, and more capable of piercing light armour than conventional shotgun shells. Some examples of these shells contain toxin-impregnated darts, for additional lethality.

Effect: A shotgun loaded with flechette shells increases its range by 10%, and gains a Penetration of 2. Toxic flechette shells also gain the Toxic quality.

Used With: Shotguns (all types).

FYCELINE-TIPPED ROUNDS

Difficult to manufacture, these bullets contain a small quantity of Fyceline, an explosive commonly used by the Imperial Guard, and are designed to detonate upon impact with a target. On smaller weapons, the tiny quantities have only a minor effect, but on the largest weapons, the increased lethality is particularly noticeable.

Effect: The weapon's damage type is changed to Explosive, and the weapon gains a damage bonus determined by its Class. Pistol-class weapons gain no bonus, Basic-class weapons increase their damage by 1, and Heavy-class weapons increase their damage by 3.

Used With: Autoguns, autopistols, hand cannons, heavy stubbers, naval pistols, stub automatics and stub revolvers.

GAS ROUNDS

Replacing the conventional payload with a small capsule of compressed gas, these shells are designed to replicate the effects of larger gas grenades, allowing shotgun users to deploy debilitating or obscuring clouds of vapour at a distance without the need for a grenade launcher. The resultant clouds are smaller, as the shells can only contain a small quantity of gas.

Effect: Instead of dealing normal damage, the shell's effects are identical to those of Blind, Hallucinogen, Bloodfire, Choke, Stunner, Toxin or Scare grenades, though they only affect the target hit. Rules for Bloodfire, Choke, Stunner and Toxin grenades can be found in **INTO THE STORM**. Gas Rounds have the same Availability as the grenades whose effects they replicate.

Used With: Shotguns (all kinds).

MICRO-BLAST NEEDLES

An exceedingly rare creation, these tiny needles contain miniature explosive charges, which detonate a split second after they embed themselves in the target's flesh. Some assassins prefer the explosive impact of these needles to the toxic payload of conventional needles, particularly against more resilient targets that may not be as easily felled by envenomed darts.

Effect: When loaded with micro-blast needles, a Dartcaster, Needle Pistol, or Needle Rifle loses the Toxic quality, but increases its damage by 4, changes the damage type to Explosive, and gains the Tearing quality.

Used With: Dartcasters, Needle Pistols and Needle Rifles.

INCENDIARY ROUNDS

These rounds are tipped with tiny quantities of hot-burning material that ignites as they fly towards the target. The heat can cause serious burns on a target, igniting flammable materials.

TABLE 2-15: UNUSUAL AMMUNITION

Name	Availability
Bolt Shells	Rare
Flechette Shells	Rare
Flechette Shells (Toxic)	Very Rare
Fyceline-tipped Rounds	Very Rare
Gas Rounds	Special
Micro-blast Needles	Extremely Rare
Incendiary Rounds	Rare
Shrieker Ammunition	Unique
Solid Slugs	Common
Stun Shells	Scarce
Toxin-saturated Promethium	Rare

Effect: When loaded with incendiary rounds, the weapon's damage type changes to Energy.

Used With: Stub revolvers, stub automatics, hand cannons, autopistols, and autoguns.

SHRIEKER AMMUNITION

These barbed crystalline discs are hollow and filled with a virulent genetic toxin that turns a victim's biochemistry against itself explosively. The ammunition gets its name from the harrowing noise the discs produce as air is dragged into the poison reservoir to replace the toxin as it floods into the target's body. The toxin subverts the victim's genetics, defiling tissues and causing organs to fail spectacularly. The resultant damage often causes the victim to detonate, spraying tainted blood and viscera everywhere—something quite distressing for his allies.

Effect: The shot is considered to have the Toxic quality, with the following change: if the Toughness Test is failed, the weapon deals 3d10 Explosive damage. When using Shrieker Ammunition, all RoFs of the weapon (except single shot) are halved (so RoF $-/-/6$ would become $-/-/3$)

Used With: Shuriken Cannons.

SOLID SLUGS

Perhaps the most common alternate form of shotgun ammunition, a solid slug is literally just a solid lump of dense metal. While not quite as devastating at extremely close ranges, the slugs pack a considerable punch and are more effective at longer ranges than the normal cloud of shot.

Effect: Shotguns loaded with solid slugs lose the Scatter quality, and increase Damage by 1 and Pen by 2.

Used With: Shotguns (all kinds).

STUN SHELLS

Used by some enforcers, Arbitrators, bounty hunters and game hunters to subdue targets rather than kill them, these shells contain a small, single-use shock generator connected to a collection of sharp metal prongs. The shell discharges into an enemy struck, expending its entire charge in one go.

Effect: Shotguns loaded with stun shells lose the Scatter quality, but gain the Shocking quality.

Used With: Shotguns (all kinds).

TOXIN-SATURATED PROMETHIUM

Dangerous toxic chemicals are mixed with weapons-grade promethium, intended to burn off and produce noxious fumes when a weapon filled with such fuel fires. These fumes are often as deadly as the flames themselves. Flamers loaded with this fuel are frequently used to scour the lower decks of starships of the vermin that often come to infest them, but they are commonly turned against enemies by ruthless armsmen and pirates.

Effect: Flame weapons loaded with this fuel gain the Toxic quality.

Used With: All Flame weapons.

ARMOUR

"Faith shall ward the righteous from harm", the preachers say... I'd sooner trust my life to something more real."

—Arnau Caigin, known atheist agitator, executed for blasphemy in 814.M41

Criminals lead dangerous lives. The Imperium is entirely willing to employ lethal force when apprehending or punishing criminals, and the force that the Imperium—and other parties who object to a criminal's actions—can bring to bear is considerable indeed.

It is preferable, then, to engage in illicit acts with some sort of protection, whether the armoured skin of a voidsuit, a concealed layer of mesh woven into elaborate clothing, or something else entirely. It is a brave or foolish man who faces the wrath of the law unarmoured.

AUGMETIC ENGINE-PLATE

This armour is primarily used to protect against the hostile environments and physical hazards of a starship's enginarium, though more martially minded Tech-Priests serving aboard the Navy patrol vessels in the Koronus Expanse have been known to repurpose suits to serve in combat. While hardly designed for agility, engine-plate is extremely resilient, being composed of heavy ceramite-bonded plasteel plating over thick layers of vulcanised rubber and flak-weave.

Augmetic engine-plate is environmentally sealed and proof against vacuum, toxic or corrosive environments, underwater and most other atmospheric conditions, keeping the wearer alive through a large, reliable rebreather system that lasts for a little over eight hours before the air tanks require refilling. These suits also contain an internal micro-vox, mag-boots and a photo-visor.

The bulk and rigid construction of the suit is a hindrance to movement, imposing a -10 penalty to the wearer's Agility for all purposes, and a further -10 penalty on all tests reliant on fine manipulation using the gauntlets. However, the thick, heat-resistant layers of the suit means the wearer is immune to Flame weapons, counts as AP 10 against other Energy weapons, and gains a $+30$ to any tests made to resist adverse environmental conditions such as extreme heat or cold.

FOOTFALL-PATTERN VOIDSUIT

As with many other items dubbed 'Footfall-pattern', these voidsuits are not truly a singular design, but rather are each unique items created to broadly similar specifications, the product of various unsanctioned artificers and heretic manufactories on worlds, stations and vessels within the Koronus Expanse.

Unlike many such illicit creations, Footfall-pattern voidsuits are of remarkably high quality, the explorers and colonists of the Expanse being extremely familiar with the dangers of the void, and thus less-than-willing to risk themselves with creations of uncertain protective value. Less cumbersome than the widely-used Selenite-pattern, it provides somewhat less protection from hazards, but is more comfortable to wear for long periods of time, such that many voidmen wear the main body of the suit as

TABLE 2-16: ARMOUR

Name	Locations Covered	AP	Wt.	Availability
Augmetic Engine-Plate	All	7	20	Rare
Mesh-Weave Clothing	Arms, Body, Legs	3	1	Extremely Rare
Pressure Carapace	All	6	16	Very Rare
Voidsuit (Footfall)	All	2	10	Scarce
Xenos Chitin Armour	Body	5	3	Near-Unique

normal work overalls, adding the helm, gauntlets and boots only when they need to work in vacuum.

When fully sealed, the suit's rebreather tanks provide enough air for four hours, after which time they must be replaced, which can be done as a Full Action without compromising the suit's seals and without removing the suit. An integral micro-bead vox, mag-boots, lamp pack, and clip harness are also included in most common versions.

MESH-WEAVE CLOTHING

Favoured by the wealthy and paranoid, as well as any others who must keep up a particular appearance without leaving themselves completely vulnerable, mesh-woven clothing is extremely expensive and difficult to obtain. There are perhaps only a dozen individuals in the entire Calixis Sector, and maybe only two in the Koronus Expanse, whose skills allow them to craft clothing which is both protective and sophisticated. However, the armour is virtually undetectable by conventional methods, the mesh layers so perfectly concealed that they escape the notice of all but the most vigilant of observers.

The finest and most extravagant of mesh-woven clothes are believed to incorporate elements of mesh armour salvaged from the bodies of Eldar warriors, the armour being extraordinarily lightweight and almost as fine as silk, and thus easily added to fine clothing without looking particularly out of place. Such items, as well as being extremely expensive and difficult to acquire, are deemed heretical for their inclusion of xenos craftsmanship.

PRESSURE CARAPACE

Designed for the rigours of ship-to-ship combat, a pressure carapace is armour first and a voidsuit second. Constructed from lightweight ceramite plating over a thin, multilayered, sealed undersuit, pressure carapace is not really designed to protect from the hazards of the void long-term, instead serving more as an incidental safeguard against accidental exposure. Adeptus Arbites boarding parties, such as those serving as part of the Calixis Sector's Precinct Astra, tend to employ suits of pressure carapace during their raids upon illegal shipping, though they are far from the only organisation to use this type of armour.

Given their intended use, suits of pressure carapace are somewhat resistant to the normal tears and punctures that are a hazard in vacuum combat. Against any attack that would normally cause a suit puncture, roll 1d10—on a 6+, the suit's construction holds up and no puncture is caused.

Higher-quality versions of the armour contain an exotic fluid layer that swiftly welds shut any breaches in the suit. A Good or Best craftsmanship suit of pressure carapace cannot suffer from breaches or punctures.



XENOS CHITIN ARMOUR

Extremely rare and utterly blasphemous, this carefully-wrought armour is composed of pieces of the chitinous exoskeleton of Tyranid creatures. Given the scarcity of Tyranids within the Calixis Sector and Koronus Expanse, obtaining the materials is difficult, but the resilience of their carapace, and the chance to own something so rare and distinctive is often incentive enough for well-connected pirates and ne'er-do-wells. Recently, however, this jet-black or dark blue armour has shown up more often, reportedly smuggled from distant locations by several Rogue Traders with ties to the Imperial Navy. The Inquisition is quite eager to find these individuals, and learn the source of these sales.

Tyranid chitin is roughly as protective as flak or light carapace armour. Owning a suit of xenos chitin armour is considered to be a heresy, and consequently will attract unfavourable attention from the Inquisition, Adeptus Arbites, Ecclesiarchy and others besides. In the Calixis Sector, the Inquisition may take special, and likely fatal, interest in those who wear such armour.

ARMOUR UPGRADES

Illicit munitionsmiths within and beyond the Imperium produce all manner of customised and altered weaponry, creating unsanctioned devices of all kinds.

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. The number of upgrades armour can receive is up to the GM, however in general most pieces of Armour cannot be equipped with more than three upgrades.

ADVANCED MATERIALS

Plasteel, adamantium, armourplas, synth-leather and other sophisticated materials are used for all sorts of purposes within the Imperium, and are typically far more resilient than their archaic equivalents. Archaic styles of armour are seldom effective against advanced weapons, and rarely used in any case, but many of those who hail from primitive cultures favour the styles of wargear they are accustomed to. Wrought from plasteel and armourplas instead of bronze, iron and steel, a suit of chain or plate can be a quite effective defence, often the equal of more modern armours.

However, archaic armour created using modern materials is rare and expensive, often more so than most modern armour, making it an extravagant luxury rather than something practical.

Effect: Armour with this upgrade is no longer Primitive

Upgrades: Any Primitive armour.

CONCEALED WEAPON

Hidden within vambraces, pauldrons or other easily-accessible locations, a small back-up weapon is valuable for all manner of criminals, giving them a last-ditch tool to use against their enemies when all else has failed. Pirates, assassins, and bounty hunters in particular are renowned for their tendency to be festooned with weapons, overt and concealed alike, to serve them in almost any situation. Some examples of this upgrade are simply well concealed compartments hiding an otherwise normal weapon. Others are more ingenious still, working the mechanism into the structure of the armour, as retractable blades or cunningly hidden pistols linked to inconspicuous triggers.

Effect: Select a single compact pistol, any micro-weapon, or a melee weapon the size of a knife. The weapon is hidden within the construction of the armour, either secreted away within a compartment or built completely into the armour. Enemies attempting to locate the weapon suffer a -30 penalty on all tests to do so. The availability of this upgrade is one-step more difficult than the availability of the weapon being concealed, or Rare, whichever is worse.

Upgrades: Any suit of armour that covers all locations, any Carapace Armour, any Power Armour.

DEFLECTIVE CONSTRUCTION

The shape of this armour is oddly angular, not conforming to the natural shapes of the wearer. Whether made of hard plates wrought into unusual shapes, or semi-flexible material stretched over a customised framework, this armour deflects blades and blasts through the odd angles and curves of its design.

Effect: This upgrade grants a suit of armour 2 additional armour points against any attack with the Explosive or Rending damage types.

Upgrades: Any non-primitive armour.

IMPACT GEL CELLS

Durable cells of impact-dispersing gel are concealed within the structure of the armour, spreading the shock of impact more evenly, reducing its influence upon the armour's wearer. The cells are tough enough to remain intact amidst the pressures they are subjected to, preventing the gel from leaking out or being exposed to the atmosphere.

Effect: This upgrade grants a suit of armour 2 additional armour points against any attack with the Impact damage type.

Upgrades: Any non-primitive armour.

LATHE-WROUGHT

The astronomical and gravitational alignment of the Lathe worlds creates the conditions for the production of metal alloys of rare and singular properties. Lathe armour is strong and light, flexible enough to withstand the most powerful blows, and even resistant to intense heat or the crackling edge of a power weapon. The cost and rarity of such armour is beyond the means of most individuals, with maybe only half a dozen suits of Lathe-wrought armour constructed in a decade, each created under commission for a specific wearer.

Effect: A suit of Lathe-wrought armour weighs half the normal amount and increases the AP by 1, as each suit of Lathe-wrought armour is inherently of Best Craftsmanship. In addition, the Pen value of any attack made against a character wearing a suit of Lathe-wrought armour is halved, rounding up. The improved AP from this upgrade does not count for purposes of armour penalties to Silent Move and Concealment Tests.

Upgrades: Any Carapace or Power Armour.

LUMEN-HERALDRY

The surface of the armour is covered in shifting, dynamic patterns of luminescent colour, creating shapes and images that flow as the wearer moves and fights. Beloved by the ostentatious and those who seek to leave a strong impression, lumen-heraldry depicts animated murals of grand or terrifying imagery.

Effect: The imagery on the armour grants the wearer a +10 bonus to Intimidate and Command Tests, but also imposes a -30 penalty on Concealment Tests, as the luminous shapes make it difficult to hide. The heraldry contains a power source, which must be recharged after 5 days of use (if the armour already has a power source, it can be connected to that instead with no noticeable drawback).

Upgrades: Any armour.

NIGHTSHROUD LAYER

Crafted in a similar way to Night Cloaks (see page 140 in the **ROGUE TRADER** rulebook), this armour's surface absorbs almost all ambient light, while the undersuit contains almost all the wearer's body heat. When the armour is completely sealed, the user can disappear into the dark, hidden even from

TABLE 2-17: ARMOUR UPGRADES

Name	Wt.	Availability
Advanced Materials	+0	Very Rare
Concealed Weapon	+ Weight of Weapon	Special
Deflective Construction	+1	Scarce
Impact Gel Cells	+0.5	Rare
Lathe-wrought	X 1/2	Near-Unique
Lumen-heraldry	+0	Scarce
Nightshroud Layer	+2	Scarce
Power Assisted	+15	Very Rare
Reflec Coating	+0	Rare
Servo-manipulators	+1	Rare
Tool Mount	+0.1	Common

thermal imaging. Attempts have been made to combine this technology with power armour, but the immense amounts of heat the armour generates swiftly renders the suit impossible to wear if it cannot be released.

Effect: Armour with this upgrade grants the user a +30 bonus to Concealment Tests when in the dark, even when there is no applicable terrain. The heat contained within the armour means that it swiftly becomes unbearable to wear, forcing the wearer to pass a **Challenging (+0) Toughness Test** or suffer a level of fatigue for every hour of heavy exertion.

Upgrades: Any suit of armour that covers all locations, with the exception of Power Armour.

POWER ASSISTED

The armour's weight is carried by a complex array of supports and servos, which boost the wearer's strength and allow him to carry weightier loads. Similar to power armour to an extent, this upgrade is significantly less advanced, and normally added to a suit of armour for some utilitarian purpose, such as heightening the strength of labourers wearing engine-plate.

Effect: Armour with this upgrade adds +10 to the wearer's Strength characteristic, and the weight of the armour does not count for calculating the wearer's normal carrying limit. However, the armour requires a power supply, normally carried in a backpack. A standard civilian power supply lasts for 1d5 hours before it needs to be replaced or recharged.

Upgrades: Any non-primitive suit of armour that covers all locations, with the exception of Power Armour.

REFLEC COATING

Made immediately obvious by the silvery sheen of the coating, reflec is used to disrupt and disperse attacks from las-weaponry.

Effect: Armour with this upgrade increases its AP by 2 against all Las-weapons.

Upgrades: Any armour.

SERVO-MANIPULATORS

Many of the most cumbersome suits of armour are a hindrance to fine dexterity, the bulky gauntlets hindering the ability to perform precise tasks.

While this is seldom a concern for most

warriors, those who wear armour for reasons other than combat must often make a compromise between protection and dexterity, or make use of additional tools to compensate for the difficulties.

Such tools are commonly known as servo-manipulators, consisting of an array of probes, micro-claws, magno-clamps and tool connectors on omnidirectional articulated arms, operated by a control unit that tracks the user's eye movements and facial muscles, and responds to vox commands.

Effect: A set of servo-manipulators remove any penalty to fine manipulation caused by armour.

Upgrades: Any armour which imposes a penalty to agility tests or tests to fine manipulation.

TOOL MOUNT

Many voidmen and pirates make use of an array of tools, and to save space and give easier access, many of those tools end up mounted on voidsuits, engine-plate and other suits of armour. For convenience, the tools are normally mounted on retractable frames, allowing them to be locked forward when in use and pulled back when not needed.

Effect: A tool mount allows any small tool, or any compact or micro ranged weapon, to be fitted onto the outside of the armour. The tool or weapon must be acquired separately.

Upgrades: Any armour.

GEAR AND TOOLS

"There is no danger in this galaxy one cannot be adequately prepared for."

—Torchbearer Volin Trel, slain in 774.M41

Only the pettiest of crimes can be done with wits and bare hands...more complicated crimes require more preparation, tools, and accessories.

AETHERSCRYE GOGGLES

Using the forbidden artifice of Stryxis-tech adapted for human use, the lenses of aetherscrye goggles do not show the light of reality, but rather the hellish illumination of the warp, filtered by arcane devices within the housing of the lens so that this light does little harm to those who look upon it.

Aetherscrye goggles can be used to look upon the warp and see the souls within the observer's vicinity, allowing them to be targeted even when conventional means of location might otherwise fail. A character using aetherscrye goggles suffers no penalties for darkness, smoke or other mundane obstructions, and can perceive living creatures and warp entities through solid objects. In addition, a character can attempt Psyniscience Tests as if it was an untrained basic skill, or gains a +10 bonus to any Psyniscience Tests if they are trained in the skill. However, any character who rolls a double (33, 44, 55, etc) on any test made to spot someone through the lens gains an Insanity Point from the foul radiance of the Immaterium. If the wearer views a creature with the

TABLE 2-18: GEAR AND TOOLS

Name	Wt.	Availability
Aetherscrye Goggles	1	Near Unique
Beast Cage (Average)	50	Common
Beast Cage (Hulking)	100	Scarce
Beast Cage (Enormous)	200	Rare
Beast Cage (Massive)	400	Rare
Eldar Grav-platform	20	Unique
Elseways Charts	1	Extremely Rare
Occlusive Vault	15	Near-Unique
Prognosticator	150	Extremely Rare
Voidbait (Augur)	40	Rare
Voidbait (Warp)	75	Extremely Rare

Daemonic Trait, however, he sees some measure of their true, terrifying form, and automatically gains 1d10 Insanity and 1d5 Corruption Points (this penalty only applies the first time he sees a particular creature).

This item can only be obtained at Good Craftsmanship, as each must be hand-built and is a work of art.

BEAST CAGES

An invaluable tool for anyone who seeks to capture the great beasts and xenos monstrosities that exist on worlds across the Imperium, the most common cages are simple constructions of sturdy metal bars. More advanced versions tend to be fitted with potent shock generators or be reinforced with adamantium plating. The finest examples lack bars altogether, instead using stasis fields to contain dangerous creatures. These cages come in a variety of sizes, sufficient to contain many different creatures.

Poor Craftsmanship cages, while suffering no mechanical defects, may break open at inopportune times due to shoddy construction. Good Craftsmanship cages are fitted with shock generators and adamantium bars, while the Best Craftsmanship versions use stasis fields to contain the creatures, freezing them in time and making them invulnerable to harm until the field is deactivated.

ELDAR GRAV-PLATFORM

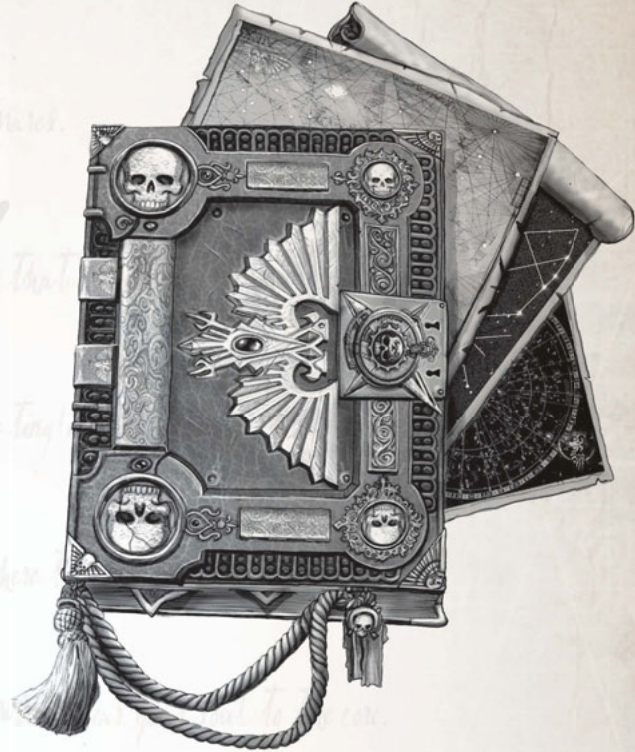
Commonly used by the Guardian forces of the mysterious Craftworld Eldar to carry heavy weaponry, grav-platforms seem to require no obvious power source in order to maintain their perpetual lift, and are quite capable of supporting considerable weights without suffering any particular detriment.

While most commonly fitted with Eldar heavy weapons, a few Rogue Traders have “obtained” them during interactions with this xenos race. Two of Calligos Winterscale’s more militant captains have made a point of retrofitting these devices to mount obviously superior human weaponry. In any case, a heavy weapon mounted on a grav-platform always counts as braced, even if the platform moves.

Eldar grav-platforms are directed from a simple and intuitive control box, allowing them to be moved around fairly swiftly—a grav-platform can move 6m as a single half action, taking no effort on the part of the operator. If an Eldar heavy weapon is mounted on the platform, it can also be operated from the control box, but the necessary customisation to

allow non-Eldar devices to work on the platform prevents this function in any other situation.

Eldar grav-platforms are average-sized targets with 15 AP. Any damage suffered by the grav-platform disables it, rendering it immobile. There are no mechanical benefits for different Craftsmanship levels in regard to this item. However, the better the Craftsmanship, the less it has been used and worn in the time since the grav-platform belonged to the Eldar.



ELSEWAYS CHARTS

Proscribed in the Koronus Expanse due to ancient compacts and treaties with the first Rogue Traders to open the Maw, elseways charts are folios full of ancient maps and warp-lore that allow a Navigator to plot a course without the aid of the Astronomicon, moving along hidden routes unknown to most. These dark and concealed routes are regarded with dread and foreboding by those who have heard of them, but a few are willing to brave such perilous paths in order to elude the authorities or reach some great prize more swiftly.

When navigating the warp, the Navigator may use a set of elseways charts. If he does this, he may skip the normal requirement to locate the Astronomicon, so long as he passes a **Difficult (–10) Forbidden Lore (Warp) Test**. Success on this test means that a hidden route has been successfully located, adding +15 to any Navigation (Warp) Tests for this voyage for every degree of success. Failure means that the Navigator must search for the Astronomicon as normal. However, if elseways charts are used, the dangers along the route are more difficult to perceive, making it riskier to travel along. Each of the rolls for warp encounters during the voyage suffers a –20 penalty.

Poor craftsmanship elseways charts require a **Hard (–20) Forbidden Lore (Warp) Test** to use. For good craftsmanship charts, this test becomes **Challenging (+0)**, while the test becomes **Ordinary (+10)** if the charts are best craftsmanship.

OCCLUSIVE VAULT

Used by certain Cold Traders to secretly transport small quantities of material, occlusive vaults are created from advanced and arcane technology and are extraordinarily rare. Normally taking the form of a large heavily-armoured chest, an occlusive vault conceals its true contents behind sophisticated holo-blinds and force barriers, projecting the appearance of false contents, controlled by a micro-cogitator. While not entirely flawless, the false imagery projected by an occlusive vault is good enough to deter most searches.

Any character searching for items concealed within an occlusive vault suffers a -40 penalty on the Search Test. Best Craftsmanship versions impose a -50 penalty, while Poor Craftsmanship versions only impose a -30 penalty.

PROGNOSTICATOR

The services of Navigators are not easily or cheaply secured, and many pirate vessels plying the warp beyond the Koronus Passage cannot obtain such rare and valuable individuals to guide their ships through the warp. While most warp-capable vessels are able to make short hops through the Immaterium, covering four or five light-years at a time along stable routes, some pirates and smugglers desire the means to travel farther and along the more dangerous routes to better elude those who hunt them. A prognosticator is a forbidden device using minor examples of blasphemous maletек to more accurately map and predict the tides and flows of the warp than conventional cogitators can, though not as precisely as a Navigator. Nobody knows for certain where they were created, although some suspect heretekѕ on Iniquity. Others whisper stories about a forgotten civilisation based on sorcery that exists within the heart of the Great Warp Storms of the Halo Margins, but few give this nonsense any credence.

A character using a prognosticator can attempt Psyniscience and Navigation (Warp) Tests untrained in regards to navigating the warp, and may attempt to do so as if a Navigator, but they must pass a **Challenging (+0) Willpower Test** or gain 1d5 Insanity Points from brief glimpses of the Immaterium. Characters who already possess those skills gain no additional benefit.

VOIDBAIT

A common tactic of pirates is the use of a lure to entrap prey, conveying the false appearance of something desirable or of interest to the prey. Voidbait is a collective term for these lures, a range of devices that project false signals discernible by unsuspecting vessels. Fraudulent distress hymns, augur readings and even astropathic messages—though the latter requires particularly exotic and blasphemous technology—are all common tricks, easily replicated using the right systems and a suitably cunning heretek.

A voidbait device can be set given an hour of work and a **Hard (-20) Tech-Use Test**, to send out a false signal of the Explorer's choosing. This can be detected by starship augur systems up to 5 VUs away. It takes a Scrutiny Test, with a -10 penalty for every degree of success on the Tech-Use Test, to determine that the signal is false.

More advanced versions (Good and Best Craftsmanship), crafted using blasphemous technology and scraps of the brains and blood of psykers, can send weak psychic signals, discernible by astropaths and Navigators from nearby star systems. The Tech-Use Test to craft the signal with these devices is **Arduous (-40)**, and takes 1d5+1 hours, and it can be detected using a Psyniscience Test up to ten light years away. The test to determine whether or not the signal is a fake remains the same.

DRUGS, POISONS AND CONSUMABLES

This covers a wide variety of consumable substances, from illicit narcotics and powerful combat stimulants to dangerous poisons. Such cargos are comparatively easy to smuggle, due to the high prices they can fetch for relatively small quantities.

Some of these drugs may not have beneficial properties, and are intended primarily as items for smugglers and other criminals to traffic in. Others may be useful when applied to one's enemies, perhaps secretly.

BARRAGE (DRUG)

A particularly nasty combat drug favoured by the mercenary slavers of the Korath Combine (although not so popular amongst their indentured soldiers), Barrage has extremely nasty side-effects. It bombards the user's metabolism with chemicals that enhance muscle strength, pain tolerance and sensory acuity, bolstering them considerably. However, the strain these chemicals place upon the body damages the same functions it enhances with each use.

A single dose of Barrage grants the user the Unnatural Perception (x2), Unnatural Strength (x2) and Unnatural Toughness (x2) talents for 1d5 rounds. However, each round the user is under the effects of the drug, the user permanently loses 1 point from each of Strength, Toughness and Perception.

BURNSCOUR RAIN (POISON)

Almost everything on the death world of Burnscour is inimical to non-native life, and even the water is highly caustic and filled with toxic spores, yet purity augurs and tox-wands struggle to locate these lethal impurities. Carefully stored and contained, it can be used as a debilitating and potent poison.

A creature exposed to Burnscour Rain must pass a **Difficult (-10) Toughness Test** or immediately suffer 1d5 Strength and Toughness damage (roll separately for each), and an additional 1d5 Strength and Toughness damage for every Degree of Failure on the test. However, so dangerous is this poison that it takes a **Difficult (-10) Chem-Use Test** to successfully apply it to a weapon, load it into a dispenser or otherwise handle a dose. Failure means that the character has been exposed to the poison and must test to resist its effects as noted above.

GEIST (DRUG)

A psycho-reactive compound derived from ghostfire pollen harvested on Iocanthos and combined with a pre-existing psycho-active drug known as Spook, Geist is known for its ability to boost the powers of psykers. Geist is extraordinarily dangerous when used on non-psykers, who lack the necessary

TABLE 2-19: DRUGS, POISONS, AND CONSUMIBLES

Name	Wt.	Availability
Barrage	—	Rare
Burnscour Rain	—	Very Rare
Geist	—	Very Rare
Glimmer	—	Rare
Haze	—	Rare
Silver Anathema	—	Near Unique
Spinebark Sap	—	Extremely Rare
Tox-Mister	0.1	Scarce

mental discipline to control the sudden surge in power. In psykers, the increase in power the drug induces can be unpredictable, but valuable. Such stimulants, often blended with tiny amounts of slaughter, and human blood, have been used by notorious witches and sorcerers in the Koronus Expanse, making the Calixian Ordos ever more eager to outlaw them.

In any character without a Psy Rating, use of Geist causes an immediate Psychic Phenomena result. In characters with a Psy Rating, a dose of Geist grants the character two additional points of Psy Rating for 1d5+1 minutes. However, the character may not use powers Fettered while under the influence of the drug, and adds +10 to all rolls on the Psychic Phenomena table, in addition to any other modifiers.

GLIMMER

A particularly unusual narcotic, Glimmer is a mildly toxic substance which seems to have no other discernible effects when injected, inhaled or ingested. However, when light is filtered through a small quantity of this orange-red fluid, it induces a state of extreme relaxation and apparent intoxication upon any who are exposed to the light. The chemical dries up after a few moments of exposure to bright light, but the resultant luminescence lingers for far longer.

Most users are known to share the drug, setting up mirrored rooms and loading glass filters filled with the fluid into the front of glow-lamps. The diffuse ruddy glow of these rooms leaves its occupants in a dreamlike state for around an hour after initial exposure.

Addicts often go a step further, applying the substance as eye-drops and taking in the filtered light directly, experiencing the effects far more swiftly and more strongly. Those who use in this way soon become blind, as the substance damages their eyes beyond repair.

Using Glimmer imposes a -1d10 penalty to Perception and Willpower for about an hour, and users must make a **Challenging (+0) Toughness Test** or become unconscious (fall asleep).

Nobody is entirely certain of where Glimmer comes from; it simply appeared on the black markets on several worlds about five years ago, proving to be particularly popular amongst the light-obsessed nobles of Scintilla. Rumours persist that vast lakes of the substance exist on a world deep in the Koronus Expanse, under the faint light of an old and dying star. Of similar concern is the fact that the drug seems to have no discernible effects on any creatures except humans.

HAZE (DRUG)

Though this drug is not as common as Obscura, Haze dealers nonetheless become extremely prosperous within the Calixis Sector's many hive worlds, and other locations where crime is rife. Normally inhaled or ingested, Haze can produce an addictive delirium that lasts for hours.

A single dose of Haze causes 1d5 Intelligence, Perception and Willpower damage, rolled separately for each. After regaining all the lost characteristic points, the character becomes irritable and sensitive to bright lights and loud noises for 1d5 hours.

SILVER ANATHEMA (POISON)

A rare example of a machine-poison, Silver Anathema's discovery quickly resulted in it being banned by the Mechanicus leaders of every Forge world in the Calixis Sector. The method by which it functions is a secret known only to very few within the Cult of the Machine, but what can be determined from rumour and hearsay is that it somehow reacts with the victim's body, leaving metallic thorns protruding from their body where it has done its deadly work.

A creature exposed to silver anathema must pass a **Hard (-20) Toughness Test** or suffer 3d10 wounds, with no reduction for Toughness Bonus or Armour, as the poison reacts and tears through the creature's tissues with sharp metallic growths.

SPINEBARK SAP (POISON)

Another deadly substance from Burnscour, the sap of the Spinebark tree is an extremely potent neurotoxin. The Spinebark tree, from which this sap exudes, proceeds to grow over and consume the paralysed, still-living victim.

A contact poison, Spinebark Sap must be handled extremely carefully: it takes a **Difficult (-10) Chem-Use Test** to successfully apply it to a weapon, load it into a dispenser or otherwise handle a dose of Spinebark Sap. Failure means that the character has been exposed to the poison and must test to resist its effects. A creature exposed to Spinebark Sap must pass a **Hard (-20) Toughness Test** or suffer 1d10 Strength damage, plus an additional 1d10 Strength damage for every degree of failure.

TOX-MISTER

A tiny device that vaguely resembles a hypo-spray unit, tox-misters convert liquid poisons into sprays of mist that quickly disperse and evaporate, making them effective tools for delivering a poison swiftly at close range and leaving little evidence behind. The small size and portability of the device makes it a valuable tool for assassins, and a useful last-ditch weapon for pirates and other ruthless criminals.

A tox-mister contains a tiny replaceable reservoir that can be filled with any liquid; these reservoirs are sealed and easily interchangeable, allowing a would-be poisoner to switch quickly between payloads. A tox-mister can only deliver a poison up to a metre away, creating a tiny cloud of droplets that hang in the air momentarily. A tox-mister can be used to administer poisons even in close combat, requiring a Weapon Skill Test as normal for any attack performed at such a short range, though the spray from a tox-mister cannot be parried, only dodged. A creature caught within the spray must then test to resist the poison used.

CYBERNETICS AND IMPLANTS

"The weaknesses of flesh are to be despised. Disease and age and injury all afflict the reviled tissues that make up the supposedly 'pure' human form, while steel and plastic and silicon endure. The flesh-mind is plagued by doubt and confusion and cluttered with needless trivialities, instincts and emotions, while the machine-mind knows only the purity of absolute logic. Which, then, is to be aspired to? Flesh is fit only to be used and discarded, only the machine is eternal."

—The Heretek-Magos Umbra Malygris 'the Damned'

Bionic and augmetic devices are used in all walks of life within and beyond the Imperium, and criminals are no exception to this. A variety of implanted tools are found as frequently amongst those on the wrong side of the law as those in the right, and a selection of these are covered in this section.

ÆTHERIC WAVE-SPARS

Grafted to the spine and affixed by thick cables to heavy metal vambraces, these metre-long poles are designed to conduct psychic energy, allowing a psyker to channel more greedily and aggressively, bleeding away some of the excess power. Implants of this sort have been extensively tested by the Calixian Adeptus Astra Telepathica, but it has been found that the power and utility they provide is dangerously unstable, and they are now banned by the decree of none other than Lord Inquisitor Caiden.

When a character with this implant Pushes a psychic power, he may add a +1 bonus to his total Psy Rating. Poor ætheric wave-spars also add a further +10 to all rolls on the Psychic Phenomena table. Good-craftsmanship ætheric wave-spars instead reduce all rolls on the Psychic Phenomena table by –10, calculated after all other modifiers.

THIEF'S LIGHT

A simple skinplant, a thief's light is a simple luminescent panel housed in the palm of the hand, almost invisible until activated. When switched on, usually through squeezing the hand shut for a few moments, the panel glows with a soft light, enough to illuminate objects within a few centimetres clearly enough to perform intricate tasks without producing

TABLE 2–20: CYBERNETICS AND IMPLANTS

Name	Availability
Ætheric Wave-spars	Very Rare
Thief's Light	Scarce
Servo-limb	Scarce
Weapon Bracing	Rare
Interkeratic Implants	Scarce
Twitch-mask	Very Rare

large amounts of light which would give the user's presence away. The light is powered by the user's own body heat, and the design is extremely simple and reliable.

SERVO-LIMBS

Crude bionic limbs fitted with heavy industrial tools are common in the depths of hive cities, forced upon heavy bond-labourers and other unfortunates for whom normal tools are insufficient. These tools are often repurposed into crude weapons and used in brutal pit-fights.

A servo-limb is a bionic arm with no hand, and consequently cannot be used for fine manipulation or any task that requires holding an object with that hand (or, for that matter, both hands). The heavy tool—most commonly a buzz-saw, pneumo-hammer, rock-drill, a set of mono-shears, a chainsaw or other dangerous object—is in all cases a melee weapon dealing 1d10+4 damage (damage type is Rending or Impact, as appropriate for the tool, chosen at the time of implantation), with a Pen of 2 and the Tearing and Unbalanced Qualities.

WEAPON BRACING

An articulated, powered network of cables, hydraulic support struts and locking mechanisms are built up the recipient's arm, beneath the skin and connecting between both muscle and bone all the way up to the shoulder and upper back. All the way along, but concentrated mostly on the forearms and hands, are magnetic clamps that push up beneath or even through the skin, and can affix to specially-altered weapons. The reinforcement spreads the weight of the gun along the arm and absorbs the shock of firing. The system requires no external power source—it runs off of the heat generated by the recipient's own body—and can accommodate almost any rifle-sized weapon, though ones rebuilt to better fit the



bracing (clamping the weapon to the forearm, and relocating the gun's grip and trigger farther forward) can take better advantage of the structure.

A character fitted with weapon bracing can spend a full action connecting a pistol or basic weapon to the external mounts. An affixed weapon can be used in one hand without any penalty that might normally apply, and gains a +20 bonus on all Weapon Skill Tests to resist being disarmed.

INTERKERATIC IMPLANTS

These implants consist of additional layers built into the cornea of the recipient, whether gene-altered organic matter just beneath the surface, or advanced photo-augur technology implanted over the surface of the eye. Regardless of the source, the implant enhances the vision of the recipient, allowing him to see in ways he would otherwise be unable to. Small and simple to implant, interkeratic implants tend not to be as obvious in appearance as true bionic eyes, and thus tend to be favoured by those who would prefer not to have their appearance marred by obvious augmetics.

Characters with interkeratic implants gain the Dark Sight Trait and are immune to the effects of photon flash grenades.

TWITCH-MASK

A complex network of micro-servos and subskin synth-flesh dispensers, twitch-masks allow the user to adjust his facial features at will, altering shape and texture in a matter of moments. Rare and difficult to implant, they are nonetheless favoured by confidence tricksters and any others for whom being recognised is a liability.

A character with a twitch-mask gains a +10 bonus on all Disguise Tests. Poor craftsmanship versions are painful and slow to use, causing a level of fatigue every time the character changes his appearance. Good quality versions incorporate pigment glands and vox-manipulators, allowing for more thorough changes, instead granting a +20 bonus on all Disguise Tests.

SHIP UPGRADES

"That, sir? Just a hold full of grox manure, 10,000 tonnes worth. Nothing to see in there."

—Sorbax the Sly, Master of the *Venture*

These starship Components complement the listings from Rogue Trader pages 199–208. These Components are appropriate for starship construction as normal for use by either NPCs or Explorers.

ESSENTIAL COMPONENTS

Every Imperial starship requires one of each essential Component. These are examples of a few less common variants that have functional changes from the designs seen more often.

PLASMA DRIVES

Plasma drives provide power to the ship and propulsion to travel in the void and the Immaterium.

Segrazian "Viperdrive" Pirate Engine

A blatant copy of the Mezoan theta-7 drive, created by the lawless tech-guilds of Segrazia in the Skardian Reaches near the on the outer reaches of the Calixis Sector, this design trades on the reputation of the fast Viper class scout sloop. The engine is popular with reavers who value pure speed for extended stern chases and the evasion of naval patrols. Certain Rogue Traders have also (perhaps unwisely) fitted these temperamental drives to their frigates.

Oversized Engines: Increase the Ship's speed by +2 and Manoeuvrability by +5

Fragile Engines: Any hits to the finely-balanced plasma drives are likely to incapacitate the entire ship. If an Engines Crippled result is rolled on the Critical Hits table (page 222, Rogue Trader) always treat the engines as wrecked, as if an 8-10 had subsequently been rolled.

WARP ENGINES

Warp drives grant a vessel the power to enter warp space. Without them, a vessel cannot hope to complete an interstellar trip within the crew's lifetime.

Albanov 1 Warp Engine

For some vessels, a safe journey is far more important than a timely one. The risks of warp travel are astronomical, and anything that can offset those risks can be of tremendous value because Ships and their cargo are phenomenally expensive assets. Conversely, just supplying a ship is a costly undertaking. The longer the journey, the greater the profit margin must be in order to offset the costs in maintenance, supplies, and crew.

Ride the Shallows: Double the base travel time for a journey through the Immaterium. It may be further modified by the results of the Navigation (Warp) Test.

Steady as She Goes: Add a +20 bonus, cumulative with any applicable bonus for Assessing Warp Conditions, to any tests made on Table 7-4: Warp Travel Encounters (see Rogue Trader page 186).

Quiet Entrance: When leaving the warp, the vessel has ample time to accurately position itself. Any tests the Navigator makes to fix the exit point gain a +10 bonus.

Klenova Class M Warp Engine

This variant on the warp engine was designed for vessels following well established routes through the Immaterium between relatively nearby systems, and for three centuries the Kormisoshi Shipyards installed a small number of the engines in select starships. The design intent was for these ships to travel without a Navigator. The Navis Nobilitate has lodged many formal complaints against the use of these designs, but due to their limitations, and the speed of Imperial bureaucracy, they remain in (very rare) use. Adopting one of these warp engines is sure to bring the wrath of the Navis Nobilitate upon a Rogue Trader.

