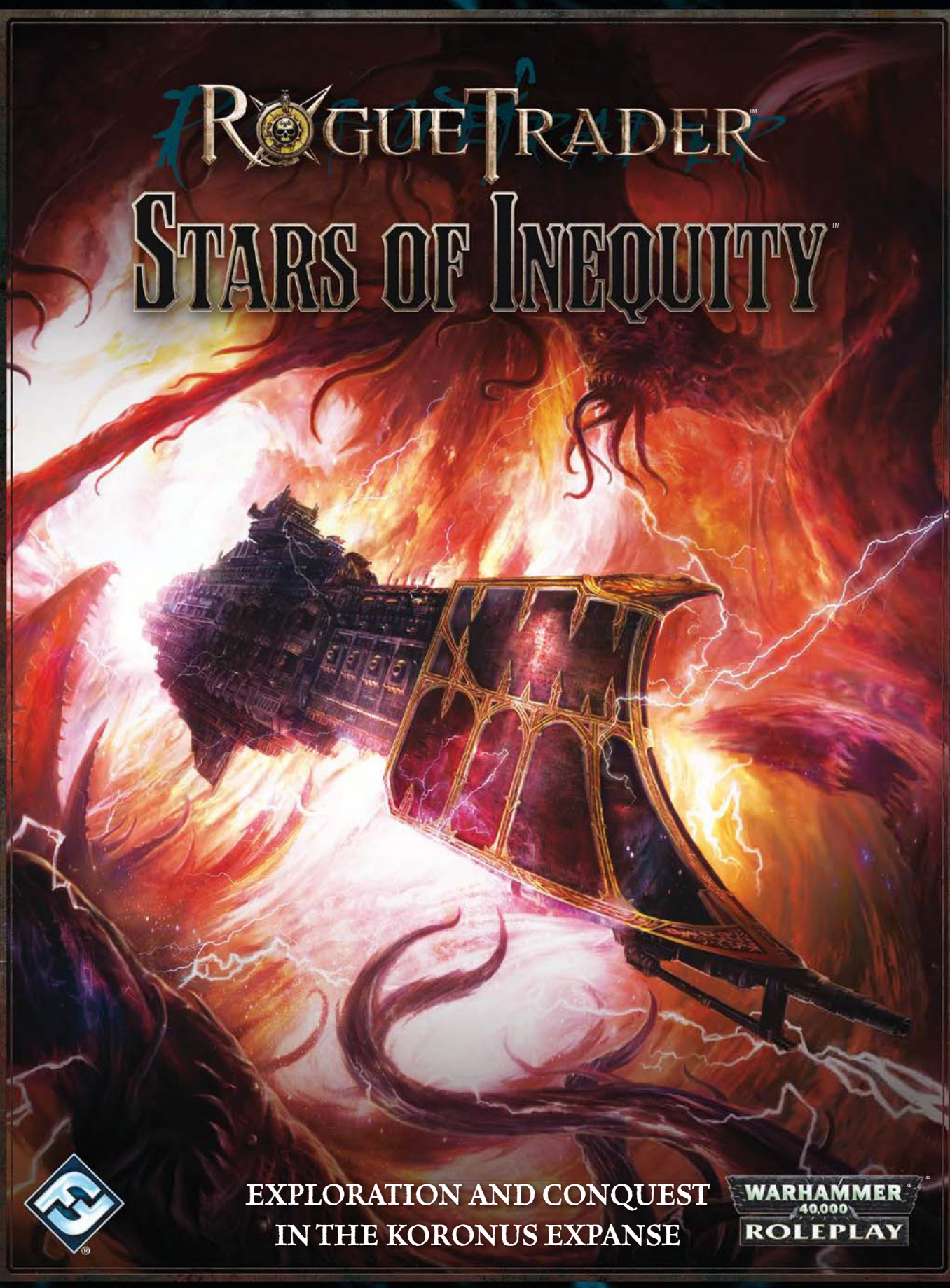


ROGUE TRADER™

STARS OF INEQUITY™



EXPLORATION AND CONQUEST
IN THE KORONUS EXPANSE

WARHAMMER
40,000
ROLEPLAY

ROGUE TRADER™

STARS OF INEQUITY™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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INTRODUCTION

“Ever onward I race, to the unknown edge of reality. There, in the eternal horizon, lies our glory and our gain!”

—Rogue Trader Alexei Magn

In the 41st Millennium, travel between the stars is in equal parts arduous and extraordinary. It is a perilous miracle, a trip through a realm of raw insanity, made possible by incalculable labour and sacrifice. A Rogue Trader risks not only his soul to dread this nightmare domain, but the souls of everyone aboard his vast and ancient vessel.

But the prize is worth it. For a Rogue Trader, travel through the Warp presents infinite opportunities. Strange and beautiful and terrible worlds hang in the dusky penumbra of the void just beyond the God-Emperor’s Light. Some house vast deposits of resources or treasures that capable of generating wealth beyond even a Rogue Trader’s avaricious imaginings; others are home to strange alien species unseen by human eye. Still other worlds house only ruins, the crumbling monuments of extinct empires that sailed between the stars in ages long-forgotten. All of these things represent incredible opportunities—and threats—to a Rogue Trader. Some are inherently lethal, while others draw the interest of powerful rivals as deadly as the Explorers themselves. Still, the risks can be calculated and the scales balanced. For what peril to the body, the mind, or the soul can outweigh the prize of possibility itself?

WHAT’S IN THIS BOOK?

This volume contains resources for both Players and Game Masters who wish to delve deep into the lost corners of the Koronus Expanse. It contains the **World Generator**, a resource for creating new planets, as well as a detailed section on creating **Planetside Adventures** to challenge any group of players. Additionally, it contains rules for creating and managing one’s own colonies on these worlds, and powerful factions and foes that Game Masters can use to stir the avaricious struggle amidst the stars to life.

CHAPTER I: WORLD GENERATOR

The **World Generator** is a resource that allows Game Masters to quickly create memorable regions, systems, and worlds, each one with a unique combination of attributes, resources, and quirks—some bizarre and fascinating, and others deadly.

CHAPTER II: PLANETSIDe ADVENTURES

Where **Chapter I: World Generator** focuses on creating massive areas, this chapter is dedicated to helping Game Masters tell stories of profit and peril on these worlds by giving them resources that can both lure their Explorers to these planets and vastly complicate matters once the intrepid seekers of wealth arrive. From Genestealer attacks to ancient, trap-laced ruins to hazards much stranger still, this chapter provides the seeds for countless tales of daring and greed.



CHAPTER III: COLONIAL ENDEAVOURS

For Explorers who wish not just to plunder, but to build (and then plunder!), this chapter provides a set of resources for creating Colonies upon the countless worlds of the Expanse. These Colonies can be extremely valuable, but the Explorers must protect their holdings, or risk losing them to catastrophe, marauding xenos, or worse—rival Rogue Traders!

CHAPTER IV: FACTIONS OF THE EXPANSE

From dashing and deadly human corsairs to rampant Ork Freebooterz to the vast Explorator Fleets of the mighty Adeptus Mechanicus, this chapter contains a sampling of foes that a Game Master can introduce into a campaign as valuable allies or desperate foes for the Explorers. Each faction has several important and memorable NPCs, an overview of its goals and history, and a brief summary of its resources in the Koronus Expanse.

TOUCHED BY THE FATES (TALENT)

Some of the adversaries presented in this volume are extremely dangerous individuals, meant to be rivals or even nemeses to Explorers. An NPC with this Talent 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.



**WORLD
GENERATOR**

- OVERVIEW**
-
- SYSTEM CREATION**
-
- PLANET CREATION**
-
- ENVIRONMENTS
AND RESOURCES**
-
- INHABITANTS**



CHAPTER I: WORLD GENERATOR

"I assure you, the ill omens and legends surrounding the Noctis Cluster have no origin beyond the idle ravings of drunken voidsmen, and no more basis in reality than any other such tale. I have acquired charts of an infallible Warp route to the heart of the Cluster, and shall be following a more reliable trail than these foolish legends to the treasures that others are too craven to seek."

—Last recorded statement of Lord-Captain Obadiah Cal
(current whereabouts unknown)

It is every Rogue Trader's sacred duty to expand the boundaries of the Imperium into those territories that do not recognise the dominion of the Emperor. This is a category that includes a regrettably large percentage of the galaxy, including tens of thousands of stars and planets. Across the galaxy, from the Eastern Fringe to the guttering embers of the Halo Stars, the fleets of Rogue Trader dynasties toil and strive to expand their domains and fortunes. By extension, they expand the frontiers of the Imperium they serve, carrying the Emperor's Light into the void.

Many such efforts have been focused on the Koronus Expanse since the first passage through the Maw, but only a tiny fraction of its secrets are known. Dozens of systems have been thoroughly catalogued by the competing dynasties or the Explorator fleets, but hundreds more only exist as long range flickers on a voidship's auger arrays. The number that have yet to be found at all cannot even be estimated. The Disciples of Thule once devoted vast cogitator arrays to calculating the probable answer, but every time they neared

their conclusion, new variables pushed back their attempt. Some claim the effort is still ongoing, but most sources agree that the project was scrapped as a waste of resources after a century without conclusive results.

Many of those who devote their lives to the mastery of the Expanse often divide it into a number of vast territories; more experienced explorers know that the stars do not acknowledge the attempts of mortals to name and categorise them, and make fewer assumptions. The area called the Heathen Stars holds all the lost colonies and degenerate realms of Mankind that the legends say, and more—but it is also home to countless worlds which no human has ever set foot upon. There are hidden paradise worlds in the Accursed Demesne, secrets undreamed of in the heart of Winterscale's Realm, and perhaps even new systems being birthed amidst the Far Corpse Stars. That some think to understand such incomprehensibly huge reaches of space is as much a testament to Mankind's arrogance as to the prowess of its astrocartographers.

This chapter includes a number of tools to help detail these undiscovered secrets of the Expanse, and help Game Masters include them in their games of **ROGUE TRADER**. An interconnected set of random generation Tables allows Game Masters to procedurally create cohesive settings, from star clusters to planets. The World Generator rules draws on environmental, planetary, and system wide, with results on each level influencing each of the others. In this way, it moves from Systems, the vast areas in the thrall of a star, to Planets and other System Features to specific Environments and the phenomena, creatures, and societies that can be found inhabiting each one.

This interconnected system allows GMs to create incredible amounts of detail from whole cloth, but it can also be used on a smaller scale. Each level on which the World Generator operates—System, Planet, and Environment—can be used to add additional details to an already developed setting. When used for this purpose, the World Generator can add another level to an existing element of the Koronus Expanse.



OVERVIEW

"No two worlds are the same, and yet they all seem to want me dead."

—Jean Hawkwind, Rogue Trader

World Generation starts with the defining of large stellar bodies and works its way down to the specifics of individual planets, following the steps below:

STEP I: SYSTEM CREATION

The first step, System Creation, is used for creating new star systems or other, similarly-sized regions of space. At this stage, the Game Master generates the following aspects of a System:

SYSTEM FEATURES

This section includes the System Features that set this System apart from the countless others in the shadowy void of the Koronus Expanse. These System Features, which range from the remains of dead empires to dark reputations, affect the specific contents of a System (see **Table 1-1: System Features** on page 8).

STAR CREATION

Once a the System Features have been defined, the Game Master determines the Star around which the System Elements orbit (see **Table 1-2: Star Generation** on page 13). The type of Star also defines the size of the Solar Zones: the Inner Cauldron, the Primary Biosphere, and the Outer Reaches (see page 13).

SYSTEM ELEMENTS

After creating the star and Solar Zones of a System, the next step is to populate these vast areas of space with the planets, phenomena, and other important astral objects. Using **Table 1-3: System Elements**, the Game Master puts a number of System Elements in each area as dictated by that particular Solar Zone (see page 14). The specifics of System Elements such as Planets remain abstract at this stage, and are determined in Planet Creation.

STEP II: PLANET CREATION

Once the System has been created, the Game Master can continue on to detailing the individual Planets from System Creation:

BODY

To determine the material composition and physical characteristics of a Planet or Gas Giant, the Game Master rolls on **Table 1-6: Body** (see page 19). In addition to deciding the rough volume and mass of the Planet, the results of this stage can have effects on the Gravity, Orbital Features, and Atmosphere of the Planet or Gas Giant.

GRAVITY

The gravity that a Planet exerts upon the bodies around it has a profound impact on the features that a passing Rogue Trader might wish to exploit. The Game Master determines an object's Gravity by rolling on **Table 1-7: Gravity** (see page 20).

ORBITAL FEATURES

Much as a Planet usually orbits a star, smaller objects often orbit Planets. The Game Master determines the nature of these Orbital Features, which consist of objects such as asteroids, rings, and moons, with **Table 1-8: Orbital Features** (see page 21).

ATMOSPHERE

The atmosphere (or lack thereof) of a Planet does a great deal to determine its value—and the danger it poses—to an enterprising Rogue Trader. The Game Master determines the Atmosphere of a Planet, which has an impact on later features (see page 21).

CLIMATE

Even with an atmosphere, many Planets are too blisteringly hot or frigidly cold to support even the faintest traces of life. To determine the Climate of a Planet, the Game Master rolls on **Table 1-11: Climate** (see page 22).

HABITABILITY

Worlds capable of sustaining life might be fleetingly rare, but even within these Planets, there is an incredible diversity of features. Some worlds are harsh deserts, while others overflow with water and vegetation. The Game Master decides the Habitability of a Planet with **Table 1-12: Habitability** (see page 23).