These vessels can only ride the currents of the warp to follow a calculated jump (see the **ROGUE TRADER** Core Rulebook page 183). Multiple redundant cogitation systems aid in finding

TABLE 2-21: ESSENTIAL COMPONENTS

Essential Components	Appropriate Hull Types	Power	Space	SP
Plasma Drives				
Segrazian "Viperdrive" Pirate Engine	Raider, Frigate	45 generated	16	+2
Warp Engines				
Albanov 1 Warp Engine	Transports, Raiders, Frigates	10	11	+1
Klenova class M Warp Engine	Transports, Raiders, Frigates	10	10	—
Geller Fields				
Mezoa Geller Void Integrant	Transports, Raiders	0	0	—
Ship's Bridge				
Smuggler's Bridge	Transports	1	1	—
Life Sustainers				
Euphoric Life Sustainer	Transports, Raiders, Frigates	4	2	+1
Euphoric Life Sustainer	Light Cruisers, Cruisers	5	3	+1
Crew Quarters				
Slave Quarters	Transports, Raiders, Frigates	1	1	—
Slave Quarters	Light Cruisers, Cruisers	1	2	—
Augur Arrays				
W-240 Passive Detection Arrays	All Ships	3	0	+1

safe passage. However, the systems required for a Navigator to interface with the Warp Engine are not present.

Mysteries of the Warp: No warp assessment is possible, so the dangers of the Immaterium are increased. When using this system, the vessel must make a daily test on Table 7-4: Warp Travel Encounters (see Rogue Trader page 185).

Static System: The Klenova Warp Engine is not compatible with a Navigator's Powers or any Components or other systems that modify warp travel.

GELLER FIELDS

The Geller Field provides a vessel with its only barrier from the dangers of the Warp.

Mezoa Geller Void Integrant

In an effort to decrease the number of devices that needed regular maintenance and repair, the adepts of the Mezoa forge world deduced a mechanism to combine the Geller Field with the void shield system. The results of the modification remain controversial. Several of the vessels initially used for testing purposes have not successfully completed their tests. Nonetheless, the system has been implemented on a number of vessels used for shorter range transits.

Poorly Tuned: Because the system serves double duty, it is less effective as a Geller Field. The vessel suffers a +5 penalty to all rolls on the Warp Travel Encounters Table.

Dependent Systems: If the vessel's void shield is damaged by a Critical Hit, the Geller Field is damaged as well.

SHIP'S BRIDGE

The vessel's commander and officers issue their commands to keep the vessel active from this Component.

Smuggler's Bridge

This bridge is designed to appear like that of any normal, lubberly handled commerce

vessel's, while at the same time containing advanced sensors, hidden compartments and complex cryptographic realspace communication voxers designed to converse with a multitude of disreputable crime syndicates and other nefarious organisations.

Shady Business: When working towards a Criminal objective, the Explorers earn an additional 50 Achievement points towards completing that objective.

LIFE SUSTAINERS

Life sustainers provide the ship with breathable atmosphere and recycle the crew's wastewater.

Euphoric Life Sustainer

The Euphoric is designed to keep the crew content and the ship functional in even the direst of circumstances. By adding a steady stream of intoxicating chemicals into the vessel's air and water, the ship's officers can avoid the threat of mutiny



and might even resist boarding efforts. The biggest risk may be that the crew is so tranquil that tasks might not be accomplished properly. These intoxicating chemicals may be activated or deactivated at will.

Soothing Balm: While the euphoric functions are activated, increase Morale by 10, but the ship's Crew Rating drops by one level (e.g. 30 to 20).

Withdrawal: If the euphoric functions are deactivated, the crew requires a day to sober up. Until this time has passed, decrease Morale by 10.

Lay Down and Rest: If a vessel running the euphoric functions is the victim of a Hit and Run action, the attacker suffers a -10 penalty to his Command Test, unless the boarders are equipped with air filtration systems.

CREW QUARTERS

Every crewman needs basic living space.

Slave Quarters

For some vessels, there are far more valuable resources than the crew. For some officers, it is more important their quarters be extravagant than that the crew's be liveable. For either philosophy, these squalid and treacherous facilities provide almost enough space for the crew to sleep when they are not on duty.

Dangerously Cramped: A vessel using these quarters decreases Morale permanently by 5.

AUGUR ARRAYS

These detection systems enable the vessel to be aware of the void that encompasses it.

W-240 Passive Detection Arrays

This network of arrays is dependent upon a series of carefully placed and finely tuned receiving antennae and sensors distributed the entire length of the vessel. The increased variety of sensors enables the system to depend upon ambient signals to resolve data rather than broadcasting its own scanning signals.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

No Broadcasting: When on silent running (Rogue Trader, page 218) this vessel may perform any Detection actions without penalty.

SUPPLEMENTAL COMPONENTS

These Components are not required for a vessel to function, but may be necessary for it to perform a specific duty. For information on selecting these, see Rogue Trader page 202.

MACROBATTERIES

Row upon row of these massive artillery pieces fire simultaneously to overwhelm a target's defences.

Grapple Cannon

Said to have originally been used by the infamous pirate Vorak the Bloody (but quickly adopted by any number

of Rogues plying the voidlanes in the Calixis Sector and Koronus Expanse) Grapple Cannons are highly-modified macrocannons that fire magnetised harpoons and hooks attached to foot-thick chain-cables to drag the vessel closer in order to effect a boarding action. The strains placed upon the chain-cables are so great that only the smallest vessels can effectively use these devices, but nevertheless the sight of hundreds of void-armoured pirates rappelling down a chain-cable in order to cut their way into the hull of a helpless, tethered transport is enough to chill the blood of even the hardest spacefarer. These weapons are rare, but as they allow attackers to effect a boarding action in relative safety, they are occasionally used by large pirate squadrons, who can afford to forgo the firepower of one of their ships in order to rapidly subdue a crew and gain a precious starship and its cargo.

Harpoon Cannons: Although these weapons take up a Weapon Capacity Slot, they do not deal damage and do not have regular weapon profiles.

Chained together: When effecting a boarding action, a ship equipped with Grapple Cannon may make a **Difficult (-10) Ballistic Skill Test** rather than a **Hard (-20) Pilot (Spacecraft)+Manoeuvrability** test to begin the action. Furthermore, as the ships are effectively tied together, the victim must make an **Arduous (-40) Pilot (Spacecraft)+Manoeuvrability Test** in order to escape rather than the normal **Hard (-20)** test. The ship equipped with Grapple cannon may elect to simply cut its cables and escape at any time from a boarding action.

CARGO AND PASSENGER COMPARTMENTS

These Components are designed to adapt a vessel for transportation purposes.

Evacuation Bay

When smuggling goods, it can be essential to be able to get rid of those goods in a hurry. Sometimes, there's an unexpected Imperial entanglement. Other times, that entanglement is something even less savoury. In any case, there are times where it is far wiser to have an empty cargo bay than one filled with expensive, but inconvenient, goods. This bay is ready for those times.

Stowed and Secured: When working towards a Trade objective, the players earn an additional 75 Achievement Points towards completing that objective.

Quick Exit: As a free action, a member of the bridge crew may open the cargo hatches to forcibly eject all of the cargo into the void and initiate an immediate cleansing of the hold.

AUGMENTS AND ENHANCEMENTS

These Components modify a vessel's existing functions.

Variable Figurehead

Imperial ships are often partly identified by the figurehead mounted on their bows. In an effort to obfuscate a vessel's identity, this Component

TABLE 2-22: SUPPLEMENTAL COMPONENTS

Supplemental Components	Appropriate Hull Types	Power	Space	SP
Macrobatteries				
Grapple Cannon	Raiders	2	2	1
Cargo and Passenger Compartments				
Evacuation Bay †	Raiders, Frigates, Light Cruisers, Cruisers	2	4	1
Augments and Enhancements				
Variable Figurehead †	All Ships	1	0	2
Additional Facilities				
Auto Temple †	All Ships	1	1	—
Laboratorium†	All Ships	2	1	3
Pharmacia †	All Ships	1	2	2
Sensorium †	All Ships	1	1	2

†This Component may not be selected more than once per vessel.

is capable of reconfiguration to assume a different form. When installed, the Variable Figurehead has up to five different design patterns, which are commonly all variations on an Imperial Eagle. Modifying these patterns or creating additional ones requires an extensive refitting, as the process of reconfiguring its form is purely mechanical.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

ADDITIONAL FACILITIES

A sweeping range of Components that grant new functions to a vessel. These Components may only be selected once per vessel.

Auto Temple

The Auto Temple is a fully staffed temple of the Imperial Creed mounted within the vessel. In addition to tending to the needs of the crew, the Auto Temple may be dropped to a planet's surface from orbit. This enables the staunch missionaries to directly tend to the needs of the unwashed heathens with the full resources of an Imperial Church. When a vessel needs to leave orbit, the Auto Temple may be disassembled and returned to the craft by a work crew and lifters. This process takes two to three days.

Tend the Flock: The constant support of the Temple's Priests increases Morale by 2.

Convert the Heretic: When working towards a Creed objective, the players earn an additional 150 Achievement Points towards completing that objective.

Laboratorium

Ancient cogitators, arrays of auspex systems, and volume upon volume of documentation supply an Adept with the tools and information necessary to capably analyse a recovered technological artefact. These tools also work for those not of the Mechanicum who are bold enough to use them. Such use would be heretical, but might enable a novice to puzzle out a device without catastrophic effects.

Research Facility: This Component grants a +20 bonus to all tests to identify, analyse, and repair artefacts of ancient or xenos origin, or

to any tests to craft single items (such as a single weapon or piece of armour). This could include Scholastic Lore, Forbidden Lore, Tech-Use, and Trade Tests (as well as others at the GM's discretion).

Pharmacia

If provided with raw organic materials, this Component can synthesize any drug for which it has a known pattern. Drugs manufactured in this plant may be intended for medicinal or recreational purposes. The Component is capable of synthesizing enough of any substance to provide an adequate dosage for the vessel's crew each day.

Pattern Replication: The Explorers may use this Component to synthesise drugs (what drugs they may synthesize is at the GM's discretion), requiring a Scholastic Lore (Chymistry) Test with a difficulty equal to the compound's Availability.

Drug Supply: This Component provides an additional 50 Achievement Points for Criminal or Trade Endeavours where providing medical support or recreational pharmaceuticals could assist in negotiations.

Sensorium

A Sensorium provides a pleasant refuge for any crew members that can partake of its services. Within its chambers, the voidfarers may select from a broad array of pleasures or a combination to satisfy their wildest desires. The presence of this Component on a vessel is often viewed by official Imperial Bureaucracies as a sign of moral failing, which may lead to legal difficulties.

Appease the Masses: Increase Morale permanently by 2.

Extremely Persuasive: The Explorers receive +10 to all Charm and Commerce tests conducted on the vessel if the subjects use the Sensorium.

ARCHEOTECH

These Components come from long gone ages of man. Their technology may be inscrutable.

TABLE 2-23: ARCHEOTECH COMPONENTS

Supplemental Components	Appropriate Hull Types	Power	Space	SP
Emergency Energy Reserves†	Transports, Raiders, Frigates	2	1	2
Emergency Energy Reserves†	Light Cruisers, Cruisers	3	2	2
Graviton Flare	Raiders, Frigates	2	0	3
Suspension Chambers	Transports, Raiders, Frigates	2	1	2
Suspension Chambers	Light Cruisers, Cruisers	3	2	3
Witch Augur†	All Ships	1	0	2

†This Component may not be selected more than once per vessel.

Emergency Energy Reserves

The vessel is equipped with an extended energy storage system, enabling it to function for an extended period of time, even when critically damaged. The craftsmanship required to construct these systems has been lost. Those few which remain are reserved for those vessels which have garnered the favour of the Adeptus Mechanicus.

Blessing of the Omnissiah: When Crippled, the Captain may choose to have either his Weapon Components or his Speed unaffected by the usual penalties for crippled ships.

Volatile: If the Emergency Energy Reserves are damaged, the Component has a 25% chance of exploding. In this event, the Component is destroyed, the ship takes 1d5 damage to Hull Integrity, and a Component of the GM's choice is set on fire.

Graviton Flare

Popular amongst some of the better equipped tramp trader vessels in Winterscale's Realm, this Component collects ambient gravitons, which may be later launched into the void around the vessel. When so ejected, the resulting gravimetric field disturbance plays havoc with all augur arrays in the region. These fluctuations can be used to grant a vessel the advantage of a surprise attack or a stealthy escape.

Convenient Flux: When triggered, all vessels in the star system suffer a -30 to their Detection for 2 Strategic Rounds.

Extended Recovery: The Graviton Flare requires twenty-four hours to recharge between uses.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Null Bay

These forbidding chambers are lined with rare and exotic psychically neutral materials. The gleaming black walls of the cells in these holds are capable of containing all but the most powerful psykers in relative safety, though Rogue Traders should ask themselves why they would want a hold full of psykers in the first place. Certain organisations have uses for unsanctioned psykers, but the Ordo Hereticus takes an aggressive interest in those who dabble in such a trade. The unscrupulous Rogue Trader Horak Ilganus was drawn, quartered, then placed in stasis at the moment of his death (so he may live forever in agony) by a cabal of Inquisitors on Fenksworld after he purchased just one of these bays.

Witch hold: This hold allows transport of up to 100

psykers in solitary containment cells. When secured in a cell, all Focus Power Tests made to activate psychic abilities (or any other tests involving warp powers such as a test to use a Navigator's warp eye) suffer a -60 penalty. When working towards an appropriate Criminal Objective, the players earn an additional 50 Achievement Points towards completing that objective.

The Keening: Whenever this bay is in use, decrease Morale by 3 as a result of the psychic residue of misery from its prisoners.

Suspension Chambers

Hated by crewmembers and medicae alike, these induced sleep chambers allow a vessel to place a substantial portion of its crew into suspended animation. This can be used to stretch out the ship's stores for an extended time. There are, however, countless tales of voidfarers trapped in these chambers for centuries after some tragedy befell their vessels. Unlike the cryo-stasis tubes of the so-called "cold quarters," induced sleep chambers take much longer to activate and deactivate, and are designed to be used with large masses of crew at a time. Therefore, they are not useful for replenishing small instances of crew loss.

Slumbering Crew: When active, the vessel's Crew Population is decreased by 50 and its Morale is decreased by 5. When the device is deactivated, Crew Population recovers the full 50 points, but Morale does not recover. It takes a full day's work to awaken all the crew.

Stretch the Rations: When in use, a ship may double the time it may remain in the void without suffering Crew Population or Morale Loss.

Witch Augur

An accessory Component to the vessel's augur array, the Witch Augur grants the vessel the capacity to sense objects in the warp nearby. Though its range is limited, the device can offer an enormous strategic advantage.

Plumb the Immaterium: A Navigator may use this device to make a **Challenging (+0) Awareness Test**. If successful, the Navigator can identify nearby vessels (or other large objects) and estimate when and where they are likely to transition out of the warp. For every degree of success, the Navigator can sense objects within a range of about one hour's travel.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

XENOS-TECH

These components are the inscrutable technology of the foul xenos races, repurposed to be used by human ships.

Chameleon Hull

When returning to a system where a vessel is known, it may be advantageous—or essential—for the vessel to be harder to identify. This Component, one of a host of dubious modifications that can be purchased from disreputable stations such as Footfall, the Breaking Yards, and 41 Pry, can aid with that issue. It's said this technology may have originated from the looting of an Eldar vessel wrecked while attempting to capture slaves over the Koronus colony world of Harvestlost.

A **Difficult (–10) Tech-Use Test** causes the vessel's hull to change colours. Additionally, the hull may be programmed to include markings with its change. This enables the vessel to also change any registry markings, names, or distinctive patterns at the same time. Programming an additional pattern into the Component is a **Hard (–10) Tech-Use Test**.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Dark Cannon

These weapons fire off a mass of highly energized particles that create a dense fog in the void around the target vessel. It is unclear from where these particles are obtained—the weapon requires no ammunition, just a source of power—or what long term effects they might have. These clouds of fog disperse quickly as the target moves through the void. Although some Inquisitors have made a life's work out of finding what alien race created these weapons, their creators or how their technology works remains unknown.

Obscured Sites: If a vessel is struck by a Dark Cannon, all weapons fired from the vessel suffer a –15 penalty to Ballistic Skill Tests during the following Strategic Round.

Energy Drain Matrix

This Component launches a shell that expands out into a webbing of bio-organic materials. These materials are drawn to the target's engines, where they congeal into a mass that absorbs energy away from the vessel. Once the mass has reached its capacity, the webbing flakes away and falls off into the void. How the weapon creates the bio-organic substance in the first place remains known, as does the identity of its creators. Any attempts to open the weapons for inspection results in a catastrophic detonation easily big enough to destroy the ship they are on.

Power Siphon: If a vessel is struck by an Energy Drain Matrix attack, and the attack is not stopped by Void shields, the vessel's Speed or Manoeuvrability (target's choice) is reduced by 1 Speed or 5 Manoeuvrability per successful attack. This reduction remains in effect for 2 Strategic Rounds, after which the web becomes brittle and flakes off the target vessel.

Non-Lethal Weapon: This Component cannot cause Critical Hits or reduce Hull Integrity.

Grav Repulsors

While many of the Adeptus Mechanicus still argue over which xenos species created these uniformly black octahedral structures, many a crew has harvested them from rogue worlds far from any star in the Koronus Expanse and made them an essential part of their ship's defences. Once attached to a hull and supplied with power, they generate repelling gravity waves strong enough to stave off collisions with asteroids or other objects in space.

Protection from the Elements: While activated, Grav Repulsors push away anything coming close to the hull. They have little effect against fast-moving objects like macrobattery shells, but against asteroids, torpedoes, and ramming ships they can lessen a blow. When installed, the Explorers choose to allocate 1 to 3 Power to this Component. Whenever the vessel would take damage from asteroids or space debris, torpedoes, bomber attacks, or being rammed, reduce the damage suffered by 1 point for every point of Power allocated. (With torpedoes, this applies to each torpedo individually. With all other damage sources, this applies to the combined damage source).

External: This Component does not require hull space. Although it is external, it can only be destroyed or Damaged with a Critical Hit.

Mimic Engine

This Component replaces the vessel's plasma drive with an artefact of deceitful xenos craftsmanship. By modifying its resonant harmonics, the vessel changes the signals output by its engines to resemble those of another Imperial or xenos craft. An unnatural seeming node of bone-like structure is mounted on the ship's bridge, which connects directly to the Mimic Engine. Though such a device is a clear sign of heresy, the deception is of immense value to vessels that must travel through xenos-infested systems.

Cloak of Deception: By concentrating on memories of vessels previously encountered, the ship's Navigator may make a **Hard (+10) Perception Test** to modify the pattern of mimicry as a free action. To all sensors, the vessel will appear as the type chosen. The cloak is immediately pierced once visual contact has been made.

Recovery Chambers

These foul smelling and slime-filled Components must be transferred intact from the hulks on which they are found. They are typically found on several different designs of alien derelicts, which have been spotted in the Expanse, the Calixis Sector, and, it is rumoured, in far-off locales as well. Little is understood of their technology, beyond the necessary connections for power and ventilation. Any Inquisitorial vessel would be greatly interested in studying these chambers.

For reasons that remain unclear, Recovery Chambers are apparently capable of healing virtually any known sapient life forms from virtually any injury. The injured person is simply deposited into one of the many ooze-filled openings within the Component. Then, the opening seals over, and the healing process begins.

TABLE 2-24: XENOS-TECH COMPONENTS

Xenos-tech Components	Appropriate Hull Types	Power	Space	SP
Chameleon Hull †	All Ships	1	0	2
Dark Cannon	All Ships	3	2	3
Energy Drain Matrix	All Ships	3	1	2
Grav Repulsors	All Ships	1-3	0	3
Mimic Engine	Transports	40 Generated	12	3
Mimic Engine	Raiders, Frigates	45 Generated	10	3
Mimic Engine	Light Cruisers	60 Generated	12	3
Mimic Engine	Cruisers	75 Generated	14	3
Recovery Chambers	All Ships	3	1	3
Shadowfield	All Ships	8	4	4
Warp Disruptor	All Ships	3	0	2
Warp Gate Map	All Ships	2	1	5
Xenos Librarium	All Ships	1	1	3

Miracle of Life: When in the Recovery Chamber, a lightly-damaged patient automatically passes one Medicae Extended Care Test each hour, instead of each day. A heavily or critically-damaged patient automatically passes one each day, instead of each week.

Fate's Price: After healing, the character's luck becomes fickle for a time. During the next game session, any time the character wishes to spend a Fate Point, roll a d10. On a 1 or a 2, the point is spent but it has no effect.

Shadowfield

A defence found upon some Eldar vessels, the Shadowfield protects a vessel by concealing it within a cloud-like fog of darkness and false shapes. Even if a vessel is able to identify the presence of such a shielded starship, little information about its Components or its precise location can be identified. Installing this Component in an Imperial vessel is a clear sign of heresy. Of course, the consequences of heresy may be much less severe for some explorers than the threat of being identified.

Darkened Craft: This Component grants a +20 bonus to the Silent Running Manoeuvre. Any Active Augury or Focused Augury Extended Action attempted against the vessel suffers a -20 penalty.

Rolling Fog: All ships firing at a ship with a functioning Shadowfield suffer a -20 to their Ballistic Skill Tests. Any Pilot Tests to perform Hit and Run attacks suffer a -30.

Energetic Interference: A ship with a Shadowfield must choose whether it is using its Void Shields or Shadowfield at the beginning of combat.

Warp Disruptor

By capturing a moment of perfect agony and then broadcasting it into the warp after massive amplification, this Component disrupts all psychic communications within a region. Unfortunately, in order to capture that moment of suffering, the psyker who broadcasts the signal must undergo physical trauma.

Transmit the Pain: When activating this device, a psyker immediately takes 2d5 Damage to a body location of his choosing reduced by Toughness but not Armour, plus 1d5-1 levels of Fatigue. The psyker must then make

a **Difficult (-10) Focus Power Test**. All attempts at warp communication within the star system suffer a -10 penalty for each degree of success.

Warp Gate Map

This xenos artefact may be connected to the vessel's augur arrays to generate a broad spectrum map of the galaxy and the region surrounding the vessel. Indicators on the map show various warp gates that enable the vessel to make rapid transitions between regions of physical space. Unfortunately, portions of the map remain indecipherable. Further, many of the gates connect to different exit gates at different times. So, while a vessel may use the map to quickly exit a system, they may not emerge in the system they intended to reach.

Transverse the Gate: When the vessel approaches a gate, a Navigator must first make a **Challenging (+0) Navigate (Warp) Test** to precisely identify the physical location of the gate. Once it has been identified, the Navigator may make a **Hard (-20) Navigate (Warp) Test** to transverse the gate. On a success, the vessel reached its intended navigation. On a failure, the vessel went somewhere else. At the Game Master's discretion, additional degrees of failure may increase the distance off course and hostile nature of their destination. (Also, at the Game Master's discretion, many star systems may not have warp gates at all. The GM can determine whether a particular location in space has a warp gate according to the needs of the plot, or he may simply roll 1d10. On an 7 or better, there is a warp gate within 2d10 days travel of the ship.)

Xenos Librarium

A collection of Xenos writings and common artefacts has been compiled aboard the vessel. The very presence of these objects constitutes a heretical offence to all but the most curious and compassionate members of the Inquisition.

Alien Tomes: Any Forbidden Lore Tests that the gamemaster deems applicable receive a +10 bonus when made aboard this vessel.

TABLE 2-25: XENOS-TECH WEAPONS

Xenos-tech Components	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Macrobatteies								
Dark Cannon	All ships	3	2	3	3	1d10+1	6	6
Energy Drain Matrix	All Ships	3	1	2	4	—	—	4

UPGRADES

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 Craftsmanship 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 Craftsmanship of the upgrade.

Unless specified otherwise, a ship upgrade may only be purchased once for a particular ship.

Arrester Engines

This ancient piece of engineering adds a series of baffles around the engines. These baffles may redirect the vessel's forward thrust in a uniform fashion that effectively counteracts its forward momentum. Ships modified in this fashion may slow their speed much more abruptly than those without this modification.

This upgrade comes into play when the vessel takes an Adjust Speed, Adjust Speed & Bearing, or an Evasive Manoeuvre action. Any time the vessel decelerates during one of these actions, the helmsman gains a +10 bonus to the Pilot test. However, these manifolds require careful upkeep. If the Pilot test is failed by three or more degrees, the baffles have become damaged. The vessel loses 1 Speed until repairs are made.

A Poor Craftsmanship Arrester Engine is more prone to failure. These versions are damaged on a test failed by two or more degrees. A Good Craftsmanship variant adds +15 to the Pilot

test. Best Craftsmanship versions add +15 to the Pilot test and are only damaged on a test failed by four or more degrees.

Distributed Cargo Hold

The vessel's cargo storage has been redesigned with smuggling as its highest priority. Installing this upgrade requires that the vessel already be equipped with a Component that offers cargo storage. The space for that component is then redistributed throughout other locations on the vessel, while other Components are expanded to accommodate the additional function of concealing contraband.

The primary benefit of this upgrade is that it makes contraband harder to detect or to pirate. If the vessel is the subject of Focused Augury, the cargo is only identified with Four Degrees of Success. Further, even if it is identified, the Component may not be targeted by a Critical Hit. This offers an additional 50 Achievement points for any Criminal Endeavour. However, the ubiquitous hidden compartments create far more cramped living conditions for the crew. Further, these compartments often obstruct access to panels used for maintenance and repairs. As a consequence, the vessel reduces Morale by 2 and suffers a -10 penalty to any repair attempts.

A Poor Craftsmanship Distributed Cargo Hold places the compartments in even more awkward places. This increases the repair penalty to -15. A Good Craftsmanship version reduces the repair penalty to -5. Best Craftsmanship versions also increase the Achievement bonus to 75.

Disciplinarium

This vessel's captain believes that the living in the light of the God-Emperor demands order and vigilance above all else. The crew is expected to maintain the highest standards and the most conscientious of work-ethics at all times. For those instances where failure occurs, the iron fist of corporal punishment solves all problems. The disciplinarium upgrade exists to address these needs. Disciplinary chambers are distributed throughout the ship. While they may be held in reserve as a constant reminder, at times, they may see extensive use that could solve problems permanently.

The disciplinarium allows a ship's captain to sacrifice Crew Population to increase Morale. The ship may reduce Crew Population by 1 to increase Morale by 2. This action may be taken up to once per day.

There are no Poor Craftsmanship Disciplinariums—rough workmanship tends to be even more intimidating. Good Craftsmanship variants add display units around the vessel to showcase examples of the tools in action. This adds +5 to all Command tests performed on the vessel. Best Craftsmanship versions also raise the Morale by 3 for every 1 points of Crew Population reduction.

Mimic Drive

There are many times when a vessel might wish to cloak its appearance. This upgrade provides an opportunity to hide in plain sight. Rather than attempting to offer excessive concealment, the upgrade enhances the engine's output so that it appears as a much larger vessel, typically either a cruiser or light cruiser when observed by detection systems. In the hands of an expert, this signal may actually be manipulated sufficiently to replicate the drive signature of a specific vessel.

The mimic drive is only available to transports, raiders, and frigates. To activate the system, a member of the bridge crew must make an Opposed **Routine (+20) Tech-Use Test** versus any opponents' **Challenging (+0) Detection+Scrutiny Test**. Attempts to replicate the signature of a specific vehicle incur a -20 to the test. Of course, the deception is only effective at sensor range. Visual inspection will clearly identify the vessel.

Poor Craftsmanship examples of this upgrade may not attempt to replicate the drive signature of a specific vessel. Good Craftsmanship versions provide +10 to the skill test. Best Craftsmanship examples provide the same bonus but also have the drive signatures of two specific vessels pre-programmed so that they may be replicated without penalty.

Overload Shield Capacitors

The Void Shields on a vessel with this upgrade are equipped with an extensive network of rapidly charging capacitors and a redundant set of shield projectors. This combination enables the void shields to rapidly cycle, even after an overload. These ancient systems are generally reserved for the most vital of military vessels.

Overload Shield Capacitors enable a vessel to reactivate its void shields at full strength immediately after they are overloaded by a salvo. This permits the shields to effectively overload more than one time within a single strategic turn. This reactivation occurs automatically; no actions are required. The upgrade does have a limited capacity. This reactivation may only be performed once per combat encounter (or once per 24 hours).

If the Overload Shield Capacitors are of Poor Craftsmanship, when reactivated, their Strength is reduced by 1. Good Craftsmanship examples provide additional reserve power for the void shields and may be reactivated three times per combat. Best Craftsmanship overload shield capacitors may only be reactivated once daily, but also increase the void shield's Strength by 1.

Resolution Arena

Some ships' commanders prefer to allow the crew to settle their own disputes. Among these, some believe that those settlements can provide worthwhile entertainment and even a valuable lesson to other crew members. This upgrade provides a public venue to settle violent disagreements in front of their comrades in the crew. The public display can also provide a keen insight into the nature of those involved in the conflict.

The steady public bloodsport, along with its tacit approval, leaves the crewmembers knowing that justice can be dispatched

quickly. This assurance in concert with the entertainment provides a degree of loyalty to their officers. The direct benefit of this is to permanently increase Morale by 3.

For those vessels equipped with a Poor Craftsmanship Resolution Arena, the crew senses that this is a lower priority aboard ship. These permanently increase Morale by 2 instead. Good Craftsmanship versions may also be useful to provide entertainment for clients during trading, providing a +10 bonus to all Commerce tests made with trading partners aboard the vessel. Best Craftsmanship versions provide the same bonus, but also permanently increase Morale by 5.

Secondary Reactors

A vessel equipped with Secondary Reactors uses the additional power from augmented plasma reactors to rapidly increase its speed for a limited amount of time. These modifications are most popular among those vessels that need to escape from them. Agents of the Mechanicum are always reluctant to make these modifications, as the machine spirits of the engines equipped with them are so often in pain. This upgrade invariably dictates a substantial increase in the amount of time that the vessel must spend at repair docks.

When upgraded with Secondary Reactors, a vessel may activate the system to increase its Speed by 2 for a single turn. This activation requires a **Difficult (-10) Tech-Use Test**. Even if the test is passed, the vessel's Speed is reduced by 1 during the turn following the speed increase. If the Tech Use Test is failed, the ship does not gain the +2 Speed, but



immediately suffers the -1 Speed penalty instead. If the test is failed by three or more degrees, the vessel's Speed is reduced by half until the engines are repaired, requiring an Emergency Repairs Extended Action. The Secondary Reactors may not be used again until these repairs have been made.

Secondary Reactors reduces the ship's space by 1 for raiders and frigates, 2 for transports, 3 for light cruisers and cruisers, and 4 for any larger vessels.

Secondary Reactors of Poor Craftsmanship impose a -10 penalty to the Tech-Use test. Good Craftsmanship Secondary Reactors extend the Speed increase to 2 Strategic Turns. The rare examples of Best Craftsmanship versions gain the bonuses for Good Craftsmanship, and increase the Speed by 3 instead of 2.

Superior Damage Control

This vessel has been redesigned to deal with the inherent dangers of void combat. The hull has coated with a sacred unguent that can seal gashes that might otherwise lead to depressurization. Whenever possible, the vessel's interiors were constructed of flame retardant materials. The crew are equipped with a far more extensive supply of replacement parts and tools than the standard requirements for Imperial vessels.

If a Component on this vessel is depressurized, the Crew Population suffers only 1d5 damage. Firefighting attempts on the vessel are a **Challenging (+0) Command Test**. If performing isolated extended repairs, crew members receive $+10$ to their Tech-Use Tests.

Poor Craftsmanship Superior Damage Control Systems do not exist; these are normal damage control systems. Good Craftsmanship examples of this upgrade also reduce the damage to Crew Population in the event of a fire to 1d5-1. Best Craftsmanship versions automatically seal and vent a burning Component to space when it is consumed by fire, so that the fire cannot spread to any additional Components.

TABLE 2-26: UPGRADES

Upgrade	Rarity
Arrester Engines	Rare
Distributed Cargo Hold	Rare
Disciplinarium	Scarce
Mimic Drive	Very Rare
Overload Shield Capacitors	Extremely Rare
Resolution Arena	Scarce
Secondary Reactors	Rare
Superior Damage Control	Very Rare
Targeting Matrix	Extremely Rare

Targeting Matrix

The Targeting Matrix adds an additional system of autocogitators and extended range augurs into the vessel's weapon systems. These systems dynamically calculate targeting solutions that compensate for the relative speeds of both the target and the firing vessel. In addition, they may identify weak points in an enemy's defences and identify decoys so that they are not targeted.

This upgrade provides a $+5$ to Ballistic Skill Tests when firing all Macrocanons and Lances on the equipped vessel. These systems are not compatible with other types of weapons.

Poor Craftsmanship examples of this upgrade are not capable of integrating with all of the ship's weapons. Rather, they can only modify a single Macro cannon or Lance, chosen when the upgrade is installed. Good and Best Craftsmanship versions do not grant any additional bonuses.





OPPOSITION AND ADVERSARIES

LOCAL DEFENCE
AND SECURITY
FORCES

•
THE ARBITES

•
THE MECHANICUS

•
THE IMPERIAL
NAVY

•
THE INQUISITION

•
RUNNING A
CRIMINAL
ENDEAVOUR

CHAPTER III: OPPOSITION AND ADVERSARIES

"An honest life is no life at all, all duty and servitude and struggling to survive at the feet of someone born to better. A dishonest life is the way to live—no preacher expects a thief to tithe, and the authorities have no claim on moneys stolen. Of course, you need a quick wit to survive... few are happy to find themselves a few thrones lighter, and the Magistratum don't take too kindly to thieves."

—'Fingers' Deru, Scintillan pick-pocket

The criminal life is one in which enemies are numerous and vigilant. Law in the Imperium—however much it may vary from world to world—is a cruel and brutal thing, intended as much to demonstrate the indisputable power of those that rule as to ensure order and justice. When embarking upon illegal endeavours, Rogue Traders and their crews must be wary of the watchful gaze and swift retaliation of many groups, from local authorities beholden to an Imperial Commander, to the fleets of the Adeptus Mechanicus, Adeptus Arbites, and Imperial Navy, to the exacting scrutiny of the Administratum and Inquisition.

Whether confronting or eluding these forces of law and order, some contact with them is inevitable, and any would-be criminal must be ready to talk or fight his way out of such encounters.

LOCAL DEFENCE AND SECURITY FORCES

"Her Royal Highness will be interested to know why you felt it was acceptable to 'obtain' some of her ore without permission..."

—Captain Titus Movern, Sepheris Secundus Royal Scourges

As varied as the worlds from which they hail, local security forces, commonly known as enforcers (although different planets may invent their own names—Scintilla refers to their enforcers as the Magistratum for example), are often the first and most common form of law enforcement a criminal is likely to face.

Normally raised and maintained at the behest of the Imperial Commander and other wealthy individuals on a given world, the low-born citizen's perception of enforcers as corrupt and pointlessly violent is often more than a little true, and on many worlds there can be found enforcers who are without scruples or eager to inflict pain. However, while this unflattering stereotype isn't entirely a work of fiction, it also isn't universally true, and as many honest, diligent, and idealistic enforcers exist as dishonest, lazy or brutal ones.

For criminals of all kinds, the trick is working out which ones are which. For criminals, informants and accomplices within local security forces are invaluable, normally at some cost to pay off these unscrupulous enforcers. The more significant the crime, the higher-placed the corrupt enforcer needs to be, and the higher the cost to secure those illicit services.

The reach of these local forces extends further than merely officers on the streets. Alongside planetary defence forces stationed to protect a world from invasion, many worlds

For the attention of Lord Enforcer-General Raith, Thical Wardens

My friend,

May I express my deepest thanks, and those of my honoured associate, for your assistance regarding the 'dispute' I found myself embroiled within during my recent visit to your world. Our cargo was of particular value and sensitivity and it would not have done to see it mishandled by the port authorities, nor would it have been acceptable to see our voyage delayed unnecessarily.

I hope that my associate's gift, enclosed within this package, is well-received. Certainly, his gratitude is considerable and the resultant windfall from the sale of our cargo was greater than anticipated. I also hope that, should we meet again, my associate's generosity be fondly remembered.

—Nathin Tzanthos

extend the reach of their security forces across the entire star system, using sub-light craft to patrol around moons, asteroids and uninhabited planets. Such vessels, though tiny and lightly-armed compared to true warships, are normally the first line of defence against pirates and smugglers.

THE THICAL WARDENS

A hive world near the rimward edge of the Drusus Marches, and about six days by warp from Port Wander, Thical is the closest hive world to the Maw and thus frequently ends up as a destination for smugglers moving goods from the Koronus Expanse. Thical itself is a world of extremely strict laws and customs, laid down when the world's cities were first founded, nearly two and a half thousand years ago. This makes it a

difficult place to smuggle to, but its relative proximity to the edge of the Imperium makes it too valuable a prospect to ignore, in spite of these obstacles. More than a few smugglers have taken goods to and from Thical simply because of the challenge...but most of those who underestimate its defences seldom live to make the mistake again.

Thical's defence forces, known collectively as Wardens, are numerous and encompass both local law enforcement and the world's Planetary Defence Force, essentially meaning that Thical is constantly under martial law, and has been since the end of the Angevin Crusade. Thical's Wardens are well-armed, well-trained and exist to uphold a legal code of considerable complexity. Several dozen Warden Commanders oversee the operations of hundreds of Warden companies, which include the world's defence fleet.



SHIELD VII

Hull: Frigate

Class: Bastion-class Defence Monitor

Dimensions: 1.4 km long, 0.6 km abeam and fins approx.

Mass: 7 megatonnes approx.

Crew: 20,000 crew, approx.

Accel: 3.1 gravities max sustainable acceleration

Designed for system defence, monitors are slow and cumbersome, but well-armed and extremely resilient. The Bastion-class is one specific design of a type of ship that exists all across the Imperium, favoured within the Calixis Sector for its reliability and relative ease of repair. Dozens of Bastion-class defence monitors exist in the system fleets of hundreds of worlds across the Calixis Sector, and ones crewed by Imperial Navy personnel help guard major ports and facilities such as Port Wrath, Port Wander, Scintilla, Sepheris Secundus and Iocanthus.

The *Shield VII* is, as its name suggests, the seventh ship of Shield squadron, itself one of three squadrons of system ships of various kinds that exist to patrol and defend the Thical system. The vessel itself is fairly unremarkable—like most system ships, it isn't equipped with a warp drive, and thus it has never been outside of its system, and it conforms exactly to the same standard design that all ships of its class follow (the design is similar to other patterns of defence monitors found across the Sector, however local manufacture leads to minor deviations).

Speed: 2

Void Shields: 2

Morale: 98

Turret Rating: 2

Manoeuvrability: -10

Armour: 22

Crew Population: 100

Weapon Capacity: Dorsal 2, Prow 1

Detection: +20

Hull Integrity: 58

Crew: Competent (30)

Essential Components

Jovian Pattern Class 2 Drive, Multiple Void Shield Array, Mark 1.r Life Sustainer, Pressed Crew Quarters, Combat Bridge, Mark 100 Augur Array

Supplemental Components

2 Dorsal Mezoa Pattern Macro-cannon Batteries (Macrobattery, Strength 4, Damage 1d10+4, Crit Rating 5, Range 5)

Prow Titanforge Lance Weapon (Lance, Strength 1, Damage 1d10+4, Crit Rating 3, Range 6)

Armour Plating: The *Shield VII*, as with all of Shield squadron, uses the space normally reserved for a warp drive to pack large amounts of extra armour. This bonus is already included in the ship's profile.

Munitorium: To make up for a lack of manoeuvrability, this ship packs an enhanced weapon load out. This bonus is already included in the weapon profile.

Special Rules and Modifier Summary

These modifiers apply to the *Shield VII*, taking Components into account.

- Repair Tests made aboard the ship gain a +10.

THE ADEPTUS ARBITES

"You have been accused, in the Emperor's Name, of the crime of Piracy. You have the right to confess to your crime and seek absolution for your sins. Pleas for leniency will not be heard."

—Master Chastener Grigor Cardainn

Enforcing the Emperor's laws across the Imperium, the Adeptus Arbites are feared by all those who would commit a crime against the Emperor's servants. The *Lex Imperialis* deals with all laws covering the Imperium as a whole, and any crime that affects the running of the Imperium is the concern of the Adeptus Arbites.

While traditionally the Arbites restrict their operations to the worlds of the Imperium, leaving interstellar matters to the Imperial Navy, the Adeptus Arbites presence on the very edges of the Calixis Sector finds that any interactions with Rogue Traders can put them at a severe disadvantage—namely that the Rogue Trader often has a simple but effective means of escape in the form of his voidship. Most of the Arbites Precincts in the Calixis Sector must make due by working with the Imperial Navy to apprehend these malefactors. However, Battlefleet Calixis often proves disinterested in dealing with "minor enforcement matters." Thus, along the Halo Periphery, Judge Ciro Envedine and Marshal Dhorin of Port Wander collaborate to take their enforcement of justice to the stars.

JUSTICE IN THE VOID

The *Intervention* and the *Precedent* are unique within the Calixis Sector; two voidships staffed and controlled by the normally planetbound Adeptus Arbites. Each is far more than a mere patrol vessel or retrofitted transport; they are both potent warships in their own right. Their very existence raises howls of objection from the Battlefleet Calixis headquarters in Port Wrath, however thus far Lord Marshal Goreman has deflected the Admirals' complaints through a combination of bureaucratic manoeuvring and disregard. It is said that Goreman privately enjoys ruffling the feathers of the Battlefleet's commanders, and has even gone so far as to refer to the ships as the "Precinct Astra" in his communiqués.

This Precinct Astra is the brainchild of Judge Ciro Envedine, an ambitious and politically astute agent of the Calixian Arbites. Some years ago, Lord Marshal Goreman tasked Envedine with prosecuting the habitual lawbreaking of several Rogue Trader Houses around the Calixian entrance to the Koronus Passage. Envedine took to his task with enthusiasm, but soon found that his power was sorely limited. Though he had the authority of the Imperium of Man on his side, the power of his foes was much more tangible. In several cases he attempted arrests only to watch his quarry flee the system in their voidship, and on one occasion several companies of a Rogue Trader's house guard forced him and his men into full scale warfare.

Envedine quickly found himself faced with a stark choice. He could admit these foes were beyond his capabilities, or he could drastically escalate the confrontations. The Judge chose the latter. He journeyed to Port Gavinus in the Golgenna Reach, where a minor Rogue Trader had recently salvaged a small space hulk. Amongst the vessels pried from the space hulk's embrace were two warships of ancient human make, a fast and well-armoured cruiser and an equally fast and armoured frigate. Envedine saw them as perfect for his needs, and made to purchase both. The Rogue Trader, unaware or uncaring that the Judge would use these ships to prosecute his fellows, proved amicable to the deal, and the Calixian Arbites suddenly acquired two warships.

Dubbing the ships the Castigator-class patrol cruiser *Intervention*, and the Sanction-class rapid response frigate *Precedent*, Envedine proceeded to hunt down his targets. In five years, he had brought renegade members of three Rogue Trader houses to justice, and even destroyed one dynasty entirely.

Due to his success, Goreman backed Envedine in his continued prosecution of spacebound criminals. Now he leads his voidships in patrols along the border worlds of the Drusus Marches. Envedine keeps in close contact with Marshal Dhorin on Port Wander, as well as the Arbites on Thical and other worlds with close trade links to the Koronus Passage.

Given its location on the fringes of



the Imperium, and the flow of criminal activity in both directions through the Maw, Envedine maintains close contacts with the Arbites on Port Wander, and has even been known to occasionally send undercover detectives into the Koronus Expanse to gather intelligence on the various criminal organisations and the flow of contraband into the Calixis Sector. On a handful of occasions, he has even collaborated with the Inquisition to pursue fugitives into the Expanse openly, granting them reach beyond the normal limits of their jurisdiction and reminding those who would befool the Imperium that none are beyond the Emperor's Law.