STEP III: ENVIRONMENTS

Each individual Planet possesses countless features that distinguish it. These features are covered in the section below:

TERRITORIES

The Game Master determines the Territories on a Planet, the broad land masses and other major features of a Planet and any particular Territory Traits of these regions (see page 24).

RESOURCES

This step determines any Resource Deposits that the location has to offer, and the Abundance of these resources (see page 27). Some resources can only be found on Planets; others might be uncovered anywhere from asteroids to ancient wrecks.

LANDMARKS

Once the GM has created a Territory, he generate the Landmarks that separate it from other, similar realms (see page 32).

NATIVE SPECIES

Countless species populate most environments capable of sustaining life. This section deals most valuable beasts—and the hungriest. If a Planet or other Environment is capable of sustaining life, the GM uses **Table 1-24: Bestial Archetypes** to determine the creatures that stalk its shadowy corners (see page 34).

INHABITANTS

Where life can thrive, or at least cling on, it sometimes develops into sentience. The GM uses **Table 1-26: Inhabitants** to see what species dwell—or once dwelt—in this Environment (see page 40).

SYSTEM CREATION

"The stars themselves once danced along with our song, moving to the tunes of our whim. That power is lost now, but sometimes we can still make them sway."

—Farseer Baluith

The million worlds of the Imperium are spread across hundreds of thousands of star systems, each a lonely jewel, linked to its brethren in an intricate web across unfathomable distances. The maintenance and protection of this web is the duty of the Adeptus Terra and their agents, but its expansion is a task belonging to the great dynasties of the Rogue Traders. To fulfil this duty, they direct their attentions to those systems not yet known to the Imperium, assessing the resources there, and dispatching their agents to claim the best of these in the name of the Emperor of Mankind.

Some solar systems are barely worthy of these attentions, holding no mineral wealth to mine or habitable worlds to colonise. Others seem to be nothing so much as vast treasure troves, ripe for the taking. Regardless of the initial impression, the most astute Rogue Traders thoroughly assess every system they pass through for any potential value or threat. Once a full catalogue of the system's hazards, resources, worlds, and assorted miscellanea has been compiled, they move on to the next system, all the while iterating upon plans to make use of what they have found once they are able to bring the full resources of their dynasty to bear.

Though the Koronus Expanse does not lack for lonely stars in the uncharted depths of the void, the majority of its stars and attendant systems share some measure of connection. Some systems are snared together by their mutual gravitation, and others orbit kindred stars birthed in the same massive upheaval. Even more physically distant systems can share a common resonance in the Immaterium, which eases navigation and travel between them. These linked systems are a boon to the Imperium's expansion, whatever their nature. The Explorator fleets of the Adeptus Mechanicus often find that the common features of such regions aid their cataloguing immeasurably, and sometimes gain unique and valuable data from studying these phenomena. Rogue Traders, on the other hand, simply capitalise on the swifter, easier travel between the systems in such a set, ever aware of the age-old axiom on the conversion rate between time and Thrones.

Within the territory controlled by the Imperium, such regions are usually the basis for designating subsectors, and provide the hearts of those subsectors that they do not make up entirely. Out in wilderness space regions like the Koronus Expanse, the nomenclature and designation is less standardised, where the boundaries are recognised at all. Rogue Trader vessels and Explorator Fleets are the most common source of new classifications, but each independent vessel or fleet is likely to have its own ideas on how to handle the matter. The great houses of the Navis Nobilitate most likely have their own methodologies, but if so, they do not share them.

TABLE 1-1: SYSTEM FEATURES

1d10 Roll	Key Feature Category
1	Bountiful
2	Gravity Tides
3	Haven
4	Ill-Omened
5	Pirate Den
6	Ruined Empire
7	Starfarers
8	Stellar Anomaly
9	Warp Stasis
10	Warp Turbulence

The meticulously thorough examination of a passing Explorator fleet is generally capable of identifying and categorising these ties, but the doctrines used to do so have been the subject of a number of schisms within the Priesthood of Mars. The Disciples of Thule have shared very little of their methods or data with outsiders, but what few scraps of information they have bartered away indicate that they operate within stringent standards for this task. It is believed that they scorn a number of widely recognised designations, for "insufficiently conclusive" links.

Rogue Traders tend to be even more fractious than the Adeptus Mechanicus, if such a thing is possible. Some who fancy themselves scholars establish elaborate methods of classification, factoring in all manner of irrelevant minutiae. Other Rogue Traders, of a more self-absorbed bent, consider the time it takes them to think of an appropriately vainglorious name for a newly discovered system to be more than effort enough. Despite this, the trade in tales and charts between the veteran captains who have plied the Maw for years has established a number of generally accepted rules. False information and fake maps are as rife as ever, but at least blatant misinformation and outright forgeries have become easier to spot.

SYSTEM FEATURES

The first step in defining a System is to generate the System Features that influence everything within it. Most Systems are defined by a single such phenomenon, but some particularly exotic territories house multiple interacting, or even conflicting, elements. A given System receives 1d5–2 (to a minimum of 1) rolls on **Table 1-1: System Features**, re-rolling any duplicate results.

Some features, such as Warp Turbulence and Ruined Empires, might logically extend beyond the bounds of a single System. The Game Master can choose to apply such System Features to any nearby Systems he later generates if it seems appropriate for the System Feature in question.

BOUNTIFUL

A System with this System Feature has been blessed with an abundance of rare and unusual materials. The formation of the nearby stars might have bled off an unusual amount of exotic materials, or the System could have become saturated with such resources as passing meteors and comets became

trapped in their gravity wells. However it came about, the area is now a veritable storehouse of mineral treasures, waiting to be tapped in the name of profit. Habitable worlds within such an area are highly prized as possible colony sites, although well-equipped Rogue Traders have been known to set up their mining operations on worlds that would not normally allow human settlement.

When generating this System, the GM should apply one or more of the following effects:

- Add one Asteroid Belt or Asteroid Cluster to any one Solar Zone.
- When the Explorers approach an Asteroid Belt or Asteroid Cluster in this System, roll 1d10. On a result of 6 or higher, roll 1d5 additional times on **Table 1–20: Mineral Resources** (see page 29) for that Asteroid Belt or Cluster.
- Roll one additional time on **Table 1–20: Mineral Resources** (see page 29) when generating Planets in this System, determining Abundance normally.
- When the Explorers approach a Planet in this System, roll 1d10. On a result of 7 or higher, that Planet has one additional “Exotic Materials” Resource.

GRAVITY TIDES

In most systems, the pull of gravity is a constant and unchangeable fact of the universe, surer than the light of the stars in the sky. However, in some regions of space, the cataclysmic turmoil of certain fundamental forces causes gravitational fields to churn like a storm-wracked sea. Fierce gravity riptides have been known to tear apart the hulls of voidships too incautious to heed the warnings of their augers, and some of the worst such anomalies become bleak legends among experienced helmsmen. Tales of the Invisible Reef and the Mouth of the Void are a staple of gossiping voidsmen in Port Wander. Some tides of gravity are gentler, and can be a boon to crews desperate for planetfall, swiftly bearing vessels along hidden currents in space. These streams are resources as treasured as the riptides are feared.

When generating this System, the GM should apply one of the following effects:

- Add 1d5 Gravity Riptides to the System. These additions can be placed in any Solar Zone.
- The gravity wells surrounding Planets in this System churn like whirlpools, battering orbiting vessels with their fluctuations. Safely entering orbit with a voidship requires a **Difficult (–10) Pilot (Space Craft) Test**, causing the loss of 1 point of Hull Integrity for every two Degrees of Failure. Small craft can enter and exit the gravity well only after the pilot passes a **Very Hard (–30) Pilot (Flyers) Test**. Every full day spent in orbit requires an additional Pilot Test.
- Travel between Planets within this System takes half the usual time.

HAVEN

If the tales of a typical voidship crew on shore leave were to be believed, it might be surmised that all unexplored territory in the galaxy fell into two simple categories. Of the nightmarish systems that suffer no intrusion, the tales



are often closer to the mark than their tellers might realise. Though the undisturbed rings of idyllic paradise worlds orbiting soothingly stars tend to exist only in the tales of drunken voidsmen, the persistence of such hopes cannot be entirely attributed to optimism. After all, Particularly fortunate vessels sometimes pull into systems so brimming with habitable worlds as to defy conventional understanding.

The crews which make such finds are not always as fortunate as they imagine, as the inhabitants of such worlds often take a dim view of the idea that their home belongs to a complete stranger by right of divine providence, and frequently have enough resources to make their displeasure known. Even finding such a voidfarer’s paradise in pristine condition can cause trouble, if word gets out to rival interests. The rarity of such finds makes theft or conquest an easier method of acquisition than discovery. Those captains who do manage to claim, hold, and exploit their find inevitably find their names working into the growing legends of the Expanse.

When generating this System, the GM should apply one of the following effects:

- Add one Planet to each Solar Zone.
- Planets within the System’s Primary Biosphere receive +1 to the result of the roll on **Table 1–9: Atmospheric Presence** and +2 to the result of the roll on **Table 1–10: Atmospheric Composition** (see page 21).
- Planets in this System add +2 to the result of any roll they make on **Table 1–12: Habitability** (see page 23).

ILL-OMENED

There are places throughout the galaxy that are blighted by unseen forces, undetectable by the finest sensors the Adeptus Mechanicus can construct, unknowable to the calculations of their best cogitators, and even imperceptible to the Warp-attuned eyes of Navigators. For whatever reason, some regions are simply cursed. Places truly bearing the mark of a curse are exceedingly rare. Still, for every such unfathomable anomaly, there are hundreds of clusters hanging under a shroud of legend and circumstance just as capable of ruining the fortunes of an unprepared Rogue Trader.

Some of the most famous parts of the Expanse are little better understood than the eternal gloom of the Far Corpse Stars. For generations, they have been the subject of dread rumour sparked by the smallest scrap of charnel truth. Whole crews have mutinied upon hearing they were to embark for the Noctis Cluster, the Crimson Labyrinth, or the Silver Vaults. Despite all this, there are still many who are mad enough to brave the light of these stars in hope of vast treasures, or to drown out their baleful influence with the Emperor's light. Some such efforts have been launched simply by the ego of a successful captain, who could not tolerate the idea that such a place was barred to him.

Apply the following to Systems with this System Feature:

- Any ship entering the System for the first time loses 1d5 Morale, unless one of the Explorers passes a **Challenging (+0) Charm** or **Intimidate Test**. If the nature and reputation of the System was known to the crew ahead of time, the Test difficulty and Morale loss for failure might be higher at the GM's discretion.
- All Morale loss suffered within this System is increased by 1, as the crew attribute whatever misfortune they suffer to the malevolent will of their surroundings. This does not apply to Morale lost for entering a System the first time (even the most fearful voidsman's imagination can only concoct so many horrors!).
- Any Fear Tests made within the System are made at an additional -10 penalty.

In addition, if the GM deems the reputation of an Ill-Omened System to be true in some way, he can feel free to apply one or more of the following effects (or any suitably ghoulish alternatives):

- When spending a Fate Point within this System, roll 1d10. On a 9, it has no effect. If it was spent to alter a Test in some way, it counts as the only Fate Point that can be used for that Test as normal, even though it had no effect. Void Born Explorers recover still Fate Points lost in this manner (thanks to the result of 9) as normal.
- All Willpower Tests made within this System are made at a -10 penalty.
- Whenever an Explorer would gain Insanity Points while within this System, double the amount of Insanity Points he gains.
 - Attempting to use Psychic Techniques from the Divination Discipline to gain information about the System or anything within it requires the user to pass a **Difficult (-10) Fear Test** before he can attempt the Focus Power Test.

PIRATE DEN

A powerful pirate fleet is based within this area, possibly making use of its worlds for resources, or even slave labour. Most such fleets are comprised of base traitors and rogues of the sort that plague the shipping of more civilised regions. Some are exiles from some other civilisation deep in the Expanse, while others might be flotillas of Chaos reavers, Eldar Corsair armadas, or a ramshackle tide of Ork Freebooters. Whatever the nature of the threat, such raiders know the ins and outs of every part of the System, and generally fight tooth and nail to defend their territory and loot.

By default, a Pirate Den consists of 1d5+4 Wolfpack Raiders (see page 209 in the **ROGUE TRADER Core Rulebook**) spread throughout the System, led by a more formidable flagship (usually a well-armed Frigate, but on occasion, an exceptionally powerful Raider, or even a Light Cruiser can be found in this role). When generating a Pirate Den, roll 1d10; on a roll of 5 or higher, it is based around a space station (such as the Wayfarer Station on page 210 of the **ROGUE TRADER Core Rulebook**). The hardened marauders of these fleets provide a Crew Quality of 40, and the veterans on board the flagship might have an even higher rating, or a number of highly-skilled officers to lead them in their raids.

GMs with access to **BATTLEFLEET KORONUS** can choose to make use of the Ork, Eldar, Rak'Gol, or Chaos vessels for alternative fleets. A Pirate Den is never home to less than five ships, and rarely houses more than eight. The quality of xenos or heretic fleets is often more than most renegades can muster, generally featuring a wide variety of vessels, and often including at least one ship of Light Cruiser or even Cruiser size, which bears their flag.

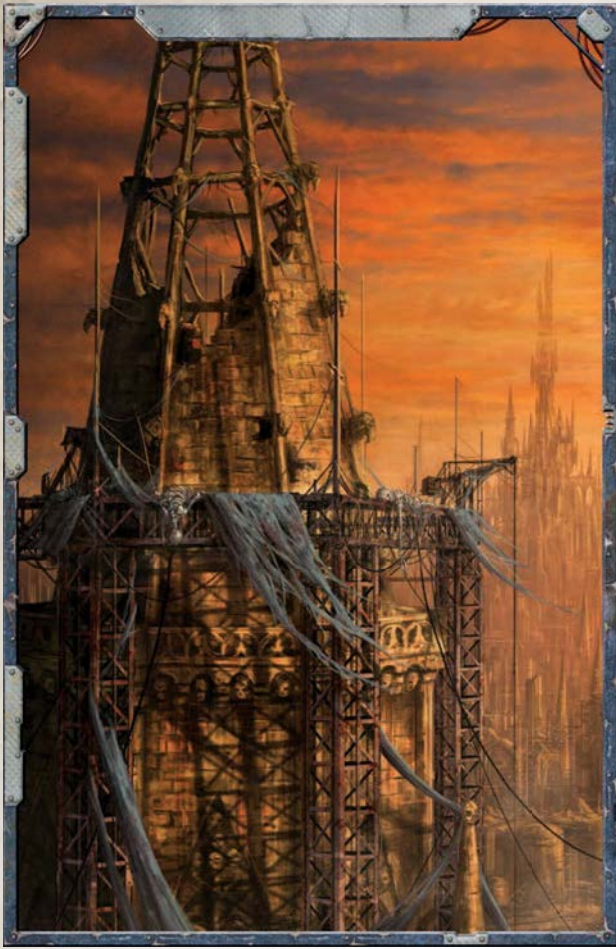
At the GM's Discretion, a Pirate Den could even be home to the infamous Pirate Captain Jaltha Mettiere and his fleet (see page 128) or the dreaded Ork Kaptin Graffletz (see page 133).

RUINED EMPIRE

The remnants of ancient civilisations, both human and alien, are strewn across the Koronus Expanse. Entire dynasties have made their fortune off the plunder of the Egarian Dominion or the once-proud worlds of the Eldar. Others have been utterly ruined when they unearthed a Yu'vath relic from a catacomb better left undisturbed. The most coveted secrets of the Engine-Orders of Zayth are but shadows of the knowledge once held by the people of that world. And for every one of these examples of past glory, there are a dozen worlds housing the mouldering cities of a civilisation not yet known to the Imperium. Many of these once-proud empires bear the scars from their destruction in a long forgotten war, while others leave no apparent evidence as to their end.

When generating this System, the GM should apply one of the following effects:

- Add a Xenos Ruins Resource to 1d5-1 (to a minimum of 1) of the Planets in this System. If there are not enough Planets in the System, make up the difference by adding the remaining ruins as Starship Graveyards or Derelict Stations to the System. Increase the Abundance of any Xenos Ruins by 1d10+5 (see page 31).



- Add an Archeotech Cache Resource to $1d5-1$ (to a minimum of 1) of the Planets in this System. If there are not enough Planets in the System, make up the difference by adding the remaining ruins as Starship Graveyards or Derelict Stations to the System. Increase the Abundance of any Archeotech Caches by $1d10+5$ (see page 28).

STARFARERS

Not all of the Expanse's lost treasures are entombed behind long abandoned walls, or hidden behind a pall of ancient doom. Throughout a number of systems, thriving cultures expand beyond their native worlds and take to the stars, to claim resources rightfully belonging to the Imperium of Man. When such nascent empires belong to humanity, it is the duty of any Rogue Trader who encounters them to teach them the word and will of the Emperor. Those belonging to a xenos race are supposed to be stamped out before they can become a serious threat, although some Rogue Traders prefer to pass off that responsibility to any others they can find, and seek a more profitable venture.

When generating this System, the GM should apply the following effects:

- If the System contains less than four Planets after all System Elements have been generated, the GM should add additional Planets until the Region contains at least four Planets.
- A common civilisation is spread across $1d5+3$ System Features in this System. This might be either a non-Imperial human nation or a race of previously unknown,

COMBINING SYSTEM FEATURES

In Systems with more than one Key Feature, some thought should be put into their interaction, and how it contributes towards defining the region. The wide range of possibilities gives a creative GM some significant opportunities to put his stamp on the creation process. A Region with the Pirate Haven and Starfarers System Features could be home to a deadly conflict, raging across its stars, or the pirates could just as easily be collaborating with the local powers in exchange for safe refuge. They could even be the expeditionary forces sent out by whatever fledgling power rules the area, licensed privateers sent into the stars, not unlike Rogue Traders. Whatever choice the GM makes in the generation of the Region helps further define its dynamics, and its role in the campaign.

sentient xenos. During the Planet Creation process for this System, all Planets with a native civilisation are automatically inhabited by the appropriate species at a Development level of Voidfarers, Colony, or Orbital Habitation, as appropriate. At least one Planet has a native population at the Voidfarers Development level. Any Habitable Planet not populated by the Starfarers generates Inhabitants normally. If there are not enough Planets in the System for each Starfarer colony to have its own Planet, multiple habitations can be placed on the same planets, or on Asteroids, in Starship Graveyards, or in other System Features as the Game Master sees fit.

STELLAR ANOMALY

Among the Imperial citizens privileged with the opportunity to consider matters beyond their own world, most are aware of some basic tenets about the way the void is made up. It is known to these erudite few that all planets orbit a star which is the centre of a vast system of other bodies, and that these systems are part of a larger galaxy, which is part of the manifest destiny of all Mankind. They know these simple truths because noble and trustworthy officials of the Imperium have told them so, well aware that spreading knowledge of the full complexity of reality would only cause trouble.

Many star systems throughout the galaxy are themselves in orbit of a variety of bizarre phenomena, with little in common other than their incredible mass and gravity. Some orbital objects have long been familiar to Mankind, such as black holes and other artefacts of the life and death of stars. Others are known only by obscure classifications from the Dark Age of Technology, and many exist completely outside human understanding. Many of the most well-known and well-defined sub-Sectors and star clusters are centred around a noteworthy celestial object. These objects frequently serve the same purpose on astromantic charts and the secret rutters of the Navigator Houses as terrestrial landmarks might serve on a surface map.

When generating a System with a Stellar Anomaly, the GM should apply one of the following effects:

- Reduce the number of Planets generated by 2, as the presence of a Stellar Anomaly tends to disrupt the formation of any bodies smaller than itself.

In addition, all Systems with this Key Feature have the following effects:

- Scholastic Lore (Astromancy) and Navigation (Stellar) Tests made to plot routes through the System, or to determine position within it, receive a +10 bonus.
- The massive forces exerted by a Stellar Anomaly sometimes seems to stabilise local Warp routes, though many dismiss this as voidsmen's superstition and no record exists of any Navigator's comment on the matter. Ships travelling through the System only need to roll for Warp Travel Encounters for every seven full days of travel (or once, for a trip of under seven days). However, the same forces make the necessity of occasional drops into realspace for course adjustment into an additional hazard. On any result of doubles when rolling for a Warp Travel encounter, the vessel runs afoul of a hazard in realspace instead of applying the normally generated result. The effects of such hazards can be extrapolated from similar System Elements, such as Gravity Riptides, Radiation Bursts, or Solar Flares.

WARP STASIS

All voidsmen worth the name are familiar with the unpredictable and often deadly consequences of Warp travel, and can recite all manner of prayers and superstitious charms to protect them from the wrath of the churning currents. To some of the more weathered among them, however, the klaxons and sirens of a straining Geller Field are almost welcome, compared to the idea of being caught in one of the "shallow" regions of the Sea of Souls. Travels across such regions often leave a ship becalmed in a sluggish current, unable to drop to realspace for fear of exiting inside a star or black hole, and equally unable to make progress towards a system to refill the dwindling supplies and stores. There are few fates more horrifying than a life spent adrift in the depths of the Warp.

When generating this System, the GM should apply one of the following effects:

- Travel to and from the System is becalmed. Double the base travel time of any trip entering or leaving the area. The time required to send Astrotelepathic messages into or out of the System is likewise doubled. In addition, pushing a coherent message across its boundaries requires incredible focus; Astropaths suffer a -3 penalty to their Psy Rating for the purposes of sending Astrotelepathic messages from this System.

In Systems that are fully becalmed, the GM can choose to apply one or more of the following effects as well:

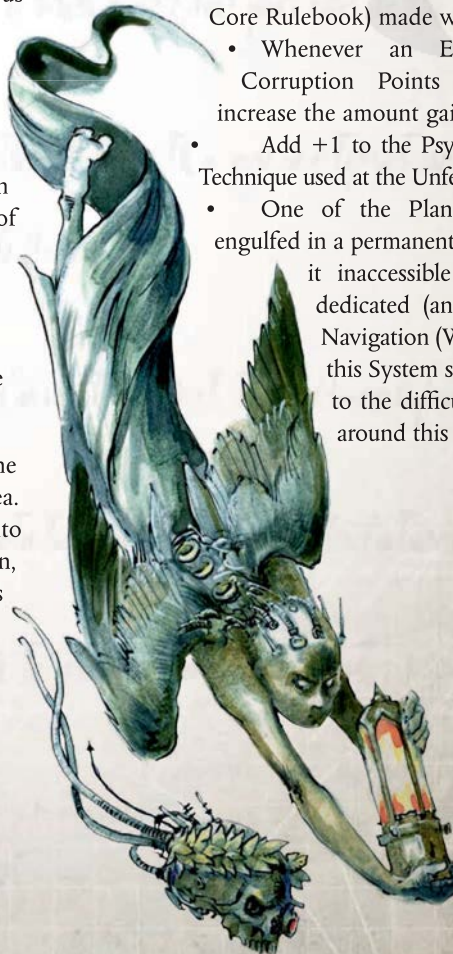
- Focus Power and Psyniscience Tests within the System are made at a -10 penalty.
- Psychic Techniques cannot be used at the Push level within the System.
- When rolling on **Table 6-2: Psychic Phenomena** (see page 160 of the **ROGUE TRADER** Core Rulebook) within this System, roll twice and use the lower result.

WARP TURBULENCE

Many a Navigator has breathed a sigh of relief after braving and besting the Maw, only to choke on it as the roiling currents of the Expanse proper come into view. The untamed tides beyond the great Warp storms are less forgiving than many of the well-charted routes of the Imperium, and among them are many shoals and reefs ready to rend asunder the intruding reality of any passing voidship. Unfortunately, a number of choice and valuable worlds lie within the boundaries of these hazards, and more than one Rogue Trader has lost his ship and his life seeking to claim them. These cautionary tales do little to warn away those emboldened by the rare example of legendary captains who have wrested riches out of the grasp of the Warp.

All Systems with this Key Feature have the following effects:

- Navigators suffer a -10 penalty to Navigation (Warp) Tests for Warp Jumps that begin or end in this System. In addition, the GM can apply one or more of the following:
 - Add +10 to all rolls for on **Table 6-2: Psychic Phenomena** (see page 160 of the **ROGUE TRADER** Core Rulebook) made within the System.
 - Whenever an Explorer would gain Corruption Points within the System, increase the amount gained by 1.
 - Add +1 to the Psy Rating of any Psychic Technique used at the Unfettered or Push levels.
 - One of the Planets in the System is engulfed in a permanent Warp storm, rendering it inaccessible to all but the most dedicated (and insane) of travellers. Navigation (Warp) Tests made within this System suffer a -20 penalty due to the difficulty of plotting courses around this hazard.



STAR CREATION

Nothing has as much influence upon a system as the star that it orbits. While two systems with kindred stars might differ in certain ways, having a different number of worlds or giving light and warmth to life of completely different kinds, they invariably share certain essential facets of their nature. The strength of the star at the heart of a given system influences every aspect of it, from the volume of space caught in its gravity well, to the percentage of that space which has the potential to contain a habitable planet.

The Adeptus Mechanicus claim that the strength of a star is expressed through the colour of its light, with the mightiest stars radiating a brilliant azure glow, and the weakest yielding a dull red. Some exceptions to this classification exist, but gathering conclusive information on these aberrations is difficult in the extreme, as they seem to be as inconsistent with each other as they are with the more common stellar bodies. To determine the strength and colour of a System's Star, roll on **Table 1-2: Star Generation**. This affects the System's make-up through its Solar Zones, as a powerful star fills the System with its furious heat, while a dying ember's light has receded from most of what it once warmed.

THE SOLAR ZONES

The degree to which a system's star does or does not affect an area determines much about the objects and phenomena filling that region. This can be broken down in any number of ways, with the data-stacks of Administratum surveyors having hundreds of systems, comprised of varying numbers of categories. In game terms, the System is divided into three general areas, or Solar Zones. They are the Inner Cauldron, Primary Biosphere, and Outer Reaches.

The Inner Cauldron is a hostile region, scourged by solar flares and arcs of radiation, and whatever worlds exist within it are harsh and punishing to life. Toxic atmospheres and incredible temperatures are common on Inner Cauldron Planets, as well as rich mineral deposits that spur on development, despite the hostile conditions. Still, only the richest and most well-connected Rogue Traders can hope to acquire the necessities for a colony that can survive amidst such conditions.