Lacking a major voidfaring tradition of their own, the Arbitrators running the ships are constantly hard-pressed to keep them in working order. Battlefleet Calixis has no interest in aiding the Calixian Arbites in what they see as encroachment on their territory, thus the Arbites must be resourceful in the repair and re-provisioning of their vessels. The number of trained Arbitrators aboard the vessels is only enough for security and boarding details, and the majority of the crew is recruited by other means. It's not uncommon for a voidman arrested by the "Precinct Astra" for minor crimes to serve his sentence aboard the *Intervention* or the *Precedent*.

ARBITRATOR PRIMUS NAXANDER DURANTIS

"All crime is a slight against the Emperor's divine plan, and consequently an act of heresy. All heretical acts are in breach of the Emperor's holy law, and are thus crimes."

—Arbitrator Prime Naxander Durantis.

A man with nearly two decades of experience serving with Judge Envedine, Arbitrator Primus Durantis is the commander of the *Intervention*. Now in his late fifties (and with limited access to rejuvenat drugs), Durantis views his rank with a mixture of honour and resentment, eager to bring justice to the stars but also struggling with the fact that he can no longer so readily lead his men in combat as he did earlier in his career.

Unwilling to let all his old duties fall away in place of newer ones, Durantis still interrogates many suspects personally, his scarred visage serving to intimidate the weaker-willed of his captives. He is a shrewd interrogator, having learned a great deal working alongside many skilled chasteners over the years, and his eye for detail is sharper than ever.

Naxander Durantis								
WS	BS	S	T	Ag	Int	Per	WP	Fel
41	53	38	42	35	44	52	48	43

Movement: 3/6/9/18

Wounds: 20

Total Armour: (Arms 3, Body 3, Legs 3)

Total TB: 4

Skills: Awareness (Per) +10, Ciphers (Adeptus Arbites) (Int) +20, Command (Fel) +20, Common Lore (Adeptus Arbites) (Int) +20, Deceive (Fel), Dodge (Ag), Inquiry (Fel) +20, Interrogation (WP) +20, Intimidating (S) +10, Literacy (Int) +10, Logic (Int), Scholastic Lore (Judgement) (Int) +10, Scrutiny (Per) +20, Secret Tongue (Administratum) (Int), Speak Language (High Gothic) (Int), Speak Language (Low Gothic) (Int), Tech-Use (Int), Trade (Voidfarer) (Ag) +10.

Talents: Basic Weapon Training (Universal), Combat Sense, Die Hard, Hatred (Criminals, Pirates), Iron Discipline, Iron Jaw, Jaded, Melee Weapon Training (Universal), Mighty Shot, Pistol Training (Universal), Quick Draw, Rapid Reload, Takedown.

Armour: Mesh-weave uniform (Arms 3, Body 3, Legs 3).

Weapons: Hand Cannon (35m; S/-/-; 1d10+6 I; Pen 2; Clip 5; Rld 5), Power Maul (High Setting: 1d10+8 E; Pen 4; Power Field, Shocking or Low Setting: 1d10+4 E; Pen 2; Shocking).

Gear: Micro-bead, void suit, bionic arm, good-craftsmanship bionic eye, good-craftsmanship bionic ear.

ARBITRATOR

The Arbitrators who serve aboard the *Intervention* or the *Precedent* have had to pick up additional skills in their shipboard service. In the course of their duties, they have become well-versed in the matters of ship-to-ship combat, subduing enemy crewmen, and swiftly searching for hidden contraband. Clad in pressure-sealed carapace armour and armed in the traditional manner of an arbitrator—with shotgun, suppression shield, and power maul—the Arbitrators are a fearsome prospect for the crew of many illegal ships.

Arbitrator								
WS	BS	S	T	Ag	Int	Per	WP	Fel
43	43	40	40	40	35	39	33	30

Movement: 4/8/12/24

Wounds: 11

Total Armour: (All 6)

Total TB: 4

Skills: Acrobatics (Ag), Awareness (Per), Common Lore (Adeptus Arbites) (Int), Interrogation (WP) +10, Scholastic Lore (Judgement) (Int) +10, Search (Per) +10, Scrutiny (Per), Speak Language (Low Gothic) (Int), Tech-Use (Int).

Talents: Basic Weapon Training (Bolt, SP), Disarm, Melee Weapon Training (Shock, Primitive), Pistol Training (Bolt, Launcher, SP), Takedown.

Armour: Pressurised Carapace Armour (All 6).

Weapons: Persecutor-pattern Combat Shotgun (35m; S/3/-; 1d10+4 I; Pen 0; Clip 20; Rld Full; Scatter), Power Maul (High Setting—1d10+9 E; Pen 4; Power Field, Shocking or Low Setting—1d10+5 E; Pen 2; Shocking).

Gear: Micro-bead, photo-visor, 2 combat shotgun magazines, combat shotgun magazine of executioner shells, manacles, auspex, suppression shield†.

†**Suppression Shield:** Common equipment for the Adeptus Arbites, Suppression shields are massive ceramite slabs used both for defence and for striking. They count as a one handed melee weapon with the following profile—including the Arbitrator's Strength bonus (1d10+3 E; Pen 0; Defensive, Recharge, Shocking). The shield has the Recharge Quality, since the shock-plate built into the centre takes a while to recharge. On rounds during which the shield is recharging, 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. It also includes a light source and a weapon lock clip, allowing the user to fire a shotgun one-handed without penalty.

INTERVENTION

Hull: Light Cruiser

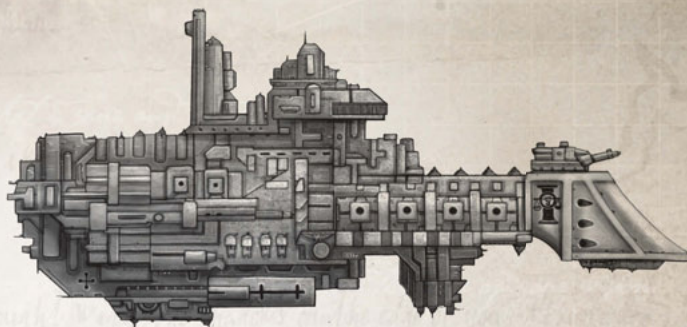
Class: Castigator-class patrol cruiser

Dimensions: 4.2km long, 0.6km abeam at fins

Mass: 20 megatonnes, approx.

Crew: 44,000 crew, approx.

Accel: 4.3 gravities max sustainable acceleration



Pried from the grasp of a space hulk, this ship is a relic of an earlier time. No other examples of her class have ever been found in Calixian records, though she is obviously Imperial in manufacture. Dubbed a “Castigator” patrol cruiser, the *Intervention* is as much a void-faring precinct as a combat vessel. Containing thousands of Arbitrators, Judges, Chasteners, Detectives and Verispex Agents, the vessel serves as a mobile base of operations to hunt down void-based malefactors—of which a Rogue Trader can be the most dangerous example.

A significant portion of its internal space is given over to an extensive library containing centuries’ worth of law and precedent from across the Imperium, and to an array of interrogation vaults, courtrooms and incarceration chambers, giving the arbitrators on board all the tools they require to enforce the *Lex Imperialis*. The rest of the space is given over to macrocannons and a bombardment cannon, allowing the *Intervention* to combat illegal shipping and bring the Emperor’s Wrath down upon worlds that shy from His dominion.

Speed: 7

Void Shields: 1

Morale: 100

Turret Rating: 2

Manoeuvrability: +15

Armour: 19 (23 Front)

Crew Population: 100

Weapon Capacity: Prow 1, Port 1, Starboard 1

Detection: +20

Hull Integrity: 60

Crew Rating: (40) Crack

Essential Components

Jovian Pattern ‘Warcruiser’ Drive, Strelov 2 Warp Drive, Gellar Field, Single Void Shield, Command Bridge, Vitae Pattern Life Sustainer, Voidmen Quarters, Mark 201.b Augur Array

Supplemental Components

Port Mezoa-pattern Macrocannon Battery (Macrobattery, Strength 4, Damage 1d10+3, Crit Rating 6, Range 6)

Starboard Mezoa-pattern Macrocannon Battery (Macrobattery, Strength 4, Damage 1d10+3, Crit Rating 6, Range 6)

Prow Stygies-pattern Bombardment Cannon (Macrobattery, Strength 4, Damage 1d10+6, Crit Range 2, Range 4)

Destructive: If this weapon generates a critical hit, add 1 to the result rolled.

Barracks: An armed contingent of Arbitrators adds +20 to Command Tests involving boarding and Hit and Run Actions.

Librarium Vault: A massive collection of law and precedent, this has no applicable in-game effect for this vessel.

Incarcery and Courtrooms (Each time a vessel with this component successfully reduces the Crew Rating of the Explorers’ ship through a boarding action or Hit-and-Run attack, the players lose 10 Achievement Points as their crewmen are captured and interrogated.)

Special Rule and Modifier Summary

These modifiers apply to the *Intervention*, taking Components into account.

- Command Tests made on the bridge gain +5, and Ballistic Skill Tests made to fire shipboard weapons gain +5. If suffering a critical hit, the Bridge becomes unpowered on a d10 roll of 3 or higher.
- **To be just, our law must be cruel:** When conducting boarding and Hit and Run Actions, the *Intervention* deals 1d5 additional Morale damage.

PRECEDENT

Hull: Frigate

Class: Scourge-class frigate

Dimensions: 1.6 km long, 0.4 km abeam and fins approx.

Mass: 6 megatonnes approx.

Crew: 28,000 crew, approx.

Accel: 5 gravities max sustainable acceleration

Swift enough to keep pace with smaller, lighter raiders, and nimble through the Immaterium, the *Precedent* is the other vessel purchased by Judge Envedine. The *Precedent* is another archaic ship class of unknown origin, but has proved herself solid and dependable and thus is held in good regard by her crew.

Though less well-equipped to serve as a centre of law enforcement than the larger *Intervention*, it is still sufficient to deal with most of the day-to-day policing required of a precinct, and the ship’s speed allows her to more easily and more effectively reach the worlds along her patrol route, sending for assistance if the situation proves too difficult to resolve alone.

Speed: 9

Void Shields: 1

Morale: 98

Turret Rating: 1

Manoeuvrability: +16

Armour: 18

Crew Population: 100

Weapon Capacity: Dorsal 2

Detection: +15

Hull Integrity: 33

Crew Rating: (50) Veteran

Essential Components

Jovian Pattern Class 2 Drive, Markov 1 Warp Engine, Gellar Field, Single Void Shield Array, Vitae Pattern Life Sustainer, Pressed Crew Quarters, Command Bridge, Mark 201.b Augur Array

Supplemental Components

2x Dorsal Sunsear Laser Battery (Macrobattery, Strength 4, Damage 1d10+2, Crit Rating 4, Range 9)

Barracks: An armed contingent of Arbitrators adds +20 to Command Tests involving boarding and Hit and Run Actions.

Librarium Vault: A massive collection of law and precedent, this has no applicable in-game effect for this vessel.

Incarcery and Courtrooms (Each time a vessel with this component successfully reduces the Crew Rating of the Explorers' ship through a boarding action or Hit-and-Run attack, the players lose 10 Achievement Points as their crewmen are captured and interrogated.)

Complications and Special Rules

These modifiers apply to the *Precedent*, taking Components into account.

- Reduce the base travel time of any journey through the warp by 1d5 weeks.
- Command Tests made on the bridge gain +5, and Ballistic Skill Tests made to fire shipboard weapons gain +5. If suffering a critical hit, the Bridge becomes unpowered on a d10 roll of 3 or higher.



THE ADEPTUS MECHANICUS

"Sin, crime, and heresy are malfunctions within the mechanism of civilisation, the evidence of some faulty cog within the grand machine of society. A repair necessitates the removal of these errant components, either to forge them anew in some useful form, or so that they may be eliminated as imperfections."

—Excerpt from chapter XIII of *Observations upon the Ordered Function of Empire*

The Cult of the Machine is almost a law unto itself, bound by its own dictates and guarded by its own warriors. In all places and at all times are the workings of blessed machinery the concern of the Adeptus Mechanicus, and though they cannot punish every petty act of heresy against the machine, that does not prevent their brutal acts against those they do catch.

The Adeptus Mechanicus and its magos have long pursued knowledge and understanding of arcane science and holy technology, and enforced their control of these things as they see fit. Through the vigilance of its priesthood, augmetic warriors, lay-technicians and other vassals, do they observe the masses of humanity, seeking knowledge and all who abuse it. When they find the former, it is claimed as swiftly and expediently as possible. When they find the latter, the guilty are thoroughly interrogated to determine the extent of their ill-gotten knowledge (for even those who blaspheme against the Omnissiah may have some insights of value), and then condemned to annihilation or to live as servitors.

As ordained and initiated members of the Priesthood of Mars, the secrets of the machine are theirs to know, and thus it is their divine right to determine how that knowledge is to be used. Those further up the hierarchy have greater knowledge and greater authority, and greater forces at their command with which to enforce their will.

THE WILL OF THE MACHINE GOD

Because no being but the Machine God can know and comprehend all things, every Tech-Priest inevitably specialises in a narrower field of understanding. Some, a rare few, choose to devote their minds to the study of the Machine God's will rather than the knowledge it embodies, removing themselves from the Quest for Knowledge in order to preserve it from the heathen masses of mankind. These individuals, sometimes known as the Magos Juris amongst their colleagues of the Calixian Forge worlds, relentlessly pursue those who would commit tech-heresy or steal the secrets of the Adeptus Mechanicus.

These Magos hunt down those who would employ unsanctioned technology or operate technology without the blessing and oversight of the Adeptus Mechanicus, even taking Mechanicus voidships into the depths of the Koronus Expanse to hunt down their foes.

Worse still are those who smuggle technology, attempting to keep it from its rightful guardians. The fate of such men, when they are caught, is a grim one, condemned to spend a far-expanded lifetime toiling without mind or will as a servitor aboard the ship of the Magos that judged them, their minds obliterated and their bodies repurposed to serve the Machine God that they blasphemed against.

MAGOS JURIS KONSTANTYN AMBOLIC

"It is rare indeed to find a kindred spirit, a man whose devotion to all that is right and proper knows no limit nor restraint. Too many of those who maintain the purity of the Imperium quail at the prospect of the necessary acts involved. It is gladdening to see that some still remain who will not hesitate to spill the blood of the innocent so that the guilty may be justly punished."

—Witch Hunter Calan Rykehuss, Ordo Hereticus

Scarcely little more than scraps of flesh sustained by arcane machinery, Konstantyn Ambolic long ago suffered near-fatal injuries after a confrontation with a cell from the heretek organisation known as the Logicians. Rebuilt thanks to the skill of his colleagues, Ambolic's resurrection resulted in his being shorn of all emotion save for a fierce loathing for hereteks. Soon after, he took up the mantle of Magos Juris, and began to methodically hunt every heretek known to the Adeptus Mechanicus leadership within the Calixis Sector.

In the four centuries since the beginning of his crusade, Ambolic has been responsible for capturing hundreds of hereteks, leaving a trail of destruction in his wake. Ambolic has little consideration for the lives of either his servants or the teeming masses of humanity, and will do whatever he deems necessary to accomplish his goals, an attitude that has won him allies amongst the most hard-line of Magi and several extremely ruthless Inquisitors.

Ambolic is almost entirely without emotion, his scorn for criminals aside, and fears nothing. His cybernetic body is extremely resilient and fitted with additional armour plating to reinforce it further, allowing him to shrug off all but the most potent of attacks without difficulty. His appearance is carefully engineered to intimidate, and the sight of bullets and lasbolts pattering ineffectually from his metal skin only adds to the dread he inspires amongst those he chooses to confront personally.

Magos Juris Konstantyn Ambolic

WS	BS	S	T	Ag	Int	Per	WP	Fel
44	49	64	58	21	64 ⁽¹²⁾	41	48	11

Movement: 2/4/6/12

Total Armour: (All 14)

Skills: Chem-Use (Int), Command (Fel) +10, Common Lore (Adeptus Arbites) (Int), Common Lore (Adeptus Mechanicus) (Int) +20, Common Lore (Imperium) (Int), Common Lore (Tech) (Int) +20, Forbidden Lore (Adeptus Mechanicus) (Int) +10, Forbidden Lore (Archeotech) (Int) +10, Forbidden Lore (Heresy) (Int), Forbidden Lore (Pirates) (Int), Interrogation (WP) +10, Intimidate (S) +10, Literacy (Int) +10, Logic (Int) +20, Scholastic Lore (Cryptology) (Int), Scholastic Lore (Judgement) (Int) +20, Secret Tongue (Tech) (Int) +20, Speak Language (Explorator Binary) (Int) +10, Speak Language (High Gothic) (Int), Speak Language (Low Gothic) (Int) +10, Speak Language (Techna-Lingua) (Int) +20, Tech-Use (Int) +20.

Talents: Ambidextrous, Autosanguine, Basic Weapon

Wounds: 18

Total TB: 5

Training (Universal), Binary Chatter, Chem Geld, Die Hard, Disturbing Voice, Electrical Succour, Electro Graft Use, Energy Cache, Hatred (Criminals), Luminen Blast, Luminen Shock, Machinator Array, Maglev Grace, Maglev Transcendence, Mechadendrite Use (Weapon, Utility), Melee Weapon Training (Universal), Pistol Training (Universal), Prosanguine, Resistance (Cold, Fear, Poison), Rite of Awe, Rite of Fear, Rite of Pure Thought, The Flesh is Weak 5, Total Recall.

Armour: Best Craftsmanship Dragon Scale Armour (All 9).

Traits: Mechanicus Implants.

Weapons: Ryza-pattern Plasma Pistol (30m; S/2/-; 1d10+6 E; Pen 6; Clip 10; Rld 3 Full; Overheat), Sollex-pattern Ommissionian Axe (2d10+10 E; Pen 6; Power Field, Unbalanced), mechadendrite-mounted Hellpistol (35m; S/2/-; 1d10+4 E; Pen 7; Clip 30; Rld 2 Full), mechadendrite-mounted chainsword (1d10+8 R; Pen 2; Balanced, Tearing).

Gear: Full cybernetic resurrection, including two bionic arms, two bionic legs, bionic respiratory system, good craftsmanship cybernetic senses (all), good craftsmanship cortex implant, ballistic mechadendrite with hellpistol, manipulator mechadendrite, optical mechadendrite, utility mechadendrite.



THE LORDS DRAGON

There are many Explorator Tech-Priests who speculate that the Magos Juris are, in fact, agents of a secret order known as the Lords Dragon. This ancient and powerful cabal is composed of specially-altered Archmagos said to exist deep within the secret inner circles of Mechanicus politics on the Lathes. Their task: to police the Mechanicus from within. However, little evidence can be found that proves the Lords Dragon exist at all, and that these Magos Juris do not simply operate on their own.

CLASSIARI TROOPERS

The Skitarii forces of the Adeptus Mechanicus take a variety of forms. On warships and Explorator vessels operating within the Koronus Expanse and the Calixis Sector, specially-created armymen-Skitarii are a necessity, serving as boarding parties, security personnel and bodyguards where other forms of Skitarii would be impractical. Within the Mechanicus territories of the Calixis Sector, these warriors are known as Classiarii, a term of obscure meaning within the ancient traditions of the Calixian Mechanicus, believed to mean "mariners."

Nigh-impervious to vacuum, fitted with thick, implanted armour, and equipped with an array of implanted weaponry, a Classiarius trooper is literally built for ship-to-ship combat.

Classiarii Trooper



WS	BS	S	T	Ag	Int	Per	WP	Fel
42	46	51	56	35	35	38	40	12

Movement: 3/6/9/18

Wounds: 15

Total Armour: (Head 7, Body 9, Arms 8, Legs 8) **Total TB:** 5

Skills: Awareness (Per), Common Lore (Adeptus Mechanicus) (Int), Demolition (Int) +10, Dodge (Ag), Logic (Int), Medicae (Int), Secret Tongue (Military) (Int), Secret Tongue (Tech) (Int), Speak Language (Low Gothic) (Int), Speak Language (Techna-linguis) (Int), Tech-Use (Int).

Talents: Ambidextrous, Basic Weapon Training (Universal), Binary Chatter, Double Team, Fearless, Hipshooting, Heavy Weapon Training (Bolt, Las, SP), Independent Targeting, Logis Implant, Melee Weapon Training (Universal), Pistol Training (Universal), Rapid Reload, Sprint, Two-Weapon Wielder (Ballistic).

Traits: Auto-stabilised, Dark Sight, Flyer 3 (null-gravity only), Machine 3.

Armour: Implanted Armour Plating (Head 4, Body 6, Arms 5, Legs 5).

Weapons: Best-Craftsmanship Shotcannon with Amputator shells (40m; S/3/-; 2d10+6 I; Clip 24; Rld 2 Full; Scatter) or MIU-linked Mezoa-pattern Flamer (20m; S/-/-; 1d10+4 E; Pen 2; Clip 6; Rld 2 Full; Flame) or MIU-linked Mezoa-pattern Meltagun (20m; S/-/-; 2d10+8 E; Pen 13; Clip 10; Rld 3 Full) or MIU-linked Compact Storm Bolter (45m; S/2/4; 1d10+4 X; Pen 4; Clip 30; Rld Full; Storm, Tearing), Chainsword (1d10+8 R; Pen 2; Balanced, Tearing).

Gear: Backpack Ammo Supply (for Shotcannon or Storm

Bolter), Combi-tool, 2 meltabombs, augur array, good-craftsmanship bionic respiratory system, bionic heart, MIU weapon interface, subskin armour, cranial armour, synthetic muscle grafts, voidskin, vox implant.

Chem-Injectors: As a Free Action once per Combat, each Classiarii may activate its integral constant-drip chem-injectors and benefit from one of the two following drugs:

- **Frenzon:** The Classiarii gains the Fearless and Frenzy Talents for the remainder of the Combat.
- **Hyper-Stimm:** The Classiarii ignores Fatigue, cannot be Stunned, and ignores negative affects to Characteristics from Damage and Critical Damage.

LATHE-PATTERN MURDER SERVITOR

Commonly used aboard starships to supplement boarding parties and raiding forces, murder servitors are ghoulish, skull-masked killing machines. The Lathe-pattern, developed on and favoured by the augment-artisans of the Lathes, is a hunched, predatory monster, driven by sadistic and aggressive machine spirits. Mono-talons and viscerator-limbs allow them to tear apart most living foes, while melta-cutters allow them to burn through bulkheads and destroy equipment.

Designed to intimidate as much as to kill, murder servitors are consummate hunters, stalking their prey and moving with inhuman speed. If not ordered otherwise, they spend hours hunting any living creature not programmed into their spoor-targeters, undeterred by any obstruction and unhindered by fear or humanity. Their nature is intended to inspire dread, from their chrome skull-masks, to long, razor-sharp talons and steel weapon-limbs, to the electronic howls and moans of their vox-boostered throats.

Lathe-Pattern Murder Servitor



WS	BS	S	T	Ag	Int	Per	WP	Fel
55	22	⁽⁸⁾ 42	⁽¹⁰⁾ 50	44	20	40	40	02

Movement: 8/16/24/48

Wounds: 14

Total Armour: (All 9)

Total TB: 5

Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Climb (S) +20, Concealment (Ag) +10, Dodge (Ag) +10, Search (Per) +10, Silent Move (Ag) +20, Tracking (Int) +20.

Talents: Ambidextrous, Berserk Charge, Crippling Strike, Crushing Blow, Frenzy, Lightning Reflexes, Melee Weapon Training (Universal), Step Aside, Swift Attack, Two-Weapon Wielder (Melee).

Traits: Brutal Charge, Dark Sight, Flyer 6 (null-gravity only), Improved Natural Weapons, Machine 3, Multiple Arms, Natural Weapons, Unnatural Speed, Unnatural Strength (x2), Unnatural Toughness (x2).

Armour: Armour Plating (All 6).

Weapons: Mono-talons (1d10+10 R; Pen 2), Viscerator-limb (1d10+14 R; Pen 2; Tearing, Unbalanced), Melta-cutter array (5m; S/-/-; 3d10+8 E; Pen 13; Clip 10; Rld 3 Full; Inaccurate, Scatter, Twin-Linked).

Gear: Micro-bead, photo-visior.

OMNISSIAH'S VIGIL

Hull: Cruiser

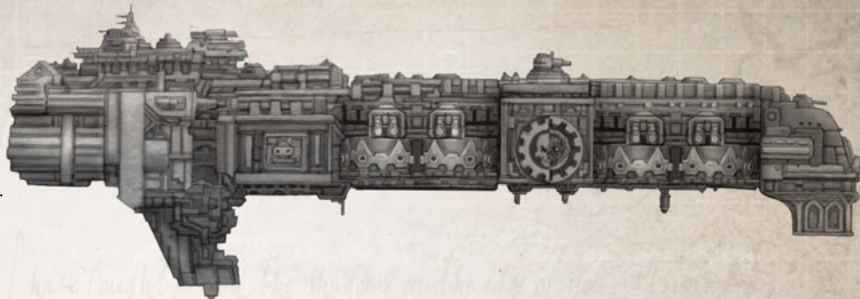
Class: Unique Mechanicus research vessel

Dimensions: 5.1 km long, 0.7 km abeam approx.

Mass: 6.4 megatonnes approx.

Crew: 19,000 approx.

Accel: 4.6 gravities max sustainable acceleration



The fleets of the Adeptus Mechanicus are often far more sophisticated than those of the Imperial Navy, utilising technologies that are deemed too sacred for the masses of humanity to use. In many cases, archeotech systems are placed aboard starships solely to test them, so that their effectiveness can be properly determined and studied. The *Ommissiah's Vigil* is one such vessel, fitted with ancient targeting systems and plasma reactors as part of one extensive research project.

Assigned to the service of Magos Juris Ambolic, this swift and perceptive vessel is well-suited to pursuing heretek starships from one side of the sector to the other, and crushing them in battle when the pursuit is over.

Speed: 5

Void Shields: 2

Morale: 100

Turret Rating: 1

Manoeuvrability: +7

Armour: 20 (22 prow)

Crew Population: 100

Weapon Capacity: Port 2, Starboard 2, Dorsal 1

Detection: +20

Hull Integrity: 74

Crew Rating: (40) Crack

Essential Components

Modified Jovian Pattern Class 4 Drive, Strelov 2 Warp Engine, Multiple Void Shield Array, Vitae Pattern Life Sustainer
Voidsman Quarters, Exploration Bridge, Auto-stabilised Logis-targeter

Supplemental Components

2 Port and 2 Starboard Vx22 "Sunwrath" Lance Batteries (Lance, Strength 2, Damage 1d10+3, Crit Rating 3, Range 6)

1 Dorsal Vx23 "Sunwrath" Extended Lance (Lance, Strength 1, Damage 1d10+3, Crit Rating 3, Range 10)

Crew Reclamation Facility: Due to the largely servitor makeup of the *Vigil's* crew, the bonuses for this Component are already combined with those of the servitor crew.

Murder Servitors: The *Vigil* possesses a large stock of Lathe-pattern Murder Servitors, granting bonuses to Hit and Run Actions (see below), and allowing the *Vigil* to choose any result between 1 and 6 for the Crit.

Barracks: These barracks are typically full of Classiarii, adding a bonus to boarding and Hit and Run actions (see below).

Laboratorium Annexes: These extensive laboratories allow the *Vigil* to conduct extensive research into multiple topics.

Complications and Special Rules

These modifiers apply to the *Vigil*, taking Components into account.

- **Best Craftsmanship Servitor Crew:** The *Ommissiah's Vigil* is crewed almost entirely by servitors, overseen by Tech-Priests and protected by phalanxes of Classiarii. It suffers a -10 penalty on Ballistic Skill and Command Tests (this is modified to -0 to Ballistic Skill Tests, +10 to Command Tests involving boarding actions, and +30 to Command Tests involving Hit and Run Actions, due to other components). In addition, it halves all losses to Crew Population, and never suffers Morale loss.
- **Accurate Weapons:** The Sunwrath is an archeotech lance weapon with increased accuracy (taken into account in the Servitor Crew section).
- This ship gains +5 to Detection when using Active Augury.



ADMINISTRATUM

"To know one's place is the greatest comfort, to excel within it is the greatest solace, and a master's contentment is the greatest reward."

—Codex Administratum Edition XXIIVC

The Administratum is the single largest part of the Adeptus Terra, responsible for the assessment of tithes, the distribution of resources, and essentially every administrative function the Imperium could require. Uncountable and ever changing quantities of offices, departments and divisions deal with almost every facet of maintaining a galaxy-spanning empire of a million worlds,

and every sector, world and citizen is subject to their scrutiny and intervention.

Within the Calixis Sector, the agents of the Administratum are an innumerable and ever-present facet of interstellar commerce and politics, with the largest concentrations found on worlds with particularly high military presence, high tithe requirements, or large-scale commerce. In particular, extensive offices on Scintilla, housing hundreds of thousands of archivists, ordinates and prefects, scrutinise sector-level operations with a keen eye and unwavering adherence to ancient doctrine.

Typically, the Administratum have little direct interaction in regards to matters of law—within the Adeptus Terra, such matters are the concern of the Adeptus Arbites. However, the attention to detail that characterises much of the work of the Administratum

often picks up on criminal acts where they would otherwise go unnoticed, detecting pirates from reports of missing ships and locating smugglers from incongruous audits and tithe manifests.

In situations such as these, the Administratum tends to hand matters over to another organisations so that appropriate action can be taken. Even once others are involved, the Administratum continues to observe, ensuring that everything happens by the book and as efficiently as possible.

QUAESTORS, AUDITORS AND ORDINATES

Unique to the Calixis Sector is the *Divisio Auditae*, which oversees matters of significant interest to the Administratum from incorrect tithes to the adjudication of Warrants of Trade. The *Divisio Auditae* was established well over a century ago, created as one of the first acts of the Lord Calixis Marius Hax, and it reports directly to Hax himself and to superiors in the Administratum.

Known more commonly (but unofficially) as Quaestors, these Auditors are empowered to travel the Sector and demand access to all records of any government or organisation they come across; only the most powerful of individuals can deny a Quaestor's demands, though even these few exceptions try Lord Hax's patience. Anything they discover that seems worthy of attention is reported, to be acted upon by other agents of Lord Hax or other Imperial organisations as deemed appropriate.

Placed in charge of the *Divisio Auditae* is Prefect Salassar Aoghan Annovestis, a minor functionary from Spheris Secundus elevated through the ranks of the Administratum. Annovestis is an officious, overbearing man, well-suited to the intrusive role that Lord Hax has given him. For the last sixty years, Annovestis has personally been the downfall of hundreds of individuals and dozens of minor organisations, including fifteen Rogue Traders whose records demonstrated particular laxity in their tributes to the Imperium.

Under Annovestis' command, the ranks of the *Divisio Auditae* have swollen to include over six thousand separate Quaestors. Each possesses the freedom to move and investigate whatever and wherever they see fit, much to the consternation of the Inquisition, planetary governors, and Rogue Traders who see such freedom of remit for what is essentially a bureaucrat as dangerous and intrusive into matters better left in other hands. If the Quaestors are aware of the objections raised against their organisation, they seem not to care, instead continuing to push Lord Hax's agenda as it coincides with the relentless bureaucracy of the Administratum.

Although Quaestors may seem a minor threat to a Rogue Trader, in actuality, they can be quite dangerous. While individually they may not be warriors of note or leaders of men, each works with the backing of Lord Hax and the Calixian Administratum. Theoretically they can freeze any funds a Rogue Trader might possess within the Calixis Sector and drive them to bankruptcy. While this is much more difficult in practice, they can still make even the most powerful Rogue Trader feel the sting of the Administratum's displeasure.

ORDINATE-MAJORE MORDECHAI LORIK

"I would sooner submit to penitent excruciation than deal with the Ordinate-Majore again."

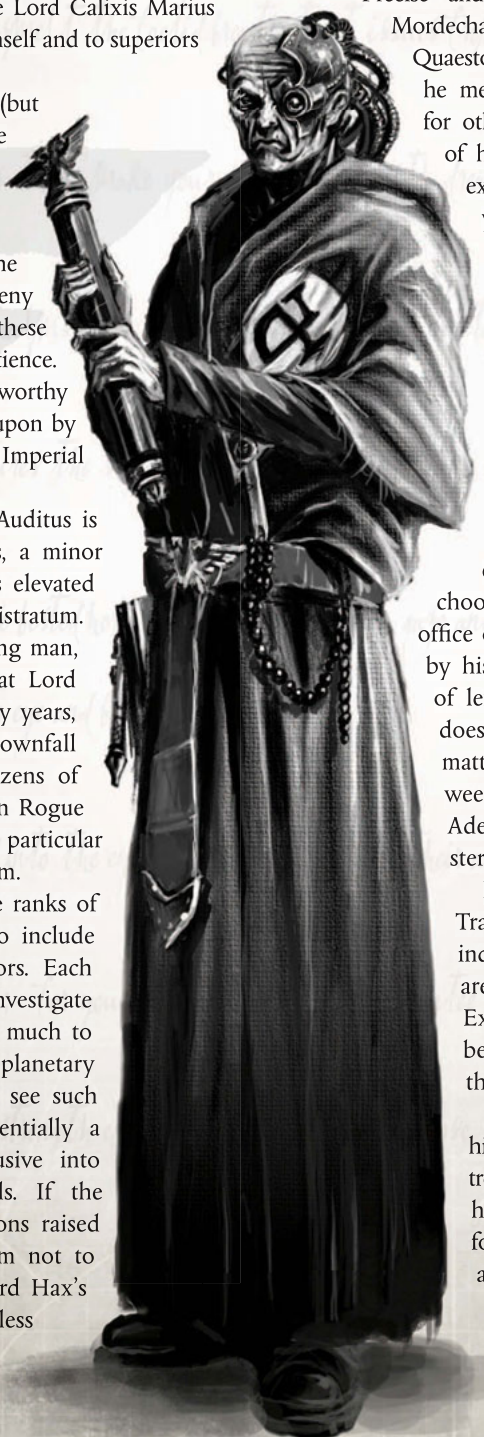
—Rogue Trader Jonquin Saul

Precise and pedantic to a fault, Ordinate-Majore Mordechai Lorik is one of the *Divisio Auditae*' senior Quaestors. Universally disliked by almost everyone he meets, Lorik seems to possess no empathy for other people, caring only about the details of his work, and in this regard he has been extremely successful. Over the last forty years, he has investigated the political and financial landscape of Port Wander and the systems nearby, personally uncovering the evidence that led to the elimination of five smuggling operations carrying xenos technology through the Maw.

Lorik's operation now involves dozens of lesser Quaestors, operating in close communication as they move from world to world. Lorik himself seldom gets directly involved during the early stages of an investigation, instead choosing to direct matters from a private office on Port Wander, analysing data gathered by his subordinates and processed by a team of lexmechanics and calculus logi. When he does get involved directly, it is never a quick matter. Lorik has had vessels impounded for weeks while he and squads of commandeered Adeptus Arbites search them from prow to stern with exacting detail.

Lorik is particularly loathed by Rogue Traders, who he dislikes in equal measure—individuals so unrestrained and impulsive are anathema to him. Voyages into the Expanse have been delayed by months because of tedious inspections performed at the command of Mordechai Lorik.

Now an elderly man, Lorik is frail and feeble, his body sustained only by expensive rejuvenat treatments and augmetic replacements. He has only a few years of life left, something for which his enemies are grateful, and hopeful that his inevitable replacement is perhaps easier to deal with.



Lorik's profile can be used to represent him directly, or any senior Quaestor.



Ordinate-Majore Mordechai Lorik

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	30	26	23	22	58	53	46	28

Movement: 3/6/9/18

Wounds: 9

Total Armour: (All 0)

Total TB: 2

Skills: Command (Fel), Commerce (Fel), Common Lore (Adeptus Arbites) (Int) +10, Common Lore (Administratum, Imperium, Navis Nobilite, Rogue Traders) (Int) +20, Evaluate (Int) +10, Literacy (Int) +20, Logic (Int), Scholastic Lore (Bureaucracy) (Int) +20, Scholastic Lore (Imperial Warrants) (Int) +10, Scrutiny (Per) +20, Secret Tongue (Administratum) (Int) +20, Speak Language (High Gothic, Low Gothic) (Int) +20, Tech-Use (Int).

Talents: Autosanguine, Chem Geld, Foresight, Infused Knowledge, Light Sleeper, Orthoproxy, Paranoia, Pistol Training (Las), Talented (Scholastic Lore [Bureaucracy]), Total Recall.

Armour: None.

Weapons: Compact laspistol (15m; S/-/-; 1d10+1 E; Clip 15; Rld Full; Reliable).

Gear: Chrono, Ordinate's robes, auto-quill, several data-slates, transcription servo-skull, bionic respiratory system, bionic hips, bionic shoulder, scribe-tines.

Frozen Assets: Lorik has the ability to freeze assets and limit a target's purchasing power. Once per week, Lorik may make a **Challenging (+0) Opposed Scholastic Lore (Bureaucracy) Test** versus a target's Profit Factor. If he succeeds, he temporarily reduces the target's Profit Factor by 1 per Degree of Success. These assets are not lost, and the target may recover Profit Factor if Lorik (or another Quaestor) gives the order to lift the freeze. Otherwise, the target recovers Profit Factor lost this way automatically, at a rate of 1 per month (as he slowly regains access to his assets).

IMPERIAL NAVY

"We are the first line of defence, mankind's protection against the endless tides of heretics, traitors, criminals, and aliens. While we exist, while we remain vigilant, the Imperium remains safe. The lives of uncounted trillions rest in our hands..."

—Rear Admiral Zoila Kusch, Commander of Port Wrath, addressing the 812.M41 class of cadets

Patrols make up the majority of Imperial Navy operations within any given sector. Most vessels will spend most of their time patrolling, moving through the wilderness space between inhabited star systems. Passing along commonly-travelled routes, quarantined zones and areas of suspected hostile activity with varying frequency, most voidfaring criminal activity is encountered by Navy patrols first.

Many patrols are fairly light, consisting of a squadron or two of destroyers or frigates, performing cursory sweeps of dust clouds and

PASSAGE WATCH 27-EST

Another Naval patrol of particular note to Rogue Traders is Passage Watch 27-Est, better known to the Rogue Traders of Port Wander and Footfall as "Battlefleet Koronus." A semi-detached and rather large Navy squadron operating out of several different fleet bases in and around the Koronus Passage, Battlefleet Koronus is tasked with guarding the Calixis Sector from whatever threats may originate in the Koronus Expanse.

A good portion of those duties do include patrolling for smugglers and ner'do'wells. However, Battlefleet Koronus's activities often focus on all-out warfare beyond the Maw and into the Koronus Expanse. Therefore, it is only mentioned here as another Navy patrol that Rogue Traders may encounter. Additional information on the attitudes and operations of Passage Watch 27-Est can be found in the sourcebook **BATTLEFLEET KORONUS**.

asteroid fields. Only in areas of known hostile activity are patrols heavier—referred to as "fighting patrols," consisting of as much as a cruiser and several squadrons of escorts, often supported by attack craft for more detailed investigations. Where patrols cannot frequently reach, long-range augur stations and sentinel satellites provide a measure of security against enemy forces, giving system ships a degree of early warning about invading fleets, marauding pirates and other void-borne menaces.

Most patrols are only given a simple numeric designation, but over the years, well-established patrols have gained identities of their own, named for their bases or granted honorifics for notable actions. The Stygian Vanguard, for example, patrol the centre of the Hazeroth Abyss sub sector from the Stygian system, while the Golgenna Third *Extinctum*, have a long legacy dating back to the Angevin Crusade.

PATROL "RETALIATOR"

Officially known as Patrol Group 686, Retaliator group operates along the rimward edge of the Drusus Marches, along a route that starts in orbit around Haddrack and ends at the starfort stationed above 47 Kapella. The patrol serves an additional purpose here—convoy vessels headed to and from 47 Kapella to resupply and reinforce the forces fighting there are encouraged to move under the protection of the patrol group.

Commanded by Commodore Teodor Evard Naremmus, a decorated officer hailing from a family on Sepheris Secundus with a distinguished history of naval service, the patrol group consists of seven vessels: a light cruiser and two squadrons each of three frigates. The patrol is technically classified as a minor battlegroup, due to the presence of two war worlds on its route and its proximity to the Koronus Expanse, a region known to harbour criminals and alien threats in abundance. Given the variety of potential enemies that could appear in the region, the crews of Retaliator group are all battle-hardened veterans where such crewmen are available. The chances of seeing action mean that the group is considered a choice posting by many young officers, meaning that a good deal of competition exists for postings aboard the group's vessels.

Retaliator group is so named because of its part in the Battle of Port Wander in 422.M41, supporting the reinforcement fleet that drove the Orks back into the Expanse. Their attack against *Da Wurldbreaka* as they rushed to aid the *Fist of Adamant* is regarded as a turning point in the battle, and the ships and their crews were honoured greatly in the aftermath of the conflict.

Their actions during that battle aside, Retaliator group have been responsible for innumerable defensive actions against pirate vessels, and have crushed several smugglers in the centuries since. No major military actions have been required of group 686 since that time, but regular minor actions have kept the ships active and the crews sharp, and a variety of looming threats from the other side of the Maw mean that Retaliator group must be ready for what may come.

COMMODORE TEODOR NAREMMUS

"A fine officer; one of the elite, and one of the best first officers a captain could want. He'll go far in the fleet, and may even find a place amongst the sector admiralty. I foresee either a glorious career or a glorious death for that man."

—Vice Admiral Jarrion Kast, Battlegroup Commander

A fine figure of an officer, Naremmus is a powerfully-built man in his late sixties, appearing to be in his mid-thirties due to extensive rejuvenat treatments. A decorated officer, Naremmus spent much of his career serving in the Margin Crusade—a period of which he refuses to speak—before being reassigned to Battlefleet Calixis shortly after his promotion to Lieutenant-Commander.

His accumulated honours gave him his choice of posting upon his return to the Calixis Sector, and he soon found himself serving as executive officer to then-Commodore Kast, who was at the time the commander of Patrol Group 686. His career since that time has been no less successful, resulting in promotions to Commander, Captain, and then Commodore within the patrol group, eventually ending up in command of the group after Commodore Kast was promoted to the Admiralty.



Naremmus's career is regarded by many of his superiors to be extremely promising, and the man is favourably compared to many of the sector's finest military heroes. However, many regard him as a threat and as ruthless as high society politics are, Naremmus's career may be cut short before it reaches its peak.

Commodore Teodor Naremmus



WS	BS	S	T	Ag	Int	Per	WP	Fel
38	36	30	30	35	42	35	43	48

Movement: 3/6/9/18

Wounds: 13

Total Armour: (Arms 3, Body 3, Legs 3)

Total TB: 3

Skills: Awareness (Per), Climb (S), Command (Fel) +20, Common Lore (Imperium) (Int), Common Lore (Imperial Navy) (Int) +10, Common Lore (War) (Int) +10, Forbidden Lore (Pirates) (Int), Literacy (Int) +10, Navigation (Stellar) (Int), Speak Language (High Gothic) (Int), Speak Language (Low Gothic) (Int).

Talents: Air of Authority, Basic Weapons Training (Las, SP), Iron Discipline, Master & Commander, Melee Weapon Training (Universal), Nerves of Steel, Peer (Imperial Navy), Pistol Training (Universal).

Armour: Flak reinforced uniform (Arms 3, Body 3, Legs 3).

Weapons: Naval Pistol (20m; S/3/—; 1d10+4 I; Clip 6; Rld Full; Tearing), Power Sword (1d10+8 E; Pen 5; Balanced, Power Field).