A System's Primary Biosphere is usually the smallest Solar Zone, but it is also the most likely to be of interest and value. The Primary Biosphere is the region where the conditions necessary for a habitable world are most likely to arise. Some such worlds have been known to exist on the borders of the other Solar Zones, but these tend to be rare, and are almost never the equal of the worlds in the Primary Biosphere.

Beyond the Primary Biosphere, and far distant from the Inner Cauldron, the cold Outer Reaches delineate the boundaries of the star's influence. The pale stellar light that stretches here provides little warmth, but the lack of interfering

TABLE 1-2: STAR GENERATION

1d10 Roll Star Type

1	Mighty: The fierce light of this star dominates its system utterly. Its coloration is likely to be blue or blue-white. The Inner Cauldron is dominant, and the Primary Biosphere is weak.
2-4	Vigorous: A steady illumination burns forth from the heart of this star. Its coloration is likely to be a pure white.
5-7	Luminous: Though it has been long aeons since this star has shone at its brightest, a constant glow nonetheless provides for the system. It is likely to be yellow or yellow-orange in colour. The Inner Cauldron is weak.
8	Dull: The end of the star's life advances inexorably, although it can still burn for millennia yet. Many stars of this type are of a vast size, seemingly incongruous with their wan light. Its coloration is likely a sullen red. The Outer Reaches are Dominant.
9	Anomalous: The star is an unnatural outlier, shedding a strange light that behaves in ways it should not. Its light can be of any colour, even one that is not typical for a star, from bilious green to barely-visible purple. The Game Master can choose to make one Solar Zone dominant or weak at his discretion.
10	Binary: The system is lit by not by a single star, but two or even more stars. Most binary systems are lit by stars of the same type, but some sets seem to be less well matched. Roll 1d10 to determine the nature of the set: On a 1-7, the stars are of the same type, while on an 8-10 they should be generated separately. Generate binary stars by rolling on this Table again, ignoring results of 9 or 10. Use the effect of the more powerful star to determine the size of Solar Zones, if there is variance.

radiation also allows for unimpeded long range scans of the System. The furthest border of a System's Outer Reaches is often called the halo, comprised of assorted interstellar debris, tangled in the edge of the gravity well.

Each Solar Zone has a variable number of System Elements within it, generated from **Table 1-3: System Elements**. The number of features generated depends on the size of the Solar Zone. A Solar Zone of typical size generates 1d5 System Elements. However, the influence of the System's Star, as determined on **Table 1-2: Star Generation**, affects the size of Solar Zones. When a Solar Zone is "Dominant," it generates 1d5+2 System Elements instead of the normal amount. "Weak" Solar Zones generate 1d5-2 (to a minimum of 1) System Elements instead of the normal amount. A Solar Zone always generates at least one System Element (although this System Element can be a "No Feature" result).

TABLE 1-3: SYSTEM ELEMENTS

Inner Cauldron

1d100 Roll	System Element
01-20	No Feature
21-29	Asteroid Cluster
30-41	Dust Cloud
42-45	Gas Giant
46-56	Gravity Riptide
57-76	Planet
77-88	Radiation Bursts
89-100	Solar Flares

Primary Biosphere

1d100 Roll	System Element
01-20	No Feature
21-30	Asteroid Belt
31-41	Asteroid Cluster
42-47	Derelict Station
48-58	Dust Cloud
59-64	Gravity Riptide
65-93	Planet
94-100	Starship Graveyard

Outer Reaches

1d100 Roll	System Element
01-20	No Feature
21-29	Asteroid Belt
30-40	Asteroid Cluster
41-46	Derelict Station
47-55	Dust Cloud
56-73	Gas Giant
74-80	Gravity Riptide
81-93	Planet
94-100	Starship Graveyard

SYSTEM ELEMENTS

The following list details the most common features found within star systems, and their typical effects. Generally speaking, multiple instances of a single System Element simply mean that there are multiple different System Elements of that type in the area that the Explorers can seek to exploit or must attempt to negotiate. Solar Flares are an exception, as described in their entry (see page 17).

ASTEROID BELT

Some systems are wrapped in a vast ring of debris, formed from shattered or stillborn planets. Whatever bonds once held the circling fragments together have since yielded to outside forces, but the inescapable draw of the local star maintains the remaining cohesion. The encircling line of an Asteroid Belt can cause difficulties to ships seeking passage deeper into the system. Any direct route requires successful navigation of the ring, although it is possible to bypass an Asteroid Belt by leaving the orbital plane of the system. Such detours tend to be lengthy, often adding several full days of travel.

Navigating an Asteroid Belt follows the rules for Asteroid Fields on pages 226-227 of the **ROGUE TRADER CORE Rulebook**, although its diffusion across the System means that successfully passing through requires only an **Easy (+20) Pilot (Space Craft)+Manoeuvrability Test**. Asteroid Belts generate 1d5 Mineral Resources (see page 27).

ASTEROID CLUSTER

A full-bodied and cohesive Asteroid Cluster is usually formed from the remains of a planet or moon that has undergone some incredible cataclysm. The pieces are held together by what is left of the planetoid's gravitational field, although spread out over a rather larger area of space. Pirates frequently use the obscuring screen of an Asteroid Cluster to their advantage, and valuable salvage can occasionally be found drifting amongst the rocks. Wise captains are aware that such salvage is usually derived from those same pirates, or from others who did not respect the dangers of an asteroid field, and attempt retrieval accordingly.

Navigating an Asteroid Cluster follows the rules for Asteroid Fields on pages 226-227 of the **ROGUE TRADER CORE Rulebook**. Smaller fields of asteroids are often formed by the collision of large bodies, or the degraded wreckage of truly ancient vessels, but these pockets are not considered System Elements. Asteroid Clusters generate 1d5 Mineral Resources (see page 27).

DERELICT STATION

The remains of orbital habitats, system defence stations, and deep space monitoring outposts can be found drifting through many systems. Even those that have never developed life of their own might house the relics of past explorers and would-be colonists. In systems with an active void-faring civilisation, such stations tend to be either relics of a surpassed level of technology, or a barely intact shell, abandoned to rising construction costs or disastrous systems failure. Whatever their origin, even the gutted remnants of a space station could contain valuable technology, or useful records on those who constructed it.

If there is an active civilisation of the appropriate Development level in the System, then the Derelict Station most likely belongs to them. If the System is devoid of past or present life, roll on **Table 1-4: Derelict Station Origins** to determine its creators and original purpose and then generate 1d5-1 (to a minimum of 0) Archeotech Cache or Xenos Ruins Resources aboard the station (see page 27). If the Station is fired upon in ship combat or suffers collateral damage from some other source, treat it as having 10 Armour, between 4d10 points of Hull Integrity, and no other defences. For the purposes of any Endeavours to extract the Resources aboard a Derelict Station, it can be treated as a Derelict Vessel Encounter Site (see pages 59-60). At the Game Master's discretion, the Explorers might be required to board the lonely station themselves to locate these resources, walking through the shadowy halls as voracious eyes gleam from the darkness.

DUST CLOUD

Clouds of gas, cosmic debris, and other minutiae drift through many systems. They originate in a variety of ways—some are the remains of an asteroid field, long since battered into the finest particles, and others contain the dissipating fury of an erupting solar flare, dwindling to near oblivion before being replenished by the next burst of plasma. These differences are rarely considered in depth by Rogue Traders, who have no use for them, except perhaps as concealment for their vessel.

Dust Clouds follow the rules for Nebulae on page 227 of the **ROGUE TRADER** Core Rulebook. Smaller dust clouds often form on a temporary basis, but these are not considered proper System Elements as generated by this System.

GAS GIANT

Though the Imperium primarily desires worlds that humans can survive on (or, failing that, walk on), the presence of a gas giant on the reports from a long range scan has excited the interest of many of a Rogue Trader with the thought of the moons that might be concealed by its bulk. While there is no guarantee that a gas giant has lesser worlds in its orbit, much less that they are of any value, there have been enough fortunes made by a tightly-packed cluster of useful moons to give these massive orbs a reputation for good luck. This association has been helped in no small part by the legendary craft constructed at the Jovian shipyards, and the many STC-standard ship components that bear their name.

Gas Giants are generated with the aid of the Planet Creation (see page 19).

GRAVITY RIPTIDE

The signs that warn of these destructive vortices can be nearly impossible to spot until a voidship is nearly upon them, the augers registering the anomaly barely soon enough to scream a klaxon of warning. The customary sweep of a newly discovered system seldom, if ever, turns up these hazards from the distance at which it is made. More often, they remain undetected and unknown until a ship's path crosses their influence. The fear of these unseen hazards plagues many veteran voidsmen, and any attempt to make use of a system in which they are present inevitably involves mapping them on the charts and rutters of the exploring fleet.

Gravity Riptides follow the rules for Gravity Tides on page 227 of the **ROGUE TRADER** Core Rulebook.

TABLE 1-4: DERELICT STATION ORIGINS

1d00 Roll	Station Type
01-10	Egarian Void-maze: The station is a baffling construct of crystals with no readily apparent purpose or function, but built along similar geometrical principles as the dead cities of the Egarian Dominion.
11-20	Eldar Orrery: The station is constructed of the smooth, bone-like material from which the Eldar make their ships, and is riddled with cloistered cells. Examination by a Navigator or psyker hints at a long-vanished power permeating the structure.
21-25	Eldar Gate: This vast Eldar contraption resembles nothing so much as the frame of an enormous door, but only the empty void shows through it. No amount of searching yields a sign of its purpose or function.
26-40	Ork Rok: From the outside, this "station" appears to be nothing more than a lonely, out of the way asteroid. Despite its appearance, it has been thoroughly hollowed out, and filled with dubious Orky technology. Some of the technology might even have worked at one point.
41-50	STC Defence Station: The core of the station is based off a standard pattern derived from Standard Template Construct technology, like countless others throughout the Imperium. What remains of the banks of weapon batteries and torpedo bays indicates that it was once intended to safeguard a human colony from attack.
51-65	STC Monitor Station: The core of the station is based off a standard pattern derived from Standard Template Construct technology, like countless others throughout the Imperium. Despite its age, the hull still bristles with auger arrays and reception panels that indicate its former use as a communications or intelligence hub.
66-76	Stryxis Collection: Calling this accumulation of wreckage and junk a space station would insult an Ork Mek, much less a shipwright of the Adeptus Mechanicus. The only explanation for its accretion comes from the vox-beacon broadcasting some kind of territorial claim by the Stryxis.
77-85	Xenos Defence Station: The architecture of the station does not match any examples yet encountered, but it is clearly inhuman in origin. Though the technology that comprises it is strange, there is no mistaking the intended purpose of its decaying armaments.
86-100	Xenos Monitor Station: The architecture of the station does not match any examples yet encountered, but it is clearly inhuman in origin. Its purpose is hard to ascertain for sure, but some of the arcane devices that line its hull resemble vox hubs and other necessities for a deep space monitor station.

PLANET

It is said that the Imperium is comprised of a million different worlds, across the galaxy. Though the precise number rises and falls with each righteous crusade launched, or warzone lost to the enemy, it is incontestable that the reach of Mankind spans the galaxy across untold dominions, united under the rule of the God-Emperor. There are some who would take this to mean that the ambitions of Rogue Traders are folly, for claiming lasting glory across such a wide dominion is impossible for a mortal man. Perhaps unsurprisingly, these melancholy types are rarely granted the rights of the Warrant of Trade, for such power belongs in the hands of those who see more clearly. Rogue Traders who understand the true nature of power rejoice with each new world they bring into the God-Emperor's dominion, be it ever so small and benighted—for to raise the banner of empire over a million worlds, it is first necessary to raise that banner across each and every one.

Planets are generated with the aid of the Planet Creation step of the World Generator, on page 19.

RADIATION BURSTS

The forces radiating out from the inner furnace of a star consist of far more than heat and illumination. The roiling fires of a star are far beyond the mightiest earthly blaze, and cast out through the system what some among the Adeptus Mechanicus call “the Light Invisible.” According to the doctrines of the Priesthood of Mars, visible light is but a small part of a spectrum of different energies. The auger arrays of voidships rely in large part on these forces, and are often overwhelmed by an excess of input when travelling close to particularly active stars. Though Rogue Traders are not generally inclined to the techno-theological theories that explain these matters, those who go through the harrowing experience of guiding a vessel blinded by bursts of stellar radiation often pay a great deal more respect and attention to the counsel of their Engineers afterwards.

Unlike most System Elements, Radiation Bursts do not represent an actual presence within the System. Instead, they exert an influence over the Solar Zone in which they are present (almost invariably the Inner Cauldron). The Detection bonus of any ship in the affected area is halved, as constant low-grade interference degrades any readings gathered. In addition, activity within an affected star can result in a surge of radiation throughout the Solar Zone. Such surges tend to be infrequent, spaced over periods of weeks, months, or more, but can occur as often as every 1d5 days after a sufficient build-up. Spotting the fluctuations that precede a radiation surge requires an **Ordinary (+10) Scrutiny+Detection Test**. Avoiding the effects requires leaving the affected Solar Zone, sheltering behind a nearby Planet or Gas Giant, or by temporarily insulating the ship's augers with a **Hard (-20) Tech-Use Test**. Any ship caught unprotected within the area of effect suffers the effects of a Sensors Damaged critical result from page 222 of the **ROGUE TRADER Core Rulebook**, and additionally, cannot send or receive vox transmissions.

This Damage cannot be repaired until at least 1d5 hours after the surge, due to the lingering presence of these ravaging energies.