Gear: 2 spare naval pistol clips, personal vox, lord-captain's baton, respirator, Medallion Crimson.

NAVY ARMSMEN

To maintain discipline, and to defend the ship in battle, Imperial Navy vessels employ thousands of armsmen. Clad in armoured voidsuits and equipped with heavy shotguns, Armsman detachments are capable ship-to-ship combatants, and one of the most common foes a pirate is likely to face in single combat.

Armsman detachments maintain strong traditions, in a manner not dissimilar to those formed amongst Imperial Guard regiments. Vessels will have several detachments, each consisting of as many as fifty men, and each of which having a distinct identity, with a strong professional rivalry between

each detachment. The finest of armsman detachments aboard a ship will often be led by the senior-most warrant officers, creating a de facto hierarchy between detachments, with more honoured detachments being granted the right to board an enemy vessel or derelict ship first, led by (and protecting) eager young officers as they lead the assault.

"Retaliator" Detachment Armsman



WS	BS	S	T	Ag	Int	Per	WP	Fel
38	38	35	35	35	28	35	35	20

Movement: 3/6/9/18

Wounds: 12

Total Armour: (All 6)

Total TB: 3

Skills: Awareness (Per), Common Lore (Imperium) (Int), Common Lore (Imperial Navy) (Int), Intimidate (S), Speak Language (Low Gothic) (Int).

Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive), Nerves of Steel, Pistol Training (SP), Rapid Reload.

Armour: Pressure Carapace (Head 6, Body 6, Arms 6, Legs 6).

Weapons: Auto-Shotgun (30m; S/3/-; 1d10+4 I; Clip 30; Rld 3 Full; Scatter), Mono-cutlass (1d10+3 R; Pen 2).

Gear: 2 spare auto-shotgun clips, 2 Stun Grenades, Demolition Charge, micro-bead vox, good craftsmanship photo-visior.

MUTINEERS

There's no honour among thieves, but some crimes are less forgivable than others. Aside from heresy, mutiny may be the most unforgivable crime among voidfarers. Adventures that chronicle a crew of mutineers can make for an interesting twist on a Rogue Trader campaign. The ship or fleet might be forced to continue its journeys without the support of a Navigator or any members of the Mechanicus. After all, the act of betraying a Warrant holder would surely place them in an incredibly awkward position with their own guild.

For a crew in this situation, there can be no safe haven. They cannot go to the Imperium or to colonies that remain loyal to their dynasty. Xenos will not trust them simply because they are human. Even bands of cutthroats might turn them over for a bounty.

Alternatively, some members of the crew might remain loyal to the Rogue Trader dynasty, even if they turned against the vessel's captain for the sake of survival. This might create a campaign in which betrayal and political intrigue became the central focus. Explorers could be at odds with one another even as they are forced to flee before the forces of the Imperium and the dynasty that owned their vessel.

VENGEFUL MARTYR

Hull: Light Cruiser

Class: Dauntless-class light cruiser

Dimensions: 4.5km long, 0.5km abeam at fins

Mass: 20 megatonnes, approx.

Crew: 65,000 crew, approx.

Accel: 4.3 gravities max sustainable acceleration

The lead vessel of patrol group 686, the *Vengeful Martyr* is an ancient and revered vessel, one of the ships that served in the Angevin Crusade and survived to form the core of Battlefleet Calixis. Broadly speaking, the *Vengeful Martyr* is somewhat more capable than the average Dauntless-class cruiser, being slightly more resilient and significantly more manoeuvrable than most, and fitted with a rare but potent drive to power its forward lance battery.

The *Vengeful Martyr* has gained something of a reputation in its long history for being an eager warship, unwilling to hide or retreat but always reliable and potent on the attack. A long line of commanding officers have found it challenging to rein in the animal ferocity of the ship, but those who have succeeded have done great things with it.

Speed: 7

Manoeuvrability: +23

Detection: +20

Void Shields: 1

Armour: 20

Hull Integrity: 60

Morale: 99

Crew Population: 100

Crew Rating: (50) Veteran

Turret Rating: 1

Weapon Capacity: Prow 1, Port 1, Starboard 1

Essential Components

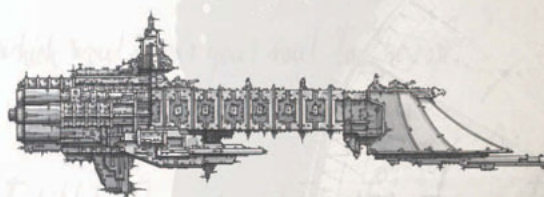
Jovian Pattern Class 4.5 "Warcruiser" Drive, Strelor 2 Warp Drive, Gellar Field, Single Void Shield, Combat Bridge, Vitae Pattern Life Sustainer, Pressed-Crew Quarters, Mark 100 Augur Array

Supplemental Components

1 Port and 1 Starboard Mars-pattern Macrocannon Broadside (Macrobattery, Strength 6, Damage 1d10+3, Crit Rating 5, Range 6)

Prow Voidsunder Lance Battery (Lance, Strength 3, Damage 1d10+4, Crit Range 3, Range 6) The Voidsunder is particularly unwieldy, and may only fire in the Fore fire arc.

Extended Supply Vaults: This allows the vessel to make long patrols throughout the Calixis Sector.



Munitorium: The bonuses for this Component are already included in the weapon profiles.

Armour Plating: The bonuses for this Component are already included in the ship profile.

2x Augmented Retro-thrusters: The bonuses for this Component are already included in the ship profile.

Temple-Shrine to the God Emperor: The bonuses for this Component are already included in the ship profile.

Complications and Special Rules

These modifiers apply to the *Vengeful Martyr*, taking Components into account.

- **Veteran of the Angevin Crusade:** The *Vengeful Martyr* has served for a long time, in a great many battles, dating back to the time of Saint Drusus. All Ballistic Skill Tests to fire the ship's guns gain a +10 bonus, but the ship makes all attempts to operate on Silent Running at a -40 penalty. In addition, the legacies and litanies inscribed upon the hull grant the ship and its crew a +10 bonus on all Charm and Intimidate Tests against those who know of the ship and its reputation.
- This vessel gains a +10 to Repair Tests.

NAMELESS SAINT

Hull: Frigate

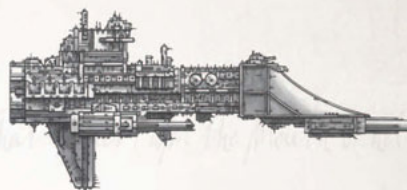
Class: Firestorm-class frigate

Dimensions: 1.8 km long, 0.3 km abeam and fins approx.

Mass: 6 megatonnes approx.

Crew: 25,000 crew, approx.

Accel: 4.4 gravities max sustainable acceleration



Fairly new additions to Retaliator group, the *Nameless Saint*, *Just Persecution* and *Reaver's Dismay* were constructed and commissioned to replenish Vanguard squadron, a trio of Sword-class frigates that had formed part of the group since its creation. Having served in the Angevin Crusade, the original Vanguard squadron was destroyed by Ork ram ships during the Battle for Port Wander. Its replacements consisted of Firestorm-class frigates, a comparatively recent development, made in the centuries before the Gothic War, and which didn't exist during the founding of the Calixis Sector.

The Firestorms of the replenished Vanguard squadron were the first ships of their kind to be introduced to Battlefleet Calixis, and their successful use heralded the widespread introduction of this class to the sector fleet. Their effectiveness against raiders and frigates makes them ideal for patrols and raids.

Speed: 7

Void Shields: 1

Morale: 99

Turret Rating: 2

Manoeuvrability: +20

Armour: 18 (20 Prow)

Crew Population: 100

Weapon Capacity: Prow 1, Dorsal 1

Detection: +15

Hull Integrity: 37

Crew Rating: (40) Crack

Essential Components

Jovian Pattern Class 2 Drive, Strelov 1 Warp Engine, Gellar Field, Single Void Shield Array, Vitae Pattern Life Sustainer, Pressed Crew Quarters, Command Bridge, Mark 100 Augur Array

Supplemental Components

Dorsal Sunsear Mark 1.5 Laser Battery (Macrobattery, Strength 3, Damage 1d10+2, Crit Rating 4, Range 6)

Prow Titanforge Lance Weapon (Lance, Strength 1, Damage 1d10+4, Crit Rating 3, Range 6)

Extended Supply Vaults: This allows the vessel to make long patrols throughout the Calixis Sector.

Munitorium: The bonuses for this Component are already included in the weapon profiles.

Temple-Shrine to the God Emperor: The bonuses for this Component are already included in the ship profile.

Reinforced Prow: The armour bonuses are already included in the ship profile, this ship also deals 1d5 additional damage when ramming.

Reinforced Interior Bulkheads: The bonuses for this Component are already included in the ship profile.

Complications and Special Rules

- **Imperial Navy Crew:** The *Nameless Martyr* has a Crack (40) Crew.

THE INQUISITION

"It is my observation that the greatest evils so often spring from petty crimes. The thief can justify his crimes easily enough, and such minor self-delusion can easily grow to justify more significant misdeeds. Every lapse in judgement or errant belief can be the gateway to far fouler things."

—Inquisitor Autemnidus Fyder, *Musings Upon The Blasphemies of Human Folly*

The Inquisition involves itself in all things deemed necessary to combat threats to the Imperium. So it should come as little surprise that a great many Inquisitors take interest in criminal activities as well as the graver menaces of alien, daemons, and heretics. Criminal conspiracies can provide a way for more dangerous things to enter or move about the Imperium, from the Cold Trade, to smuggling

of heretics and illegal psykers between worlds, to black market operations that supply seditious or rebellious groups with the materiel they need to act. Frequently, many Inquisitors use contacts and informants from the seedy underbelly of the Imperium to gather information and items not available through legitimate routes.

Consequently, many Inquisitors of all Ordos maintain a careful watch over criminal activities, though they may often leave the matter of ending those activities to other organisations (if they choose to act against them at all), informing the Imperial Navy and Adeptus Arbites of smugglers, black market traders, and pirates when it suits their designs. Some Inquisitors, particularly those of a radical bent, are as likely to maintain or subvert criminal organisations for their own ends, gaining a new network of contacts and scores of unwitting servants to use as they see fit.

The amount of alien, criminal, and heretical activity that passes through and around the Calixis end of the Koronus Passage is of considerable interest to the Inquisition for many reasons. The recent formation of the Koronus Cabal, a group of eleven Inquisitors led by Kathryn Pendeira of the Ordo Hereticus, has resulted in a great increase in Inquisitorial operations along the rimward edge of the Calixis Sector, posing a threat to criminal activities attempting to profit from the Koronus Expanse.

INTERROGATOR DERIC OKTAVIAN

"Theron Medar, for the crimes of xenos contamination, you are hereby condemned to death by the authority of the Inquisition. You may seek absolution for your crimes, that you may face the Emperor and be judged by Him. Should you refuse this opportunity, your soul will burn as your body does. Choose now, and die."

—Interrogator Deric Oktavian

The most senior Interrogator of Inquisitor Bahamet Xerces, Oktavian has operated at his master's behest on and near Port Wander for the better part of twenty years, starting initially as an Acolyte working undercover on Footfall. Over the years, his network of contacts and resources around the Maw has expanded, and with it, his influence within the Inquisition. On the verge of full Inquisitorial status himself, Oktavian already wields much of his master's power by proxy, so trusted is he to act correctly.

In the last year, Oktavian has successfully managed to insert operatives within Footfall's Kasballica Mission, a feat that many have tried and none have accomplished until now, granting him an extraordinary amount of leverage and influence within the Koronus Cabal, and the means to more closely track one of the major sources of xenos artefacts into the Calixis Sector.

Oktavian is ruthless and extremely political, a growing hidden power within the Calixis Sector, who has demonstrated considerable proficiency in commanding covert operations and manipulating unwitting resources. Few who he seeks to bring low ever see his face until they are dragged before him in chains and condemned for their crimes.



Interrogator Deric Oktavian



WS	BS	S	T	Ag	Int	Per	WP	Fel
44	53	46	35	49	53	46	38	60

Movement: 4/8/12/24

Wounds: 16

Total Armour: (Arms 4, Legs 4, Body 4)

Total TB: 3

Skills: Acrobatics (Ag), Awareness (Per) +20, Blather (Fel) +10, Charm (Fel) +20, Chem-use (Int) +10, Climb (St) +10, Command (Fel) +20, Common Lore (Adeptus Arbites, Imperium, Koronus Expanse, Rogue Trader, Underworld) (Int) +10, Concealment (Ag) +10, Deceive (Fel) +20, Disguise (Fel) +20, Dodge (Ag) +20, Drive (Ground Vehicles, Hover) (Ag) +20, Evaluate (Int) +20, Forbidden Lore (Heresy, Mutants) +10, Gamble (Int) +20, Inquiry (Fel) +20, Intimidate (S), Literacy (Int) +10, Pilot (All) +20, Scholastic Lore (Imperial Warrants, Judgement, Occult), Scrutiny (Per) +20, Search (Per) +10, Secret Tongue (Acolyte), Security (Ag) +10, Shadowing (Ag) +10, Silent Move (Ag) +10, Sleight of Hand (Ag) +20, Speak Language (Low Gothic) (Int) +10, Survival (Int) +10, Swim (Ag), Tracking (Int).

Talents: Ambidextrous, Basic Weapon Training (Universal), Crack Shot, Deadeye Shot, Die Hard, Good Reputation (Inquisition, Underworld), Hardy, Hip Shooting, Independent Targeting, Jaded, Light Sleeper, Marksman, Melee Weapon Training (Universal), Mighty Shot, Nerves of Steel, Peer (Adeptus Arbites, Administratum, Imperial Navy, Inquisition, Underworld), Pistol Training (Universal), Quick Draw, Rapid Reload, Sharpshooter, Step Aside, Talented (Inquiry), True Grit, Unremarkable.

Armour: Best Craftsmanship armoured bodyglove (Arms 4, Body 4, Legs 4).

Weapons: Custom-modified Zayth Enforcement Rifle (100m; S/2/-; 1d10+6 X; Pen 3; Clip 12; Rld Full; Accurate, Reliable), Power Sword (1d10+9 E; Pen 5; Balanced, Power Field).

Gear: 2 spare bolt pistol clips, multi-key, micro-bead, badge of office, many data-slates, vast network of contacts and agents, Common-Craftsmanship bionic arm.

CRIMINAL MISADVENTURES

"Trouble me not with your judgements of right or wrong. I bear the mark of the Emperor's Will."

—Sarvus Trask, Rogue Trader

Before one can discuss criminal adventures, it is central to the discussion to properly define a criminal act. When a character holds a Warrant of Trade, that definition becomes nebulous. It is certainly possible for a Rogue Trader to commit crimes against the Imperium within the boundaries of the Empire of Man. After all, there are higher powers to which the dynasty holds responsibilities and duties. If these responsibilities are not fulfilled then there are clear consequences that must be faced.

Once the Rogue Trader's vessel ventures beyond the Imperium's borders, the vessel operates under the full authority of its Warrant. As the very embodiment of Imperial power, it is essentially impossible for a Rogue Trader to commit crimes. Outside of the Imperium, a Rogue Trader may undertake any actions he feels necessary to accomplish the terms of his Warrant. Excepting a responsibility to the Imperium, any other actions may be justified as consistent with the Emperor's Will.

This sweeping authority has tremendous implications for every campaign. In principle, only another Rogue Trader has the authority to object to a Rogue Trader's actions in the void beyond the Imperium. Because of this, actions that are morally ambiguous or even actively malicious may be undertaken without fear of consequence. In a very legal sense, the Rogue Trader is the voice of the God-Emperor. Short of vocally turning Traitor, it's nearly impossible for any of a Rogue Trader's actions to be criminal in the eyes of the Imperium. Almost any actions, no matter how vile, taken against xenos, traitors, or mutants are well within their purview, but a Rogue Trader may go much further. Rogue Traders have been even known to take action against human colonies or settlements—even Imperial-aligned ones—on the flimsiest justifications, trusting in the power of their Warrant to protect them.

That's not to say that there may not be consequences for their actions. The Imperium may be the most powerful political entity in the galaxy, but a Rogue Trader often operates without Imperial support. In these situations, local actions may have local consequences. In some cases the beings in those locales may have no means to deal with the actions of a Rogue Trader backed by a fleet of powerful vessels. In other cases, these cultures may have unexpected resources or contacts that could threaten the power of even a well established dynasty. Rogue Traders who are forced to limp back to Imperial space in damaged ships—possibly with xenos in pursuit—may soon find that their reputations and credibility have been tarnished. Repeated incidents might result in Imperial forces failing to come to their aid. Worse yet, expensive repairs and failed expeditions can have a dramatic effect on their bottom line.

III: OPPOSITION AND ADVERSARIES

USING FLASHBACKS

An alternative cinematic way to run a criminal Endeavour is to conduct the entire scenario as a series of flashback scenes. Instead of starting by selecting a target, begin in media res. Have the Explorers at the latter part of the insertion or the beginning of the execution stage. As they attempt to bypass security systems or secure the target, pause that scene and play through an earlier stage. The outcome of that flashback scene can then be used to determine a difficulty in the present story. Ideally, a sequence of these flashbacks could be used to tell a story in an evocative and unusual fashion.

These flashbacks might include contacting and bribing a guard, copying a mechanical key, finding the map of the building's ductwork, or discovering the frequencies used for standard border security scans. The give and take between players and the Game Master can quickly evoke new ideas and result in a surprising final plan.

RUNNING A CRIMINAL ADVENTURE

"Anyone can be a thief. The art comes in doing it with such style that people want you to be the one who robs them."

—Jeremiah Blitz, Rogue Trader

Plotting out a criminal Endeavour requires looking at the crime from every possible angle. The Game Master needs to analyse the type of crime and the steps involved in committing the crime, so that he or she is prepared to deal with the schemes that the players devise. An effective way to do this is to consider the types of crimes implicit in the Endeavour, and then determine how each step of each crime needs to proceed. The players, through their Explorers, will later be performing the same activity, as they prepare and commit criminal acts.

In order to establish a plan with the best chance of success, it is crucial to first break down the individual stages of the crime. A successful criminal knows these stages well, as do the agents of the Magistratum and the Adeptus Arbites. The crime can only be completed if each of the steps is successful. Each offers its own challenge, and undoubtedly security specialists become an obstacle in every one.

When creating a criminal Endeavour, it may help to pick one of these stages as a starting point, and then work out from there. It's not always easiest to start at the beginning. Sometimes an intermediate scene can be just as good a point to build off of as an introduction or a finale.

ROGUE TRADER CRIMES

A Rogue Trader Dynasty is most likely to commit one of four common types of crimes. These crimes may vary in scale, but they are usually classified as smuggling, piracy, heists, or stings. Sometimes these can be mixed and matched. A pirate's booty might need to be smuggled to a buyer. A sting could be used to garner information about a building's security. Heisted goods might be pawned off on an unsuspecting merchant.

A smuggling Endeavour transports items across a border illegally. This could be done to avoid a tariff, it might be because the cargo is illegal, or it might be a matter of discretion. The key to this crime is secrecy, and it is most effective if few discover the crime was committed.

Acts of piracy are typically performed against voidfaring craft. Sometimes the target is a valuable cargo, but other times it might be the vessel or the crew that are of greatest interest to the pirate. The hallmark of piracy is the threat of imminent violence and a sense of daring bravado.

Heists most commonly target planet-bound goods, though a heist of a space station or even a caravan of vessels is possible. When performing a heist, the key element is overcoming the target's ample defences without alerting the target. These

crimes stress stealth and subterfuge, while trying to avoid any confrontation with security. Violence may be an option, but it should not be the first choice.

Stings depend upon capturing the target's trust and then betraying it. These crimes require great showmanship, phenomenal bluffing, and quick thinking. When successful, the target turns over his precious goods to the criminal with a handshake and a smile. Often, the victim of a successful sting may not realise he was victimised until weeks or even months have passed.

TARGET ACQUISITION

Before a crime can be committed, the criminal needs to find a target. This is the quintessential first step to a successful criminal Endeavour. The physical target is important, but understanding its value is just as crucial. Further, just because something is valuable does not mean that it can easily be turned into capital. The target could be a priceless artefact, a person of interest, a massive stockpile of raw materials, or a long lost piece of research data. While the nature of the object may affect the steps necessary to obtain it, the crime is not worth pursuing if the target cannot be easily converted into thrones or influence.

Aside from simple crimes of opportunity, an item is seldom stolen because the thief specifically wants to possess it. Rather, the thief knows a fence or an interested buyer who can quickly move the artefact for him. For a Rogue Trader, a patron might even hire the Explorers to obtain an item by any means necessary. More often, though, a criminal becomes aware of an opportunity, and pursues the crime, only exploiting the goods once he has safely appropriated them.

For a smuggling job, the first part of target selection is in finding the good to carry across a border. The border might be from one planet to another within a system, between systems within Imperial space, across Imperial sector boundaries, or even back into the Calixis Sector from the Koronus Expanse. The key point for the transported goods is that they be illegal, regulated, or heavily taxed at the target location. The types of items that could fall into this category are nearly endless. These might be commonly available items transported en masse—immigrants, dangerous drugs, lethal weapons—or rare and priceless items concealed by a relatively mundane cargo—bizarre artefacts, xenos creatures, or tomes of forbidden knowledge. These targets might be identified accidentally in the course of exploration, or the Explorers might be tipped off as a form of payment from a past adventure.

Acts of piracy are all about knowing where and when a target will be at its most vulnerable. For these crimes, the target might be a valuable cargo, but it could also be the vessel itself or even the vessel's crew. Warp capable vessels are phenomenally expensive objects that can command astronomical prices. Trained crews are also a valuable resource that requires time and expertise to assemble. In some cases, an act of piracy might target all three. In any case, the crucial point lies in identifying when the booty-laden vessel will be most vulnerable to an attack. Sometimes the information about the target might come from an insider who just wants a cut of the profits. Other times, their vessel might just be in the right place at the right time.

Heists are much like acts of piracy in that they begin by identifying a valuable target. However, a heist is seldom a crime of opportunity. The targeted goods are rarely in a position that could be reasonably described as vulnerable. Instead, the thieves must go to great lengths to create a weakness in the existing security system. Heists also are more prone to focus on unique items that might be far more portable. A heist might target a work of art, a unique artefact, or a single person. Cargo space is seldom at a premium when conducting a heist, but the objects stolen are no less valuable just because they are small. For heists, identifying the target may be an adventure in itself, or it might be a tangent that follows up on a lead from a previous story. Sometimes the target might be prominently displayed in a museum or house of worship that is simply too enticing to pass up.

Stings are best characterised by their style instead of their targets. Nonetheless, the crime cannot be successfully committed unless there is something valuable to steal. Consequently, target selection may proceed from either of two directions. An experienced con artist might first select the object to steal, the size and nature of which varies depending entirely upon their needs and connections, then identify the person to target. Alternatively, and more commonly, he might instead first identify a wealthy mark, selecting the assets to be stolen after finding the target. This latter approach focuses more on the essence of the sting and may be a more appropriate set up to stress this theme. However, it may leave the thieves scrambling afterwards; in this instance, selling

the goods might be more challenging than obtaining them. Often, the target of a sting could be a person whom the Explorers have met in passing. Alternatively, the Explorers might select their target as revenge for a past slight.

In all cases, this stage of the scenario is about setting up the hook. No matter how the crime plays out, the potential reward is firmly in sight of the perpetrators from the very beginning. Motives and methods need not be crucial elements at this stage.

RECONNAISSANCE

Any asset worth stealing is going to be well defended. Before the Explorers can establish a new division of wealth, they must analyse those defences and discover a means to bypass them. Sometimes, the bigger hammer approach is followed; enough brute force can overcome nearly any defensive system. Other times, a sacrificial lamb is the solution; security systems are often designed to deter criminals, not to stop them. If someone is willing to be a martyr for the cause, the defences are often not up to the task. Different organisations may take vastly different approaches to security. A talented criminal keeps this in mind and chooses the approach that is most appropriate to the measures taken.

The greatest risk at this stage of the crime is in showing one's hand to the potential victim. If the target becomes aware of the plans, he have the opportunity to respond. A trickle-down effect can complicate every following stage of the crime. If

*My very dear friend, Lord-Captain Fockward,
I am deeply honoured that you thought of me as someone who could assist you with your analysis of the xenos artefact you've described. Based on the pics you included with your missive, I am confident that your trust in my expertise is well placed. In fact, I can say with certainty that I am intimately familiar with this particular specimen. Based upon several of the characters inscribed upon it, in concert with the signs of wear, I believe that this specific artefact resided upon the shelf in my den for several years. I had been studying it rather intently when it mysteriously vanished. Of course, I'm sure the time of the disappearance was sheer coincidence. Perhaps you recall when we last met for dinner at Footfall? In case you've forgotten, it was two years ago. Your ship and officers came aboard and dined in my chambers. That night was the last time I laid eyes upon the xenos cogitator.*

Perhaps this was an honest mistake. Mayhap one of your officers took the artefact, and later presented it to you as a gift. There is certainly a chance that the artefact possessed an ability to travel through the warp without my knowledge and just happened to manifest on your vessel. These things do happen, after all.

Regardless of the cause, my friend, I would appreciate your kindness in bringing the artefact to me so that we can continue this discussion in a manner befitting true gentlemen. I would be more than happy to impart upon you everything that you have earned.

-Nathin Tsanthos

things go horribly awry during reconnaissance, a veteran might back off and choose a different target, perhaps saving this one for a later time when things have cooled down. A novice, in contrast, might choose to plough ahead, letting the chips fall where they may. Alternatively, a patsy used as a disposable distraction might work best, granting the canny thief a chance to make a stealthy entrance and exit while security is dealing with the distraction. In some cases, the Explorers might even unwittingly be set up to take the fall in a criminal Endeavour.

A smuggler needs to know how the border is defended and if there are additional defences beyond the border. Perhaps the security scans fail to penetrate living tissue. In that case, the plan might conceal the goods inside of domesticated animals or even within the bodies of the crew. Maybe the smuggled goods are precious metals that could be cast into a cargo of seemingly mundane objects painted to conceal their true nature. To do this, the team would need to find a manufactory capable of such craftsmanship. If the goods are alien artefacts, perhaps the smuggler decides to forge a series of documents to prove that these items are being transported under the authority of the Inquisition. In this case, reconnaissance requires finding a comparable document to modify.

Reconnaissance for piracy may begin far afield from the targeted vessel. If the mission requires attacking a specific ship or class of ship, the Explorers might begin by tracking down its schematics and maintenance records. The craft's home port or the archives of the organisation that owns the ship might contain this information. Perhaps the mission targets the vessels of a particular mercantile guild. In this case, reconnaissance might require examining their communications or disaster response protocols. Perhaps, rather than lying in wait, the pirates could replicate these communications to draw a vessel far off course and into a carefully baited trap. Alternatively, pirates might identify a locale, particularly near a jump point, that offers concealment while they lie in wait to spring a trap.

When preparing for a heist, this stage invariably involves scouting out the location, preferably in person, and analysing the specifications to go with the security system. At this stage, it is important to consider all aspects of the security. Physical security might include electronic surveillance, weapon emplacements, locks, guard animals, alarms, traps, and barriers. With the exception of abandoned archaeological finds, security also includes personnel. Often, guards can be the weakest point in the system. By using social engineering, the Explorers may find out far more from the guardians than they could through other types of research. Polite and seemingly innocent inquiries may reveal additional details or even allow the Explorers to bypass many or all of the physical security elements.

How the target was selected for a sting directly affects the reconnaissance. If the target was chosen because the criminals already had some juicy blackmail material, then this stage might be straightforward. In this instance, they simply need to make certain that the mark has the resources to pay the blackmail costs and really is opposed to having the information leaked. A victim with unusual morals or a deceptive lifestyle would certainly make this crime far more challenging. Alternatively, if the victim was chosen because of known assets, then this becomes a matter of finding the individual's

THE DOUBLE CROSS

It is a truism: There is no honour among thieves. Any time the Explorers are working with another criminal—gaining information, abetting a crime, or hiring mercenaries—they may be betrayed. Hardened criminals don't become successful by following the rules. They bite, scratch, and claw their way to the top of the dung heap, using whatever resources are at their disposal to shove others down and take whatever they can get. Relationships aren't built upon trust. They are built upon fear, mutual greed, and a tiny bit of respect. If a criminal gets an opportunity to betray a compatriot for his own benefit, he will do so any time the potential reward offsets the risk.

Sometimes the Explorers may see it coming from the very beginning. Other times, it could come as a complete surprise. In any case, betrayal is a valuable tool in a Game Master's arsenal to keep the players on their toes. Keep in mind, however, that a double cross can leave a sour taste in a player's mouth. For many people, a roleplaying game is about seeing their characters develop. A double cross can seem like an arbitrary way of taking something away that their characters have earned. When used dramatically and sparingly, it can be a stunningly effective storytelling tool. When abused, it can become frustrating, stale, and predictable. Save this as a tool for only the rarest of occasions so that it achieves the maximum impact and shock.

weak point. Perhaps they have a gambling or social habit that the Explorers could use to form a close bond. Maybe they have an esoteric hobby that could lead to a sense of trust. In either case, the cons need to carefully ask some pointed questions without tipping off their mark.

This stage usually leads directly to intensive planning sessions. Until the target's defences have been thoroughly examined, it is impossible to assemble a plan with an acceptable level of risk. This may also be a key opportunity to back out of a crime. Rarely have the Explorers committed any acts that directly implicate them.

INSERTION

Getting into the site or making contact with the mark can be the most delicate portion of any crime. A careful insertion keys off of the information that was obtained during the reconnaissance stage. This is the point at which social engineering, detailed schematics, and talented acts of deception begin to pay off. A smooth insertion stage can often cause the rest of the crime to flow smoothly, leaving the victim completely unaware of the crime.

Conversely, some criminals may put little thought into this stage. An insertion performed with engines roaring and autocannons blasting certainly has a charm all its own. The downside to this approach is that it invariably means facing all of the target's defences. It may also allow the target to bring other resources to bear, such as unexpected planetary defence forces, arbitrators, or the manpower of an extended criminal syndicate. For many,

this means an unacceptable level of risk, making an incident-free insertion crucial. For others, the risk of violence and rush of adrenaline are the biggest reasons to commit the crime.

For any crime, the insertion may begin by infiltrating into a position of trust with the target. The insider needs to become intimately familiar with the target's security measures, especially if anything differs from what was determined in the reconnaissance stage and used for planning. If the insider can assume a position that allows him to disable portions of the security or to enlarge a hole in the security net, that is even better. Discrete communication also plays a key role at this stage. Passing information about these systems to the rest of the team can easily set off flags that blow his cover.

Of course, this insider also runs the greatest risk of being identified. If he is fingered too early, the whole plan may have to be scrapped and the job abandoned. Even if everything goes off cleanly, the target may retain information on the insider allowing this person to be tracked back to the rest of the team. Infiltrators need to be careful about concealing their identities as well as their activities. They also need to take care that another team member does not decide to eliminate them as the most obvious link between the victim and the thieves.

When preparing to smuggle goods across a border, an insertion may simply be the final preparations as the vessel queues up for cargo inspections prior to admittance or landing. Alternatively, it might begin when a member of the team infiltrates the planetary defence forces to compromise their systems. If the smuggler is focused on misdirection, it might even begin when the vessel approaches the border trailing plumes of smoke and blaring a distress signal. The key here is to draw the focus away from the illicit cargo by any means possible.

Pirates only rarely attempt to infiltrate crewmen onto a warp capable vessel. With the threat of time dilation on warp journeys, there are far too many chances for jobs that depend upon timing to go horribly wrong. If an infiltration is conducted, it is much more likely that a substellar transport would be targeted. Otherwise, the insertion may be the harrowing flight in a boarding torpedo from their vessel to the targeted craft.

Heists are most often dependent upon setting up a person on the inside of the security system. This might be someone working as a security specialist, but it could also be a member of the maintenance crew, someone in a human resources division who assigns security access, or even a courier. The key is bypassing as many layers of security as possible.

For a sting, the insertion stage is about setting up the initial contact with the mark. These crimes are entirely dependent upon establishing trust between the criminal and the victim. This stage is when that trust is first established. Even in cases of blackmail, the victim will not pay if he thinks that the blackmailer is likely to double cross him. This blind faith is not easily achieved, but a smooth insertion can go a long way to establishing the misplaced trust.

Typically, once this stage has begun, the crime has passed the point of no return. It is too late to come back another day, dump the cargo, or pretend that these actions were in the mark's best interest. Even if the criminals change their minds once this stage has begun, it remains possible that they could end up facing legal consequences or some form of revenge from their victim. Even a clean escape after this could likely leave suspicions raised.

EXECUTION

The execution stage is when the actual crime takes place. Ultimately, this step sets the tone for the crime along with the consequences. The goods are obtained, money changes hands, or the data is compromised. If legal actions occur later, the thieves will most likely be in response to the actions the criminals took at this stage. Brutal actions invariably carry more severe consequences than well orchestrated acts of deception. Of course, deception requires more guile, planning, and patience.

The central focus of the execution is often one of tension. If things have gone too smoothly up to this point, then they may be waiting for the other shoe to drop. Was a silent alarm triggered? Are there unexpected guardians waiting just outside the room? Has an unidentified surveillance system caught them in the act? Is there a mechanical trap that might activate the moment the goods are moved? None of these questions can be answered at this stage. Those are threats to face during the getaway. However, the fear of those dangers should be at the forefront of their minds as they commit the crimes. This sense of wariness ratchets up the tension, leaving the thieves unable to focus on the task at hand.

For a smuggling job, this step is all about crossing the border. The suspense usually comes when guards inspect the vessel. This might be done remotely but is far more dramatic if armed guards carrying an auspex board the vessel to complete the inspection. This can be as simple or complex as is necessary. In some cases, it may also be extended—a system that is particularly concerned about security might have multiple inspections, with different inspectors and resources at each stage. Different ports might have different levels of security at each stage. Some planets within a sector might even have complex security systems that are redundant with a watch point near a sector border. Until all of the borders are crossed, the execution stage is incomplete.

During acts of piracy, the execution stage is about seizing control of the target vessel. This could be through a shot fired across the target's bow and an intimidating vox message. As that is seldom a dramatic encounter, it is more likely that the execution stage involves a pitched space battle and dangerous boarding actions. In either case, the execution stage comes down to overcoming the target's defences. Capturing the goods and transporting them back to the pirate's vessel might fall under the getaway stage, particularly if the target vessel was able to broadcast a plea for assistance.

Executing a heist can rapidly become quite complicated. Even with an agent on the inside to help diffuse security, a static location can have far more defences than targets of other criminal actions. To overcome these, a heist plan may include additional distractions, feints, double feints, and other acts of treachery. Timing is everything, and excellent communications are essential for maintaining split second timing. Keeping these communications secure—even with a psyker—can be challenging but essential.

A sting generally has an extended build up prior to the final transfer of funds or goods. When the mark ultimately delivers the big payout, the cons must take care to maintain the victim's trust. The transaction may be quite brief, though a suspicious subject might not deliver exactly what the

criminals are expecting. The important part of this gambit can be discretely authenticating the goods without allowing the marks to realise that his trust is not fully returned.

Keep in mind that the sense of tension cannot be maintained indefinitely. These scenes are generally brief. The Explorers have already made their entry and are now executing the crux of their plan. This stage may simply feature a few key skill rolls that determine the success or failure of the crime and dictate how easy or challenging the following stages will be.

GETAWAY

Committing the crime is often the easiest step. Security can be overcome with brute force or careful planning. A mark can be persuaded to wait for the return on his investment. A border agent can be bribed. Unfortunately, not every variable can be controlled. Sometimes there is an unnoticed silent alarm. Sometimes the mark decides to contact the planetary defence forces to validate his new trusted friend. Sometimes the border agent gets a sudden, inconvenient attack of conscience. If any of these events happen, escaping safely with the goods intact can become far more difficult than the plan anticipated.

Every good plan needs to account for the getaway. A solid plan should even have multiple escape routes for when, not if, something goes awry. This stage is what separates a workable plan from a truly masterful one. When the thieves are pursued by the Magistratum, other criminal groups and an irate Inquisitor, a truly masterful plan allows them to escape from all these forces with the goods and their skins intact, their identities a safely kept secret. That is the worst case scenario, but a successful criminal remains successful by always having a plan to escape from the worst case scenario.

A smuggler cannot call a job complete until the goods are delivered and the payment has cleared. Sometimes, this may require warehousing the goods—either on a planet's surface or in their ship's hold—until their contact can accept delivery and provide compensation. While waiting, the smuggler needs to provide security for the goods and continue to keep them out of sight of the authorities. It is certainly possible that a criminal rival might stage a heist at this step. After all, discrete security may not be effective security. Alternatively, their contact might be missing or unable to deliver the expected payment. Discretely attempting to sell the goods to another party could be a significant challenge for a smuggler that just wants his expected payout. This might mean settling for a far smaller payment than needed to cover expenses. Of course, a crew that has not been paid might provide ample motive for a quick sale.

Acts of piracy directly affect the Imperium's bottom line. Shipments that are misappropriated could result in a failed colony, poorly equipped troops, or food riots in a crowded hive. The Imperial Navy in the Calixis Sector takes a direct approach to these issues. Vessels caught committing an act of piracy against an Imperial vessel are destroyed with all hands. Some xenos and system forces follow similar protocols. As a result, pirates often attempt to target vessels in isolated locations, complete their crimes quickly, and use the warp to immediately travel to a distant location. Some pirates may resort to the extreme measure of eliminating all

witnesses. Others may forcibly pressgang the target's crew into service. The key is to maintain their good standing with the Imperium, but to also recover as many of the goods as possible. Seizing the target ship and crew saves time needed to transfer cargo, but it also leaves the pirates holding an easily identified asset—the stolen vessel.

If the victim became aware of a heist, then escaping with the goods suddenly becomes much more challenging. A facility's security can sometimes be more effective at keeping an escaping criminal contained than at keeping him from entering in the first place. The victim may call in planetary defences forces or, if appropriate, Arbitrators. If the target were a military facility, the Imperial Guard could become involved. The severity of the response will likely be proportionate to the value of the goods stolen. However, some organisations stake their reputations on their security. For example, if the heist involved freeing a prisoner from an Inquisitor's holding cell, the severity and duration of pursuit could become extreme. In contrast, if the star charts from a backwater outpost were stolen, the local Magistratum might quickly give up the chase.

Targets of a high-stakes sting are generally individuals or organisations with a considerable amount of influence. They may be involved in system government, successful entrepreneurs, or accomplished criminals. The very assets that make them worthwhile targets also make them dangerous targets. Until the Explorers have completed the theft and left the mark's area of influence, they might still be targeted. For stings, it is particularly important to keep in mind that the Administratum may hold the goods in escrow. Often, these exchanges can be



revoked. Unless the criminals have their goods in hand, the victim might manage to prevent the transactions and recover his possessions before they are irrevocably lost. This could lead to an encounter with Imperial agents in which the thieves try to convert a bearer's bond into Throne Geld.

Part of the excitement of a criminal Endeavour is dealing with the opposition. If the crime goes too smoothly, the pursuit that follows can be the crucial opportunity for added tension. This is also an opportunity to bring the Magistratum, Arbites, or even the Inquisition into the story. At this stage, the Explorers have committed a criminal act. There are consequences, and they strive to avoid them. Their attempts to reach safety and maintain anonymity can become even more challenging than anyone had feared.

CONSEQUENCES

Crimes are generally committed because it seems the easiest or only way to obtain an asset. Often, that asset is financial in nature, but it might be something that is best characterised by its military, religious, or even social benefit. Consider that, for all of these cases, the crime is not actually successful until the criminals have the opportunity to use and enjoy the fruits of their malfesance. Recreational drugs might offer a brief high for a thief, but a stolen cargo of vaccines could take months to distribute to a needy population. Because of this variation, scale and motive are far more critical for defining this stage of the crime than is the nature by which the goods were obtained.

If the items stolen were relatively small in scale, there may be few long-term consequences. Most likely, the Explorers take the artefact off of the planet where it was obtained, probably even outside of the system from which it was stolen. Unless the item is one with great sentimental value or an artefact that connotes secular or religious power, there are few organisations that would have the resources or the motivation to pursue something that far. This is a significant threshold. Certainly, the criminals should be wary if they return to the scene of the crime. However, the galaxy is a very large place. Tracking someone through the warp is not a task to be undertaken lightly.

On the other hand, some crimes leave the victim desperate to recover his lost goods. Other victims may simply have an insatiable thirst for vengeance. Similarly, if the Explorers left a wake of dead or maimed security guards in their wake, the families and friends of those guards might thirst for revenge. It is these people that the Explorers may need to worry about. If the victim has the resources, he may be willing to go to great lengths to recover his goods and punish those who have transgressed against him. Some might hire bounty hunters or assassins, while others could lead an angry fleet in pursuit. His recourse will be directly proportionate to his means and his personality.

A crime lord, a merchant guild leader, or a planetary governor might be more concerned about the loss of face than the actual object lost. The item stolen need not be of particular value. The fact that someone dared to cross them could, in contrast, result in a catastrophic loss of reputation. Characters in such positions of power might invest many times the value of the stolen goods for the sake of recovering the criminals who have failed to show them the respect they are due. The good news for the Explorers is that the attackers will likely seek to recover them alive. The unfortunate news is

that if they are caught, it will likely result in an extended bout of torture followed by a very public execution.

Of course, some victims have even more powerful resources at their disposal. A character with ties to the Inquisition or the Administratum might invoke the Imperial Navy to take action against the Explorers. Worse yet, the Explorers might find that their vessel can no longer safely dock at Imperial shipyards. Resupplying could suddenly require trips to ports run by the black market, renegades, or even xenos (see Wanted Criminals and Acquisition on page 108).

In some cases, the victim could seem to be a target with little hope of recourse. A tribal leader on an isolated death world might appear to have no means to seek revenge after his entire culture was press ganged into slavery. If a religious artefact were stolen from a remote colony, then the Explorers might think that once they left the system they were free of reprisal. In either case, however, the victim may have lost their innocence and suddenly be willing to go to extreme measures. Perhaps the tribal leader survived as a slave, earned his freedom, and eventually found himself in command of a vessel. Maybe the colony's priest entered a pact with dark powers. Either of these possibilities could lead to an unexpected plot twist for the Explorers.

Consequences can add an exciting element of drama to an adventure, especially if they don't show up for an extended period. A nearly forgotten opponent can make for an exciting plot twist in a later scenario. If the Explorers have left a trail of irate victims in their wake, it is even possible that some of them could collaborate. Perhaps the reason things seem to be going wrong for the Explorers is that some of these victims have even been spreading word of their transgressions.

Mechanical Consequences

When applying consequences for a successful Criminal Endeavour, it is recommended that the GM not reduce a group's Profit Factor. The reduction of Profit Factor counteracts the Profit Factor gained, making the Endeavour useless. Instead, the GM can make use of the Rival and Enemy Talents. For example, if the Explorers plunder an Adeptus Mechanicus Explorator vessel and steal valuable archeotech (but do not harm the vessel or its inhabitants) the GM might give the Explorers the Rival (Adeptus Mechanicus) Talent. If they bombarded a research station from orbit, however, they may do enough harm to earn the Enemy (Adeptus Mechanicus) Talent instead.

In awarding these Talents, the GM is encouraged to take the circumstances of the Endeavour into account. If the Explorers put a great deal of effort into concealing their identity, the GM should consider not imposing any mechanical consequences for their misdeeds. In fact, a particularly successful sting might leave the victim completely in the dark as to his assailant, and if the Explorers played their cards right, they may have duped their victim into trusting them even after they robbed him blind! In that case, the GM may even consider rewarding them with a Peer or Good Reputation Talent—at least until the victim finds out the truth.

The GM can also invent variants of these Talents to fit specific situations. For example giving a Seneschal who dupes the noble house of Belasco and absconds with a portion of their ancestral wealth the Enemy (Nobility) Talent may be a bit drastic, as the

Seneschal has not made an enemy of every noble everywhere. Instead, the Seneschal could receive the Enemy (House Belasco) Talent, representing their specific desire to see him pay.

These Talents can have a very real effect on a group's Profit Factor (see page 108), but this effect is mitigated because it only applies when dealing with a specific group or organisation.

CRIMINAL ENDEAVOURS

"The only thing worse than an honest magistrate is one who doesn't have the decency to stay bought."

—Krawkin Feckward, Rogue Trader

The world of a Rogue Trader is filled with people and cultures that could only be described as morally reprehensible. There are those who have come to power by acts of betrayal, abuse of power, and murderous streaks that approach the scale of genocide. All of these actions can be within the scope of a Rogue Trader campaign focused on the criminal aspects of the setting. However, they need not be.

The motivations behind a character's actions are every bit as important as the actions themselves. The ends can justify the means. A Rogue Trader might only see his Warrant as a path to power and opportunity, regardless of the cost. Another might place his duties to the Imperium higher and commit comparable acts for the glory of the God-Emperor. This change in motive can make the latter character far more likeable than the former.

A character driven solely by vices runs the risk of becoming a two-dimensional caricature. One who instead pursues a grand Endeavour, but performs heinous acts, may be portrayed as a sympathetic villain or even a roguish hero. Balancing on this tightrope can make the difference between a campaign that feels morally disturbing and one that challenges the players to evaluate hard moral choices. When fleshing out an Endeavour, it may be helpful to keep these choices in mind. Reacting to a moral quandary can bring whole new depth to game play.

The following examples are merely suggested hooks that a Game Master might use to design criminal Endeavours. Refer to the **ROGUE TRADER** Core Rulebook page 277 for more information on designing Endeavours.

LESSER ENDEAVOURS

All of these Endeavours are intended to be contained within a single night's play. These are particularly appropriate for Explorers with little criminal experience. This might be one of the first times when they choose to compromise their morals. Alternatively, this could be a quick job to garner resources that enable them to continue their work on a larger project. In all cases, the tasks should be well within the Explorers' abilities and the consequences should be relatively mild.

LHO-DOWN RATS

Lesser Endeavour +1 Profit Factor

Barrington Cole is a mid-level adept in the Administratum, who coordinates agricultural contracts for Hive Tarsus on Scintilla. As part of his duties, he controls tariffs on all incoming agricultural goods. Recently, he raised the tariff on lho-stick shipments by ten percent. This has helped him conceal the amount he has siphoned off into his own accounts, but he needs more thrones to maintain his lifestyle. Cole contacts the Explorers, asking them to smuggle in a cargo of lho-sticks that he can transfer off the record books, allowing him to pocket tariff charges that he passes on to his buyers.

Objective 1: Negotiate the Deal and Retrieve the Cargo

Themes: Trade

The Explorers must negotiate terms with Cole, travel to Ntharis to retrieve the cargo, and convince the locals to honour the agreement that Cole made. The negotiations and travel should be uneventful, but the Ntharians push hard for better terms, which may cost the Explorers some of their profit.

Objective 2: Bypass Scintilla's Security

Themes: Criminal

This objective challenges the Explorers to bypass Scintilla's extensive security measures. As their cargo is moderately valuable but not dangerous, the guards may be easily bribed, possibly with samples from the cargo. Though the risks are low, things could easily escalate into a dangerous situation. Discretion and patience are crucial to successfully completing the objective.

Objective 3: Seal the Deal

Themes: Trade

The Explorers conclude the Endeavour by safely delivering the cargo to Cole. During this stage, they may try to persuade Cole to cover some of the additional expenses they incurred. Cole might also attempt to renege on the deal, especially if they were caught while crossing the border.

FISH IN A BARREL

Lesser Endeavour +2 Profit Factor

An established rival Rogue Trader has been consistently using substellar vessels for resupply in the Lucin's Breath system. The vessels are lightly armed and poorly armoured. Fortunately for the Explorers, they are also kept stocked with munitions, foodstuffs, and repair parts by the Fel Dynasty. For decades, these vessels have relied upon secrecy to keep them safe, but their presence has been leaked.

Objective 1: Find the Supply Ships

Themes: Exploration

During a formal celebration, a rival inadvertently mentions that he has made several stopovers in the Lucin's Breath system. Based on travel times, the Explorers realize that their rival must be maintaining a resupply outpost in the system. Searching the system reveals a mining habitat on a small planetoid not far from the system's edge.

Objective 2: Steal the Cargo

Themes: Criminal

The mining facility is well defended (use a Wayfarer Station, **ROGUE TRADER** Core Rulebook page 210). Three sub-stellar transports orbit the planetoid. Regular shuttles from the mining facility reload the vessels with foodstuffs and ore, while unloading equipment and supplies for the mines. The Explorers may want to time their attack based upon the vessels' position in orbit and the status of their cargo bays.

Objective 3: Sell the Goods

Themes: Trade

The Explorers may want to sell their goods at a high profile location, especially if they wish to cause a loss of face for their rival. This could intensify the rivalry or set up future scenarios in which the rival seeks vengeance.

FAVOUR FOR A FRIEND

Lesser Endeavour +1 Profit Factor

Inquisitor Arlanda Hule has uncovered a journal with notes describing a xenos artefact and a troubling prophecy. According to her research, the location is a temple on a small moon in the Cinderhall system within the Accursed Demesne. She attempts to commandeer the Explorer's vessel to go recover or destroy the artefact.

Objective 1: For the God-Emperor

Themes: Creed

Inquisitor Hule contacts the Explorers just as they enter orbit with a volatile cargo. She demands that they drop everything to assist her on a mission crucial to the security of the Imperium. There are no other warp capable ships in the system at this time. She is very reluctant to give them the time required to prepare for transit.

Objective 2: Find the Temple

Themes: Exploration

Travel through the warp to the Cinderhall system is unexpectedly treacherous. The moon's orbit does not match up with Inquisitor Hule's expectations. Initial scans reveal a barren lifeless rock. Further studies identify a habitat with signs of life deep beneath the moon's surface.

Objective 3: Prevent the Prophecy

Themes: Criminal

Well concealed tunnels from the surface provide access to the underground temple. Ancient, but functional, automated defences secure it. Deep inside, the Explorers find a temple filled with dozens of unknown xenos, frozen in a state of suspended animation. Inquisitor Hule demands that everything be destroyed, though there are fascinating examples of xenos artefacts littered throughout the complex, many of which could clearly be sold for a considerable profit.

BIG GAME HUNTER

Lesser Endeavour +2 Profit Factor

While in port, the Explorers are approached by Baron Erasmus Montego. The Baron introduces himself as an accomplished big game hunter in search of a new expedition. He is followed by servants, dresses affluently, and is seeking a vessel and crew. Negotiating with the Baron quickly reveals that he has far more money than sense.

Objective 1: The Safari Begins

Themes: Trade

As the Explorers present the Baron with various locations and beasts to target for the expedition, it becomes increasingly obvious that he is out of his depth in the discussion. From holding a weapon backwards, to underestimating travel time, to misreading the scale on a drawing and deciding to go hunt microbes. Baron Montego also reveals that he is the last scion of his line, though he may choose to designate an heir at any time.

Objective 2: A Three Hour Cruise

Themes: Criminal

As the last minute departure preparations complete, the Explorers discover that the Baron is in the process of designating an heir to his fortune. The opportunity is presented for their dynasty to receive that designation. Unfortunately, the Explorers soon find the Baron insufferable. The man is an endless stream of ignorant questions, repeated anecdotes, and insulting opinions. The only redeeming quality the man has is his seemingly bottomless wealth.

Objective 3: The Windfall

Themes: Criminal

With the documents that designate their inheritance in place, the Explorers may choose to dispose of the Baron and cash in the will. The biggest caveat may be in making the Baron's death look accidental. It would, after all, be much easier to confirm the inheritance if one or more of his loyal retainers were present when the Explorer's presented their new grant of title to the local Magistratum.

GREATER ENDEAVOURS

These crimes should be more complex and challenging. They are intended to take two or three game sessions to complete and may require that the Explorers have some specialised skills that are focused on criminal activities. The payoffs should be larger, but so are the potential consequences. Each of the three objectives in a Greater Endeavour can easily be as complex as the entire process of a Lesser Endeavour.

PARADISE IMPRISONED

Greater Endeavour +4 Profit Factor

The Explorers win a xenos star chart in a game of chance. The former owner staked it reluctantly, insisting that it led to a paradisiacal planet. The natives he had encountered there were peaceful and the world was filled with boundless resources. Clearly, this is an opportunity for untold plunder.

Objective 1: Road to Eden

Themes: Exploration

The Explorers realise that the star chart leads deep into the Unbeholden Reaches. The journey through the warp should push their skills to the limits, as they encounter a chaotic pattern of instabilities en route. Their augur arrays soon reveal extensive life signs on the second planet from the star. Closer scans reveal extensive deposits of valuable minerals in the upper layers of the planet's crust. The planet has a breathable atmosphere and acceptable gravity.

The xenos identify themselves as the Cahlfey. They stand 150 centimetres in height and are trisymmetric. The Cahlfey are a peaceful, but primitive race of hunter-gatherers. The Explorers may easily exploit both of these aspects of the culture; either enslaving them or compelling them to grant tribute.

Objective 2: Tainted Goods

Themes: Criminal

The Explorers encounter members of the Cahlfey religious caste. These shamans are capable psykers devoted to Chaos. There are a limited number of them, but they pose a meaningful threat and reveal that the planet has been tainted. The Explorers may soon realise that they must fill their cargo bays and escape the planet before the situation worsens. As they return to the Imperium, they may discover that some of their artefacts are marked and tainted by Chaos. Smuggling these goods onto an Imperial world will present an array of challenges.

Objective 3: Discrete Sales

Themes: Criminal

As humanity at large has not contacted this species, anything that they acquired is virtually priceless. However, the artefacts are also distinctive and the possibility exists for them to be tracked back to the Explorers. Finding buyers who are interested in the artefacts without alerting authorities may be exceptionally challenging. At this stage, the Explorers might even decide that anonymity is more important than any potential profit.

LONE SHEEP*Greater Endeavour +3 Profit Factor*

As the Explorers prepare to head out on an exploration expedition, with empty cargo bays and ample supplies, they encounter a badly damaged Stryxis vessel that emerges from the warp. After quickly overcoming its meagre defences, they may seize its cargo along with shipping schedules and vessel information for its extended caravan.

Objective 1: Bagging the Bird

Themes: Criminal

As they approach the system's warp boundary, the Explorers encounter what is initially identified as an Imperial Raider—*Faith's Bounty*. Patchwork repairs and extensive battle damage are immediately visible. Communications quickly identify it as a craft that the Stryxis have salvaged. The ship's captain attempts to bargain for assistance. However, the ship is in no position to defend itself.

Mister Tocara,
 I find myself a bit amused at your apparent inability to locate somebody to eliminate Baron Scourge for you, after your little 'dispute' with him last year. Surely Scourge's reputation is not sufficiently terrible to dissuade all of the assassins in Footfall? Nevertheless, I have put out feelers to several groups and to a small number of my own contacts. The initial results are promising.
 I can only assume that you're looking for the best to deal with such a wealthy and powerful target. Consequently, I think I've narrowed it down to two possibilities:
 The blade-pastor Nehorem Orsk is one of the deadliest assassins of the Astral Blades clan on Footfall. The only complication involved is his faith; he only slays those ordained by his superiors in the cult, as a result of omens and fate readings. It will take considerable funding and leverage to be able to 'ensure' a favourable Jarot reading and make Scourge a target. Alternatively, Shanrek of the Whisperhawk Kindred is a strange, if potent option: nobody knows much about this deadly Xroot, save that few creatures have ever managed to elude her, and that she seems to use an unusually large amount of technology for a member of her species—camouflage fields, plasma pistols, razorwire launchers, and xenos blades are said to be only a small part of the Xroot's arsenal. Details of her payment remain largely unknown—it's difficult to find those willing to admit to hiring her.
 Look to either of those, and you'll find a being capable of eliminating your adversaries.

—Nathin Tzanthos

Objective 2: Silk Passage

Themes: Exploration

Once defeated, the Stryxis captain again attempts to bargain with the Explorers. This time it offers information in exchange for freedom. The xenos presents the Explorers with a journal of past travels and future schedules, explaining that this is the travel plan for their extended caravan. If properly motivated, it may even identify at which points the vessels should have the most valuable cargo. The Explorers need to decipher the charts, find passage to the locations, and may need to recruit allies to assist in their confrontations with the Stryxis.

Objective 3: Lonely Caravan

Themes: Criminal

Stryxis vessels travel in caravans of poorly defended transports and light cruiser-sized Xebecs. Following the charts, the Explorers may choose to risk additional travel, targeting isolated transports or working with an allied fleet to target those accompanying Xebecs. In either case, the values of the cargo vary substantially from ship to ship. How Stryxis choose to value objects may not make sense to the Explorers, and the cargoes should include xenos artefacts that require time and expertise to decipher and sell.

If the Explorers continue these attacks, the Stryxis move to counter the attacks surprisingly quickly. After a few attempts on isolated vessels, the xenos cease following the travel schedule and place Xebecs in unexpected locations. Keep in mind that the Stryxis always attempt to bargain for a trade-focused settlement before any weapons are fired.

BLOOD MONEY

Greater Endeavour +4 Profit Factor

During a stopover on a pleasure planet, the Explorers encounter a lone Imperial Guardsman. They inadvertently save his life, and he decides that he owes them a substantial debt. To pay this off, he reveals the shipment schedule of payroll disbursements funds for the planet's Imperial Guard recruitment centre.

Objective 1: Navigating the Hive

Themes: Criminal

The shipment schedule provides a starting point, but more information is necessary. If the Explorers hope to acquire the funds, they need to find out more about the security both during the delivery and where the funds are stored. Discrete inquiries, accompanied by bribes, reveal that a biweekly shipment arrives at docks and is then shuttled by Chimera to the facility. The security on base is more dangerous than the lone armoured transport, but the constant influx of personnel at the recovery facility means that there are weak points.

Objective 2: Cracking the Nut

Themes: Military

The Chimera is in constant vox communication with the recruitment facility and the air field. If the Explorers cannot overcome that challenge, reinforcements quickly arrive on the scene, substantially upping the ante. Breaking into and exiting from the recovery facility is quite a bit easier. However, there

are armed guardsmen, security servitors, and an advanced locking system to overcome. The biggest challenge may be disguising several pallets of thrones from the facility so that they look like something else when they are removed.

Objective 3: Misdirection

Themes: Criminal

If the Explorers were in dire financial straits, their sudden windfall after the heist could tip off Arbitrator attention. The simplest solution might be to transfer the funds off-world to have them laundered by underworld contacts elsewhere. Of course, after a loss of this scale, the planetary governor is forced to prohibit all off-world travel. If the Explorers leave the planet in a hurry, this could attract attention. If they stick around, attempting to conceal the funds during the course of a full Imperial investigation offers its own set of challenges.

ROLLING THE BANK

Greater Endeavour +3 Profit Factor

A trading partner mentions, in passing, that a brokerage house located on Port Wander is looking for vessels to sponsor on expeditions. As his friend has heard it, they seem to have a very large sum to invest, and are looking for investments with an acceptable level of risk. As he's dealt with the Explorers before, he is willing to put in a good word for them, as long as he gets a small cut of their take.

Objective 1: Getting to Know Queeg House

Themes: Trade

A quick inquiry reveals that Queeg House is a young finance and brokerage firm. The head of the firm, Mikhail Queeg, is a charismatic and trusting gentleman, who made a fortune in other industries. He has attracted other investors and is now looking for investment opportunities. He has become enamoured with the notion of sponsoring an expedition into the Koronus Maw in search of rare commodities. He has more than ample funds for the cause but little knowledge of void travel or exploration. If the Explorers appear knowledgeable, they can quickly earn his trust.

Objective 2: Talking the Talk

Themes: Criminal

If the Explorers manage to earn Mikhail's trust, garnering his money may be all too easy. He inspects their vessel and discusses their travel plans in detail. Ultimately, though, a successful team of Explorers should be able to talk rings around him. He is just not knowledgeable enough about these matters to ask the right questions. Queeg is, however, very familiar with personnel management. As he explores their vessel, he often stops to speak with the voidfarers to discuss their time in service on the vessel. This should create some awkward situations as the voidmen offer explanations that are not consistent with the professional and honest businessmen that Explorers strive to portray. If issues of smuggling or slaving come out, Mikhail may even turn this information over to Imperial Authorities.

Objective 3: The Other Shoe

Themes: Criminal

After they obtain the funds from Queeg House, the Explorers suddenly find that they may be caught actually trying to make an honest living. As he hands the funds over, Mikhail mentions, in an offhand fashion, that the funds are borrowed from the Imperial Tithe of several of the Calixis Sector's planets. If these funds were to go missing, the governors of those planets, and the Sector government, would be terribly upset.

GRAND ENDEAVOURS

These jobs require a significant amount of build up work to successfully manage, with each objective requiring two or more game sessions to complete. Lesser Endeavours might even be interspersed between the different stages of a Grand Endeavour. At times, these monumental tasks require the assistance of other experts or the hard work of their crew for extended periods. The potential rewards for success in a Grand Criminal Endeavour are the sort that could truly make a fortune. The consequences for failure, however, may be fates worse than death.

ESTABLISH AN ELICIT NARCOTICS TRADE

Grand Endeavour +6 Profit Factor

Selling goods to addicts is easy. Selling goods to addicts when one has a monopoly on the product is a swift path to a vast fortune. The Explorers discover a sap with mild sedative and hallucinogenic properties. If they take the time to refine, import, and distribute it, their resources grow swiftly. Even if they just establish a refining and smuggling business, using an existing syndicate for distribution, they may discover that their Profit Factor skyrockets.

Objective 1: Pandora's Tree

Themes: Exploration

While exploring a system in the Koronus Expanse, the Explorers discover a lost human colony. The colonials seem at peace with the world, and strangely oblivious to threats. The verdant planet contains few predators and abundant plant life. The native religion is focused on nature worship, particularly imbibing the sap of several species of tree.

If the Explorers sample it, they immediately discover that the sap invokes a sense of complacency along with a steady stream of pleasing visions. The experience is instantly addictive—both physically and mentally. This may create complications for those who test it. Fortunately, the substance is easily harvested from the vast forests. Identifying a method to refine it into a more stable and portable compound is time consuming but eminently feasible. The only challenge is that saplings do not grow under any controlled conditions or off world.

Objective 2: A Sampling

Themes: Criminal

Initially, returning to Imperial worlds with the drugs is easy. They are sufficiently different from any existing pharmaceuticals that they do not set off alarms with existing cargo scans. Those who sample the

goods immediately want more. This swiftly creates a distribution problem, as their supplies dwindle rapidly and procuring more requires an extended journey back through the Expanse. Sales of the drugs quickly begin to spiral, which soon brings Imperial attention with it. By the time a second shipment has returned, agents of the local planetary authorities, possibly in conjunction with the Adeptus Arbites, are looking for the drugs. The Ordos Xenos might even be involved in the hunt if members of the Administratum were exposed to the substance.

At the same time, underworld syndicates are actively competing for contracts to distribute the drugs. Some of them are even willing to take extreme action to identify its ultimate source. The Explorers are offered generous sums to simply turn over the location of the drug's origin along with the refining process.

Objective 3: The Crackdown

Themes: Military

As the drug's popularity skyrockets, it begins to have greater societal effects. Administrators are failing to perform their jobs, riots take place, and security forces are either drugged out of their minds or overwhelmed by crazed addicts. The Administratum judges that the planetary government is inadequate to control the situation and requisitions Imperial Guard forces to stabilise the planet. With their entrance, the Inquisition's attention is also drawn to the matter, which leads to an official investigation. The additional oversight makes smuggling far more challenging and may lead back to the Explorers.

As this occurs, supply problems begin to appear. The massive demand for the drug has begun to deplete the planet's forests. When the trees start to die off, it creates a domino effect. Each tree that dies causes dozens of others to go with it. Natives who are suddenly deprived of their fix become frantic, violent addicts. Not only has the demand increased, but the available supply has begun to dwindle.

SNUFF OUT A RIVAL

Grand Endeavour +5 Profit Factor

A rival Rogue Trader has finally pushed the Explorers past their limits. Over time, he has double crossed them, identified them to Imperial agents, used them as a fall guy for his own schemes, disrupted their Endeavours, and even committed acts of piracy against their ships. The time has come for vengeance.

Objective 1: Disruption

Themes: Trade

Their opponent is far too well secured for a simple assassination to resolve the matter. Even if that were adequate revenge, it would still leave his dynasty in a position to compete with the Explorers. Instead, they are faced with the challenge of beginning the Endeavour by reducing his working resources.

The rival will be engaged in many of the same trades as the Explorers. Their best solution will be to find his trading partners and underbid them. This requires careful negotiations and cutthroat tactics. In the short term, it may even require them to sacrifice their own Profit Factor in order to more drastically reduce his.

Objective 2: Domination

Themes: Criminal

As their opponent's resources lessen, his defences decrease as well. Over time, he may be unable to repair his vessels or to rearm their munitions. Crew quality may slip as lost voidfarers are replaced by untrained pressgangs. The Explorers might even accelerate this process by recruiting his workforce away.

This becomes a prime opportunity for acts of piracy. In many cases, they may simply destroy their rival's resources rather than attempt to secure them. After all, anything they take may become evidence against them. At the same time, it might be unthinkable for a Rogue Trader to destroy such valuable assets rather than making them his own.

Objective 3: Elimination

Themes: Military

As their rival's resources dwindle, he becomes increasingly desperate. There is no doubt that he will know the Explorers are the ones responsible for his failing business. The question soon becomes a matter of which side will take direct action against the other first. This, invariably, leads to a military conflict, which may become one of substantial scale.

The fleets of both Warrant holders may soon be arrayed against one another in a battle of epic proportions. Acts of sabotage might cripple the munitions of either fleet. Alternatively, a sophisticated confidence ploy might persuade some vessels to turn Traitor, reversing their loyalties at an opportune moment.

Unless other Imperial resources are threatened, it's likely that the Imperium will maintain a neutral stance regarding the matter. Some might see this as an opportunity for

incrimination. If the Imperial Navy can be convinced that one side is in the wrong, the comparatively small Rogue Trader fleets become little more than a distraction.

ACQUIRE A TITAN

Grand Endeavour +6 Profit Factor

There are some conflicts where the only solution is to obtain a bigger gun. In matters of ground-based warfare, there are few weapons larger than those employed by the Imperium's Titan Legions. This Endeavour offers the Rogue Trader a chance to commandeer one of those massive war machines, along with the crew to maintain and man it, thus ensuring a short road to military dominance.

Objective 1: First Contact

Themes: Exploration

While searching through the Accursed Demesne, the Explorers come across an advanced xenos planet-bound civilisation. Through the course of negotiations, they discover that the xenos are, in fact, human mutants using technology developed from lost STC patterns. When this comes to light, things turn predictably hostile.

The Explorers soon encounter a far greater military presence than they can overcome, though none of the forces have the technology required for reaching orbit. At the same time, the planet's intact STC systems are a resource far too valuable to pass up. In addition, the planet has substantial mineral resources that are irresistible. The challenge becomes a question of how to defeat the military might, without damaging the STC.



Objective 2: Titan's Capture

Themes: Criminal

When the Explorers return to Imperial worlds for repairs and resupply, they discover that another ship docked for repairs is, in fact, a Mechanicus ship with a Warlord Titan. The ship's captain has orders to deliver the Titan to the battlefield immediately. As much as he lusts after the STC, he cannot risk diverting the forces on his own authority. The Explorers lack the official authority to compel him to act otherwise.

This leaves only the options of a less legal approach. They need to secure the Titan along with its crew and support staff. They may be able to devise a method to procure its services without having an evidence chain that points directly back to them. For the mission to succeed, the Titan's crew must willingly cooperate with their efforts.

Objective 3: Civilisation's End

Themes: Military

The Endeavour will conclude after the Explorers successfully cleanse the planet of its mutated inhabitants and seize control of the STC for the glory of the Imperium—and their own profit, of course. Even with the assistance of the Warlord Titan, the battles will be hard fought. The mutants resist their attacks with the fervour engendered by fighting for their very lives. Upon victory, forces of the Adeptus Mechanicus will pay dearly for access to the STC, perhaps even dearly enough to overlook the fact that the Explorers 'borrowed' a Warlord Titan.

WANTED CRIMINALS AND ACQUISITION

Profit factor is an extremely useful tool for measuring all of a Rogue Trader dynasty's assets in a universal fashion. Unfortunately, in a criminal campaign, this broad fashion of measurement can lose some of its applicability. If members of the dynasty are branded as traitors and criminals, many of the dynasty's resources could become inaccessible. Even worse, the Rogue Trader might lose access to many of their trading partners.

This loss of access could become the largest problem for an extended criminal campaign. If the Explorers are unable to negotiate with the Navis Nobilite, the Adeptus Mechanicus, the Imperial Navy, or the Administratum they will find their supply options incredibly restricted. Substitute supplies might be procured from criminal organisations, lost colonies, traitors, or even xenos. The larger problem becomes performing repairs and obtaining replacement parts for their vessel, along with specialised expendables like munitions and sacred unguents. Without a steady supply of these, the Explorers may soon discover that their great vessel is fast on the way to becoming little more than a space hulk.

Sometimes, it might be easiest to resolve the problems created by criminal actions by performing more crimes. After all, most of these goods can be stolen. At the same time, if they lack the tools and skilled labour to install stolen components, then their theft will have accomplished little. Kidnapping tech-priests or Navigators might provide a temporary fix, but this solution provides a risky opportunity for sabotage. Sometimes,

the Explorers might obtain an entirely inappropriate item. The ammunition might not fit, the blessed unguents might foul the engine, or the tech-priest might turn out to be specialised in maintaining fission cores instead of plasma engines.

A straightforward way to deal with this is to impose temporary benefits and penalties on a group's Profit Factor when they are dealing with certain groups. The best way to represent this is to use the Rival, Peer, Good Reputation, and Enemy Talents.

As long as at least one member of the party has an applicable Talent when interacting with a specific group or organisation, the entire party receives the bonus or penalty from the Talent applied to their Profit Factor when interacting with the group. If multiple Explorers have applicable Talents, then all of the bonuses are tallied up and applied to the group's Profit Factor.

EXAMPLE

After a series of misadventures involving the Ecclesiarchy, Susan's players find themselves in the uncomfortable position of having to negotiate with an Imperial Cardinal over access rights to a planet controlled by members of the Missionaria Galaxia. Out of Susan's four players, one Explorer's background earned him the Rival and Enemy (Ecclesiarchy) Talents and two others earned the Rival (Ecclesiarchy) Talent after being accused of dealing in fake religious relics. Only the fourth, the Missionary, is on the Ecclesiarchy's good side, and he has the Peer and Good Reputation (Ecclesiarchy) Talent to show for it. Susan adds up the total modifiers, -10 for each of the Rival Talents, -10 for the Enemy Talent, +10 for the Peer Talent, and another +10 for the Good Reputation Talent. The total combined modifiers are at a -20, which apply to the group's Profit Factor for any tests involving the Ecclesiarchy (whether Acquisition or Influence). Even the Missionary suffers this penalty, demonstrating the Ecclesiarchy's displeasure at his choice of friends.

Combining the modifiers of these Talents represents the group's reputation as a whole. While some members of the group may be on good standing with a particular organisation, their association with someone of bad standing may tarnish their reputation in that organisation's view. On the other hand, an Explorer who's gotten into trouble with an organisation may find how valuable it is to have a sterling character reference from a fellow Explorer who has a good reputation with that same organisation.

Of course, at the GM's discretion, some groups may have such an abysmal reputation with an organisation that any attempts to deal with them may be doomed to failure. This may be represented mechanically as well—if each Explorer in a four person group has the same Enemy Talent, then the subsequent -80 modifier may make any acquisitions or influence attempts impossible. However, the GM may rule that the organisation sees the Explorers as such bitter enemies that even making the attempt is pointless.

On the other hand, the GM may allow groups who work to conceal their identity to negate Rival or Enemy Talents for accomplishing certain specific tasks or objectives. In this case, the GM should remember to apply all the consequences of concealing their identity. A group may not be able to bring their full Profit Factor to bear if they are pretending to be someone else, and any Good Reputation or Peer Talents wouldn't be able to help them either (as they too are tied into an individual identity).



THE NEMESIS PATH

CREATING A
NEMESIS

•
ORIGINS

•
MOTIVATIONS

•
DEVICES AND
DOWNFALLS

•
STAKES

•
ARCHETYPES



CHAPTER IV: THE NEMESIS PATH

For what purpose were those years spent, Xanthis? Did I not tutor you well in the ways of mankind, in our sacred duty? Why then would you behave this way? So many lives, my Xanthis... So cruel a tale shall I write of your memory.

—From the addled mutterings of one Ankyra

Whether plying the stars in search of rare treasures, exploring the depths of the Koronus Expanse to claim new territory, or charming a planetary governor out of her world's most coveted artefacts, a Rogue Trader's endeavours should never go without conflict. A Nemesis provides a Rogue Trader game with a villain in the form of an organisation or individual that has goals, capabilities, and resources designed in tandem with the Rogue Trader and his crew. The Nemesis Path is an optional tool for GMs to design a living challenge for the Explorers.

As diverse as the characters themselves, a Nemesis should fill more than an antagonistic role. Depending on a group's collective style of play, a GM might develop a combat ready Nemesis organisation with a fleet of technologically advanced ships. On the other hand, the GM might find that a cunning trade baroness with powerful political connections and an Emperor's Tarot card up her sleeve might be more to the players' liking. A Nemesis may serve as a mortal threat to the Explorers or as a cunning competitor whose talents the Explorers grudgingly respect. Regardless of what kind of Nemesis the GM decides to put the crew up against, the Nemesis Path is here to help him give his villains life and to work them into meaningful relationships with the Explorers.

The first step to making a believable villain is to know the protagonists. The GM should review the Origin Path his players filled out and note all intersections and story rich content.

Next, he should decide on one of three methods for filling out the Nemesis Path: the GM Centred Method, the Player Centred Method, or the Intersection Method.

Using the players' character backgrounds to guide his decisions, the GM should then fill

out the Nemesis Path. Finally, using the information gained from the options he selected, he should flesh out the character, background, and stats for his new Nemesis and consider how best to utilise it for the benefit of his game.

By no means is the Nemesis Path a required tool for a GM: it simply provides a framework from which to build an interesting and involved competitor or villain for the Explorers. Even if the Nemesis Path does not get used for a particular game, the structure and content it provides might prove useful for inventing villainous individuals and organisations of your own.

CREATING A NEMESIS

The Nemesis Path charts a series of choices to help a GM design the individual or organisation that best serves to challenge his group of Explorers. As in the Origin Path, each row represents a grouping of options that correspond to an element of the Nemesis' background and identity. Additionally, each of these rows (and the options therein) relate to a row from the Origin Path. From top to bottom, the options and their corresponding rows on the Origin Path include:

- **Origin:** Every Nemesis comes from somewhere, these are potential sources of background story for a Nemesis' villainous behaviour. Origin is related to Birthright.
- **Motivation:** Motivations are factors that drive the Nemesis towards his goals. Motivation is related to Lure of the Void.
- **Devices and Downfalls:** Devices are resources from which the Nemesis may draw and downfalls are weaknesses he attempts to hide. Devices and Downfalls is related to Trails and Travails.
- **Stakes:** The qualities, goals, and values held by the Explorers that the Nemesis threatens are the stakes. Stakes is related to Motivation.
- **Nemesis Archetype:** These archetypes are exemplary themes for a villain of the 41st Millennium. Archetype is related to Career.

The Nemesis Path gives the GM flexibility in character design while offering structure to help organise his various options. The GM Centred Method grants the greatest flexibility. A GM should use this method when he already has an idea in mind and wants to use the Nemesis Path to flesh it out and give it depth. Similarly, an experienced GM might find in the

USING INTERSECTIONS FROM THE ORIGIN PATH

The methods provided in this chapter assume that the players have already made their characters and identified their intersections on the Origin Path. Though one can make a Nemesis without knowing what intersections exist in among the Explorers, the Nemesis Path works best when making use of the players' choices. In situations where players have made few intersections or designed character backgrounds more compellingly as individuals rather than as a group, use the Nemesis Path to simultaneously invent a villain and complete intersections or a group story. For the most part, players should take the lead when coming up with their backgrounds but in case they require a helping hand, the Nemesis Path is here.

GM Centred Method some elasticity, allowing him to make a Nemesis with appropriate flavour but without feeling limited in his options. The Player Centred Method provides more structure and ample opportunity to tie the Nemesis in with the Explorers where they have intersections on the Origin Path. The GM should use this method when he needs ideas but doesn't want to be bogged down with options. The Player Centred Method narrows the GM's choices and helps to provide ideas for making a Nemesis ideal for his particular game. Finally, the Intersection Method combines the best features of both the GM Centred and Player Centred Methods by utilising a leading intersection from the players' Origin Path and allowing the GM to decide where to go from there.

Select from the methods listed below:

THE GM CENTRED METHOD

This approach works nearly identically to the process for making a character using the Origin Path. Starting with either the Origins or the Nemesis Archetypes row (either the top or the bottom of the chart), the GM selects an option that sounds interesting or that fits an idea he already has for a Nemesis. From there, he moves either down or up the chart (depending on where he started) to the next row of selections. From the options available in this row, the GM may select from the one directly below or above the previous selection (depending on whether he started with the Origins row or the Nemesis Archetypes row) and any options adjacent to that one. For example, had he chosen the Rival Intellect option on the Origins row, he could select from the Vendetta, Heresy, or Glory options on the following one. The GM should repeat this process until he has reached the other end of the chart and made one selection from each row.

When filling out the Nemesis Path, the GM should keep track of the intersections his players made when making their characters. The options on the Nemesis Path relate to options on the Origin Path so that a GM can create a villainous character or organisation the Explorers have a reason to worry about. Using the GM Centred Method doesn't require a GM to make any choices based on Origin Path intersections, but doing so should help build interesting ties between the Nemesis and the Explorers.

Experienced GMs should feel free to allow themselves some leeway when using this method. It may make sense to select from non-adjacent options when they fit better with an idea he has. As long as the GM can build an interesting, compelling background for his Nemesis, that is all that counts.

THE PLAYER CENTRED METHOD

The Player Centred Method follows the intersections the players made when filling out the Origin Path. In the case that the players did not have many intersections, the GM Centred Method or the Intersection Method might prove more effective. However, if, when the players filled out their Origin Paths, they ended up making several similar choices, the Player Centred Method can create a Nemesis who is tailored to the background of the player characters.

List each of the intersections the players made on the Birthright, Lure of the Void, Trials and Travails, and Motivation rows of the Origin Path. Find the corresponding options on a copy of the Nemesis Path chart and mark each one with the names of the Explorers involved. Each of the marked options are now available options, even though they may not sit next to each other on the chart. For example, if the players have intersections at Scavenger and Stubby on the Birthright row, Hand of War on the Trials and Travails row, and Pride on the Motivation row then Despot, Enemy in Arms, Warrior Without Peer, and Freedom all become available on the Nemesis Path chart. In rows where the players have no intersections, the GM may have a 'free pick'. Make sure to involve as many players as possible when selecting between multiple options on the Nemesis Path chart. The more players whose intersections figure when developing the Nemesis, the more opportunities the Nemesis has of involving all of the Explorers. Regardless of what intersections may exist on the Career row of the Origin Path, the Nemesis Archetypes row is a free pick.

INTERSECTION METHOD

Select one intersection from the players' Origin Path. Pick the corresponding option on the Nemesis Path and continue to make selections from other rows as though using the GM Centred Method. Due to the fact that the starting point ties the Nemesis to the Explorers, all subsequent selections should tie back to that initial option in some way or connect with a new intersection from the Origin Path. The Nemesis Archetype row counts as a free pick while using this method (the GM may choose any of the options provided, so that he can pick the one that makes the most sense for his game).

For example, after looking over his players' Origin Path charts and listening to the stories they came up with to explain their intersections, Sam decides to pick Duty Bound as a starting point. Three of his five players have an intersection there and together they came up with an interesting story he would like to run with for his game. Sam then compares the Origin Path Chart with the Nemesis Path chart and marks down Vendetta as the starting point for his Nemesis character. Above Vendetta in the Origins row, his available options are Enemy in Arms, Faith Found Wanting, and Rival Intellect. He chooses from one of those options and then starts

THE NEMESIS PATH

ORIGINS
(LINKS TO BIRTHRIGHT)

- DESPOT
BP: +5 PF +15
- PURITAN
BP: +7 PF +13
- ENEMY IN ARMS
BP: +9 PF +11
- FAITH FOUND WANTING
BP: +11 PF +9
- RIVAL INTELLECT
BP: +13 PF +7
- REVEILED BY THE THRONE
BP: +15 PF +5

MOTIVATIONS
(LINKS TO LURE OF THE VOID)

- SLAUGHTER
BP: +15 PF +5
- GREED
BP: +5 PF +15
- ORTHODOXY
BP: +9 PF +11
- VENDETTA
BP: +11 PF +9
- HERESY
BP: +13 PF +7
- GLORY
BP: +7 PF +13

DEVICES AND DOWNFALLS
(LINKS TO TRIALS AND TRAVAILS)

- WARRIOR WITHOUT PEER
BP: +15 PF +5
- WEALTHY SCOFFLAW
BP: +5 PF +15
- PARANOID SAVANT
BP: +11 PF +9
- CODDLED BY THE MACHINE GOD
BP: +9 PF +11
- DARK ALLY
BP: +13 PF +7
- SCANDALOUS SOCIALITE
BP: +7 PF +13

STAKES
(LINKS TO MOTIVATION)

- WELLBEING
BP: +11 PF +9
- PROFIT
BP: +15 PF +5
- ENDEAVOURS
BP: +13 PF +7
- REPUTATION
BP: +9 PF +11
- FREEDOM
BP: +7 PF +13
- INFLUENCE
BP: +5 PF +15
- TRAGEDY
(THIS REPLACES ANY OTHER STAKE)
BP: +3D5 PF: +3D5

ARCHETYPE
(LINKS TO CAREER)

- ROGUE PSYKER
- BRUTE
- PIRATE PRINCE
- HERETEK
- APOSTATE
- INQUISITOR
- POLITICO
- CRIMINAL MASTERMIND

ALTERNATIVE: THE OPEN PLAYER CENTRED METHOD

Follow the rules for the Player Centred Method but add as options those selections that sit adjacent to the ones which correspond to intersections on the Origin Path. Using the example from 'The Player Centred Method' section, Puritan, Faith Found Wanting, Wealthy Scofflaw, Reputation, and Influence all become options in addition to those listed. The GM should be careful to only do this if the options fit well with the back stories of the Explorers, of course.

working his way down the chart through the Devices and Downfalls, Stakes, and Nemesis Archetypes rows until he has made all five selections and worked them into a background story worthy of an epic villain.

NEMESIS CREATION

Although the primary point of the Nemesis Path is to create a history, backstory, and motive for a Nemesis, it also provides some mechanical guidelines for his creation as well. GMs should remember, however, that these are guidelines, not hard and fast rules. If a GM wants to stat out his own Nemesis, then he should not feel constrained by the Nemesis creation section.

Each of the choices on the Nemesis Path has a certain number of Build Points and Profit Factor that come with it. These are designed to help GMs further customise and flesh out their Nemesis, and their use is described in the following sections.

NEMESIS PROFILE

If GMs do not want to build their Nemesis entirely from scratch, they can create one using the following method. Once they have made all of their choices on the Nemesis Path, they should first select an NPC profile that best fits their Nemesis. This can be any NPC in the Rogue Trader Core Rulebook or any Rogue Trader supplement, so long as it's appropriate to the Nemesis the GM is creating! For example, a Free Trader Captain from page 371 of the Rogue Trader Core Rulebook would be a good starting point for a Nemesis with the Pirate Prince Archetype, but the Warp Predator from page 378 of the same book would not.

This chapter also has Archetype base profiles on page 125 that can be used in this manner. These profiles have not been modified. Any profile the GM selects, however, should receive the Touched by the Fates Talent (see page 125), to help represent its status as a Nemesis.

Once the GM has a profile chosen, he should proceed to the Profit Factor and Build Points steps.

PROFIT FACTOR

One of the ways a Nemesis is the equal of a Rogue Trader is that he has his own Profit Factor, which he can use in all the same ways that a Rogue Trader can. This can be actual wealth that he has accrued, or influence, favours, or other intangible power he can bring to bear.

Once the GM makes all of the selections on the Nemesis Path, he should tally up the Profit Factor (PF) awarded by each selection (see the chart). The total is the Nemesis's Profit Factor.

BUILD POINTS

Build Points are the counterpoint to Profit Factor, the means by which a GM can increase his Nemesis's stats and characteristics and improve his overall profile.

Once a GM makes all of the selections on the Nemesis Path, he should tally up the Build Points (BP) awarded by each selection (see the chart). The total is the Nemesis's Build Points. The GM spends Build Points to improve the profile he's selected for his Nemesis, using the following guidelines.

- **Spend 1 Build Point to improve any one Characteristic by 1.** This can be done multiple times.
- **Spend 5 Build Points to purchase one Skill, Talent, or Trait for the Nemesis, or increase one Skill to its next level (+10 or +20).** This can be done multiple times, but the GM must take prerequisites into account when purchasing Talents. (Also, certain Traits are drastically better than others in a mechanical sense, and the GM should exercise good judgement about what fits the Nemesis and what will challenge but not overwhelm his players.)
- **Spend 2 Build Points to purchase one item with an Availability no higher than Extremely Rare.** This can be done multiple times.
- **Spend 6 Build Points to purchase one item with an Availability of Near Unique or Unique.** This can be done once.

Once he has modified his Nemesis's profile, he should apply the special abilities that come with each Archetype.

STARSHIPS AND ORGANISATIONS

The greater structure of a Nemesis's organisation, or large resources such as a starship, are generally left up to the GM's discretion. Nemesis types could vary so wildly (and could even be Chaos Renegades or xenos races) that it is up to the GM to tailor these additional resources to fit the Nemesis's needs. He should consider the Nemesis's total Profit Factor when he determines what additional resources a Nemesis has.

NEMESIS PATH CHOICES

The following are the various choices for the Nemesis Path, listed in order. Note that the Profit Factor and Build Points for each choice are only listed on the chart, but the special ability from each Archetype is listed in the entry.

ORIGINS

A Nemesis is a foe beyond others, an enemy whose very existence is a millstone around the necks of the Explorers. Their motivations and means make them stand out as villains against whom the

Explorers seemed destined to wage conflict eternal. Indeed, those skilled in reading the Emperor's Tarot would likely say that antagonists of this sort were destined by fate to be pitted against the Explorers.

To make such a lasting mark on the Explorers, a Nemesis should offend every one of their sensibilities. They likely acted against the Explorers long before they ever actually came into contact, simply by opposing those things and peoples that the Explorers value most. In this way, truly remarkable villains are the anathema to the Explorers' very being. They may have been present in the Explorer's own history or simply be the sort of adversary they faced in the past.

The Origin choice does not have mechanical modifiers for the origin of the Nemesis. It provides the beginnings of a back story for the Nemesis. However, this is left deliberately open, so that each Origin may fit a wide variety of individuals.