A Solar Zone generated with multiple instances of Radiation Bursts further degrades the efficiency of augers within the affected area. The Detection bonus of affected ships is reduced by 5 per additional instance of the System Element after being halved.

SOLAR FLARES

Though a star provides light and structure to the surrounding system, it is a power best appreciated at a great distance. Seeking the treasures of the Inner Cauldron can make a cautious captain rich, but it can utterly destroy the greedy and reckless. Many stars seethe with volatile energies that erupt forth with little notice, and consume whatever is caught in their cataclysmic path.

Unlike most System Elements, Solar Flares do not represent an actual presence within the System. Instead, they exert an influence over the Solar Zone in which they are present (almost invariably the Inner Cauldron). Each day a ship remains in this area, roll 1d10; on a result of 10 or higher, the ship is caught in the effects of a Solar Flare, unless it can find shelter in a safe orbit behind a sheltering object. Treat the effects of a Solar Flare as inflicting 1d5 hits from a Macrobattery with a Damage of 1d10+3. This Damage is stopped by Void Shields. Further, the effects of the flare are spread across such a vast area that it does not inflict Critical Hits like a weapon with a Crit Rating. Damage past the Armour of a Crippled ship still inflicts Critical Hits normally.

A Solar Zone generated with multiple instances of Solar Flares is plagued with more frequent and widespread outbursts. For each instance of this System Element, add +1 to the 1d10 roll for determining if there is a Solar Flare that day.

STARSHIP GRAVEYARD

The remains of old naval engagements and lost expeditions can be found drifting through the systems that the long-ago admirals and explorers once in charge of these ruined flotillas had sought to claim. The remains of an invasion fleet pounded to scrap by the system's defenders could circle the system's rim, or a collection of scout ships might hover just beyond the orbit of a planet where they could have replenished their failing supplies. More often, determining the origin of the vessels involved is impossible, after centuries of degradation and the attention of passing scavengers have long since stripped away anything recognisable from their hulls. Still, taking time to search the wreckage of a Starship Graveyard proves profitable as often as not. Supplies such as fuel, spare plating, or conduits can be found intact with some frequency, and some hulks contain full cargo holds, or even intact Ship Components of great worth.

A Starship Graveyard can consist of anywhere from three to twenty or more vessels, although most of them are far beyond any attempts at salvage. The origin of these ships is only rarely consistent with any star-faring inhabitation a System might have. A successful defence would allow them full salvage of any losses, and an intact civilisation usually means there have been no unsuccessful defences. To determine the make-up of the fleet (or fleets) involved, roll on **Table 1-5: Starship Graveyard Origins**.

The nature of the race or races that produced the ships is left to the GM's discretion. Game Masters can use the ships from pages 194–196 of **ROGUE TRADER CORE Rulebook**, which usually indicates a fleet of human (but not necessarily Imperial) construction, or, if they have access to volumes such as **BATTLEFLEET KORONUS**, they can find sundry strange and deadly xenos ships there. A Starship Graveyard contains 1d10+2 Archeotech Cache or Xenos Ruins Resources, each of which has an Abundance of 25+2d10 (see page 27). There might even be a mix of Archeotech Cache and Xenos Ruins Resources, if this stellar grave site is an ancient battlefield where multiple species met in cataclysmic conflict.

Any individual vessel or conglomeration of ships can be treated as a Derelict Vessel Encounter Site (see pages 59–60), should the Explorers choose to board it.

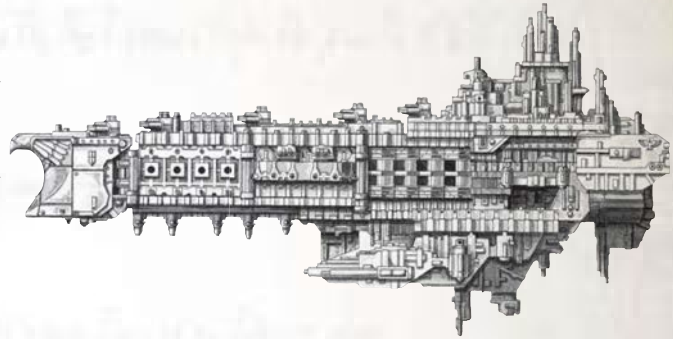


TABLE 1-5: STARSHIP GRAVEYARD ORIGINS

1d100 Roll	Fleet Composition
01–15	Crushed Defence Force/Routed Invasion: The wreckage is all that remains of a defeated battlefleet. Whichever side of the long-ago conflict that fielded these vessels was decisively defeated, with most or all of the hulks belonging to the same force. The graveyard consists of 2d5 ships, of which most or all have been shattered beyond any value.
16–20	Fleet Engagement: A massive conflict once raged here, as evidenced by the abundance of battle-scarred hulls left behind by both sides. The graveyard consists of 1d10+6 hulks, and can also include vast fields of unexploded mines, spent volleys of torpedoes, or the drifting wings of attack craft. Roughly half of the ships and materiel expended came from each side. The fury of the conflict consumed much of value, but the sturdy construction of warships means that at least a few of them might be worth salvaging.
21–35	Lost Explorers: These ships were not lost to enemy action, but to overextended supply vaults, or the failure of long suffering vital systems. The expedition is unlikely to include as many as even half a dozen ships, but few (if any) of them have deteriorated enough to prohibit salvage efforts.
36–65	Plundered Convoy: A lost shipping lane of some kind might have once crossed this system, as evidenced by this gutted procession of transports and cargo vessels. Their holds have been long since emptied, but it is possible their attackers might have missed something of value. There are 1d5+2 ships in the convoy, of which most or all remain intact enough to allow boarding, but little else.
66–90	Skirmish: Elements from two different battlefleets clashed here, with each leaving behind a handful of their complement. The graveyard consists of 1d5+3 hulks. Roughly half of the ships came from each side. The fury of the conflict all ships involved, but the sturdy construction of warships means that at least a few of them might be worth salvaging.
91–100	Unknown Provenance: The bizarre assortment of different vessels drifting past defies easy explanation. It is likely to bring to mind the eerie legends of the Processional of the Damned, where broken ships from across the Expanse arrive like spectres in some strange afterlife. Whether associated with that haunted realm, or the result of some more mundane confusion, the graveyard consists of the twisted wreckage of dozens of utterly ruined ships of all kinds, as well as 1d5 hulks in varying degrees of integrity. None of the hulks share an origin.

OPERATING WITHIN A SYSTEM

Translation from Warp space always occurs within the Outer Reaches, as only the most catastrophic failures to exit at a safe jump point get anywhere near the heart of the system. Such failures typically result in the crippling or outright destruction of the unfortunate vessel. Entering a system too far beyond the intended jump point has similar effects to being caught in a Gravity Riptide, with more extreme failures increasing the severity of the effect.

ASSESSING AND SURVEYING

Upon arrival in a new system, one of the first tasks any captain gives to his crew is a long range sweep of the system with his vessel's augers. This is not merely a matter of prudence or caution. Neglecting it means not only operating blind to any potential dangers deeper in the system, but also lacking more than the faintest chance of locating the planets and other resources of the system that prompted the ship's journey in the first place. As such, it should be assumed that such a scan is performed shortly after leaving the Warp, unless there is a reason not to do so.

Long range scans are more intensive than most such efforts, requiring the gathering and processing of enormous amounts of input and data. They typically take 1d5 hours to complete, and any sudden course changes or collisions require the process to begin again. As such, a sudden attack is among the circumstances that might prevent the scan from being carried out immediately. Pirates and raiders often make use of their targets' blindness to their surroundings in planning ambushes.

A completed long range scan automatically provides the following information: the System's Star, the presence and identity of any dominant or weak Solar Zones, the presence (but not details) of any active vox traffic in the System, and the presence and location of Planets, Gas Giants, and similarly sized System Elements. A **Challenging (+0) Scrutiny+Detection Test** can refine the results further, providing one of the following pieces of information per Degree of Success: the presence and location of a single further System Element (selected at the GM's discretion), the presence of life on one or more Planets within the System, or the origin(s) of active vox traffic within the System. Further details can only be gained by close range sweeps (such as the Active Augury Extended action) or directed scans (such as the Focused Augury Extended Action).

IN-SYSTEM TRAVEL

While voidships travel at almost unimaginable speeds even without entering the Warp, the vastness of space means that crossing a system can take a considerable amount of time. A typical trip from the safe jump points at a System's edge to a world in the Primary Biosphere can take weeks. As a general rule, crossing the entirety of a Solar Zone in a straight line from its outer rim to the inner edge takes a ship two weeks. The trip through a dominant Solar Zone might take up to three weeks of travel, and even a weak Solar Zone rarely takes less than ten days to cross. System Elements are usually spread out within a Solar Zone, so that it takes a minimum of two days to travel between them. All of this assumes that the journey passes along a straight line through the system, but there is no guarantee that the orbit of a given System Element places it along such a line, which could add days or weeks to the trip.

Though a swift ship can cut down on travel time somewhat, the sustained engine output and momentum of more ponderous vessels often matches the advantage of smaller vessels over a long trip. Determining and modifying travel times is done at the GM's discretion.



PLANET CREATION

"Countless worlds out there. All of them brilliant, shining things of inestimable value. And all terrible in their own right. I've seen burning storms rip across oceans of roiling pitch. I've seen a beast half the size of a voidship swallow islands whole. I've seen whole jungles suspended from the ceilings of caverns the size of a hive city. There is no end to this galaxy's grandeur or terror. It just goes on and on and on..."

—Navigator Silvus Ergos of *Saint Annara's Embrace*

An incredible diversity of worlds can be found throughout the galaxy. They can differ in their basic make-up, as between gas giants and the more common orbs of stone and soil, as well as in their specifics, such as the elements and materials that comprise them. From the perspective of an enterprising Rogue Trader, the most significant sorts of variation are not found in the various strata buried beneath the planetary crust. Rather, it is in the balance of gases in the atmosphere, the presence of water, or even the activity of native life. The variables are endless, and so each world is utterly unique.

The following rules can be used to generate Planets of all sorts, including both normal, rocky Planets and Gas Giants. To generate a normal Planet, generate its Body, Gravity, Orbital Features, Atmosphere, Climate, Habitability, and Landmasses from the relevant Tables, in the presented order. Initial results, as well as certain effects from System generation, can affect this process. Gas Giants are generated using the appropriate sections of the relevant Tables, rolling for Body, Gravity, and Orbital Features in order, but not generating any further details.

Most Planets have certain additional characteristics that draw the interest of Rogue Traders, in addition to these factors of their composition. The rules for generating these further factors, such as Environments, Resources, Native Species, and Inhabitants, can be found in Environments on page 24. Not all Planets have all of these features, so consult the guidelines in the appropriate section for how to apply them.

BODY

The Body of a Planet reflects both its mass and its surface area. A more massive Planet usually has a strong gravitational field, and the more massive, solid Planets often contain particularly dense or concentrated mineral deposits. Larger Planets have the room to support more diversity in any climate or ecosystem that they develop. Where the size or mass of a Planet is unusual, its effects are noted in the description. Roll on **Table 1-6: Body** and consult the results for "Rocky Planets" or "Gas Giants," depending on the particulars of the Planet being generated.

TABLE 1-6: BODY

Rocky Planets

1d10 Roll	Body
1	Low-Mass: The world is even lower in mass than its small size would suggest. It is likely comprised of light materials, or it has large pockets of trapped gas making up much of its volume. Apply -7 to the result of any roll on Table 1-7: Gravity . Generate Resources and Environments as if the world was Small. Mineral Resource deposits cannot exceed Limited in abundance.
2-3	Small: This world lacks the mass and size to support significant gravity or resources. Apply -5 to the result of any roll on Table 1-7: Gravity .
4	Small and Dense: The shrunken silhouette of this Planet belies the strength of its gravity well and the richness of its crust. Generate Resources and Environments as if the world was Small. Add +10 to the result of any on Table 1-19: Resource Abundance for any Mineral Resources.
5-7	Large: Worlds of this size can range across a vast spectrum of possible types.
8	Large and Dense: Though impressive in volume, the mass of this world is, in fact, compressed significantly. Add +5 to the result of any roll on Table 1-7: Gravity . Generate Resources and Environments as if the world was Large. Add +10 to the result of any roll on Table 1-19: Resource Abundance for any Mineral Resources.
9-10	Vast: Huge and voluminous, worlds of this type strain the upper edges of the possible size for a single world. Such Planets tend to be of middling density, as they are already more massive than is common. Add +4 to the result of any roll on Table 1-7: Gravity .

Gas Giants

1d10 Roll	Body
1-2	Gas Dwarf: Although much smaller than the typical world of this sort, a Gas Dwarf is still considerably more massive than most rocky Planets. Apply -5 to the result of any roll on Table 1-7: Gravity .
3-8	Gas Giant: Typical gas giants are vastly more massive than almost any other world, and tend to have correspondingly powerful gravitational effects.
9-10	Massive Gas Giant: The largest gas giants can rival weaker stars in size and mass, with some of them having some degree of kinship with such bodies. Add +3 to the result of any roll on Table 1-7: Gravity . In addition, any Massive Gas Giant not in the Inner Cauldron has a chance of being one of these titans. When generating a Massive Gas Giant, roll 1d10; on a result of 8 or higher, count the result of the roll made for it on Table 1-7: Gravity as a result of 10, and its moons are generated as if they were one Solar Zone closer to their star. Otherwise, treat it normally.