DESPOT

The Imperium has no shortage of dictators, despots, and tyrants. Indeed, many of these are sanctioned by the Administratum and praised by Lords of Terra for the control they keep over an unwieldy populace. This does little to assuage the bile and resentment felt by those they oppress. For Explorers who come from the lower echelons of Imperial society, few make better villains than those who make their way on the backs of the populace, crushing the people under their heel. While such an Explorer now rubs shoulders with some of the most powerful figures in the Expanse, there are those who are unlikely to let him forget his station of birth.

PURITAN

To those who bask in the light of the Emperor's glory, those who question and those who seek understanding are anathema. An Explorer who has vocalised his doubts has made a powerful enemy in the Ecclesiarchy. Even minor dissidence can be met with grievous threat from the more puritanical members of the Imperial Cult. Freethinkers and radicals tread a difficult path, fraught with spiritual zealots and fanatics. In all likelihood, these sorts of adversaries were what drove the Explorer into the Expanse in the first place.

ENEMY IN ARMS

Wars produce enemies, and the Imperium of Man is embroiled in constant warfare. The continuous conflict that takes place throughout the Imperium has bred countless enemies of mankind. Violence is no unknown thing to villains of this sort, and while respect can certainly exist amongst adversaries on the battlefield, the bitterness of war has tainted the honour of many. These hateful souls carry their battles with them and know little besides the horrors of war. To them, each new foe is a reminder of past battles and should be crushed as all the others.

FAITH FOUND WANTING

There are those who have lived their entire lives beyond the light of the Emperor's grace and there are those who walked from it, knowing full well the consequences of their decision. For individuals in either circumstance, their position beyond



redemption makes them persecuted, bitter souls, jealous or disdainful of the relative comfort enjoyed by those protected by the God-Emperor. Their hatred is focused with particular intensity on those of great faith who preach to the masses of mankind. To the faithless man, there are none more detested than those who are sustained by their own piety.

RIVAL INTELLECT

Those blessed with a genius of the mind are often similarly blessed with a great deal of pride. Be it a stuffy academic, a brilliant theologian, or a gifted orator, those who possess a brilliant intellect are jealous of their gifts. They may welcome a harmless rivalry, but this is as much to prove their superiority as it is to appreciate a like-minded individual. In the unfortunate event that a particularly corrupt soul accompanies a powerful mental acuity, this sort of rivalry can become dangerous or even deadly, as the darkness demands that competition face not simply humiliation, but be snuffed out entirely.

REVEILED BY THE THRONE

There are many ways to betray one's own people. Selling one's gang out to a rival group of hive thugs is one. Trading the secrets of one's own noble house is another. These are fairly minor betrayals in the grand scheme of things, and few in the upper echelons of Imperial society would balk at so petty a sacrifice for one's own gain. To betray the entire race of man is another thing entirely. To truck with daemons or peddle secrets with the xenos races of the galaxy is a heresy unto itself.

Those who are caught doing so are named 'Excommunicate Traitoris' and cast out from the God-Emperor's grace, if they are not killed outright. Such villains have displayed a willingness to endanger the whole of mankind for their own ends, and are the vilest of malefactors.

MOTIVATIONS

For those capable of travelling across the Koronus Expanse, the limits of ambition far exceed that of the common citizen. The impetus behind ambitions that reach towards this limit is a motivation of such force that it renders its subject unable to resist it. An appetite for forbidden knowledge, a desire to have one's name emblazoned in hagiographical text, a morbid obsession with death and the desire to reap it, these and more drive men towards goals of mythic proportions. Even motivations common to men of the simplest means have a place in grand schemes of dominance and power, such as profit or a zealous desire to see the work of the God-Emperor done.

If origins explain how an organisation or villain got a start, its motivation explains what fuels it and towards what ends. Each option also includes suggestions for trademarks to add to the appeal of this character or organisation. This trademark is not required, but it provides an interesting personalization that the GM can use to flesh out the Nemesis.

SLAUGHTER

Suffering and death are the destiny of the Imperium's wretched and with so many in need of these cleansing punishments, a firm and able hand must rise to the occasion. It just so happens that more than a small few actually enjoy taking on this holy responsibility and as such, those of impure soul or bloodline can count on danger around every corner. The need to sow slaughter supersedes pleas for mercy, for the tainted, dehumanised as they are by their own blood or insanity, are a convenient and legitimate excuse to kill and maim.

A more rare and sadistic pleasure in hunting the hunter appears in those with the means and skills to sate it. In every jungle, even the deadliest hunter has competition and occasionally he finds himself in the unfortunate position of prey. This slaughterer knows his prey's mind and toys with its resources in order to greater enjoy the hunt itself and savour the kill more sweetly when finally he accomplishes the deed.

- **Trademark:** The slaughterer has an obvious trademark—his kills. On the other hand, a pile of dead bodies or incinerated remains hardly sets the villain apart by marking his kills as distinct from another's. However, the removal of a specific body part, leaving gore that could only come from a preferred and unique weapon, or planting a signature scar or wound should leave a Rogue Trader and crew in fear whenever they encounter it.

GREED

The taste of wealth or the memory of lacking it can drive a villain to desperation, destroying lives in his wake. A man who values the spoils more than the victory itself replaces his morality with impersonal calculation in order to maximise the worth of his coffers. For others, selfish gain is a value of the highest moral order, perhaps forged from years of hardship and heartache living

in poverty among the toiling masses of an Imperial hive. Whatever the cause of one's gilded desires, the greedy compete with like-minded peers to secure profits at each other's expense and threaten that which is holy through their amoral calculations.

The greedy organisation utilises the resources at its disposal to secure even more, proceeding like a cancer and consuming anything it determines might be a means for further growth. The impersonality of an individual or organisation motivated by greed is its most potent weapon; without care, men are reduced to chattel, natural beauty to waste, and the sacred to profit. Men such as these are as likely to sacrifice the future of the Imperium as not, weighing the decision against the wealth to be earned here in the present.

- **Trademark:** Since greed and possession go hand in hand, a likely trademark for the greedy is a symbol of ownership inscribed on every bit of property. Slaves and beasts have branded hides to show where they come from and inorganic possessions bare the identity of their owner in symbolic form. A piratical individual might leave a calling card in place of booty stolen as an alternate trademark, something like a false show of gratitude for the 'gifts' acquired.

ORTHODOXY

The Koronus Expanse is certainly an ideal location for a thief or swindler to make a killing; the Adeptus Arbites and the Inquisition have a limited ability to police the area and so criminals have opportunities to take root and thrive. Yet, for mankind to survive the horrors that threaten the Imperium from all fronts, a narrow view of right and truth must prevail. Those that do not understand what danger lies in letting one's thoughts or actions stray too far need pruning by the hand of a vengeful and just guide. The liberal use made of a Warrant of Trade invites just such a person to re-establish order and reconcile the freedoms a Rogue Trader enjoys with his responsibilities to the God-Emperor.

Some forms of orthodoxy escape the understanding of man, for their origins lie outside it. Many xenos races have goals and ethics that mankind defies with or without intention. An Eldar adversary needs not explain himself when correcting the missteps of his targeted Rogue Trader, he needs only to set things right.

The human advocate of orthodox values searches the Koronus Expanse for Rogue Traders in need of re-education concerning their responsibilities to the Imperium. Affronts ripe for correction include (but not exhaustively) piracy, smuggling, associating with the enemies of man, and interfering with the functions and rights of the Imperial Adepta. Whether this bearer of orthodox principles hails from the Imperium's official channels, chooses to exact justice from a personal desire to do so, or follows a form of orthodoxy alien to man, those in his view had best take care to cover their tracks.

- **Trademark:** In the Koronus Expanse in particular, an agent of orthodoxy needs to establish territory and make known that where he watches, order shall be maintained. His trademark is more abstract in some ways but the territory is very real. Local officials know who they can call on and vice mongers have a name to fear. Though this agent may not always be physically present,

a panoptic quality invades all spaces where he has laid his claim and perhaps some physical evidence marks locations under his supervision as a stern reminder.

VENDETTA

Some experiences of life leave a man unable to let go. A vendetta is an expression of such an experience, a need to cleanse the heart from damage done or dispense vigilante justice when the official channels fail to do anything at all. A family ravaged by the actions of another, a man who has lost a loved one, a mercenary betrayed and left to die, these and more are potential sources of such enmity. No expense, not even death, exceeds the intensity of this motivation and the vendetta's target had best respect the agency willing to make these sacrifices. The end of each day sees him closer to his goal unless his fanaticism is matched.

The adventures natural to a Rogue Trader's career must, by necessity, lead him into conflict with others. Even if this conflict was unintentional or circumstantial, the damage done paves opportunities for enmity for years to come. Tragedies or affronts, miniscule when compared to the scale of his deeds, are sufficient for an individual consciousness to construct a life of vengeance against a Rogue Trader. The Rogue Trader himself may or may not remember what action is the source of the vendetta and it may even be an inheritance from generations past.

- **Trademark:** A man or organisation affected so deeply that it seeks the death and ruin of another must leave its mark indelibly on the psyche of its prey. The Rogue Trader in question must learn to fear and agonise over the vengeful party's progress and deeds. After all, even if the ultimate goal is to kill the Rogue Trader for his treachery, he must suffer until that goal is accomplished. Victims left alive to warn and torment the Rogue Trader make one sort of trademark, but only occasionally before this tactic becomes redundant. Otherwise, the vengeful individual might only hunt those the Rogue Trader loves and relies upon.

HERESY

The lure of the Dark Gods promises so much more for the individual than the asceticism of the Imperium. The transcendental ideals of human salvation seem intangible compared to the visceral delight and terrible power imminent to those willing to sacrifice that very humanity. No wonder then that some risk destruction—or worse—at the hands of the Inquisition or their own foul dealings. The rare few that escape the status of lowly cult initiate and survive the early trials of investiture stand to bring the curse of their impiety to the rest in the form of Chaos invasion and planetary destruction. In these dark times, when the fate of humanity rests on the edge of a knife, the vile heretic must be halted.

He desires power above all else and the quickest means to procure it. Trafficking with the Dark Gods works faster than wading through promotions in the Imperial Navy or in the administration of an Imperial hive. More to the point, one could hardly compare the purely personal and ecstatic nature of this power with the delight in holding a high rank or being

responsible for the production of millions of mechanical parts for the Adeptus Mechanicus. To be sure, enjoyment of this kind can only last so long. Nonetheless, service to his Dark Powers has its own rewards.

- **Trademark:** Dark powers come to dark minds ripe with insanity and corruption. Heretical individuals commit crimes marked by madness, which shines through as compulsivity, rituality, or histrionic displays of murder and rage. Bodies ritually disembowelled in an unsanctified space or specially selected and symbolic victims are some examples.

GLORY

Birth, toil, death—this is the destiny of the masses of Imperial citizens. Life offers scant opportunities, such as being awarded a Warrant of Trade, that allow one to transcend the drudgery the great majority of citizens experience. Whether in possession of a Warrant or simply gifted with a will and potential for something greater, a hero must work towards establishing himself in the annals of Imperial history no matter the cost to himself or others. Either fate or the God-Emperor has determined that he should accomplish his goals and through thick and thin the divine shall aid him. In these dark times, a hero the likes of which has not travelled the Expanse since Saint Drusus must restore the faith of the masses. Glory may not always come in the form of a service to man, however. Perhaps he is an evil angel, punishing mankind with a potency rivalling the Chaos Gods themselves.

Regardless of whether the story of his greatness is inscribed in the shadow of the fear and wonder he evokes or in the blood of those he destroys along the way, his glory must outshine every contemporary. Should any other name become worthy of the historical record in his time, it must be the name of his greatest rival, defeated as it refused to bow to a greater destiny.

- **Trademark:** Every deed must be worthy of a story. A man of historical importance has tales told of him wherever he goes and sometimes he even amasses a following of admirers in the wake of his greatness. His trademarks are the tales he hopes become hagiography and the massive, life-altering changes he makes to the fabric of human life in the Expanse.

DEVICES AND DOWNFALLS

Like the rest of the vast reaches of the Imperium of Man, the Koronus Expanse is teeming with billions of souls. Each of these beings has the potential to threaten what an Explorer holds dear. Those rare few whose names stand out from the multitudes as true menaces to the ambitions of a Rogue Trader and his crew possess something that makes them special, something that makes them dangerous. Being reliant on such unique strengths can often breed its own weaknesses and rare is the villain who has not in some way determined his own downfall. In many cases the devices employed by the Nemesis are the result of the Explorers' actions. They may have gained their power directly from a misfortune of the Explorers or through their actions. Alternatively, it is equally likely that the strengths and weaknesses of their adversary might have little to do with the actions of the Explorers. In this case, the

abilities of the Nemesis are more likely to be directly opposed to the strengths of the Explorers by dint of the fact that were they not, they would not stand out above the sundry dangers faced by the Explorers on a regular basis.

WARRIOR WITHOUT PEER

Throughout the myriad galaxies of the Imperium of Man, battle is a singular constant. Wars rage on a planetary-, system- and even sector-wide scale. Given the mandates of their Warrants, Rogue Traders and their crews often find themselves embroiled in these conflicts for single battles or entire campaigns. Whether the Rogue Trader and his crew ended up on the side of the victors or the vanquished in such violent endeavours, it is almost certain that the other side has remembered their actions. If the crew finds itself on the losing side, they may now be on the run from a powerful martial enemy. If they were indeed the victors, then their vanquished foe no doubt has cause to wish vengeance upon them.

In either case, the strengths of such a Nemesis lie in the realm of violence. Adversaries of this nature are unlikely to be well supported by numbers or other strengths. A defeated enemy would naturally be lacking any major aid, and could be a small force or even a single individual seeking revenge. A force that has previously bested the Explorers would likely refrain from dedicating a great deal of resources to their capture beyond a small, elite team of bounty hunters.

A mighty renegade fleet commander, whose fleet has been decimated beneath him; a small crew of Eldar corsairs, vowing honour-bound vengeance against the ship that made the decisive blow to foil their mysterious objectives; a now-mad ally, left behind enemy lines as just another casualty of war, who blames the Explorers for his nightmarish survival; each of these is an example of the types of foes a Rogue Trader might face as a result of their violent past.

WEALTHY SCOFFLAW

The Koronus Expanse is a wild and dangerous place, lawless and brutal. Neither the Arbites nor the Imperial Navy have outposts further into the Expanse than Port Wander, though some speak of a small Naval base in Sector 15. With Imperial law so scarce in the Expanse, it is up to the individual systems to police their own. Needless to say, these stopgap measures are hardly enough to make the Expanse safe for those Imperial citizens who live on that harsh frontier. For those who came to the Expanse to avoid the law, or simply took advantage of its absence, the fringe of the Imperium that is the Koronus Expanse is both a haven and a gold mine.

That being said, it is no simple thing for one to make good his ill-gotten harvest in the Expanse. As the worlds of the Expanse are largely frontier planets, their currencies are rarely particularly valuable outside their own system. As such, criminals in the Expanse must usually make the dangerous journey back into Imperium space in the Calixis sector, or at least to Port Wander, in order to sell off their spoils. In doing so, they risk running afoul of the Imperial authorities.

Successful criminals in the Expanse have wealth the likes of which is only rivalled by the Rogue Traders themselves. Their near limitless resources and their callous disregard for the

lives of Imperial citizenry make them dangerous adversaries. They can use their fortunes to buy and sell military, political and technological strength. Under the right circumstances, their prodigious stores can even be used to buy the favour of the Dark Powers.

Those who would profit from this sort of labour run a game that is very dangerous for several reasons. Besides the obvious dangers involved in cheating, stealing, and extorting entire planets out of their goods and wealth, there are risks somewhat unique to the criminals of the Expanse. As it is a largely lawless stretch of void, many outlaws may feel that they are safe from reprisal in the Koronus Expanse, but the lawlessness can work against them by unfettering those who would otherwise be considered vigilantes, allowing them to hunt down their prey, unchecked. The Arbites and the Imperial Navy often commission powerful Explorers to bring to justice those criminals who have drawn their eye. These bounty hunters act with the full force of their entrusting administration and are oftentimes given resources otherwise out of their own reach.

A merchant prince funding a pirate fleet in order to trick his beholden worlds deeper into his pocket; a cunning smuggler whose participation in the Cold Trade has brought entire worlds into danger from the xenos he steals from; wealth is more than just a goal, it is a weapon all its own.

PARANOID SAVANT

In the Imperium of Man, knowledge has both the power to save and condemn. In a frontier like the Koronus Expanse ignorance is not only expected from the populace, but encouraged, lest they be overwhelmed by the knowledge of what horrors lie just outside their scope. There are those, however, who make their way by knowing those things to which others turn a blind eye. These individuals are possessed of secrets long since buried by time or actively kept hidden by those who fear their revelation.

As explorers and pioneers, let alone as courtiers and politicians, Rogue Traders and their crews are some of the most well informed souls in the Imperium. Indeed, their knowledge of things obscure and forgotten is matched only by those pertinent political and scandalous secrets they obtain in their day-to-day dealings. This knowledge makes them both dangerous and valuable. There are those who would seek the secrets possessed by the Explorers themselves, that they might contain some valuable morsel. Some would aim to destroy or discredit the Rogue Trader and his people simply to keep what they know out of the hands of anyone else. There are even those who would target the Explorers to keep their own recondite mysteries hidden.

Villains of this sort, who value highly the secrets of the Expanse and its inhabitants, are often powerful information brokers in their own rights, hoarding secrets around them like so much wealth and finery. These individuals can make terrifying enemies as their web of contacts, favours, and blackmail targets gives them access to many threats and means of attack. Fortunately for their victims, at the centre of this web of intelligence is often a paranoid malefactor distrustful of all those around him. This paranoia and distrust

is often the villain's greatest failing, leading him to isolate himself in order to hide his own dark secrets.

A master blackmailer preying on the Explorers' past deeds but reliant on his web of victims; a powerful sorcerer whose warp gifts give him unerring glimpses of the future; a cunning spy employed by a rival dynasty to ruin the credibility of the Explorers; for each secret possessed by the Explorers, one lies in wait to exploit it.

CODDLED BY THE MACHINE GOD

Nearly all of the souls inhabiting the billion worlds of the Imperium of Man are reliant on the blessings of the Omnissiah in their daily lives. Indeed no small portion is dependent on the Machine God for their very survival. It is not an exaggeration to say that the very existence of the galaxy-spanning Imperium is thanks, in part, to the efforts of the Machine Cult and the being they revere. There are those, however, who rely more heavily on the mysteries of that cult than others. These individuals often possess great storehouses of arcane technical lore, devices of all but forgotten origin, or even proscribed alien artefacts.

Even in a place as tech-dependent as the Imperium, technology has a way of warping those who make too great a use of it. The Priests of Mars, for certain, cannot be separated from their machines, as they have made them so integral to their very existence that they are now one and the same. Thankfully for the Priesthood, their own knowledge and skills encourage and make possible this dependence. To most others, outside that mysterious cult, the technology they use on a daily basis is less well understood, even a complete enigma. This does not keep members of Imperial society from using it however, and some despots and tyrants use of the artefacts and machinery at their disposal without fully understanding the implications and dangers of their use.

These sorts of adversaries boast incredible mechanical power, but may not fully understand it. They may not entirely grasp its intricacies or its dangers. They may have become so reliant on their technology that it is literally a lifeline, without which the adversary would certainly perish.

The captain of a mighty vessel, outfitted with powerful archeotech from a forgotten age; a mighty and orthodox Tech Magos, hunting the Explorers for what his cult considers unspeakable heresy; an insane Ork Mek, whose terrifyingly enhanced underlings wreak havoc throughout the system in search of bigger and better 'gubbinz' for their master's creations; the very tools necessary for mankind's existence in the Expanse are too often used by those who would threaten its very survival.

DARK ALLY

The Imperial Creed forbids tolerance of the xenos, the mutant, and the daemon, and demands watchfulness for their evil influence. Despite this, there are those amongst Imperial society who crave power more than they fear of the dark powers. These perverse individuals are a dangerous lot for the rest of humanity, for through them their dark allies gain access to the interior of Imperial society. Conversely, there are those who

feel no love for their own kind and use the xenos and the daemon as a means to an end, at the expense of their place amongst humanity. These degenerate souls become pawns of the monsters they serve and in so doing further the ends of the enemies of man.

The perils of trucking with such proscribed powers is obvious, be they xenos, warp-spawn or otherwise. The warnings against such powers passed down through Imperial tradition are not idle superstition. The forces of Chaos truly wish for little else than the corruption of a soul and few xenos hold humanity as more than a distraction at best and an outright blight at worst. An adversary allied to these detestable forces is likely to be a threat only so long as their allies view them as useful, and thus are vulnerable at the best of times.

To believe that being betrayed by the very dark powers with which they have made their compact is the only weakness of such an adversary is to ignore the very forces of humanity whose duty it is to eradicate such traitors. The Inquisition itself may be the greatest ally an Explorer has against such tainted foes. An Inquisitor's resources are many and his reach is long. While the Inquisition's presence is somewhat diminished in the frontier of the Expanse, they are indeed present, and their methods are matched only by their zeal. A Rogue Trader who calls on the Inquisition for aid must beware his own safety, however, for as it has been said, "innocence proves nothing."

A fallen astropath whose gifts have made him the living vessel for a Chaos daemon; a disgraced Rogue Trader who has thrown in his lot with the cruel Stryxis in an effort to reclaim a place of power in the Expanse; a brutal mercenary backed by a tribe of Kroot within whose ranks he's earned a place by his cunning and savagery; the man willing to befriend the enemies of man has powerful allies indeed.

SCANDALOUS SOCIALITE

For those who inhabit the highest echelons of Imperial society, playing politics comes as naturally as hymns in praise of the Emperor come to the lips of a pious priest. Indeed, such skills are not acquired by choice, but rather as a necessary means of survival in the treacherous courts of system lords and Rogue Trader dynasties. Few things are beyond the scope of those most adept at playing the intricate game of favours, obligations, threats and coercion. With the right connections a powerful politico can command entire battlefleets, feed or starve entire systems, and all but ensure the condemnation or salvation of any man he wishes. To face an adversary with such political power is a fearsome task indeed, for it guarantees more than just a single foe. Each and every soul who owes his trust to such an adversary is a potential threat.

Rogue Traders themselves are often powerful political forces in the sectors they traverse, and simply participating in Imperial politics is a sure way of earning the attentions of a rival. For every friend or ally an Explorer makes, an adversary lies in the shadows of the aristocracy waiting for the chance to lay the Explorer low. These political Nemeses use their influence where more straightforward men and women would employ a Boltgun. They pull the strands of their web of allies, debtors, and vassals to accomplish their aims without ever taking direct action.

Rivals of this sort suffer from one great weakness, however. Their power to manipulate the complex weave of their political clout is often reliant on their own ability to remain in the good graces of their peers. A politico who has lost his social credibility, or been abandoned by his peers for fear of being caught up in a scandal, is as powerful an adversary as a new-spored grot. Nemeses whose power is derived from their political standing, therefore, guard their positions jealously, using whatever means necessary in order to protect their good name and reputation.

A powerful system lord, jealous of the influence and favour of the Explorers; a villain hiding amongst the vaunted ranks of the Ecclesiarchy, despoiling the faith of his flock for his own dissolute ends; in the vast Imperium, ambition alone can be dangerous.

STAKES

The Koronus Expanse houses many a vile being that may threaten what void-explorers hold dear. Stories of carnage with Murder-Servitors, Ork Freebooters, or Eldar Corsairs are enough to induce feelings of dread at the risk of life and limb such a vocation engenders—after all, survival is a desire that nearly all who wander the dangerous reaches share. That said, even the most brutish Arch-Militant has more depth than simply an instinct to survive and thus holds values, immaterial resources, and ambitions beyond those of profit and wellbeing. His reputation and influence, not to speak of his most foul secrets, may all serve as targets for those villainous characters he goes up against. When reaching ever deeper into the Koronus Expanse for his own benefit, only a fool would expect to do so without risk and consequence.

Even in so vast a space as the Imperium of Man, paths cross and competing interests come into conflict. Undermining the connections of a powerful noble can land one on a Prison World for a lifetime as quickly as an encounter with the Inquisition can ruin a reputation for the same term. No Rogue Trader is safe to exercise the rights granted him by his Warrant of Trade—or go beyond them for that matter—without putting something at risk in the venture.

WELLBEING

A Rogue Trader need only look into the depths of the Materium to remind himself of how uncertain the safety of his ship and crew truly is. Not only might the void itself steal the breath from his lungs and the heat from his body, but agents of deadly powers wander there and would see him destroyed at their first opportunity. Some dangers to life are as direct as a shot of plasma to the head. Other situations call for conning an overly trusting individual to lose himself in the unknown reaches of space, impairing his warp drive, and subjecting his crew to starvation.

A being or organisation with the gall to challenge a Rogue Trader must arm itself to the hilt and either wield such destructive tools with skill or choose an arsenal of which the pure destructive power relieves the villain of the need to properly aim. Some creatures come well equipped for this task without relying on technological aid. Others may call on tools either alien or long forgotten. Life in this late age of Imperial decline hangs on a thread with the enemies of humanity in every direction.

PROFIT

A Warrant of Trade grants a Rogue Trader the right to claim worlds for the Imperium and profit from the resources and markets made available with such claims. Thus, though a Warrant may be nigh impossible to obtain in and of itself, it makes a Rogue Trader and his holdings prized targets. Protecting these investments and discoveries requires significant planning and risk. A competitor may need access to some resources to interfere with the Rogue Trader's investments but the payoff certainly makes it worthwhile.

Profit is the heart of many a Rogue Trader's endeavours—not simply for sustenance but prosperity. Among those who would meddle in his business, the vengeful and the greedy stand to cause the most damage. An enemy with an eye for vengeance destroys a Rogue Trader's investments just to revel in the suffering and frustration it causes. Reason poses no threat to this desire for destruction and forces the Rogue Trader to deal with the culprit directly. Greed, on the other hand, is a more commonplace motivation for disrupting the flow of profit. A weakly guarded prize practically begs to change hands and the agent of greed obliges.

ENDEAVOURS

Wherever man treads, trade negotiations, missions of discovery, and ventures of resource procurement call on Rogue Traders to make their name and a healthy sum of Throne Gelt. Much time and work goes into developing relationships with potential contractors and making those relationships grow mutually and



beneficially. What's more, work of a volume sufficient to meet the Rogue Trader's needs often comes in small supply, creating significant competition for available contracts.

Cut the Rogue Trader's power off at its source—destroy his potential endeavours, play his game only better, or, when that is not possible, foil his plans as he enacts them. Nothing hurts his potential for future ventures like failing to make good on his end of a deal. Force him to find new territory or, at the very least, make him work thrice as hard for it.

REPUTATION

A plethora of resources rest on a Rogue Trader's ability to earn and maintain the confidence and approval of other powerful entities. Without this fragile asset, he may find himself lost without help, unable to acquire much needed supplies, or even bereft of sources of exploitation with which to fund his interests. Worse still, a ruined reputation could buy one the enmity of planetary governors, commanding officers in the Imperial Navy, or suspicious Inquisitors. It takes many years of careful planning and personal sacrifice to build one's reputation, but just one misadventure to ruin it.

FREEDOM

Perhaps the most frightening quality for a Rogue Trader to lose is his freedom. A Warrant of Trade affords the right to explore the frontiers of the galaxy and lay claim to worlds forgotten and not yet discovered. In short, the Warrant of Trade grants the highest degree of freedom any Imperial citizen could possibly experience and just to serve at its bearer's whims is more than most could hope to do. To lose this rare freedom, whether through imprisonment or some other unimaginable disaster, is frightening indeed.

Though a Warrant is a source of rights which guarantee several freedoms, many agencies retain the power to slow a Rogue Trader's advancement and movement, such as the Adeptus Arbites, a meddling station commander, or an Inquisitor on an investigation. Another target is a Rogue Trader's vessel. Without it, he cannot complete the majority of his most profitable endeavours. Finally, an Eldar that does not destroy his defeated opponent, strange though that may seem, has no qualms about imprisoning that opponent indefinitely. Captivity is, in many ways, a worse fate than death.

INFLUENCE

Natural charisma and a history of noteworthy deeds lead a Rogue Trader to positions of both official and practical command. To have the ability to call on favours from the Imperial Navy, a grateful Inquisitor, or an indebted citizen—perhaps all at once—is something only a rare and resourceful individual could realise. When one's reputation stands firm, another target is the men, women, and organisations he relies on for aid in his endeavours. A naval officer might prove difficult to eliminate, but disturbing his ability to offer assistance or drawing his attention elsewhere both work just as well. Other less well equipped individuals need merely die or find themselves robbed of the ability to apply their talents and resources in service to their allied Rogue Trader.

TRAGEDY

Unspeakable ghosts haunt the Imperium. Victims bury unendurable memories behind layers of psychological defences and look to the future to escape the past. However, just as history tends to repeat itself, so too can a tragic past make its way into one's future. Destiny is unavoidable and, secretly, those who seek to escape it know the truth. Sometimes, this destiny has an agent and you are he. Bring the ghosts of the past to bear on those who flee in terror and become a living memory that refuses to fade.

The bringer of tragedy seeks to reinvent the past for those who fear it most. A Rogue Trader haunted by some terrible experience such as slaughtering his loved ones in a fit of rage and madness, must store the horror of that time deep within his subconscious mind. Above all else, he cannot stand to remember his cruel past and would do anything to keep it buried. A clever villain, aware of this history, might utilise it somehow in order to cripple his foe. Through madness or corruption, this villain has no qualms about driving his mark insane, using the worst of the past as his most potent tool.

ARCHETYPES

There are as many villains throughout the Imperium of Man as there are heroes to fight them. Each adversary has his own way of doing things, his own collection of practices, habits and customs. These can be gathered together into general groups called Archetypes. Each category is meant to represent a rather broad description of the particular villainous style of the Nemesis whose Path terminates in a given Archetype. Within each category are three examples of Nemeses from the major threats to humanity: mankind itself, the devotees of the dark powers, and the xenos threat. These examples are merely ideas of what sorts of villains are represented by each Archetype. For each Archetype, one of the three examples is presented in detail.

THE ROGUE PSYKER

Possessing incredible psychic powers, Nemeses of this sort can manipulate the minds of others, divine the secrets of the future, or abandon all subtlety and lay waste to entire stretches of the Void. While most psykers tend to be enigmatic and insidious, some lack any such cleverness and are much more dangerous for their raw power than their supernatural wiles. These sorts of psykers are unlikely to be in full control of their abilities and can be as destructive to their own as to the Explorers.

The Enemy Within: A psyker, unsanctioned by the Imperium of Man; unable to control his powers, yet unwilling to submit to the Black Ships. His powers make him an open gateway to the malicious beings of the warp, yet he continues to exist, unconsumed by them. Where he passes, destruction follows. When confronted, his connection to the warp manifests in horrific and devilish displays of power and energy. In his flight from those who would contain him, he passes through the Maw and into the Expanse, bringing with him strange events and devastating occurrences.

The Enemy Without: An Eldar warlock whose visions of the future have led him from his people. What part the Explorers play in his prophecy is unknown, but surely he means to see them dead before they take the stage. Leading a small band of devoted followers, he confronts the Explorers,

perhaps to destroy them, or perhaps simply to turn them from whatever course they desire to take. As more events play out in accordance with the doom foretold by his witch-sight, his actions have become more desperate.

The Enemy Beyond: A cabal of powerful sorcerers dedicated to the Chaos gods, hiding in the shadows of society, turning the minds of righteous citizens against their fellows. Preying on fringe worlds and far-flung stations, they have made sanctuaries for themselves throughout the Expanse, and are using them to enact some foul ritual in supplication to their dark gods. Fearing discovery by far-travelled Explorers, they turn the populace of their havens against the Rogue Trader and his vessel.

Special Ability: Whatever profile the GM selects to modify, he should augment it by adding the Psy Rating 4 Talent (or +4 to existing Psy Rating) and a number of Psychic Powers equal to twice his Willpower Bonus. The GM may select any psychic powers as long as the profile meets any prerequisites.

THE BRUTE

There is only violence and savagery, neither compassion, nor mercy. An adversary of little subtlety and guile, this Archetype represents an enemy whose methods and advantages lie in simple destructive power, most often manifest in some sort of martial power, either possessed personally by the adversary or at his command. This sort of villain may also represent a group of violent individuals rather than a single adversary.

The Enemy Within: An assassin whose persistence is matched only by his callousness. A cold and ruthless hound employed throughout the Expanse by those who would see their perceived wrongs avenged. He asks no questions of his employers, he simply locates those he's paid to find and using whatever means necessary dispatches his prey. His reputation for executing his targets personally and with cruel indifference makes him a valuable operative for those who would see their enemies suffer.

The Enemy Without:

A brutal and sadistic Warboss of 'Undred-undred Teef, leading his boyz to ever greater acts of savagery and barbarity. Leading his warfleet across the stars, he leaves in his wake only smouldering ruins and drifting hulks. Fuelled by his enjoyment of a past encounter with the Explorers on the field of battle, the

Warboss seeks them out to pit his mobs against them and prove once and for all that his boyz are the best in the Expanse.

The Enemy Beyond: A blood-mad devotee of Khorne, driven only by the lust for slaughter. Aided by warp-spawn and other hellish servants of the Blood God, the butcher travels from world to world carving a bloody swathe in the stars. As his infamy grows, so too do his gifts from the Lord of the Skull Throne, and unless he is stopped, his ascendancy to Daemonhood is certain. As his path draws ever closer to the destination of the Explorers, his bloodthirsty rage turns his attention to acquiring their ship as a vessel for his fury.

Special Ability: Whatever profile the GM selects to modify, he should augment it by adding 5+1d5 Wounds.

THE PIRATE PRINCE

Extravagance, ambition, and brutality are the hallmarks of this sort of villain; using whatever means necessary, they seek wealth, power and fame. It is not uncommon for this type of adversary to control a large fleet of smaller pirate vessels, all gathered together under the flag of their single charismatic and violent leader. It is rare for villains of this sort to act in the shadows, behind the scenes or out of sight. While they may prey on the fringes of Imperial space, it is likely that their reputation will spread, either from the sheer savagery evident in what is left behind, or spoken from the mouths of the survivors, left alive to tell the villain's tale.

The Enemy Within: A rival for the Warrant of Trade possessed by the Rogue Trader, with as legitimate a claim to the Warrant as the Explorer himself. Seeking to wrest control of the Warrant, he stymies the Explorers at every turn. His fleet has agents in every port, and he seems to know the Explorers' every move before they make it. In every endeavour, the rival appears to tip the balance against the Explorers; in every engagement, he turns the tide against them. He refuses to stop until one or the other side has been annihilated and the Warrant is rightfully his.

The Enemy Without: A wicked fleet of Eldar raiders spreading fear and terror through the Expanse. Their motives are unknown, but their methods are whispered of by void-farers and station-hands alike. They



lure their unfortunate prey into dangerous stellar phenomena with feigned routs and retreats, only to strike when their opponents are vulnerable, coping with the perilous conditions. Few of their prey survive to tell the tale, but those that do speak of the screams of horror and pain that could be heard over the vox systems of their escaping vessels.

The Enemy Beyond: A band of vicious pirate reavers dedicating their carnage to the Dark Powers, running the trade lanes of the Expanse in search of an unholy artefact. As they ravage the scattered caravans making their way through the stars, the reavers prefer capture over slaughter, and collect thousands of slaves aboard their attendant slave-ships. While their base of operations is unknown, rumours have spread that the piratical marauders sacrifice their prisoners on altars dedicated to the Dark Gods, to appease their masters until they can one day find the relic they seek.

Special Ability: The Nemesis gains a number of Ship Points to build a starship equal to the number of Ship Points the Explorers possessed to build their starting ship, +10 additional Ship Points.

THE HERETEK

Technology is the life-blood of the Imperium, and just as the blood of the body can become corrupt and poisonous, so too can the technology of man and xenos be used to the detriment of mankind. Seeking possession and knowledge of arcane technologies, twisted daemon-engines, or xenotech devices, adversaries of this sort pervert the mysteries of the Machine God to their own dark ends. Many have fallen from grace because of their obsession with proscribed technologies and mad experimentation.

The Enemy Within:

A respected Tech-Priest whose drive for knowledge has turned her from the teachings and proscriptions of her order. Seeking to make use of fantastic technologies from bygone races in the Expanse, she has agents within the Cold Trade ready to divert to her treasuries whatever artefacts she desires. Unwilling to relinquish the resources of her order, however, she continues to feign orthodoxy and has as yet gone unnoticed. Should her tech-heresy be uncovered or

threatened, her response would be a swift silencing of those involved, by whatever means are most logical.

The Enemy Without: Possessed of an incomprehensible cunning and fuelled by Orkish enthusiasm, an Ork Mek whose maddening inventions pervert the holy tech of the Machine God. Having despoiled a Mechanicus vessel during a previous raid, the Mek discovered the best 'worky gubbinz' imaginable. While the spoils of the Mechanicus ship have provided for innumerable Orky creations, they have long since run out and now he and his 'kustom boyz' are plying the stars in search of more gadgets and better 'whatnotz'. Unfortunately for the populace of the Expanse, the Mek has decided that 'umie technology makes for the best 'konvershuns' and has taken to human space as the sole source for parts.

The Enemy Beyond: Captured and unwillingly corrupted by a cabal dedicated to the Dark Gods, a Tech-Priest driven mad and made host to a daemonic entity. Spiritually putrefied far beyond the point of redemption, the deranged adept now seeks an unholy tech-relic once borne by the daemon within him. Melding daemon flesh and steel, he has created a terrifying horde of servitor-beings enslaved to his will and tireless in their search for his lost artefact. Aboard his daemon vessel he plies the stars obsessively seeking what was once his.

Special Ability: The Nemesis gains a number of Near Unique or Unique Archeotech or Xenotech Items equal to their Intelligence Bonus.

THE APOSTATE

If technology is the life-blood of the Imperium, faith is its immortal soul. Since the time of the Heresy, the Ecclesiarchy has tended the soul of the Imperium and protected it against the deprivations of doubt, reason, and fear. There are those, however, who have used their position of spiritual power to corrupt the faith of their charges. The Koronus Expanse is teeming with those who came under the scrutiny of the Ecclesiarchy, but escaped its scourge. These counterfeit clerics and false prophets wield their spurious authority as a blade to strike down the souls of good Imperial citizens, living far from the light of proper orthodoxy.

The Enemy Within:

A covetous cleric, whose desire for possession and wealth drove him from the ranks of the Ecclesiarchy. Now on the run, he has retained his symbols of office, his mitre, his



tome, and his aspergillum. Using these tools, he has gathered to himself a mass of followers, fervently devoted to their charismatic confessor and willing to lay down their lives at his word. Abusing their adoration to feed his avarice, the cleric strips his disciples of their worldly possessions under the guise of religious asceticism, only to have the items peddled for profit. Turning the faith of the ignorant to his own ends, the excommunicate priest only makes himself a larger target for those of true faith in the God-Emperor.

The Enemy Without: Abandoned by his own people, and betrayed by those to whom he swore his allegiance, a Kroot warrior with no home and no hope of passing on his genetic legacy. After years of service among the crew of a Rogue Trader vessel, and long-since having been cut off from his Shaperate, he has become apostate to his own people—a loyal mercenary left to die among a boarding party, discarded on a crippled enemy ship to avoid a conflict with an agent of the Ecclesiarchy. With no home to return to and his loyalty betrayed, he stalks his former companions through the stars, hungry for revenge.

The Enemy Beyond: An apostate cardinal of a backwater fringe world, whose faith in the God-Emperor has been twisted by the whispers of the warp and who has turned against the Ecclesiarchy in favour of his own indulgences and conceit. Listening too closely to his own dark impulses, he is a man whose faith in the Emperor of Man was once strong, but now preaches the power of the Chaos Gods, that he might draw their eye to himself and be blessed with their dark gifts. His words go well heeded by his former flock, in which he once inspired unfailing trust and fidelity.

Special Ability: The Nemesis gains a number of elite enforcers, minions who are totally loyal and enact their bidding. The GM should choose an appropriate NPC profile to represent these individuals (in the same manner as the GM chooses a profile for the Nemesis). He then augments the profile with a number of Build Points equal to half the Build Points he had to augment the Nemesis. Once he has created the profile, the Nemesis gains a number of minions using this profile equal to the Nemesis's Fellowship Bonus.

THE INQUISITOR

A domain as vast as the Imperium of Man can not help but encounter enemies on several fronts, and will suffer these enemies from within as well as without. For this reason it is necessary that the Imperium employ the likes of the Inquisition. Their methods are ruthless and their means are limitless. Those who draw the eye of the Inquisition do so with their thoughts as much as their actions. To face an Inquisitor is to face an enemy who does not aim to simply kill his quarry, but instead to force their repentance and contrition before sending them from this life.

The Enemy Within: An over-zealous agent of the Inquisition, stamping out blasphemy and deviance wherever he imagines its presence. Unable to see beyond the harsh teachings of his own, paranoid order, he sees heresy at every turn. Disregarding their warrant to interact with the xenos of the Expanse on behalf of the Imperium itself, the Inquisitor stalks the Explorers beyond the bounds of Imperial space to put an end to their imagined unorthodoxy. To halt the spread of their deviance, he silences forever those who have had contact with the Explorers, so that they not become corrupt themselves.

The Enemy Without: A curious and cold-blooded Dark Eldar raider, whose reputation is feared throughout the Expanse, but of whom little is actually known. Darting from one corner of the Expanse to the next, through his people's webway gates, the sadistic Eldar avoids all retribution from the comrades of his victims. These victims, snatched by the rapacious Eldar and his small fleet, are taken rather than killed and subjected to the darkest horrors of pain, torture, and experimentation. When their torments finally cease, they are little more than mindless slaves to their new master's will. Whatever their former allegiance, their loyalty and fidelity are both twisted as mind-altering poisons and unspeakable physical torments break whatever will the victim might once have had.

The Enemy Beyond: Acting on dark prophecies spewed from the mouth of a daemonic oracle, a mutant, twisted by his exposure to the darkness of the warp, seeks the corpse of his once-mighty master. Possessing only a prognostic riddle, he haunts the shadow of the Explorers, pursuing those whom his daemonic soothsayer demands. Knowing only that the Explorers must inevitably lead him to the corrupt cadaver he seeks, he hounds their trail. He utilises dark sorceries to enter the Explorers' dreams, that he might glean whatever secrets he can with regard to their destination. These foul magicks leave the minds of the crew distraught and suffering from ominous nightmares.

Special Ability: When the Nemesis is operating within the society he originates from (for example, an Imperial Inquisitor from the Ordo Calixis operating within the Imperium, and specifically the Calixis Sector), he counts his Profit Factor as 50 percent higher than normal (Profit Factor 40 would become Profit Factor 60).

THE POLITICO

Playing several groups against one another, acting through intermediaries and agents, manipulating those around him to his own ends, these are the trademarks of the Politico. Often members of high society, these villains have spent years amongst the backbiting and favouritism of the political elite. Adversaries of this sort know full well that what one can do is not so important as who one knows or what one can make others do. Subtle and slippery in the extreme, these Nemeses are masters of long-term planning, and often have several contingencies prepared for every possible circumstance.

The Enemy Within: A spoiled and vain child of noble lineage, destined by birth to command an entire star system. Coming into power long before reaching his prime, he rules his demesne as a bored simpleton, throwing entire planets into starvation or destruction on a child's whim. Protected by Imperial politics, yet savvy to their traps and pitfalls, he manipulates those around him with a practised hand, enjoying full well, his guarded position. When his vanity is challenged by the presumption of a proud Rogue Trader, his wrath is loosed across his system as his tantrum tears entire planets apart.

The Enemy Without: His people scattered amongst the stars, a Kroot Shaper seeking to unite the kindred under a single cause. Desiring the genetic advancement of his kind, he sends emissaries to the many warspheres throughout the Koronus Expanse, that they might create a single, overwhelming

WEAPON TRAINING TALENTS

To simplify these profiles, none of the NPCs in this chapter are listed with any Weapon Training Talents. Instead, assume they are able to use any weapon they are equipped with, plus any additional weapons the GM may feel is appropriate.

kindred. His vision has gained popularity amongst the first few warspheres reached by his emissaries. Whispered of throughout all the kindreds of the Expanse, this singular Shaper has stirred his people to a possible crusade against mankind, and in so doing has become a messiah amongst his own people.

The Enemy Beyond: A sinister servant of the Changer of the Ways skulking in the shadows behind the throne of powerful system lord. He corrupts the will of his liege using paranoia to incite ever-greater acts of oppression and persecution against his subjects. Meanwhile, in order that the entire system be thrown into chaos, he stirs the planetary populace into rebellion against their liege-lord. To ensure the greatest carnage possible when the moment of revolution finally comes, the perverse agitator has lured a swarm of Rak'gol marauders to the system with the promise of easy victory.

Special Ability: When the Nemesis is operating within the society he originates from (for example, a Planetary

Governor on the planet he controls), and the Explorers are also operating within that society, the Explorers count their Profit Factor as 50 percent lower (so a Profit Factor of 40 would count as Profit Factor 20 instead).

THE CRIMINAL MASTERMIND

Using their connections and power in the underworld, villains of this sort shape elaborate criminal enterprises for their own personal gain. Most often these adversaries lead from the shadows, where their safety is all but guaranteed by layers of intermediaries, deputies and unwitting agents. The truly terrifying criminal masterminds work so far behind the scenes that their lowest lieutenants may not even know they exist. Crossing a Nemesis of this sort has lasting consequences but can be as simple as thwarting the efforts of a minor smuggling operation. Few Explorers realise their folly until it is far too late and the full force of a criminal empire is arrayed against them.

The Enemy Within: A disgraced planetary enforcer commander seeking vindication against the Explorers for a crime she failed to apprehend them for. Fallen from the grace of the Emperor, she retains her underworld contacts and the skills imparted to her by the enforcers she used to command. She uses these connections and talents to corrupt all who would aid the Explorers. She eventually aims to turn the entire Expanse against them and bring the supposed crimes of the Explorers to light so that she might earn her redemption.

The Enemy Without: A band of stryxis traders always seeming to have that single thing which their customers want the most. Preying on the weak-willed, they refuse payment or goods in return for their wares, but instead ask favours and deeds. Practically buying and selling the souls of those they deal with, these xenos peddlers have built a web of debt and obligation throughout the Expanse. What they seek is unknown, but their methods have earned them a dark reputation for having whatever it is one desires most earnestly; all they ask is that one turn against his own kind and give himself over to the service of those who provided his darkest desire.

The Enemy Beyond: A narcissistic hive-prince in the service of Slaanesh using his influence to corrupt all levels of criminal activity in the hive, to his dark master's ends. Perverting the lowest underhive scum to the highest noble, his agents lure their victims to ever-greater acts of decadence and indecency, all the while collecting tribute for their prince. Revelling in his own depravity, but jealous of his master's favour, he gathers to himself those whose degraded souls who might draw his master's gaze. Upon these vile individuals he enacts unspeakable torments before finally handing over their souls to the Lord of Dark Delights.

Special Ability: Instead of the usual number of Fate Points from the Touched by the Fates Talent, the Nemesis gains a number of Fate Points equal to his Willpower Bonus.

FLESHING OUT A NEMESIS

Following are examples of Nemesis profiles that can be augmented by the GM using Build Points. None of the Profiles have their Special Ability included; even though each profile has an Archetype they are intended for, the profiles could be used to fit other Archetypes as well. In addition, each entry includes a description for how the



TOUCHED BY THE FATES (TALENT)

Prerequisites: Non-player Characters only, must have free will, may not be applied to Daemons or other non-living creatures.

The NPC has a number of Fate Points equal to half his Willpower Bonus (rounding up). He may use these Fate Points in the exact same way as an Explorer, and may even “burn” a Fate Point to survive death and destruction. In addition, the rules for Righteous Fury apply to this character.

profile could be constructed based on choices from the Nemesis Path, to help provide a GM with guidance if he wants to construct his own profiles.

THE ROGUE PSYKER

This Rogue Psyker example is a cabal of cultists devoted to the Dark Gods. Their Origin is Faith Found Wanting, represented by skills such as Forbidden Lore, Ciphers (Occult), and Secret Tongue (Cult) as well as the Dark Soul talent. After Faith Found Wanting, Vendetta is selected and filled out with the Tracking, Shadowing, and Silent Move skills in addition to the Peer (Underworld) talent, all showing the cabal’s desire to get revenge by successfully tracking their mark and securing allies to assist them. Each cabalist also carries a memento as a reminder of why it is that he hunts the Rogue Trader and his crew. Following Vendetta is the Paranoid Savant from Devices and Downfalls.

The Light Sleeper and Paranoia talents fit well alongside some buffed up Investigation Skills such as Common Lore, Forbidden Lore, and Logic. Also, Telepathy and Divination are appropriate Psychic Disciplines due to their focus on information gain and transmission. Reputation is selected from the next row and thus their Fellowship is perhaps higher than one would normally expect from a cabalist and several Interaction based skills help them with social manoeuvrability. Finally, the psykers need a few skills, talents, powers, and equipment specifically appropriate to those who traffic with the warp.

Dark Cabalist (Rogue Psyker) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	28	30	40	36	28	37	45	43

Movement: 3/6/9/18

Wounds: 13

Total Armour: (Body 3, Arms 2, Legs 2)

Total TB: 4

Skills: Awareness (Per), Ciphers (Occult) (Int), Charm (Fel) +10, Common Lore (Imperium, Koronus Expanse) (Int), Command (Fel), Deceive (Fel) +10, Forbidden Lore (Cults, Daemonology, Warp) (Int) +10, Invocation (WP), Logic (Int) +10, Psyniscience (Per), Secret Tongue (Cult) (Int), Shadowing (Ag) +10, Silent Move (Ag) +10, Speak Language (Low Gothic) (Int), Tracking (Int), Trade (Seer) (Int).

Talents: Dark Soul, Jaded, Light Sleeper, Paranoia, Peer (Renegade, Underworld) Psy Rating 2.

Traits: One Mutation.

Disciplines: Telepathy, Divination.

Psychic Techniques: Short Range Telepathy, Mind Probe.

Armour: Reinforced void suit (Body 3, Arms 2, Legs 2).

Weapons: Sacrificial blade (1d5+4 R; Primitive), stub automatic (30m; S/3/–; 1d10+3 I; Pen 0; Clip 9; Reload Full).

Gear: Tattered clothes, trinkets and fetishes, memento, ragged reinforced void suit, respirator.

THE BRUTE

The Ork Warboss is a formidable villain using the column of the Nemesis Path that starts with Despot and ends with The Brute. His Despotic origins grant the Warboss skills such as Command and Intimidate as well as talents like Air of Authority. Motivated by Slaughter and threatening the Explorer’s Wellbeing, he has the Frenzy, Battle Rage, Crushing Blow, Furious Assault, and (several) Weapon Training talents.

Many talents designed to make the Warboss seem indomitable and fearsome such as Hardy, True Grit, and Iron Jaw complete his status as a Warrior Without Peer. Though mainly developed for his superior combat skills, he has some social ability with regards to command and intimidation and fun roleplaying bits like his trophies and Ork Speak.

Ork Warboss (The Brute) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	35	⁽⁸⁾ 48	⁽¹⁰⁾ 55	30	26	30	28	32

Movement: 3/6/9/18

Wounds: 18

Total Armour: (Body 5, Head 4, Arms 2, Legs 2)

Total TB: 10

Skills: Awareness (Per), Barter (Fel), Command (Fel), Intimidate (S), Speak Language (Ork, Low Gothic) (Int).

Talents: Air of Authority, Battle Rage, Common Lore (Ork), Crushing Blow, Furious Assault, Hardy, Iron Jaw, True Grit.

Traits: Brutal Charge, Resistance (Cold, Heat, Radiation), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Armour: Looted armour (Body 5, Head 4, Arms 2, Legs 2).

Weapons: Choppa (1d10+12 R; Pen 2, Tearing), 1d5 Stikkbombz (24m; S/–/–; 2d10+5 X; Pen 2; Clip 1; Reload –; Blast [1]), shoota (60m; S/3/10; 1d10+4 I; Pen 0; Clip 30; Reload Full; Inaccurate, Unreliable).

Gear: 2d10 Ork teeth (“Teef”), shiny bitz, collected gore and other trophies from his kills, 3 spare clips for the shoota, respirator, crude hand vox.

THE PIRATE PRINCE

Cruel and disdainful towards humans, Eldar pirates make perfect enemies for Rogue Traders. The Eldar Raiders listed below start with Enemy in Arms, taking several Weapon Training talents, Quick Draw, and Leap Up to represent an agile and quick combat style. Next, they are motivated by Greed and target a Rogue Trader’s ability to make a profit—Motivation and Stakes choices that go hand in hand.

The Barter, Commerce, Gamble, and Trade skills all make sense when working towards these ends. Because they are Wealthy Scofflaws as well, these trade and wealth related skills are bulked up. Additionally, skills and talents related to crime work well such as Deceive and Ciphers (Underworld).

Eldar Raider (The Pirate Prince) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
44	44	33	35	(10) 52	39	40	43	27

Movement: 5/10/15/30

Wounds: 12

Total Armour: (All 4)

Total TB: 3

Skills: Acrobatics (Ag), Awareness (Per) +10, Barter (Fel), Ciphers (Underworld) (Int) +10, Commerce (Fel) +10, Deceive (Fel) +10, Dodge (Ag), Evaluate (Int) +10, Forbidden Lore (The Black Library, Xenos, The Warp) (Int), Gamble (Int), Navigation (Stellar) (Int), Pilot (Interface Craft, Jump Pack) (Ag), Medicae (Int), Silent Move (Ag) +10, Speak Language (Eldar, Low Gothic, Void Cant) (Int) +10, Trade (Int).

Talents: Leap Up, Quick Draw, Resistance (Fear, Psychic Techniques), Sprint.

Traits: Unnatural Agility (x2).

Armour: Xenos mesh void armour (All 4).

Weapons: Shuriken catapult (60m; S/3/10; 1d10+4 R; Pen 6; Clip 100; Reload 2 Full; Reliable), xenos-crafted laspistol (30m; S/-/-; 1d10+2 E; Pen 0; Clip 30; Reload Full; Reliable), xenos-crafted mono-sword (1d10+3 R; Pen 2; Balanced), 2 plasma grenades, 4 blind grenades.

Gear: 3 spare clips of shuriken catapult ammunition, waystone gem, xenos-crafted medikit, xenos-crafted void-sealed armour that grants full life support as well as long range encrypted vox, auspex, and Dark Sight. Inbuilt void impellor units in the armour grant Flyer 12 in null gravity.

THE HERETEK

To represent the unsurpassed mind of the Rival Intellect origin, the Magos has an increased Intelligence score, cortex implants, and several Lore skills. Her heretical fascination with proscribed alien technology is represented by her high proficiency with Forbidden Lore (Xenos). Despite her heresy, she remains a trusted and powerful servant of the Machine God, and as such her equipment and her very body are of the highest mechanical quality.

Secretive Magos (The Heretek) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	33	39	30	46	35	35	20

Movement: 3/6/9/18

Wounds: 22

Total Armour: (All 4)

Total TB: 3

Skills: Awareness (Per), Common Lore (Machine Cult, Tech) (Int) +10, Drive (Hover Vehicle) (Ag), Forbidden Lore (Archeotech, Adeptus

Mechanicus), Forbidden Lore (Xenos-tech) (Int) +20, Logic (Int) +10, Pilot (Spacecraft) (Ag), Speak Language (Explorator Binary, Low Gothic, Techna-lingua) (Int), Tech-Use (Int) +20.

Talents: Infused Knowledge, Logis Implant, Rite of Awe, Rite of Fear, The Flesh is Weak 2.

Traits: Mechanicus Implants (see page 366 of the ROGUE TRADER rulebook), Machine (2).

Armour: Mechanicus armoured carapace (All 5).

Weapons: Omnissian Axe (2d10+7 E; Pen 6; Powerfield, Unbalanced), Hellpistol (35m; S/2/-; 1d10+4 E; Pen 7; Clip 40; Reload 2 Full).

Gear: 3 spare hellpistol clips, manipulator, optical, and utility mechatendrites, bionic augur arrays, good-quality cortex implants, sacred unguents, techpriests's mantle.

THE APOSTATE

To represent a constant state of awareness regarding his own place outside Imperial acceptance, the Nemesis has the Paranoia talent. The Tracking +20 Skill represent the thirst for vengeance possessed by those with the Vendetta motivation. To make him a truly ferocious combatant, the Nemesis has the Blademaster talent, and higher-than-average Weapon Skill and Ballistic Skill.

Dispossessed Kroot (The Apostate) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
48	38	(6) 35	40	44	25	(8) 44	30	18

Movement: 4/8/16/32

Wounds: 23

Total Armour: (Body 2)

Total TB: 4

Skills: Acrobatics (Ag), Awareness (Per), Barter (Fel), Climb (S) +10, Concealment (Ag) +20, Dodge (Ag) +10, Silent Move (Ag) +20, Speak Language (Low Gothic, Kroot) (Int), Tracking (Int) +20, Survival (Int) +20.

Talents: Blademaster, Furious Attack, Leap Up, Lightning Reflexes, Melee Weapon Training (Primitive), Paranoia, Resistance (Fear), Sprint, Swift Attack.

Traits: Natural Weaponry (Beak), Unnatural Perception (x2), Unnatural Strength (x2).

Armour: Hide Armour (Body 2).

Weapons: Kroot Rifle (110m; S/-/-; 1d10+5 E; Pen 1; Clip 6; Reload 2 Full), beak (1d5+6 R; Primitive).

Gear: Cut meat, bandolier of 30 rifle charges, fetish pouch.

THE INQUISITOR

The Orthodox Xenos Inquisitor sends xenotech smuggling Rogue Traders to rot on the nearest prison world. Her dedication to Puritan ideals gives her the Armour of Contempt, Hatred (Criminals), Inspire Wrath, and Litany of Hate talents. Her commitment to Orthodoxy in all things Imperial continues this puritanical trend and is represented by the Duty Unto Death talent. Various knowledge-based skills and the Foresight and Paranoia talents follow from her being a Paranoid Savant. Ultimately, her station as an Inquisitor and his good reputation with planetary governments help him to revoke the Freedom his Rogue Trader enemies take for granted.

Ordo Xenos (The Inquisitor) Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
35	40	35	35	35	43	31	40	38

Movement: 3/6/9/18**Wounds:** 15**Total Armour:** (All 5)**Total TB:** 3

Skills: Awareness (Per) +10, Charm (Fel), Common Lore (Imperium, Koronus Expanse) +10, Evaluate (Int) +10, Forbidden Lore (Archeotech, the Inquisition, Xenos) +10, Inquiry (Fel) +10, Interrogation (WP), Intimidate (S), Literacy (Int), Scholastic Lore (Judgement, Occult) (Int) +10, Scrutiny (Per), Search (Per), Security (Ag), Shadowing (Ag), Speak Language (Low Gothic) (Int), Tech-Use (Int), Tracking (Int).

Talents: Ambidextrous, Armour of Contempt, Duty Unto Death, Fearless, Foresight, Good Reputation (Government), Hatred (Criminals), Inspire Wrath, Litany of Hate, Melee Weapon Training (Universal), Paranoia, Peer (Academic, Inquisition), Two Weapon Wielder (Ballistic).

Armour: Enforcer light carapace armour (All 5).

Weapons: Power sword (1d10+8 E; Pen 5; Power Field, Balanced), Two Stripped Down Conversion Beams (Pistol; 50m; S/-/-; 1d10+2 E; Pen 2; Clip 8; Rld 2 Full; At

between 10-30 metres range, the weapon deals 1d10+7 E damage with a Pen 4; at 30-50 metres range, the weapon deals 2d10+7 E damage with a Pen of 6; at longer ranges the weapon deals 3d10+7 E damage with a Pen of 10 and Blast [2])

Gear: Auspex, auto-quill, chrono, 2 extra hellgun clips, data-slate, multikey, servo-skull, set of fine clothing.

THE POLITICO

Both the Nemesis' origins and motivations are hidden from the world at large and as such are not represented by any equipment or other readily visible means. They are however present in the large number of Forbidden Lore skills. Interactions with the Rak'Gol and the creatures of the warp has made the adversary Jaded and resistant to fear. As a Politico archetype, the villain has several social and manipulation skills, and a high Fellowship attribute.

Agitator of Tzeentch (The Politico) Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
31	32	33	35	38	42	41	44	42

Movement: 3/6/9/18**Wounds:** 18**Total Armour:** (All 5)**Total TB:** 3

Skills: Charm (Fel) +20, Ciphers (Underworld) (Int) +10, Common Lore (Administratum, Koronus Expanse) (Int), Deceive (Fel) +20, Forbidden Lore (Pirates, Xenos) (Int), Forbidden Lore (Daemonology, Heresy, The Warp) (Int) +10, Inquiry (Fel) +10, Interrogation (WP), Scholastic Lore (Bureaucracy, Heraldry) (Int), Scrutiny (Per), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Air of Authority, Jaded, Melee Weapon Training (Universal), Peer (Nobility, Administratum, Underworld), Pistol Weapon Training (Universal), Resistance (Fear).

Armour: Mesh Combat Cloak (Arms, body, legs 4).

Weapons: Laspistol (30m; S/-/-; 1d10+3 E; Clip 30; Reload Full; Reliable), Power Sword (1d10+8 E; Pen 5; Power Field, Balanced).

Gear: Seal of authority, Noble clothing, 2 spare laspistol clips, tomes on the Dark Gods.



THE CRIMINAL MASTERMIND

This Criminal Mastermind has fallen from his position as a commander of an entire planet's worth of Enforcers and blends the best of his training with his new connections in the criminal underworld. His harsh, justice-oriented origins show through in his knowledge of the Imperium and habits of asceticism. He has Common Lore (Adeptus Arbites, Imperial Creed, Imperium, Koronus Expanse) in addition to the Armour of Contempt and Orthoproxy talents. He desires Glory above all else, having memorised Imperial legends and tempered nerves of steel. He has Scholastic Lore (Legend) and the Nerves of Steel and Last Man Standing talents. His status as a Scandalous Socialite affords him several social skills as well as the Peer (Nobility) and Decadence talents. Finally, to interfere in his opposed Rogue Trader's ability to use Influence, he has friends in both high and low places represented by his Peer (Adeptus Arbites, Underworld) talent and buffed up social skills and Fellowship.

Renegade Enforcer (Criminal Mastermind)

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	33	35	36	39	45	44	40	52

Movement: 3/6/9/18

Wounds: 18

Total Armour: (Arms 3, Body 3, Legs 3)

Total TB: 3

Skills: Awareness (Per) +10, Carouse (T), Charm (Fel) +10, Common Lore (Adeptus Arbites, Imperial Creed, Imperium, Koronus Expanse, Underworld) (Int) +10, Concealment (Ag), Deceive (Fel), Inquiry (Fel) +10, Interrogation (WP) +10, Intimidate (S) +10, Literacy (Int), Scholastic Lore (Imperial Warrants, Judgement, Legend) (Int), Search (Per) +10, Speak Language (Low Gothic, High Gothic) (Int).

Talents: Armour of Contempt, Decadence, Last Man Standing, Nerves of Steel, Orthoproxy, Peer (Adeptus Arbites, Nobility, Underworld).

Armour: Xeno-mesh armour (Arms 3, Body 3, Legs 3).

Weapons: Inferno pistol (10m; S/-/-; 2d10+8 E; Pen 13; Clip 3; Reload Full), Boltgun (90m; S/2/4; 1d10+5 X; Pen 4; Clip 24; Reload Full; Tearing).

Gear: Autoquill, dataslate, 2 clips for Boltgun and Inferno pistol, set of fine clothing, void suit.

Everyone has his enemies, dear fellow. The individual who claims he's travelled the Expanse without making an enemy is either the reborn Saint Drusus or a liar, and I'm far more likely to trust a liar. However, it takes a particularly devoted foe to earn the title of nemesis. My own personal nemesis is the Magos Morik Quinn, dispatched from the Lathes to investigate the trade of xenos artefacts into the Calixis Sector, the so called Cold Trade. Ill fortune set him on my trail, and try as I might, I have never quite dealt with him to my satisfaction. I root mercenary raids, Stryxis assassins, even a particularly hungry Ambull has not deflected him from my path, and in return he has confounded my dealings and disrupted my plans. All this, and I have never once set eyes on this fellow. Truly, I would like to meet with him face to face, and get a measure of the man... right before I slip a blade through his chest.

-Nathin Tsanthos





RICHES OF THE EXPANSE

THE COLD TRADE

•
PERILS OF THE
COLD TRADE

•
REWARDS OF THE
COLD TRADE

•
MYTHICAL
TREASURES OF THE
EXPANSE

CHAPTER V: RICHES OF THE EXPANSE

"Well of course there are easier ways to get rich. Just haul a cargo ship across the Calixis Triangle for 30 years, you'll be rich enough at the end. Better to get rich faster so you can enjoy it earlier I always say."

—Benmin Mornetti, Shipmaster of *Drusus's Fairwind*

More so than almost any of the other individuals of power in the 41st Millennium, Rogue Traders and their compatriots are a breed apart. They are a unique sort, and each often furthers this singularity either through purposeful design or simply through the time spent away from the norms of staid Imperial society. However, even these unique individuals' character may follow certain general themes. There are some Rogue Traders who act in the name of the Emperor, seek redemption for their sins in altruistic voyages, or act to ease the suffering of mankind, but these are the exception. To be a Rogue Trader is to seek out power, glory, and wealth, and all three are available for the taking in the Koronus Expanse.



These riches draw many Rogue Traders to the Expanse. Here, away from the all-seeing eye of the Inquisition or other Imperial watchdogs, fortunes can be made and dynasties established if one is strong enough in body and spirit. The clearest but most dangerous path is via the trade in xenos goods, but there are also incredible treasures unique to Koronus to be found for those who would dedicate themselves to the search.

THE COLD TRADE

"Crime doesn't pay? Actually it profits a man—or woman—quite a lot should they loosen their petty morals..."

—Rogue Trader Naaxine Kadth, Captain of *Luxor Koronus* and Barterlady Prima of the Hecaton Cartel

The worthies in Port Wander are fond of saying that when men first encountered the alien, their first reaction was to kill it; the next was to see what profit might be made from the remains. This defines many of the transactions in the Expanse. Rogue Traders are among the few authorized by the Imperium to have any dealings with the xenos other than through the barrel of a boltgun, and these dealings, whether from trade or clandestine archeological digs, are the source of much profit and power. However, the essential part of gathering said profit and power requires dealing with sources and agencies in the Calixis Sector, where possession of most if not all xenos goods is heretical and illegal. There are Thrones to be made though, and enough buyers in the sector desirous of these artefacts and baubles for amusement or hidden needs they dare not reveal.

These goods can range from anything from weapons and vehicles to simple textiles and foodstuffs, from dangerous fuels and energy supplies to common building materials—if something is of alien origin there is likely a market for it amongst the jaded or degenerate wealthy of the Calixis Sector. Exotic drugs and arcane technological wonders often fetch the highest prices, though connoisseurs of alien art and music are always ready to bid high. Radical Inquisitors and heretical Tech-Priests are also steady customers, ready to study and utilize the devices of mankind's enemies against them, while the fighting arenas and deathpits demand continual stocks of fresh beasts.

Explorers who can fulfil these desires become part of the Cold Trade, the secretive exchange of alien wares for Imperial gelt that goes on between Calixis and Koronus. It is an underground economy of untold Thrones and a source of riches in both regions, but also a source of untold miseries and threats to the very existence of mankind.

Some Rogue Traders may be fully charted to conduct dealings with any xenos they choose; others may only contact them but not engage in trade. Others still have no warrant whatsoever for any involvement at all. But where there are Thrones to be made, there are ways to get around anything.

The Cold Trade has existed in the Calixis Sector in some form or another long before the Sector's official beginning, for there have always been humans covetous of alien materials. With the coming of the Inquisition came the strictures against dealing with the xenos and their wares, lest the human soul be contaminated by such unholy devices. As the rule of law became more and

more firm across the Sector, the trade shrank, with only the most prosaic and unassuming alien items still to be found (except in the hands of elite collectors or radical Inquisitors).

It was the opening of the Maw that brought new life to the Cold Trade, with a dazzling number of fresh opportunities with each system discovered. It seemed each day new artefacts were uncovered and new weapons unleashed to fuel the grasping avarice of Calixian merchants. Dead worlds divulged their secrets to skilful excavators, and new worlds were willing (or made willing) to offer their goods for the enrichment of Rogue Traders. These were the Open Years, when Port Wander's authority was only a step above lawless Footfall. Anything could be trafficked with little care as to who might be watching, with the Inquisition and planetary enforcers overwhelmed by the deluge. Endless tonnes of truly foreign goods moved openly through the Maw and into the Sector, with little care for any dangers they might represent. Iridescent weaves of soul rending colours, primordial artefacts of untapped power, flowers with exquisite and poisonous scents; all these and more made their way into the parlours of many a noble house.

These were also the years of open warfare between many of the larger trading fleets as they fought over trading establishments, warp routes, system accesses, and the other foundations of their prosperous livelihoods. Such conflicts ranged from subtle assassinations to planetary bombardments. While vast fortunes were still being made, the violence and unpredictably were impacting more and more upon profits. During the worst of the violence, Port Wander became barely more than a platform for a series of deck battles and devious betrayals. Sources were drying up, fearing retribution from rival Traders. Novices without proper warrant or sufficient skills attempted to enter the Trade and found armed resistance, or worse fell to xenos fleets for which they were wholly unprepared.

Such a state of affairs could not continue if reliable profits were to be had (and lives maintained long enough to enjoy them). Just as the situation became untenable, Waaagh! Gulgrog's massive Freebooter fleet surrounded and besieged Port Wander in 422.M41. Rogue Traders, including many in the Cold Trade, abandoned the Port in droves, and it was left up to the Adeptus Mechanicus and the Imperial Navy to lift the siege. In the wake of Port Wander's

near fall, the Sector Governor gave in to petitions from the Imperial Adeptus and certain noble houses, returning the station to the control of the Imperial Navy. Within several decades, the Navy restored order with iron authority.

Interestingly, this actually had a stabilising effect on the Cold Trade. Some of the most dangerous players in the trade were caught and executed, and the remainder found they had to take their conflicts underground to avoid attention.

As a result of Port Wander's resurgent stability, the second major event in the Cold Trade's history followed. Five of the most powerful remaining criminal consortiums and illicit organisations in the Cold Trade gradually came to an agreement. They began to work together, driving out the irritants of lesser traders, and carving up the lucrative business of xenos artefacts and goods. In time, they would be known as the Quintet.

For many centuries this system has maintained xenos trading to the betterment of all, but of late there are cracks in the cartel-alliance. Forgotten rivals are gaining power, finding new sources of alien goods and new warp routes. Calixian buyers are attempting to pierce their near-monopoly and deal directly with welcoming xenos merchants. Increasing Inquisitorial attention has crushed long-standing trade agreements and killed others as they were coming to fruition. The Quintet themselves have begun small raids on each other, testing for weakness. In such a time, new Rogue Traders looking to enter the Cold Trade can certainly smell new opportunity.

PRINCIPAL TRADING CENTRES

Trading always requires a local to conduct business. The Cold Trade though exists in a dichotomous manner—openly conducted in the lawless Expanse, but hidden from view in the Calixis Sector where Imperial Law prevails. A good Rogue Trader will match the needs of the deal and the dealers with the appropriate locations where initial discussions will take place or final goods to be transferred. Making the site determination part of the initial negotiations is often the first step in the deal, but a trader should take care, as the fastest way for a deal to go sour shaped is to make mistakes before it even starts. The locations indicated below are among the most commonly used, which means

*To the Rogue Trader Holvas Marceus,
I found your missive most amusing. I have worked for many a year building my collection of friends in the Expanse, and you wish me to simply share my list of useful acquaintances with you as no more than a favour? I know you are new to the business, but you also seem quite new to acting as a proper Rogue Trader as well. Information is what defines our power, and sharing this power dilutes it or negates it outright. Would you also wish me to lend you several torpedoes before we go to battle against each other? This is why I do not share my contacts.
-Nathin Tsanthas*

most Explorers are comfortable with them, but Inquisition agents or Adeptus Arbites patrols are also alert and watchful.

Port Wander itself is widely known as the place where many transactions (illicit or otherwise) in the Expanse start and end, either at the station itself or the many asteroid facilities and satellite ships located in Rubycon II's orbit. Hab 21 in particular has a reputation for closing many deals, and that it is still in relatively solid shape reflects how peacefully they were transacted.

Footfall is another main locale, that dark echo of the port on the other side of the Maw. Here one can freely make deals of almost any nature, though with heavily armed bodyguards omnipresent. Most traders eschew violence except where necessary, it being bad for future deals, but Footfall is Footfall and some measure of bolter fire is to be expected.

Between these two are the Stations of Passage, locations inside the Maw where skilful Navigators can drop out of the warp in relative stability. The various planets, ruins, and debris fields make for excellent spots for furtive dealings as they are not often visited by inquisitive agencies or rival traders. (However, the increased traffic, especially in heavy military vessels, around one of the areas has led some to move to less trafficked regions.)

Many Explorers prefer to avoid subsequent meeting with their contacts after the initial dealings are conducted, either as the goods are too dangerous or trust has become threadbare. Cold drops then become the preferred way to transfer items, with both parties leaving their items for later pickup. Sharda, near the Heathen Stars, is a favourite for its remote and empty location, such that most warp routes do not even mention it. The fractured world of Deadfall, on the warp-blasted outskirts near the Maw's trailward side, is covered with deep fissures that muffle even the most penetrating auspex, making it perfect for dropping caches of manufactured goods. The asteroid remains of Zephyr floating on the edges of the Rifts is also a favourite, though the hazards posed from the violently orbiting debris offer other risks to be avoided.

The Calixis Sector itself has several cold drop sites, especially on the outskirts of the Halo Stars where Imperial Law grows tenuous. Some desire face-to-face dealings inside the sector, even though there is a greater chance of discovery both accidental or by design. Void stations are often preferred especially for the ease of a quick exit when needed. 41 Pry is one such place, a decrepit void-station around a gas giant in the Golgenna Reach but outside common warp routes, and a haven for the disreputable and illicit. Even more notorious is Sabriel, one of the many forgotten outposts along the Periphery which at times can make Footfall look like a Ministorium Abby.

Lastly there is the Mist Fleet of the Koronus Expanse. A motley collection of minor Rogue Traders and petty Chartist Captains in ramshackle transports and raider vessels, they also offer their ships as neutral locations (for a small fee) to others with guarantee of safe passage and assured confidentiality aboard the flotilla's myriad ships. Their reputation is solid as adamantium and the mobile nature of their fleet ensures almost no chance of Inquisitorial or Naval detection.

THOSE WHO CONTROL THE TRADE

To be part of the Cold Trade is to deal with some of the most powerful groups in the Expanse. Not the heated power of raw military might, but more subtle power generated by enormous wealth and networks of agents. These are organisations that traffic with the alien on a regular basis, utilising mysterious means and devices still hidden from the Imperium, that perhaps even act on the behalf of mankind's enemies. All are veiled in motive and methods, and even the most detailed Ordo Xenos dossiers on these organizations often contain only aliases and false information. However, although they are veiled in secrecy, these organizations are well aware of the players in the Cold Trade and events that may affect it. For an Explorer looking to make their name and fortune in the Cold Trade, the question is perhaps not how to operate without their notice, but instead how to profit without their assistance.

The Quintet contains some of the most powerful groups in the Cold Trade. They work jointly to ensure the smooth traffic of illicit xenos goods for the profit of all, or at least themselves. First among the Five is the Kasballica, with their well-known Mission on Footfall. This crime syndicate has tendrils across Calixis and deep into the Expanse. Though there are often internecine conflicts between the primary Kasballica operations in the Drusus Marches and the Kasballica Mission on Footfall over spheres of influence and profit tithes, both sides realise that these can only benefit their enemies and seek to keep such disputes minimised or hidden from spying eyes. The Mission (often represented by Vladaym Tocara, one of its senior negotiators) stands ready to greet Rogue Traders new to the Expanse, and actively seeks exclusive xenos artefact contracts, with Egarian crystalline relics a particular speciality. Where negotiations fail, the Mission is also ready with blackmail, threats, and worse to aid negotiations. The self-styled Baron Armund Deveros leads the Kasballica interests in the Quintet. He disguises a shrewd and calculating mind with bluster and boasts. His goal is to ensure potential new challengers are cut out of lucrative opportunities before they become a threat to the Kasballica and its profits.

The Hecaton Cartel is also part of the Quintet, and as the name suggests operates mostly to the extreme Rimward of the Expanse. Led by Barterman Primus Gulten Farnham, the cartel members trade on their name to suggest their association with this most deadly and mysterious area of Koronus. Though more localised than many of the other trading groups, they are growing in power and strength through the audacity of their deals. The Traders who operate under their sigil are renowned for their extreme daring and the quality of the extraordinary artefacts they recover. Little is spoken though of those who never return from the Rifts, although the remaining captains raise a toast in obsidian flasks in their name each year.

While they do not have a fixed base in the Expanse, the Serrated Query are widely respected for the breadth of their activities and operatives, as well as the extensive network of spies feeding information to their controlling cells. If there are illegal Thrones to be made, the Query are probably already aware of it and demanding their slice of the action. They are also known for the extreme loyalty and ruthlessness of their agents, with their organisation acting more like a religious cult

at times. There is quiet talk that this Quintet member might be more than they seem, but so far these are only the casual suspicions of a sort anyone in the Expanse might have.

The Archeo-exhumators of Hive Sibellus have forced a place for themselves in the Quintet due to the power of their backers, the nobility of Sibellus and other puissant hive-lords. Well educated, well funded, and well supplied with both manpower and weaponry, they range over both the Calixis Sector and Koronus Expanse to uncover new treasures for their collector-masters. While others may search for decades for a lost civilisation, the Archeo-exhumators draw on vast data pools and voyage logbooks to make needle-like raids, often reclaiming artefacts before others are aware they have been found. They each jealously guard their personal contacts and rarely act in concert, the main reason they have not totally dominated the trade.

The last current member of the Quintet is the most overlooked one. The Mist Fleets are known for their skilled negotiators, and became a part of the Five due to their valuable services in that regard. Their flotilla operates secretly, with highly encrypted astropathic announcements of their next location sent to their clientele register. It is an open secret that they have hundreds more smaller vessels roaming the Expanse and pushing beyond its nebulous boundaries for new acquisitions. Once found, the larger ships break from the fleet to oversee excavations and protection, then return to arrange transfer to buyers. Captain Marcel Kentolli of the *Maeander* is one of the more well known trader-captains and is frequently seen at Footfall to represent the Mist Fleets.

There are other organisations involved with the Cold Trade that are not part of the Quintet. Some of these organisations operate more as buyers than sellers. The Ordinati Xenologis is a rogue cult of the Adeptus Mechanicus which has an overwhelming commitment to the study of xenos artefacts. Magos Nadya Kimura has sequestered herself and her courtiers in a secretive station far in the clouds of Port Wander, where she deals with Rogue Traders on specific missions into the Expanse on the Ordinati's behalf, often with their agents sent to accompany them in their tasks. The Adeptus Mechanicus presence within the Calixis Sector typically ignores this group, but remain ready to act if their research or conclusions become too heretical.

Another prominent organisation is the Armaranthine Syndicate. Though mostly known for routine smuggling amidst their normal mercantile operations, it is gathering more and more Inquisitorial attention due to the numerous xenos items found among seized contraband goods. That some of these artefacts defy identification is becoming very worrisome to the Ordo Xenos, and those who have dealt with the Syndicate are coming under increased scrutiny. Though they have informally petitioned for association with the Quintet, the other members remain uneasy. There are dark tales that are only told when confidences are absolute, for those who speak too freely are usually never heard from again. These tell of horrific alien guises, massive biological constructs, and insidious agendas far beyond mere profits. Needless to say, the Quintet is not eager to allow them to join.

In the middle of these group is the most improbable of powers. She is the Lady Bellefonte, Marquessate of Albia Novis and the invisible Vertess of Port Wander. The widow of Rogue



Trader Ricard Pomfroy, she is extraordinarily wealthy; her lavish asteroid-estate near the Port hosts huge de rigueur galas for those of proper breeding (or sufficient affluence). Here she sits like a spider in the centre of the vast web of Cold Trade dealings stretching across Calixis as well as through the Maw and deep into the Expanse, gathering information from lowly dregs as well as highborn nobility of xenos finds, artefact desires, double crosses, and surreptitious dealings. This information is bartered to the Quintet amongst others, with some special data put aside for blackmail or extortion where necessary. What started as a stimulating game to ease the boredom of her mourning period has become her passion, and she controls a vast trove of xenos knowledge and confidential information, and most find her too useful to consider eliminating her.

As the Expanse is not under the direct dominion of the Master of Mankind, the alien is allowed to roam without rightful challenge. Xenos fleets move through the Koronus Expanse, such as massive Kroot Warspheres or barbed Eldar Corsair raiders. Ork vessels leave behind destroyed planets and drifting bloodstained flotsam in their wake as they travel from war to war. Stryxis traders establish dealings across the Expanse, ready to deal with any who would dare. All these and more act as sources of xenos goods for the Explorer canny or brave enough to deal with them. Such direct contact can lead to superlative deals, but can also lead to deadly battles should negotiations falter.

Surrounding and watching these are the agents of the Inquisition, Adeptus Mechanicus, and other Imperial agencies duty-bound to protect mankind from the heresies of xenos

THE COUNTERFEIT COLD TRADE

One method some Explorers have arrived at to cut out the business of research, developing leads and salvage site, and other tiresome aspects of the Trade is to simply create their own xenos goods. Many buyers will never know the difference, and manufacturing oddly shaped items that can be sold as alien artefacts is often easier than finding the real thing. While simpler in many ways, if a Trader is prepared to make a serious business of this then some research must still be done, especially on the buyer to indicate exactly how much they know about what is being sold to them. The Trader (especially his Explorator and Seneschal) must know enough about the item to recreate a facsimile good enough to pass inspection. Ork weapons would of course be much easier to counterfeit than Eldar, but if the buyer is a dilettante out to impress his equally ignorant peers and doesn't know the difference then it becomes even easier.

On the other hand, buyers who turn out to be experts may possess the resources to seek vengeance, and may hunt down a Trader that would dare cheat them. Of course the fabled 'of unknown origin' xenos items are the simplest and best to deal in, for they allow almost any of the peculiar objects an Explorer might find in the Expanse to be sold as a rare and valuable artefact of a lost civilisation.

contamination. The Ordo Xenos in particular is charged with defence against the enemy from without, and views the Cold Trade and those who conduct it appropriately. Though Rogue Traders with the proper warrant are authorised for such trade, the groups they deal with in the sector are almost certainly not and thus fall under the Ordo's authority (not that lack of proper authority will stop an Inquisitor if the ends would justify the means). Though the Expanse is technically not under Imperial control, and Rogue Traders are approved for such transactions, this does not mean that should their actions become sufficiently dangerous in Inquisitorial or Mechanicus eyes that they are immune from suitable consequences.

Operating inside the Cold Trade but also part of the continued struggle against it, is the League of Black Crystal. Lead by the Inquisitor Lady Odessa Morelle and Interrogator Marius Chaney, this small group of radical Ordo Xenos agents has posed as a Cold Trade operation for several decades now since their break with the Xeno Hybris (itself a Radical faction of the Inquisition). Their identification is the shimmering obsidian shard each wears, fragments of a larger xenos crystal which will grow suddenly cold when near another shard. Here they play both sides against the middle for what they hope is the continued existence of mankind. Inside the business, they can watch over who is working which deals, who is buying from what alien races, which dead civilisations are being exhumed, and other aspects of the Trade. For the most part they act as any other trading group, only stepping in when in their view there is specifically hazardous merchandise that should not enter the Calixis Sector. Some items they may buy themselves,

others they may seek to suppress or destroy (as well as those who discovered or use them). They do not seek cooperation with the alien, for their time in the Xeno Hybris has revealed to them the true nature of their foe, but they also know that only selective action will use their limited resources most efficiently. There will always be a Cold Trade in their eyes—the best any intelligent servant of the Emperor can do is work to limit it to the benign and non-malignant, and ensure it does not lead to catastrophic disaster for mankind.

ENTERING THE COLD TRADE

Assuming a Rogue Trader has the proper warrant (or is willing to suffer any consequences if caught) as well as the willingness to deal with the inhuman and arcane, he is ready to enter the Cold Trade. Some perhaps have already been doing this as a sideline along with the other goods they were moving across the stars, picking up the odd item along with their regular cargo or looking for specific weapons to outfit their armsmen. However, to make this a major endeavour requires additional effort.

Most need to establish themselves to others in the Trade, especially in developing sources of information. Xenos goods rarely fall into a cargo hold after all—an Explorer will need to know where to look, who to talk to, who is interested in buying and more. There are many information brokers operating in the Expanse and also at Port Wander, including the aforementioned Vertess (see page 133). This information is available to anyone willing to pay however, so it behoves a Rogue Trader to cultivate their own personal network so as to maintain an edge over their rivals. Pirates and crime-lords can become excellent sources of information as well as sources of xenos goods, as long as no questions are asked. Dealing in the Cold Trade is to a great degree all about information management and control, more so than normal trading deals.

As Explorers will be dealing with items of inhuman origin, they will need to spend time investigating not only the items but their hazard levels. Experienced Seneschals and Xenographers are essential, and if they do not have sufficient knowledge of the xenos goods in question then they will need to do a great deal of research. They will also need to research the nature of the market as well—what items are highly desired and which ones have become commonplace amongst the nobility. Xenos goods are a specialised, insular market in the most part, but one that is very dynamic and constantly in flux. Most Rogue Traders will allow their Seneschals to work negotiations to arrange initial deals and set prices, either in gelt or other trading goods, though if the deals are done in person then the presence of a suitably attired Rogue Trader as well as several well-armed Arch-Militants is often helpful.

There is always the source to consider as well. Will the items be salvaged from a dead and hopefully peaceful world? Are they second-hand from some other dealer or excavator? Will they be directly traded from actual xenos beings such as the Enoulans, who might possess their own unfathomable motives and desires? Salvage from corpse worlds or off the dead from battlefields is often more reliable than dealing with any possibly treacherous human, despite the inherent risks of the unknown.

Alternatively the quantities can be greater when dealing directly with aliens, but usually the risks are exponentially greater as well. Should a Rogue Trader make strong contacts with xenos merchants though, such that while neither actually trust the other but at least trust the deal, showers of gelt will be his reward. These are the contacts and deals that most Explorers search for, and should be guarded tightly.

The hazards of a trade must be evaluated as well—will the items be harmful during transport? Xenos fighting beasts are an obvious danger here, and many a ship has fallen to escaped Genestealers or had crews ripped apart by rampaging Ambulls.

Also, will they draw undue attention to the ship from agencies lawful or unlawful? Careful research not only into the exact nature of the items but also their current status in the eyes of Imperial agencies is well worth the extra time. The Inquisition is always watching, or at least it is foolish to assume otherwise. In the Koronus Expanse their grasp may not be as strong as in the Calixis Sector, but Port Wander can always be assumed to be covered with spies of all types and even the mightiest Rogue Trader must always be mindful their cargo and the possible dangers it might represent.