TABLE 1-7: GRAVITY

Rocky Planets

1d10 Roll	Gravity	Orbital Features
2 or lower	Low Gravity: Apply -10 to any roll on Table 1-8: Orbital Features . Apply -2 to any roll on Table 1-9: Atmospheric Presence . It follows all the rules for Low Gravity Worlds (see page 269 of the ROGUE TRADER Core Rulebook).	1d5-3 (Minimum 1)
3-8	Normal Gravity: This Planet's gravity is roughly Terran Standard.	1d5-2 (Minimum 1)
9 or higher	High Gravity: Add +10 to any roll on Table 1-8: Orbital Features . Add +1 to the roll on Table 1-9: Atmospheric Presence . This Planet follows all the rules for High Gravity Worlds (see page 269 of the ROGUE TRADER Core Rulebook).	1d5-1 (Minimum 1)

Gas Giants

1d10 Roll	Gravity	Orbital Features
2 or lower	Weak: Though puny by the standards of gas giants, this gravity well is stronger than that of almost any solid Planet. Add +10 to any roll on Table 1-8: Orbital Features .	1d10-5 (Minimum 1)
3-6	Strong: This gas giant has the impressive gravity well common to such worlds. Add +15 to any roll on Table 1-8: Orbital Features .	1d10-3 (Minimum 1)
7-9	Powerful: The influence of this gravity well extends well beyond the immediate presence of its source, drawing in whatever passes by. Add +20 to any roll on Table 1-8: Orbital Features .	1d10+2
10	Titanic: The effects of such a vast gravity well on the ordering of the System are second only to its Star. Add +30 to any roll on Table 1-8: Orbital Features .	3d5+3

TABLE 1-8: ORBITAL FEATURES

Rocky Planets

1d100 Roll	Orbital Feature
45 or lower	No Features: No notable features are added to the Planet's orbit.
46-60	Large Asteroid: An asteroid of unusual size has been captured by the Planet's gravity well, and now occupies a stable orbit around it. It is just large enough to be noted by an orbital survey, but not enough to be seen from the Planet's surface without visual enhancement.
61-90	Lesser Moon: An orbital body somewhere between an extremely large asteroid and a very small moon orbits the Planet. It has its own extremely limited gravity well, allowing low-gravity travel across the surface, as described on page 269 of the ROGUE TRADER Core Rulebook. When generating a Lesser Moon, roll 1d10; on a result of 6 or higher, it houses sufficient mineral wealth to count as a Resource. Roll once on Table 1-20: Mineral Resources and once on Table 1-19: Mineral Abundance , receiving a -5 penalty to the latter roll.
91 or more	Moon: A true moon is generated as a Planet, using the rules for Planet Creation (see page 19). Under normal circumstances, a moon cannot have a higher Planetary Body than the world around which it orbits. In addition, a moon never generates its own Orbital Features.

Gas Giants

1d100 Roll	Orbital Feature
01-20	No Features: No notable features are added to the Gas Giant's orbit.
21-35	Planetary Rings (Debris): A narrow band of asteroids or chunks of ice extends out around the Gas Giant. While the limited spread means that avoiding the field requires a detour, a vessel with cause to pass directly through the ring must make a Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test as if passing through an Asteroid Field, as described on pages 226-227 of the ROGUE TRADER Core Rulebook. Multiple instances of this Orbital Feature increase the size of the rings. Tests to pass through safely suffer a -10 penalty for each additional instance of this Orbital Feature.
36-50	Planetary Rings (Dust): A wide ring of fine particles encircles the gas giant. While the limited spread prevents it from becoming a navigational hazard like a true dust cloud or nebula, any Tests using the ship's auger arrays on a target within, on, or directly through the ring are two steps more difficult. Multiple instances of this Orbital Feature increase the size of the existing Planetary Rings instead of adding extra sets of Rings. Increase the penalty to use augers through or within the Rings by an additional -5 for every two additional instances of this Feature.
51-85	Lesser Moon: An orbital body somewhere between an extremely large asteroid and a very small moon orbits the Planet. It has its own extremely limited gravity well, allowing low-gravity travel across the surface, as described on page 269 of the ROGUE TRADER Core Rulebook. When generating a Lesser Moon, roll 1d10; on a result of 6 or higher, it houses sufficient mineral wealth to count as a Resource. Roll once on Table 1-20: Mineral Resources and determine its Abundance by rolling 5d10+5.
86-00	Moon: A true moon is generated as a Planet, using the rules for Planet Creation (see page 19). Under normal circumstances, a moon cannot have a higher Planetary Body than the world around which it orbits. In addition, a moon never generates its own Orbital Features.

GRAVITY

The strength of a Planet's gravitational field (commonly called its gravity well) is heavily influenced by its mass. A Planet with a strong gravity well often captures material passing through the system, and more easily retains any remnants from its formation. Planets with weak gravity wells rarely manage to hold anything in their orbit, and might even have difficulty maintaining an atmosphere. Gravity also affects the ease of movement across a Planet's surface, and can even influence the nature of any life it develops.

To determine the Gravity of a Planet, roll on **Table 1-7: Gravity** (see page 20) and consult the results for "Rocky Planets" or "Gas Giants," depend on the particulars of the Planet.

ORBITAL FEATURES

Many worlds, especially those with strong gravity wells, are orbited by natural features of some variety or another. This trait is particularly pronounced in gas giants, which can be encircled by a dozen or more moons, in extreme cases. However, not all Planets or Gas Giants have such features, regardless of gravitational pull.

Depending on its Gravity, a Planet has a number of Orbital Features (see the "Orbital Features" column on **Table 1-7: Gravity** on page 20). Planets that are or once were inhabited

might have artificial constructions in their orbit, as well as natural satellites. However, these do not count as Orbital Features, and are not generated or treated as such. Multiple instances of the same Orbital Feature only have an effect beyond there being more than one of that Orbital Feature for the Explorers to interact with except where specifically noted.

To determine the Orbital Features of a Planet or Gas Giant, roll on **Table 1-8: Orbital Features** on page 20 a number of times based on its Gravity (see **Table 1-7: Gravity** on page 20).

ATMOSPHERE

The presence of an atmosphere is an essential precondition to many planetary phenomena, from weather to life. While most Planets have at least some form of atmosphere, those which include breathable gases in sufficient concentration to support prolonged activity are not common. Such worlds are rare, but are of tremendous value to efforts to expand the Imperium's reach.

To determine what the Atmosphere of a Planet (or at the GM's discretion, other appropriately sized body, such as a large Asteroid or abandoned vessels) is like, roll once on **Table 1-9: Atmospheric Presence** (including any modifiers from **Table 1-7: Gravity**, on page 20) and once on **Table 1-10: Atmospheric Composition**.

TABLE 1-9: ATMOSPHERIC PRESENCE

1d10 Roll	Atmosphere
1 or lower	None: The Planet has no atmosphere, or it has one so thin as to be effectively nonexistent. Activity on the Planet is treated as being in vacuum, as covered on pages 262–263 of the ROGUE TRADER Core Rulebook. Normally, this means that there is no need to roll on Table 1-10: Atmospheric Composition .
2–4	Thin: The Planet's atmosphere is weak, but avoids the problems of an actual vacuum. Tests to avoid harm from a Toxic or Corrosive atmosphere are made at a +10 bonus. However, the lack of air makes strenuous activity difficult. Any time an Explorer relying on the outside air gains Fatigue, he gains the normal amount plus one additional level of Fatigue instead.
5–9	Moderate: Atmospheres in this range produce no ill effects due to lack or overabundance of air, though they can still be Toxic or Corrosive.
10 or higher	Heavy: A thick blanket of air presses down on the Planet, coming just short of smothering those beneath it. This oppressive weight imposes a –5 penalty on Strength or Toughness Tests, at the GM's discretion. Tests to avoid harm from a Toxic or Corrosive Atmosphere are made at a –10 penalty. If the atmosphere is breathable, the thickness of the air makes it difficult to take in. A full hour of relying on such an atmosphere for air inflicts a single level of Fatigue. This effect is not cumulative, no matter how long a character relies on the air. However, recovery from this level of Fatigue cannot occur while relying on such an atmosphere.

TABLE 1-10: ATMOSPHERIC COMPOSITION

1d10 Roll	Atmosphere
1	Deadly: An atmosphere of this sort is little more than a vast acid bath. Anyone not protected by a full environmental seal suffers 1d5+1 Damage each Round that ignore Toughness Bonus and Armour. If the atmosphere is also Heavy, it wears away at resistance, breaking into environmental seals after 1d10+2 hours.
2	Corrosive: This atmosphere is both poisonous to breathe and deadly on any sort of contact. Anyone not protected by a full environmental seal must make a Difficult (–10) Toughness Test each Round, or suffer 1d5 Damage that ignores Armour and Toughness Bonus. Continued exposure results in suffocation, as per page 261 of the ROGUE TRADER Core Rulebook.
3–5	Toxic: Poisonous gases and vapours fill the Planet's atmosphere. Simply breathing the air requires a Challenging (+0) Toughness Test each Round to avoid suffering 1 Damage that ignores Toughness Bonus and Armour. Additionally, continued exposure results in suffocation, as per the rules on page 261 of the ROGUE TRADER Core Rulebook.
6–7	Tainted: Though capable of sustaining human life, this atmosphere is not entirely safe, stained by trace elements of toxins. Though it does not directly affect the Explorers, it might influence the viability or costs of long-term colonisation.
8 or higher	Pure: The atmosphere is entirely safe for humans and most other common life forms to breathe.

TABLE 1-11: CLIMATE

1d10 Roll	Climate
0 or lower	Burning World: A fierce heat blankets the Planet in its entirety. The heat usually recedes at night, but it is likely still too warm for comfort. The entire Planet is affected by extreme heat. Tests made to resist the heat are Very Hard (-30) .
1-3	Hot World: Most of this Planet is dangerously hot, but various regions can be found with more moderate microclimates. Outside of these sheltered regions, the entire Planet is affected by extreme heat. Tests made to resist the heat generally range from Challenging (+0) to Hard (-20) . In some cases, the sheltered regions are also afflicted by extreme heat, but of a less severe degree than the rest of the Planet.
4-7	Temperate World: Temperate Planets are exclusively found in or near a system's Primary Biosphere. They might contain regions of either extreme heat or extreme cold, and in many cases, have some of both. The Tests made to resist temperature extremes on these Planets rarely exceed Difficult (-10) .
8-10	Cold World: Most of this Planet is dangerously cold, but various regions can found with more moderate microclimates. Outside of these sheltered regions, the entire Planet is affected by extreme cold. Tests made to resist the heat generally range from Challenging (+0) to Hard (-20) . In some cases, the sheltered regions are also afflicted by extreme cold, but of a less severe degree than the rest of the Planet.
11 or higher	Ice World: The Planet is frozen, from pole to pole. The entire Planet is affected by extreme cold. Tests made to resist the cold are Very Hard (-30) .

CLIMATE

Though many worlds exhibit a wide range of climates, there are constraints on how much this can vary. The variation is most severe on worlds without an atmosphere to modulate heat, but the most basic limiter is the distance a world lies from the star it orbits. There are no conditions known to the Magos of the Adeptus Mechanicus or recorded in the data-stacks of the Administratum that can support an ice world too close to the fires of an active star, or trap its warmth on a world too far distant.

A Planet's Climate is primarily determined by the Solar Zone it is located within, as well as the presence or absence of an atmosphere. Planets without an atmosphere do not roll to generate a climate normally, but have it predetermined by their Solar Zone. When in the Inner Cauldron, such Planets are automatically Burning Worlds, and when in the Outer Reaches, they are automatically Ice Worlds. Planets in the Primary Biosphere that have no atmosphere can be either, depending on their position within the Solar Zone. Planets with an atmosphere roll on **Table 1-11: Climate**, but apply -6 to the result if it is in the Inner Cauldron, or +6 if it is in the Outer Reaches.

HABITABILITY

For a world to be truly habitable to humanity requires the conjunction of a wide variety of disparate elements. The most basic, such as a breathable atmosphere and a bearable temperature, result from immutable conditions, formed in the genesis of the world. With access to off-world supplies, any world so provided for can be colonised, and technologies exist that allow expansion onto a world even without these basic necessities. However, a world is not actually labelled as "habitable" in the archives of the Administratum or the records of the Explorator fleets without the presence of potable water. The worlds that are seriously considered for colonisation efforts also generally have some existing ecosystem of native life, which can be used to provide or perpetuate a food supply.

Do not roll on **Table 1-12: Habitability** for Planets without an atmosphere, or which rolled a result other than Tainted or Pure for their atmosphere's composition. Hot Worlds and Cold Worlds apply -2 to their rolls on this Table. Burning Worlds and Ice Worlds instead apply a -7 to the results, and can never have a result higher on the Table than 3, regardless of any bonuses.



HANDLING EXTREME TEMPERATURES

The temperature ranges of many Planets consist of nothing but varying degrees of hostility from the elements, and even more hospitable Planets can become hazardous to humans at certain extreme latitudes or stages of their orbit. Explorers who spend time in these conditions without the proper preparations, or without access to a properly insulated shelter, can suffer adverse effects.

In game terms, the effects of extreme heat or cold are very similar, although a precaution that protects an Explorer from one extreme might not affect the other, or could even make it worse. After each hour spent in extreme temperatures, an Explorer must make a **Toughness Test**, with the difficulty of the Test varying depending on the severity of the temperature extreme, from **Ordinary (+10)** for a temperate Planet's summer, to **Hellish (-60)** for the hottest Planets of the Inner Cauldron. Failing inflicts a single level of Fatigue, plus one additional level for each three Degrees of Failure past the first. For each level of Fatigue that exceeds an Explorer's Toughness Bonus, he instead suffers a Wound that ignores Toughness Bonus and Armour.

Armour can be modified to protect against the elements; these modifications are considered to be Very Rare, and grant a +10 bonus to Toughness Tests to endure the elements or a +20 bonus if the armour is fully enclosed. Environmentally sealed armour fully protects against both extreme heat and extreme cold.

Most of the prefabricated structures used as the basis for Imperial architecture fully protect against common temperature extremes, and can mitigate the effects of more severe climates.

TABLE 1-12: HABITABILITY

1d10 Roll	Habitability
1 or lower	Inhospitable: There is no life or water to be found on this Planet.
2-3	Trapped Water: There is water on this Planet, but it is in a form that requires processing before it can be used or consumed. It might be frozen or have boiled away to vapour on Planets with extreme climates. Alternatively, the water could be locked away in deep channels underground, or contaminated with other materials.
4-5	Liquid Water: Liquid water is accessible on the Planet's surface, but no native life has arisen to make use of it.
6-7	Limited Ecosystem: The Planet has native life of a limited variety. It could be that this Planet's species have not advanced beyond basic proto-biology, or their spread across the Planet was restricted by local conditions. This might also indicate a Planet on the decline, or recovering from a devastating natural disaster.
8 or higher	Verdant: The Planet has a thriving ecosystem. A variety of species can be found almost anywhere on the Planet.

At the GM's discretion, a Planet that does not possess an appropriate Atmosphere or Climate result can still roll on **Table 1-12: Habitability**, applying all the modifiers the roll would normally receive. If the result is Limited Ecosystem or Verdant, the Planet's native life is adapted to the hostile conditions. These life forms cannot survive on normally habitable Planets, and the Planet remains hazardous to non-native life.

LANDMASSES

While many worlds consist of a single, unbroken expanse of rock, the presence of certain elements in the planetary make-up can split its surface into a number of separate landmasses. Planets with a large supply of liquid water are commonly divided by seas of it, while other worlds are similarly divided by oceans abundant local equivalents. On worlds with particularly volatile tectonics, vast magma plains and crisscrossing fault lines divide the stable regions.

All Planets have a chance of being divided into distinct landmasses; when creating a Planet, roll 1d10. On a result of 8 or higher, it has multiple Landmasses. If the Planet also has large supplies of liquid water, then it has multiple major Landmasses on a result of 4 or higher instead. If the Planet has liquid water, but lacks separated Landmasses, then the water might be locked in lakes and rivers, or surrounding a single supercontinent. Planets with separate Landmasses have 1d5 major continents or archipelagos, and any number of small islands at the GM's discretion. Each Landmass usually contains several Territories, though it is possible for a large Territory to stretch across Landmasses (see page 24).



ENVIRONMENTS

"Oh, great. Another jungle filled with hallucinogenic fungus and Orks. Where'll the Captain put us down next?"

—Void-Master Yger Rothes

Planets can appear deceptively uniform from the bridge of an orbiting voidship, dwarfed as they are by the vastness of the surrounding expanse of the void. Upon descent to the surface, such illusions are invariably quashed. What seemed like faint details from on high resolve themselves into high mountains and glittering seas, as impressive as any view from space. Even the most jaded Rogue Traders can be awed by the newly discovered features of an unexplored planet, and the sights that have never before known the gaze of Mankind.

Not all the sights of a planet are breathtaking natural wonders, and it is generally assumed that the majority of a planet's surface is taken up by terrain elements typical to the planet's defining traits. For many worlds, this means a barren, stony plain, perhaps covered in frost or searing sands, as appropriate to the climate. Habitable worlds generally have more variation, but in general, it can be assumed that there are tropical regions at the equator, and arctic areas near the poles, and a variety of different biomes between these two extremes.

The more noteworthy or defining features of a Planet's Environments are divided into Territories, the major terrain types, and Landmarks, specific, unique terrain features particular to certain locations (see page 32).

TERRITORIES

The landscapes of undiscovered worlds can be rife with exotic features, and even the seemingly familiar can hide bizarre secrets. It is the privilege and the duty of a Rogue Trader to set foot upon these worlds, to chart their hidden wilds, and to bring them to heel, in the name of the Emperor. This task inevitably leads Rogue Traders through lands undreamed of within the boundaries of the Imperium, and through great danger, to incredible reward.

These exotic lands are referred to as Territories, defined in terms of their Base Terrain and certain Territory Traits. They are most common on worlds with an active ecosystem shaping the land, and many types of Territories can only be found on such worlds. The number of Territories generated for a given Planet is based on its Body and Habitability. For each Planet, roll 1d5 and then consult the modifiers on **Table 1-13: Number of Territories** to determine the appropriate number of Territories. By default, Planets without a Habitability result of Limited Ecosystem or Verdant do not generate Territories randomly, although they can include one or more appropriately selected examples, at the GM's discretion. To generate specific Territories, roll on **Table 1-14: Base Terrain**, and then roll 1d5-2 (to a minimum of 1) times on the appropriate section of **Table 1-15: Territory Traits** (see page 26), applying all results.

TABLE 1-13: NUMBER OF TERRITORIES

Planetary Details	Territories
All Planets	1d5
Planetary Body: Small	-2
Planetary Body: Large	+0
Planetary Body: Vast	+3
Habitability: Limited Ecosystem	+0
Habitability: Verdant	+2

TABLE 1-14: BASE TERRAIN

1d5 Roll	Base Terrain
1	Forest
2	Mountain
3	Plains
4	Swamp
5	Wasteland

While Territories define the general areas that cover the surface of a Planet, **Encounter Sites** (see page 58) are designed to give the Game Master more information about the specific sites of interest that define a Planet. Encounter Sites are usually found within Territories, and so Game Masters might wish to apply the important effects of Territory Traits to any Encounter Sites that the Explorers choose to visit within a particular Territory.

Base Terrain

Every Territory is defined by its Base Terrain. Although all Territories that share their Base Terrain have some degree of commonality, this is only a starting point. Each type of Base Terrain has a wide variety of possibilities to begin from.

Forest

A Forest is primarily defined by an abundance of large-scale flora, although they are commonly home to a great many additional species. Tropical forests and jungles, in particular, are known for this kind of diversity. While a number of populations within the Imperium would consider the presence of trees an absolute necessity for a forest, this attitude stems primarily from terraforming and colonisation efforts from the Dark Age of Technology and the ancient times that preceded it. Planets that develop on their own often have forests of tangled vines, enormous mushrooms, fungal mounds, and even stranger things.

Mountain Range

The serried peaks of a Mountain Range are a presence as impressive in their sum as any single towering peak. Though they are not individually as large as Mountain Landmarks, the individual elements of a mountain range are nonetheless quite impressive, in most cases. Sometimes a range is found that trades frost-capped peaks for volcanic fissures, making for a Territory more perilous than most.

Mountain Ranges grant Explorers who can see them a +10 bonus to Navigate (Surface) Tests when they can be used as a point of reference, in the same manner as Landmarks.

Plains

The broad category of Plains applies to grasslands, savannahs, scrublands, and stony plateaus, among stranger things. All such Territories consist of an uninterrupted expanse of flattened ground, but they have little else in common. Many are verdant with native grasses and shrubs, while others harbour only a few tenacious weeds. Variations in the soil, climate, and other conditions can allow for anything from a barren expanse of baked clay, to a lush grazing ground for the local fauna.

Swamp

In a galaxy where there might not be enough water to fill a Grox trough in a whole system, the presence of marshes and wetlands sometimes seems incredible. However, an abundance of water can be nearly as deadly as its lack, with such areas being a breeding ground for all manner of diseases and toxins. A number of the more infamous worlds of the Calixis Sector, including the death world of Woe, owe much of their reputations to heavy coverage in swampland.

Wasteland

A Wasteland can be a frozen tundra or a scorching ocean of sand dunes, or many other things in between. In all cases, these lands are defined by being inimical to life. They are not merely full of danger, as a Swamp or predator-haunted Forest might be, but are dangers in themselves. Not even the native flora or fauna can easily live in a Wasteland, where water is scarce, and the very air can be cruel.

Wastelands are frequently found in regions of extreme heat or cold. At the GM's discretion, a Wasteland can have an additional instance of the Extreme Temperature Territory Trait, in addition to whatever it generates randomly.

Territory Traits

The most defining features of a Territory are its Territory Traits. Some can occur in any type of Base Terrain, but there are also Traits that are limited to Territories of the appropriate type. Most Territories only have a single Trait, but some (truly bizarre) landscapes have many. If a Territory has more than one instance of the same Trait, it multiplies any mechanical effects. If the Trait's effects are not cumulative in a logical way, the GM should simply re-roll, replace, or ignore any duplicate results as he sees fit.

Boundary

Mountain Ranges with this Trait are natural divisors of the land around them. They can bisect a continent, separate two Territories, or even cross through and divide a single, larger Territory. They are difficult to cross, and might even lack easy passage altogether.

Broken Ground

Unlike most Plains, this Territory has only the semblance of even ground. Its apparently flat expanses are actually riven with small fissures, which could be a relic of tectonic activity or simply a side effect of local burrowing creatures. In certain extreme cases, the ground is unstable or even prone to collapse. Crossing such a Territory in a wheeled vehicle or on foot is likely to be an exercise in disaster; double all travel times, and at the GM's discretion, the Explorers might run across a sinkhole (see **Table 2–10: Death Zone Dangers** on page 61) at any time.

Desolate

This territory is harsh and unforgiving, even by the standards of Wastelands. It is utterly devoid of respite within its borders, lacking any oases, natural springs, or other potential sources of relief. Survival Tests made in a Desolate Territory are made at an additional –10 penalty, and Tests to find water automatically fail.

Exotic Nature

The flora that would comprise a more typical Forest is replaced with something entirely more bizarre. Groves of crystal, spires of chitin or bone, or even strangely dormant mounds of oozing flesh might be this Territory's basis, instead. At the GM's discretion, passing through might require passing a Fear Test against a Fear Rating of 0 (Disturbing).

Expansive

The boundaries of this Territory are greatly extended beyond a typical example of its type. While the exact size of any Territory is up to the GM's discretion, a Territory with this Trait is typically up to half again or more the size of similar regions on the Planet in question.

Extreme Temperature

Extreme heat or cold pervades this Territory. If the Planet already has an inclination towards one extreme, then this Trait imposes an additional –10 penalty on Toughness Tests to endure the elements. Otherwise, resisting the extreme temperatures within the Territory requires a **Challenging (+0) Toughness Test**, using the rules from **Handling Extreme Temperatures** on page 23.

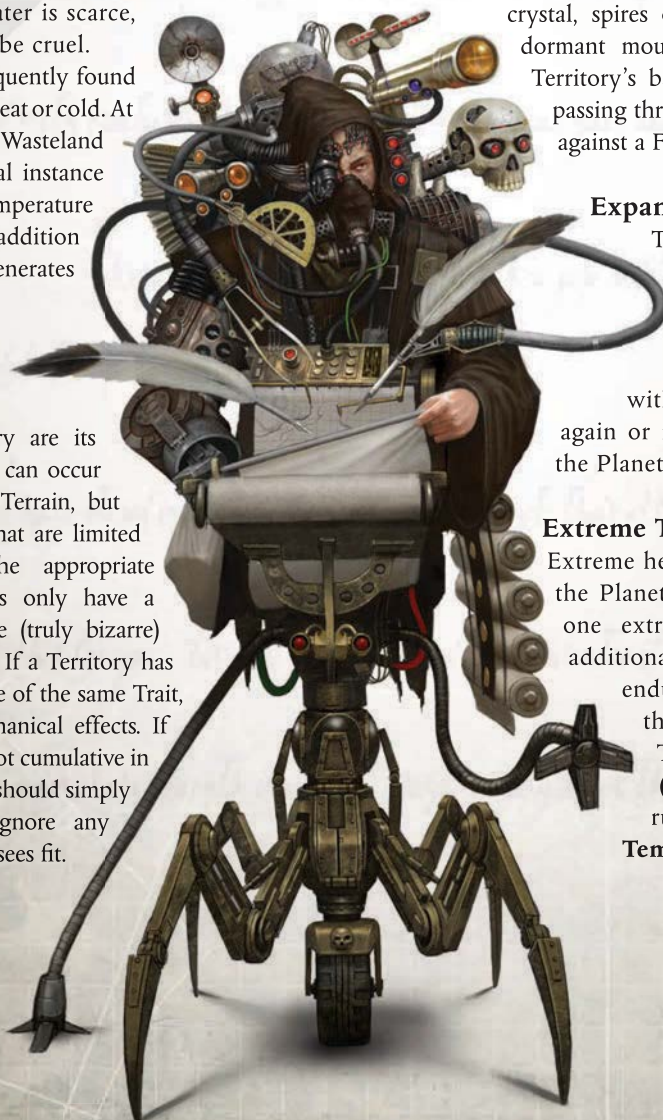


TABLE 1-15: TERRITORY TRAITS

Forests

1d100 Roll	Territory Trait
01-05	Exotic Nature
06-25	Expansive
26-40	Extreme Temperature
41-65	Notable Species
66-80	Unique Compound
81-95	Unusual Location
96-00	Roll again twice and apply both results

Mountain Ranges

1d100 Roll	Territory Trait
01-25	Boundary
26-50	Expansive
51-65	Extreme Temperature
66-75	Foothills
76-85	Notable Species
86-95	Unusual Location
96-00	Roll again twice and apply both results

Plains

1d100 Roll	Territory Trait
01-10	Broken Ground
11-30	Expansive
31-45	Extreme Temperature
46-70	Fertile
71-85	Notable Species
86-95	Unusual Location
96-00	Roll again twice and apply both results

Swamps

1d100 Roll	Territory Trait
01-10	Expansive
11-30	Extreme Temperature
31-45	Notable Species
46-65	Stagnant
66-75	Unusual Location
76-95	Virulent
96-00	Roll again twice and apply both results

Wastelands

1d100 Roll	Territory Trait
01-20	Desolate
21-40	Expansive
41-70	Extreme Temperature
71-75	Notable Species
76-80	Ruined
81-95	Unusual Location
96-00	Roll again twice and apply both results

Alternately, a Territory can provide an extreme temperature opposite the one common on the rest of the Planet, such as a range of volcanoes on an ice world. In this case, Tests to resist the Planet's typical influence are made at a +10 bonus while the Explorers are within in the affected area.