Lastly, attention must be paid to the buyers. Most of deals will be with those either residing in the Calixis Sector or representing agencies of the Sector, and for a Rogue Trader operating mostly in the Expanse getting reliable information on them could prove challenging. There is always a risk that any deal can go bad at the conclusion, but an even greater chance when dealing with such xenos merchandise. Again, preliminary research is the key to a profitable exchange (unless of course the Explorer is already planning on double-crossing

the buyers). It is also very useful to determine if the buyers are secretly representing other groups, such as xenos cults or worse. While this might not jeopardise the exchange, it may alert the Explorers that other Imperial agencies may be watching the deal, and would perhaps have no problems in eliminating the source as well as the buyer. Knowing the buyer is also paramount for cold drop transfers for obvious reasons. It is important that one knows not only their trustworthiness but also their attention to detail. Missing a drop site by even a few metres might mean a pickup never occurs, which can only lead to friction or conflict between the parties involved.

PERILS OF THE COLD TRADE

A Rogue Trader must always be on constant guard when dealing with xenos goods. Even more so than most illicit items, they are almost always instantly noticeable as inhuman (and therefore illegal) in nature. Most Rogue Traders can always assume there will be many individuals keeping tabs on them, but once word gets out that a Rogue Trader also deals in the alien market then other eyes will also be watching, eyes backed with the awful might of the Imperium or the deadly brutality of the lawless criminal.

The most constant danger is the most obvious one, the bane of many a Trader—the Inquisition. Many Rogue Traders choose to work in harmonious association with those who watch over the Imperium, and many follow their precepts to a fault, all the better to serve the Emperor. However, others realise that while such a path might certainly be more spiritually cleansing, it is not one that maximises profits. A Trader will often be

To The Rogue Trader Sarrus Trask,

I greatly appreciate your efforts in the aforementioned affair, and in return I have heard you may be interested in the procurement of certain xenos artefacts. Although I do not have access to the items you seek, I do know someone who may. The Xroot Arnax Kraax, one of that species "Shapers" has access to certain Tau technologies, and may be willing to enter into trade. In all confidence, my friend, I recommend you turn to these xenos when you require any items of alien origin—as mercenaries they have access to those races you may not, and those I have dealt with are nearly always amenable to trade.

—Nathin Tranthos



at odds with the Inquisition, and rely on his Warrant to counter the Rosette. This is not always successful, and often depends on the relative influence of both parties involved. While operating in the Koronus Expanse he often has little to fear overtly from Inquisitors, unless they themselves choose to operate lawlessly and use brute force. However, is not unknown for an Explorer who has flaunted his associations with xenos breeds and their wares to find his ship suffering catastrophic Geller Field failure or to arrive out of the warp to face an armada of warships waiting for him. The arm of the Inquisition can be quite long, and an Inquisitor may be willing to resort to unorthodox methods to bring a Rogue Trader to justice. Thus Traders often attempt to stay on the good side of the Rosette, or at least watch for when the eye is watching them.

Other Imperial agencies may also be watching, especially the Adeptus Mechanicus and Adeptus Ministorum. The former is always searching for archeotech, though it may take a certain interest in the technologies of alien races as well. The Tech-Priest Magi desire to perform the examinations themselves, and if needed destroy the tainted xenos items that would mock the Machine God. The Ministorum is concerned for the spiritual contamination such items might bring. They see little difference between an alien flute and a xenos war machine, for the alien is not human, it befouls the galaxy with its presence and its creations, and nothing else needs be said. Inside the Calixis Sector they often take action against buyers rather than Traders, though exceptions have occurred often enough that a Rogue Trader should be cautious in their presence. Both also operate in the Expanse, the Cult Mechanicus sending myriad exploratory fleets across the region in search of STC relics while the Ministorum and the Missionaria Galaxia acts to spread the Emperor's Holy Word to lost tribes of humanity stranded in the Expanse from ages long ago. Both are often ready to act directly against Explorers who they deem dangerous or insufficiently loyal. While the Inquisition might ensnare a Trader into service lest he face the Emperor's Wrath, these agencies often simply eliminate such individuals and their vessels with far less tolerance.

The Imperial Navy is always a possible threat as well, for they can match one of the Rogue Trader's greatest strengths—his voidship. Navy warships can often bring a Rogue Trader otherwise outside the reach of the Imperium to justice. Any opportunity to harass a trading fleet is usually welcome even though the military technically has little authority to do so in the Expanse. In Calixian space however they have such authority, and take full advantage to watch for any infraction in travel. Port Wander is the greatest source of friction, for though the Navy controls the Port, Rogue Traders exercise a great deal of influence as well. The Adeptus Arbites also are constantly scrutinising as well; as the last bastions of the Emperor's Law should a planet or station fall, they view all with suspicion—especially those who traffic with the alien. The Navy's military might is enough to counter any Trader who feels outside of Imperial control, but the Trader is most vulnerable when grounded. Here the Arbites and their superior tactical skills can end a career should a Judge determine guilt, and even the local Magistratum can confound a Trader's business with inopportune investigations.

Other threats are more subtle in nature than the broadside of a destroyer or the executioner round of a shotgun. Mere continued success will garner unwanted attention from covetous rivals. The Quintet especially guards its revenue streams closely, and anyone becoming more wealthy must mean less wealth for themselves. This is especially true if a Trader garners a reputation for thieving lucrative xenos contacts or engages in deceitful practices (deceitful against fellow Traders of course—deceit against anyone else is simply part of business). A good way to make many enemies in Koronus is to prosper while others do not, and the Cold Trade is either prosperous or deadly with little in between.

The actual items being traded also can pose unknowing hazards. Xenos items are often proscribed for excellent reasons, for they were never meant to be used by humans. Many can transfigure the human psyche or combine with human body chemistry in horrific ways. A slab of xenos hull might actually be a powerful explosive when combined with breathable air, or a simple alien harp might be unknowingly tuned to attract warp denizens. Worse still are those items that defy investigation, for who can tell what dangers might be hidden? The infamous objects known collectively as Halo Artefacts are the prime example—highly desired, and highly dangerous. While these types of artefacts might fetch the highest prices, they are also the greatest risks and will attract the greatest attention. They are often called Black Treasures, and many a prudent Explorer has decided to let another take their chances with such goods.

The other side of Black Treasures is false treasures, for a Rogue Trader may be conned by clever counterfeiters as easily as anyone else. Many make their livelihood supplying the wealthy and ignorant of Calixis with fake xenos goods, and some are daring enough to try to pass them on to a Trader. These are often of the highest quality, enough to fool even a learned Seneschal schooled in that race's creations. Should they be passed on to a buyer who then determines their true pedigree, there will surely be disastrous results in both personal embarrassment and financial penalties, both of which might take many more missions to correct. Often though, if the Trader and crew determine the counterfeit nature and believe it is good enough, they may begin a valuable relationship with the forger to the betterment of both.

The true owners of the items may also wish them back, posing threats that are as unpredictable as they are deadly. Xenos renegades often attempt to sell off whatever they can, caring little that their home worlds might view this as sacrilegious or illegal in their own xenos laws. Others may be attempting to recover lost devices left behind in their abandoned ships or cities. There is often no way to know of such hazards until such xenos ships arrive demanding the



return of their property. Here the Trader is in a dilemma, for ascertaining if this is a genuine request or a clever ruse by pirates is nearly impossible. Most of course choose the side of rejection and potential violence, for who can trust the alien? This can lead to problems in future xenos trading should the request have turned out to be valid, and may lead to a nemesis fleet stalking the Rogue Trader across the Expanse. Such are the dangers of dealing with the xenos, however.

The more common danger is the one of possibly the greatest threats to a Trader's continued success, and that is loss of reputation. Dealings in xenos items are always uncertain and many go badly due to insufficient planning, Inquisitorial attention, back-stabbing xenos sources, deal-breaking sellers, unreliable buyers, and more. These are all cause for direct hazards, but should a Trader overcome them he is then faced with the damage to his reputation. Ships can be rebuilt and wounds can be healed, but a tarnished image may take much longer to regain its lustre. For a Rogue Trader, his name is often all that stands between him and ruin, and should his name dim due to rumours of mistakes and failings, then his fortunes will surely follow. Contacts will instead choose to deal with others, his negotiating bluffs will begin to be called more and more often, and even the inhuman xenos will learn of his lower standing and take their business elsewhere. Only new successes and new trade items can begin to recoup his fallen reputation in the Trade.

THE REWARDS

Given the many dangers inherent in the Cold Trade, there must of course be extraordinary benefits to lure so many into its practice. Like many areas outside the Imperium, Koronus attracts Explorers eager to make their fortunes, and xenos trading is perhaps the most direct manner this can be done. It is dealing with the xenos in business trafficking that defines why warranted Rogue Traders exist (as opposed to dealing with them in armed conflict which defines most other Imperial agencies).

Of course, the most important to the novice Trader are the financial ones. Lucrative monetary gains, trade goods to be found nowhere else, riches that seemingly never end—all these and more may come to a successful practitioner of the Cold Trade. These can allow for larger ships, better weapons, additional personnel, and anything else needed to continue to be successful, perhaps even to establish a dynasty or settle a planet. There are also the personal gains such as new contacts eager to work with the Trader, new partners to help make future deals run even smoother, access to new trading routes and warp pathways, and essential growth in experience and knowledge of operating in the Expanse and working with the xenos who dwell there. Lastly, and as mentioned above, perhaps the most important, is reputation. Mastering the Cold Trade comes with a valued status for a Rogue Trader and his crew, establishing a tale of glory that will ring throughout the Segmentum. Such a man will attract social and political allies of the highest calibre throughout the sector. Little will be beyond the reach of such a Rogue Trader...so long as his luck holds out.

TREASURES OF THE EXPANSE

"We are as ready as we can be, and the Gazmati's Third Eye shows a calm route, or as calm as it will get. The Ship of Mirrors awaits my gaze, and I will either return and buy this station or not at all."

—Final vox to Port Wander from the *Perchanced Dream*

If there is one thing a Rogue Trader enjoys more than a successful deal, it is the spinning of a tall tale. For those who spend their lives traversing the void, plundering the wealth of uncharted systems, and gathering untold riches have seen too many things of mystery and amazement for them to discount even the most outlandish of stories. As befits those who are primarily interested in seeking out new sources of wealth, most of these concern the most fabled of riches, the most lucrative of caches, the largest payoffs that would allow even the most avaricious Explorer to retire to a lifestyle beyond their dreams. The most outlandish tales typically involve the most famous (or infamous) treasures in the Koronus Expanse, treasures everyone has heard of, but nobody knows how to find. This, of course, stops few from searching for them; the Expanse has certainly yielded many of its hidden treasures to those daring enough to pry them loose of the centuries, but these and many yet still fully unclaimed are perhaps just waiting for a singular Rogue Trader to arrive.

Below are some of the most famous Treasures of the Expanse, those that are the basis of yarns spun by countless Explorers in countless bars from Wander to the Rifts, from Dusk to Fensworld. Each treasure's tale shifts a little in the telling, perhaps moving farther from the truth, perhaps closer. Each tale may contain a kernel of fact behind the embellishments added to make the story more interesting or to deliberately disguise the more dangerous realities. For all Explorers know there is only one thing more dangerous than a lie, and that is the truth.

Each of these treasures also represents wealth beyond desire if fully realized. Each could be the end result of fortuitous happenstance from the Emperor's benevolent gaze, or could be the start of endless fruitless quests for a treasure always just out of grasping hands. To be part of each, even as a momentary owner or witness to their marvels, is also to become the stuff of legends, and for many Traders that is itself a worthy goal.

Although most of these treasures have mechanical guidelines and benefits for the GM's use, the GM should always remember that these are intended to aid, not limit. These treasures are left deliberately vague, so that GMs can enhance or change them to fit their own campaigns and make them as epic as they need to be.

THE SILVER SHIP

For those always in search of everlasting gelt and glory, the Silver Ship shines as a beacon in the darkness of the void. Expelled from the warp seemingly at random across the Expanse, its clean lines and seamless hull stand out from the typical encrusted space hulks ejected as flotsam across the stars. Appearing without warning, often much closer to a system than normal vessels would attempt, its arrival has thrown fleets into panic with the possible threat of invasion. There is also no pattern to its duration in real space, ranging from minutes to several weeks when it emerged near Grace, setting off a mad stampede of ships eager for salvage and conquest. And there is of course no telling how long it stays when it surfaces in the depths of the void between stars, far outside Imperial travel lanes where no right-thinking captain would ever dare voyage. Despite the best efforts of the Adeptus Mechanicus it always descends back into the Warp after its stay in reality, taking with it any ships luckless enough to have been docked or stationed nearby, as they are caught in the warp vortex of its farewell.

Most who have sighted the vessel assume it to be of xenos origins; only closer scans reveal worn lettering in ancient gothic to indicate it is a creation of man. Unlike the proper voidships of the Imperium, it is utterly smooth and lacking any of the normal Imperial ornamentation or iconography. This alone makes it a cause for great interest for the Adeptus Mechanicus, with various factions wishing to entrap it into a stable realspace anchorage for either study or destruction. Either it is of an age best left undisturbed from before the true emergence of the Machine God, or the result of lost human civilisations who construct without the proper blessings of the Ommissiah to their creations. Either are grounds for technological heresy of the worst kinds or intensive study and possible worship, depending on the Mechanicum faction in question.

Those who claim to have boarded her describe machineries beyond the pale of the finest Imperial technologies. Gleaming corridors stand illuminated by hidden sources, engines of mirrored steel that purr like contented cats, holds dripping with devices ancient yet clean and still humming with power, riches beyond the dreams of avarice just waiting to be plundered. The artefacts to be recovered here would keep entire planets of Archaeo-technologists busy for decades in study, or fulfil the desires of entire hives of lordly collectors eager to display their wealth.

But also the horrors such as the corpses, freshly rotted or desiccated from aeons of dry death, all scattered across the decks—the remains of those who failed to temper their greed against their wits and were trapped when the ship dipped back into the Endless Seas. Some of these appear recent, some are clearly xenos, and some perhaps even the original crew. Even cadavers recovered from the Silver Ship can be worth their weight in thrones, with eager Magi Biologis ready with sharpened blades to examine the remains.

Not all are dead however. There may be remnants of previous salvage expeditions still living, both xenos and human, many driven insane through their unprotected travels through the Empyrean. There are also those enslaved by hideous lifeforms, bereft of will and living only to serve their foul masters.

Zombie-like, they perhaps struggled against their awful fate but now only stalk the decks with listless gaits and empty minds acting only to obey. Worse still are their masters: floating sacks of alien life, dangling tendrils caressing the decks as they hover unnaturally in the still fresh air, their thralls standing ready to defend them unto death. These are the worst threats to be found, and the bane of any who would attempt to pillage the ship of its many treasures. For to tarry on the Silver Ship is to fall prey to those horrible dominating mentalities and become one of the mindless crew, forever serving their foul xenos masters in their unfathomable goals, never to be seen again until the vessel reappears, ready to entice the weak and greedy into her clutches.

USING THE SILVER SHIP

The Silver Ship represents an unplanned opportunity for a crew. It can appear with no warning, though it may be possible for very skilled psykers to divine its emergence via reading the Tarot or through other arcane devices. It could also force a vessel to unexpectedly drop out of the warp through disturbances it can cause in the Empyrean, with the ship itself also emerging soon after. The ship itself is a lustrous mystery, a legend of the Expanse that will be never be fully explained or safely contained. Each time it emerges it will be a different encounter, for who knows if even it is travelling in a linear timeline through the warp?

A crew may simply fire on it as a reaction, viewing it as one less possible danger in their path. The ship will simply vanish back into the warp if so, as the massed destructive energies puncture the already tenuous boundary layer keeping it in realspace. Hopefully their vessel is not too close if this happens—unplanned warp travel is quite eventful.

Those brave enough to attempt to board should plan for the worst. Entering any derelict vessel is fraught with dangers aplenty, but can offer unique treasures to reward a bold but prudent crew. Careful monitoring of auspex sensors can offer hints as to when the ship is beginning to drift back into the warp, as can sensitive psykers such as Navigators who are attuned to the ways of the Endless Seas. Once aboard though, haste is a virtue, and much care must be made to avoid the hidden dangers aboard. Enslavers are perhaps the most deadly foes they will face, and their flesh-portals will become active soon after their thralls encounter the boarders.

The treasures though are certainly worth some risk. Even carrying off mundane crates or corpses are tremendous prizes given their origin. And actual cargo from the holds could be antiquities dating back many thousands of years, possibly from other sectors of the galaxy or of xenos origin. This can be a rare opportunity to discover some of the priceless artefacts and weapons normally only available for the fabulously successful Rogue Trader crews, or it could be the beginning of a harrowing and nightmarish adventure should their preparations and planning prove insufficient against the Silver Ship and its denizens.

GMs wishing to populate the Silver Ship with treasures should consider Archeotech items that are Extremely Rare or rarer, fitting for a ship that may well have been built before the Imperium even existed. However, the Silver Ship's true treasures are the secrets of technological knowledge stored within, beyond the comprehension of any one Explorer.

If a Rogue Trader was able to plunder even a fragment of the ship's logs or cogitator banks, the Mechanicus would pay handsomely for such information (somewhere between 5 and 15 Profit Factor, depending on the quantity and quality of the information involved).

TRUE FRAGMENTS OF WINTERSCALE'S JOURNAL

Those who travel through Winterscale's Realm are used to using the ancient scraps that claim to be remnants of the great Sebastian's fabled charts, for as poorly recorded as they are, they are still the most assured guides to safe travel. Each is priceless and invaluable for any Trader seeking to make his fortune. Even more sought after though is the actual journal Winterscale used to record his journeys, an object that so far remains a wisp of historical fancy. The only reason it is believed to actually exist are the pages that some claim to come from this apocryphal tome, for these pages reveal secrets of the Expanse that only a true explorer such as Winterscale would have uncovered in the centuries long ago.

And such secrets they are! Each page seems unique (so far as those who own one and have compared warily obscured details with other owners), and each details priceless remembrances such as forgotten warp routes, carefully hidden caches of pillaged relics, precise dates and times of ore-rich asteroid passages, and more. To own one of the pages is to have tapped into the primordial secrets of the Expanse... or to have been duped by a clever forgery that may spell embarrassment at best or disastrous calamity at worst. Or of course to attract the attention of those who feel only they should be the rightful owners of such a treasure.

USING TRUE FRAGMENTS

Each of these pages (assuming it is actually true and not one of the many forgeries) contains invaluable information. It may lead the crew on a harrowing expedition to a seemingly worthless planetoid, where clever rockcrete craters hide stashes of purloined goods dating back to the initial explorations of the Expanse. It could offer more reliable and faster warp transits across the Realm, cutting many valuable days in travel. A page might offer tantalising hints at a dead civilisation that is yet to be plundered on a forgotten world, or details on races yet discovered. It could also be just the portion of an entry, leading the owners in search of the other pages to complete the puzzle or perhaps even work with the other owners in piecing together the mystery. To own one of the pages is to embark on a new level of opportunity in the Expanse, a double-edged blade indeed but one worth owning.

At the very least, any True Fragment should provide the Explorers with a +20 to +50 bonus to Navigation Tests within Winterscale's Realm (depending on the quantity of information and number of pages in the Fragment). They could even increase the Profit Factor awarded when completing Endeavours within the region, as they help the Explorers traverse it more easily through secret paths amongst the stars. However, their true worth should be in revealing lost

and valuable locations within Winterscale's Realm, as well as secrets of Winterscale's long and infamous dynasty that may prove valuable on their own.

THE BLOODFORGED BLADES

It is mostly in the quiet times after the bottles have run low that this tale is told, of the chest containing an even dozen of the finest blades ever created, buried and lost centuries before the recorded coming of Purity, Emperor bless her soul. The story tells of a mighty warlord plundering a ruined world of dead cities and collapsed glories, for though there was little opposition there were spoils still to be had. Here he found the shattered remnants of swords large enough to decapitate a Titan, each made of metals that defied any attempt of classification. The scale of these weapons impressed even such as he, and he vowed to carry their power away with him. His war machines managed to carve off a sliver by striking a blade with concentrated turbo laser fire, a section miniscule in comparison to the host metal but larger than his war-shuttle.

From this bounty he commissioned his tech-smiths to make a set of blades for him and his finest warlord lieutenants. For months on end they laboured, drawing on all their ancient knowledge from the days before the collapse as well as new ritualistic techniques of blood and sacrifice uncovered in hidden machinery cathedrals and furtive cult-forges. Much of the metal was ruined, reduced to brittle ceramics or frozen in unnatural shapes, but when the warlord returned after a year and a day, they were done.

The twelve appeared identical but when held, one would be revealed as the ruling blade, the one to be carried by the warlord himself. He learned of the dark genesis of the weapons, and carried their birth rites into battle. Each newly forged blade he reformed in the blood of his foes as his armies tore apart the Expanse, growing in power with each newly conquered planet, every time a thousand thousand put to the sword.

Each reforging and blood quenching made the blades more and more powerful until even the stars quaked at their unsheathing. Only the combined might of all his foes could cut short his conquest and his life, but these weapons could never be destroyed. The gathered swords were sealed away where none could possibly ever find them, but many an explorer has traded away his wealth in search of them. To possess the blades would mean one was ready to conquer the Expanse, and possibly beyond. But many have been 'buried with the blades' as the saying goes, their lives and fortunes interred to history in endless questing, just as the blades passed from history to legend.

USING THE BLOODFORGED BLADES

Each of these weapons is unremarkable at first appearance, and only a puissant psyker or techno-arcantist would detect the concealed power each carries. To carry one is to invoke unheard of martial prowess and battle rage, as well as near certain obedience from those who would otherwise stand opposed. This effect will be

subtle at first, especially in the hands of a novice swordsman. A lucky strike here, a surgical parry there, suggestions to those around them suddenly heeded more often. The voice becomes a whispered desire for more, a growling need to defy constraints, with appetites becoming larger with each fight. In time, the wielder challenges any above them, and gathers a vast army until a new power is unleashed upon the region, ready to continue the bloody work suspended so many dark millennia ago.

As more blades are gathered, so will their power increase. They will also attract the attentions of many who have stood as caretakers through the ages, and force the entire crew to face deadly and implacable foes who would not hesitate to destroy them all if it meant a blade would be sheathed again. Like the blades themselves, these agents are also powerful and wrapped in layers of history, carefully hiding their lineage and even species. They will hound unto death any who would wield one of the blades, even those ignorant of its true power. Should the blades be allowed to gather, either by design or accident, the Koronus Expanse would be ripped asunder with ripples spreading throughout Sector and Segmentum. Woe to any poor Explorers who should fall into such a fate, even if acting as unknowing agents.

When using these items, the GM will have to provide his players with weapon stats. It is recommended that he begin with a Best Craftsmanship Sword with the Mono Upgrade (Melee; 1d10+1 R; Pen 2; Balanced, +5 to Hit Rolls), that is completely invulnerable to harm (such as from the effects of a Power Field). As the wielder slays more and more foes with the weapon, the GM can begin to increase the weapon's damage and penetration. As the number of kills passes into the scores or even hundreds, he can add special Qualities such as Tearing and have it grant additional bonuses to Weapon Skill. However, the wielder can begin to suffer penalties when he does not wield the blade, and accrue Insanity and Corruption when he does not acquiesce to its "suggestions." The exact penalties and benefits are up the GM, but it should be a weapon that is incredibly rewarding to use, incredibly dangerous to discard, and constantly pushing the wielder on an unknown path towards some final fate.

THE BRASS PRISM

All who serve under the wheeled skull in the service of the Omnissiah dream binary dreams of the day they may purge their fleshy carcasses of pathetic emotions and undisciplined consciousness. Only when they are pure in thought can they be pure in their devotion to the Machine God. Many only achieve their goal after decades of linear meditations, focusing their minds away from the distractions of the flesh as they also substitute it with more worthy mechanical replacements. Others undergo the Rite of Pure Reason to achieve this perfect state of totally rational thought. In the Expanse there is a device that allows this blessed state of mind and more, and it is the goal of many throughout the region. It is the Brass Prism, and it has the wondrous ability to refract myriad thoughts into a single beam of blindingly brilliant mentality, faster than the finest of ancient cogitators or chem-accelerated lexmechanics.

Those who have seen the Prism say it is in fact constructed of dull golden materials, but closer inspection indicates it is not one of the Seven Blessed Metals and is perhaps even of xenos origin. The main chassis is large and bulky, with heavy cables connected to a helm that adjusts to the size of whoever dons it. There is no instrumentality—once worn, it activates and moves its operator's mind into a laser-like awareness with unmatched cognitive velocities. For followers of the Omnissiah, it is a state of holy rapture they are loath to end as they experience a mode of thought beyond even the rites of purity. Even those not part of the Machine Cult may also partake of such a blessing, finding their neurons superconductive and all emotional distractions removed. But there are dangers in imbibing of such a powerful concoction. Users strive to explore each tendril of knowledge to its ultimate end, a task as impossible as trying to find the end of a ray of starlight, and there are tales of users who even left themselves to waste away unto death rather than disrupt their blessed state. But for true devotees, this is a petty price for such a holy experience.

USING THE BRASS PRISM

While it is unlikely, it is possible that a crew may be able to barter a luckless owner for this priceless artefact, perhaps as they are unaware of its true value or have become to realise the price it invokes in use. More likely, it would be part of a plundered vault or spoils of conquest. Here it would take some study and research to determine its nature and worth, for unless the Explorers are skilled in such lore they may not immediately recognise the device.

The Prism can be invaluable in many tasks and adventures, but also will draw much attention from agents of the Machine God throughout the Expanse and beyond. The Inquisition would also seek to examine it for possible xenos or Chaos taint, as they would any who use it. There are other drawbacks as well; those who use it for sustained periods of time find themselves becoming distracted by even the most prosaic of matters, and unable to focus for any length of time. Their minds become dependent on the Prism and only time away from it will allow them to regain their mental strength. As the Prism has yet to be fully understood, it is possible that the more obvious usages are but a side effect of its true, more sinister purpose.

The exact effects of using the Brass Prism are ill-represented by granting mechanical benefits, though GMs could award bonuses to any Intelligence-based Skills when using the device. The true worth of the device should be answering questions Characters would normally have no way of finding out. Characters who use it should be able to ask the GM questions of events in their game and receive answers they normally could not comprehend, such as the true cause of the Siren Star's supernatural effects and how to harness and replicate them at the wielder's whims.

However using such a device should always come with a price, as the user's own intellect is warped and shaped by the Brass Prism. Eventually, the device should throw the user into irrevocable madness, or destroy their mind so utterly that they die.



THE QUILLS OF KANGAK

This mysterious artefact is a bundle of quills from the ruff of Kroot Shaper Kangak. Some say these quills have medicinal properties well beyond anything the Imperium could muster, usable not only by the Kroot who guard them but by other creatures as well. Stories tell of a painful ritual in which dying Kroot have been healed of their wounds by tattooing pigments deep within the flesh using these quills. Stylized avian images, of what significance only those who work the rituals know, adorn the skin of those warriors deemed worthy of salvation from death.

Beyond *Shek*—the Kroot warsphere floating somewhere in the Accursed Demesne—few know of the Quills or their miraculous properties. In the rare event that an Imperial citizen should secure the services and confidence of a Kroot mercenary, he would just as likely offer some cryptic words on the subject as deny the Quills' existence altogether. Seeing the Quills used in a rare ritual outside of *Shek* is the surest way to confirm their existence, but such an event is unlikely as only the finest warriors of the Kroot receive a gift of the Quills' healing. Additionally, the Kroot are keenly aware of the danger that knowledge of the Quills could bring should it be widely spread. Therefore, they only use them sparingly outside of the warsphere itself.

KANGAK'S PROMISE

Perhaps one of the most historically important Kroot in all of the Koronus Expanse, Shaper Kangak led his people from the

brink of destruction through a revolution. The Kroot of *Shek* persevered through test after test of strength and cunning, with his guidance and leadership. When his health began to fade, the elders convened, concerned as to whether they would survive secluded in the Accursed Demesne or perish without Shaper Kangak's wisdom.

They appealed for his advice and prophetic vision in fear that his passing would mark their people's decline and eventual destruction. Kangak assured the beleaguered elders that his death was not the end and as a symbol of his confidence, he removed his ruff and presented it to them. He explained that this gift would preserve the Kroot when their courage faltered and remind them of their legacy as survivors. He meant the painful removal and gift of these Quills as a gesture of determination and commitment, qualities that he believed were bound to the fate of his Kindred. His insistence that the Quills themselves were not what maintained the Kindred, rather the strength of their resolve, was lost on most of the elders who desired something tangible on which to trust the future. Upon announcing Kangak's death, the elders addressed their Kindred and promised to continue to lead them in Kangak's memory.

Quills Amongst the Kindred

Since Kangak's passing, the Kroot have protected the Quills from outsiders by keeping most of them on *Shek* and concealing them from the prying and greedy eyes of humans who would defile their sacred purpose. The Kindred hold the Quills as their most sacred fetish, invested with the power of a great ancestor who guards the Kroot to this day. They see losing possession of any one of the Quills as symbolic of losing control of their culture and occasioning its demise. Thus, the Quills represent at one and the same time a phylactery of immortality and a vulnerability to be guarded at any expense.

On *Shek*, the Kroot gather in large ritual assemblies to administer a Quill's cure. They attend these events in massive halls, spacious enough to accommodate several thousand Kindred. A member of the Shaper Council leads the solemn event, guiding the amassed Kindred and determining whether the subject should receive the Quill's benefits and continue to perform heroic deeds or die so that the Kindred may consume his body. Given the former, the Shaper inscribes a tattoo on the healthy flesh, after which he ushers away the crowd and allows the wounded to heal in peace. Otherwise, the Kindred recount the individual's bravest moments, gathering in intensity with the completion of each story until the Kindred descend on the warrior in a cannibalistic frenzy.

USING THE QUILLS OF KANGAK

Though explanations of how the Quills work remain vague and of an esoteric, primal sort, their use requires little effort given the fantastic nature of their effects. Kroot in possession of a Quill can perform the necessary oblations to complete a healing ritual by making a **Hard (-20) Scholastic Lore (Occult) Test**. All other wielders of the Quills need knowledge of Kroot spiritual beliefs as well as a basic understanding of the ritual itself.

Using a ritual, once these prerequisites are accomplished, demands an **Arduous (-40) Scholastic Lore (Occult) Test**. In either case, the ritual requires minimal supplies (appropriate fetishes and ink among them), at least two hours of ritual labour, and at least a few comrades willing to play minor roles as witnesses and support.

A wounded or dying Kroot that receives benefits from a Quill's rejuvenating effects heals at three times the normal rate and adds a bonus Wound to all supernatural healing effects until he has fully recovered. A human, Ork, or other beneficiary heals at twice their normal rate and also receives the bonus Wound from other healing effects until he has fully recovered. Damage that would otherwise require bionic replacements heals naturally, regenerating lost arms and internal organs over a period of one to two weeks.

The Quills have an affinity for the Kindred of Kangak and the Kroot in general, deteriorating when used on other beings. Once used on a non-Kroot, a Quill has 1d5-2 uses left. If the result of the roll is 0 or less, the Quill becomes useless immediately. The GM should make this roll and keep it hidden from the players since this deterioration shows no physical sign on the Quill itself. This makes each Quill a valuable and finite resource, although the total number of Quills is unknown (and left up to GMs to determine).

ASTRARIUM KORONUS

Rumours tell of an ancient archeotech device long lost to the Processional of the Damned. The Astrarium is an elaborate navigational ship component with a detailed map of the Koronus Expanse, recorded millennia ago by an unknown interstellar cartographer. Perhaps as old as the Dark Age of Man, star systems and planets unknown to the Imperium today are charted here. Who originally crafted the device and recorded the extensive information stored within it is unknown and the events that have reshaped the Expanse since the Astrarium's last voyage are not yet recorded.

The best knowledge available concerning the Astrarium comes from the only man to have seen it firsthand. In addition to holographic projections of planets, solar systems, and sites of interest, he claimed that the Astrarium also utilised data-screens that displayed coordinates, information pertinent to specific star systems, and routes through the Materium and Immaterium alike. It also allows a competent user to modify information stored on its systems and rivals even the most sophisticated navigational systems available today.

LEGENDS OF THE ASTRARIUM

A voidfarer in a small craft, having lost his commanding starship, wandered about the Processional of the Damned in hopes of re-establishing communication with his parent vessel. Resigned to death and not wanting to wait it out in the confines of his Gun-cutter, the voidman chose to berth his craft on one of the many hulls lost to the Processional.

Half mad with fear and desperation, he wandered the desolate hull until he came to its ancient bridge.

There he found the Astrarium, undamaged and still operational. Renewed by the discovery of so wondrous a device and the prospect of

profiting from it, he made his way back to the Gun-cutter and tried again to find his starship.

Though rescued from what seemed to be certain death, he never was able to relocate the hull that contained the Astrarium. The risk to crew and vessel due to remaining in the Processional and searching for the Astrarium, combined with the failure to retrieve it resulted in the pilot's death at the hands of his shipmates. Since that time, rumours have spread about its discovery and others have tried to unearth it. However, the Processional of the Damned does not rid itself of its treasure to the mere greedy. Amidst the ghosts that haunt that place, the Astrarium Koronus awaits a patient, clever, and resilient Rogue Trader to restore its mission to chart the Expanse.

The rumours since distributed of the Astrarium's existence have drawn the attention of the Divine Astrometricum. They interfere with any voyages of discovery by private interests working toward recovering the Astrarium, but may provide worthwhile information if cornered or threatened. Rogue Traders had best keep their wits about them as they pass through the Processional of the Damned, even if they are there on other business. The Divine Astrometricum is well aware that its position in the Processional indicates what progress they have made in finding the near priceless contraption and merely sighting another ship is enough for them to enact defensive protocols.

Barring the competition, the deceased voidman's story suggests that should the Astrarium be found, one need only pluck it from the dead hull and install it on a functional ship.



Reports of Wrath's Carrion or xenos agents deter no-one from searching, although the Processional of the Damned itself is enough to keep most people from rushing to their deaths or worse to find it. However, recent reports of the Astrometricum's position suggest that the Astrarium is moving deeper and deeper into the Processional, creeping ever nearer to the baleful star at its centre. Perhaps the Astrometricum follows a clue in error but if not, the danger inherent in searching for the Astrarium is on the rise.

USING THE ASTRARIUM

Should some lucky Explorers stumble upon the Astrarium Koronus and decide to make use of it, a skilled Tech-Priest proves invaluable. The ancient technology used in its construction and long years floating amongst the rubble in the Processional of the Damned have made the Astrarium's machine-spirit temperamental and demanding. An **Arduous (-40) Tech-Use Test** suffices along with the burning of incenses and enacting of humble supplications. When pleased, the Astrarium provides a +20 bonus to all Common Lore (Koronus Expanse), Navigation (Stellar), Navigation (Warp), Pilot (Space Craft), and Scholastic Lore (Astromancy) Tests. Additionally, when working toward an Exploration endeavour, the Explorers earn an additional 100 Achievement Points toward completing that objective. This relatively small and efficient component takes up 1 Space and 1 Power.

A canny operator knows to be wary of any information gleaned from the Astrarium, however. Its cogitators account for the movements of planetary and other astronomical phenomenon recorded on its data-slates with stunning accuracy. Knowledge lost to scholars of the Expanse today lies within its data-bank's grasp. However, events that have occurred over the last several thousand years have rendered some information obsolete and in serious need of correcting. The GM should feel free to invent information that would have been accurate several thousand years ago and feed it to the Explorers in order to add a layer of complication or excitement to their endeavours. Similarly, use the Astrarium as a source of ancient knowledge to lead Explorers on new adventures and to reward them with valuable information (perhaps a little known warp route or the like).

THE ATAXIS

An Adeptus Mechanicus vessel on a secret mission was hijacked by the devious Candris and his pirate crew not long after unearthing a mighty artefact, a rod they refer to as the Ataxis. Attempting to dodge the attention of others with the means and desire to get their hands on the archeotech wonders present on the missing ship, Mechanicus agents attempted to track down the pirates secretly. They later discovered that the hijacked vessel somehow ended up on the surface of the desert planet, Dross. The Adeptus Mechanicus's activity aroused the suspicions of other voidfarers and now knowledge of the Ataxis has leaked to more than one Rogue Trader. Interested parties abound, especially psykers.

Little is known about the Ataxis's origins or uses, simply that it acts as a catalyst for manifesting psychic powers while limiting the attendant perils. It has a simple design and would

go unnoticed to one not sensitive to psychic phenomenon—a one meter long iron rod encrusted in patterns with tiny, cubic grains of an unidentified, rust-coloured metal. The patterns have no discernible significance and anyone who tries to study them for too long finds himself fatigued. Stranger still, holding the rod for extended periods of time leaves lesions on one's hands.

PERILS OF DROSS

The Mechanicus cares more for its lost vessel than the powerful curiosity stowed upon it, but fears that much of the ship may not have survived. Candris could pilot any ship as well as, if not better than, most voidmen, which leaves some hope that he landed safely and has managed to keep it hidden and safe on the planet's surface. The more likely case is that he died and the ship was strewn in pieces about the rocky wastes, given that only one man, Nejo Skylax, has ever landed on Dross and lived to tell of it.

Navigating the storms around the planet, then landing safely among the strange, mountainous stone structures that cover the surface; and finally surviving the planet's inhabitants requires some planning, crack piloting skills, and impressive negotiating. Even then, tracking Candris and the missing ship with little to go on other than unpredictable and irregular signals being transmitted by the ship may mean that the venture is impossible. The Mechanicus may very well negotiate with a willing Rogue Trader to part with the Ataxis in exchange for the recovery of the archeotech components, damaged or otherwise, from the missing ship. Without the Mechanicus and the frequency of the craft's signal, finding the Ataxis may prove more difficult than it is worth.

COMPETITION

Not only does the artefact attract the attention of Imperial sanctioned psykers but also those simply interested in turning a profit. The people of Dross may well have collected the item and made it a part of their strange rituals to the Sky Father. Equally likely, the disturbance caused by removing the item from wherever the Mechanicus found it may have awakened dark beings that covet it, such as renegade psykers and sorcerers. Perhaps some otherworldly beings would rather see it left out of the hands of man. Whatever the case, enemies associated with the artefact's past and competitors for its future abound.

It may have origins amongst the xenos races, the disciples of Chaos, or a time when humanity knew more. Given these mysterious circumstances, the Inquisition would like to see it destroyed in order to prevent potential disaster resulting from its use. Still, curious psykers desire to taste powers without the perils that usually attend them but, of course, the first to retrieve the Ataxis and successfully keep it hidden from the Inquisition gets to set the price.

USING THE ATAXIS

Without exercising restraint, a psyker risks the lives of those around him with his arcane practices: anything from the evocation of strange sensations to the summoning of daemonic entities could come

about. His allies fear him for the damage he might cause at any moment. As of yet, no sacred technology or xenos relic has mitigated this flaw in the psychic design, which is why the Ataxis is so coveted.

When in the hands of a competent psyker, the Ataxis functions as an anchor in space and time. Although he still draws on the Warp for the energy which fuels his techniques, the psyker and the reality around him maintains a large degree of stability. He may reach further and longer into the Warp with a reduced risk of Psychic Phenomena and, consequently, Perils of the Warp. When an Astropath or other Psyker makes use of the Ataxis (by merely wielding it while performing the Focus Power action) he suffers a reduced risk for rolls on the Psychic Phenomena Table. When using an Unfettered Power and rolling doubles, the psyker takes a -15 on the Psychic Phenomena roll. When a psychic technique is pushed, apply a +2 per +1 Psy Rating to the Psychic Phenomena roll (for a maximum of +6 when a power is pushed to a +3 Psy Rating). Finally, when sustaining multiple powers, the psyker need not add +10 to his Psychic Phenomena rolls.

The benefits of such a device do not come without a price however. Those who have tried to investigate the Ataxis' inner workings have failed—it defiles all life that touches it and resists any lingering gaze. Any Explorer who attempts to study or investigate the nature of the item through directly observing or scrutinising it automatically fails at the endeavour. Any Skill Test made while observing the Ataxis (such as a Scrutiny Test) automatically fails and results in the Explorer gaining one level of Fatigue. Looking at it blurs vision and causes exhaustion. Handling the Ataxis is nearly as bad. Anyone can hold it for a short time but for no longer than an hour without consequence and then, only if he does not manifest any psychic powers. For every hour that he holds the Ataxis, or for using any psychic technique while wielding it, the Explorer must make a **Hard (-20) Toughness Test** or gain one level of Fatigue. Levels of Fatigue gained in this way may not be removed until the Ataxis is no longer in close contact with the Explorer's skin. Gloves cannot prevent this effect and it seems to affect even those with prosthetics. At minimum it must be placed in a pack or wrapped in several layers of cloth to be transported any distance.

THE BARROWS

Countless vessels that traverse the Accursed Demesne are lost each year, not simply destroyed in combat or accident but simply vanishing somewhere between their origination and their destination. Some are due to crews who would choose to silently slip away from awaiting creditors or Inquisitors, or other more reasonable explanations. The legends tell of those ships that fall to the talons of the mightiest of void predators, the awful fates that await their luckless crews, and the final resting place where the ruined hulls go to spend eternity between the stars.

Most who may stumble across this flotilla of metal carcasses would assume it is some natural phenomena of the void, that the coolly burning brown dwarf star is somehow attracting them across the region. Closer examination reveal the hulls

are marked with huge punctures, rending tears of ripped adamantium and even wraithbone that no lance or torpedo would create. The dead hulls circle their dim anchor in an intimate dance in a multitude of planes; their unnatural orbital plots are such that they will not intersect for millennia despite such shallow ellipses, certainly well beyond what random chance would allow.

Only those who chose discretion over treasure have reliably reported of the true nature of the Barrows. Their tales of the apocryphal kraken star-beasts appearing out of the void's darkness, dragging devastated vessels in their serpentine clutches only to discard them into carefully selected orbits, seems more that of a drunken tavern tale than reality. The ancients of the Expanse only nod their graying beards in agreement, having seen far more unbelievable in their long years.

USING THE BARROWS

Finding the Barrows is perhaps a matter of luck, for good or ill. The dying star that forms the centre of the collection travels across the Demesne on a twisting path that wanders about the region with no discernible pattern. It is unknown if the entire assemblage might enter warp space at times, for the movements would seem to indicate treks far greater than normal stellar velocities would allow. Deep investigations of prior sightings might give some clue as to approximate reappearances however, as could tracking devices on recently lost voidships.

Crews meeting with this graveyard would find a literal treasure trove of ships to plunder, ranging from all races and times – some perhaps even still with live crewmen to rescue should they choose. New ship components could be salvaged, new weapons brought on board to bolster the crew's fighting abilities. Some of the derelicts may not be as dead as wished though. Battles could break out as the Emperor-forsaken crewmen know they are fated to die in their devastated crafts unless they can claim new ships of their own.

Xenographers and other wise scholars of void lore might recognise other dangers though, and call for prudence lest the monstrous caretakers return to their cold metallic flocks. Far worse for a crew would be to fall prey to one of the hideous beasts and be dragged unwillingly towards the Barrows, for it would take extraordinary means, feats of tremendous power, and surely the Emperor's Blessing to somehow repair their ship and escape their fate. Should they do so though, their tales would ensure they would at the least never buy a drink again.

For the GM, the Barrows should provide the opportunity to salvage ships or their components; the stranger and the more valuable the better. However, the risks come from the Void Kraken that inhabit the system and will likely try to consume the ships completely.

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