Fertile

The soil here is especially fecund, allowing the local flora to thrive and grow particularly abundant and vigorous here. Often times, unique strains of life pop up in such lush environments to take advantage of the particularly nurturing surroundings. Such areas can also make for useful agricultural outposts.

Foothills

Most of the peaks in this Mountain Range are dwarfed by a single larger example, towering above the rest. This lonely titan is large enough to qualify as a Mountain Landmark. The bonuses to Navigate (Surface) Tests from this effect supersede the normal benefits from a Mountain Range, instead of adding to it.

Notable Species

One of the Planet's more noteworthy native species is found only in this Territory. Generate a new species for this purpose, using the rules presented below. In some cases, this Trait can indicate the presence of an unusual, local variation of a more widespread species. Such examples tend to be dramatically different from other specimens in colouration, temperament, or physique, and might have special adaptations to better exploit the Territory in which they live. These changes can be more pronounced than regional variation might otherwise provide.

At the GM's discretion, this species could be the source of one of the Planet's Organic Compound Resources.

Ruined

The bleak lands of this Territory are not the product of a natural process, but the wounds wrought by outside forces. A scar of fused glass from an orbital lance strike or the shattered shells of an ancient barrage hint that this land was once worth something, as a target, if nothing else. The worst Territories of this sort have been wounded not by war, or punitive strikes, but by the spilled energies of the Warp, and the footsteps of Daemons. A Ruined Territory often requires a Fear Test to enter, with the difficulty based on the nature of the cataclysm that created it. Whenever an Explorer gains a Corruption Point within a Ruined Territory, he gains one additional Corruption Point.

Stagnant

This Territory houses little in the way of life, and even less in activity. If its waters flow at all, it is not easily noticed, and the few creatures that live within are not easily found. It is a silent, still place, ill-suited to vigorous activity. Travellers become trapped in the mud, and even vehicles are fouled by it. Travel times through a Stagnant Territory are doubled, and Navigation (Surface) Tests are made at a -10 penalty.

Unique Compound

A strain of local flora that can only be found in this Territory contains a substance of great value. The Planet has an additional Organic Compound Resource, provided by these plants. Its exact nature and Abundance are generated normally (see **Resources** on page 27).

TABLE 1-16: RESOURCE PRESENCE

Planetary Body	Base Mineral Resources	Additional Resources
Small	1d5–2 (to a minimum of 0)	1d5–3 (to a minimum of 0)
Large	1d5	1d5–2 (to a minimum of 0)
Vast	1d10	1d5–1 (to a minimum of 0)

Unusual Location

In most cases, Territories are located where local conditions would be most likely to create the relevant base terrain. Forests are rarely found in frozen polar regions, and even the most experienced Explorers consider it unusual to find a Wasteland surrounded by verdant fields. For some reason, these general rules do not apply to this Territory, which exists where it does not belong, and perhaps should not be.

Virulent

The marshy pools here are not merely foul, but very nearly cauldrons of plague. The adaptations this spurs in the local wildlife make them just as bad, or worse. Simply spending a day in this Territory requires a **Challenging (+0) Toughness Test** to avoid suffering a Wound that ignores Toughness Bonus and Armour. Drinking the water without thorough treatment can inflict a variety of effects, from Toxic Damage, to months-long fevers, or even Insanity. All Rending Damage suffered within the Territory is treated as Toxic, due to the risk of infection. For the same reason, Medicae Tests to treat injuries suffered here are made at a –20 penalty.

TABLE 1-17: ADDITIONAL RESOURCES

1d10 Roll	Resource Type
1–2	Archeotech Cache
3–6	Minerals
7–8	Organic Compound (re-roll if the Planet cannot support life)
9–10	Xenos Ruins

TABLE 1-18: RESOURCE ABUNDANCE

Abundance	Resource Levels
15 or lower	Minimal: There are trace amounts of the resource in question, but not enough to sustain an ongoing extraction operation such as a dedicated mining colony. Short-term operations are likely to have the best returns upon investment.
16–40	Limited: A modest but worthwhile supply of the Resource is present, and a sustained operation could focus on exploiting this resource alone for several years before needing to find other sources of income.
41–65	Sustainable: Extensive reserves exist to ensure that the Resource remains a viable source of income for some time.
66–85	Significant: The Resource is both rich and accessible, allowing for a wide variety of approaches in making use of it.
86–98	Major: The Resource's potential value is vast, both as an immediate commodity and as a long term reserve. Unfortunately, significant investment is likely to be required to properly benefit from that potential, and there is enough of a supply to encourage competition.
99 or higher	Plentiful: The reserves of this Resource are seem limitless. Though deposits of this value have been exhausted by the Imperium before, it would take at least a decade to deplete this resource, barring the most aggressive efforts.

RESOURCES

Every world claimed for the Imperium is a victory for Mankind, bringing the total dominion of the God-Emperor's realm one step closer to its inevitable reality. While all but the most jaded Rogue Traders can appreciate this, even the most pious of their number usually prefer the victory to have some significance beyond this moral statement. Dutiful Traders attempt to bring strength into the fold with each world conquered, knowing that claiming a world that drains the coffers of their dynasty weakens the Imperium as it weakens their own works. Those of a more pragmatic bent simply acknowledge that for all the worth of spiritual purity, it is far preferable to have both spiritual purity and a cargo hold filled with more tangible treasures.

Fortunately for those so concerned, most worlds have at least some innately valuable resources. Even those that do not can sometimes be of use to a Rogue Trader who knows how to approach the situation. In most cases, the question is not whether a world has something of value on it, but whether its innate hazards are worth braving to claim the resources, and whether they exist in sufficient amounts to make exploiting them cost effective. For this reason, a world that can support a colony without extensive imports of food, water, or infrastructure is considered the ideal find. Investing in such efforts can pay dividends far into the future, as the colony grows into a self-sustaining hub for extracting resources, without the maintenance costs of life support systems or supply shipments.

Where sufficiently rich worlds are considered, these maintenance costs might not be an issue, or could even be desirable, as a deterrent towards others setting up competing operations. One of the darker tales told of the pioneering Sebastian Winterscale claims that he set up mining operations on a world so close to its sun that the entire installation would melt within an hour of dawn. The story details how his ship dropped prefabricated mining rigs full of workers onto the planet as soon as night fell on a new deposit. Shortly before

the mining rig was exposed to the brutal sunrise, he filled a vast fleet of cargo landers with the gathered ore, but there would never be enough space on the shuttles to return his workforce. Some have cursed him for his callousness, but others note the success and power of his dynasty, and remember the brutal costs that must be paid for the Imperium to prosper.

To determine the Resources on a given Planet, the Game Master rolls for both Mineral Resources Additional Resources based on the values in **Table 1-16: Resource Presence** (see page 27). The specifics of any Additional Resources are generated by rolling on **Table 1-18: Additional Resources** (see page 27). The extent of a given Resource, referred to as its Abundance, is generated on by rolling 1d100. If a Resource has a higher Abundance, it is more plentiful. Abundance can be consumed by ventures to mine the Resource, effectively converting it into Achievement Points or Profit Factor for the Rogue Trader. Consult **Table 1-19: Resource Abundance** for more details regarding what levels of Abundance mean narratively (see page 27).

Endeavours, depending on their scope, decrease the Abundance of a Resource (see **Table 1-19: Resource Depletion**). The amount of Achievement Points or Profit Factor generated by a given Objective or Endeavour should follow the rules for Endeavours (see page 276 of the **ROGUE TRADER** Core Rulebook).

The Colonies that Explorers can build and develop (see page 98) often take advantage of, harvest, and deplete any local resources. For more on how the Explorers' own Colonies deplete natural resources, see **Table 1-19: Resource Depletion**; for more details on what happens as a Colony harvests and depletes the Resources around it, see page 104.

TABLE 1-19: RESOURCE DEPLETION

Endeavour Size	Abundance Reduction
Completing a Single Objective	1d5
Completing a Lesser Endeavour	1d10
Completing an Endeavour	3d10+5
Completing a Grand Endeavour	5d10+5
Small Colony's Yearly Take	1d10+2
Large Colony's Yearly Take	3d10+5

ARCHEOTECH CACHE

It is said that during the Dark Age of Technology, Mankind spread to every corner of the galaxy, no matter how remote. The lonely ruins dotting many worlds across the Expanse bear mute testament to the vast reach of these ancient human civilisations, as well as to the terrible fall that took them from those heights. Many worlds which were once home to far-flung colonies bear some remnant of their pre-Imperial technology base, often providing a source for artefacts coveted by the Adeptus Mechanicus.

Most such worlds are entirely devoid of devices matching the common conceptions of archeotech, having suffered the same slow degradation of their Standard Template Construct-based manufacturing as the Imperium, and some show no evidence of STC-standard technology at all. Nonetheless, even the most degraded ruin is held as a treasure by the archeosavants of Mars, who pay generously for data from such

sites, and even more generously to gain access to them. Very occasionally, relatively intact examples of advanced technology can be found mixed in with the crumbled remnants.

Archeotech Caches virtually never represent a single, giant pile of miraculous treasures from the Dark Age of Technology; instead, this Resource generally means that the world is seeded with these treasures, just waiting for enterprising Explorer to discover them.

Archeotech Caches generate Abundance as normal (see pages 26-27). Any time the Explorers encounter a specific manifestation of a greater Archeotech Cache (a small number of items stowed away, lost, or otherwise hidden from earlier scavengers), generate 1d5+1 items (automatically selecting "Archeotech" on **Table 2-30: Origin** on page 85) using the **Treasure Generator** (see page 83). Each individual item they discover depletes the overall Abundance of the Archeotech Cache by 2, while each Voidship Component depletes it by 10.

If a Colony is set to harvesting an Archeotech Cache, it depletes it as normal, presumably selling any discoveries to generate Profit Factor. However, the Adeptus Mechanicus often claims such discoveries as its own. If the Game Master wishes, he can have Magos-Commodore Trannarch appear with Exploratory Fleet KX557.V and demand that the Colony give over its finds to the Adeptus Mechanicus (see page 125). In such case, the Explorers must handle the delicate negotiations to find a compromise, lest the Exploratory Fleet simply take what it sees as its lost property and depart, leaving the Colony in ruins and the dynasty all the poorer.



TABLE 1-20: MINERAL RESOURCES

1d10 Roll	Resource Type
1-4	Industrial Metal
5-7	Ornamental
8-9	Radioactive
10	Exotic Material

MINERALS

The galaxy has no shortage of planets rich in valuable minerals, as such materials are often among the very building blocks of a world's existence. Technically speaking, such resources are present and abundant on every world, but few worlds in the Imperium have a need to import shale or low-grade tin, much less have enough of a market for it to merit the attention of a Rogue Trader dynasty. True mineral wealth exists in materials either too rare to be commonly found, or too important for a surplus to be accumulated. The most valuable deposits are those with both utility and rarity, and worlds where they can be obtained have been the cause of countless conflicts between rival dynasties.

The specifics of a mineral deposit can be determined by rolling on **Table 1-20: Mineral Resources**. Though there are no explicit mechanical differences in how the different Resources are handled, players and GMs are encouraged to take these details into account when designing Endeavours, searching for buyers, or conducting negotiations. A Rogue Trader who maintains only iron mines across his holdings might be more vulnerable to certain kinds of misfortune than one with diversified interests, but he should be able to use his control of the market to wrest additional profits from his competitors.

Industrial Metals

Among the materials most highly valued throughout the Imperium are a number of commonly occurring metals, such as iron, copper, or lead. Of particular note is iron, supplies of which manage to be both abundant and insufficient to demand in nearly every sector's tradehouses. The reason for this paradoxical value can be found in the ever-grinding gears of the Imperial war machine, which requires a vast supply of these metals for the billions of weapons and vehicles it produces every day.

This insatiable need for raw materials has launched many newly founded dynasties to prominence, and even the most arrogant patriarch knows better than to scorn the profits brought by such efforts. Although a hold full of industrial metals is welcome in almost any port, canny Rogue Traders prefer to establish supply contracts with agencies such as the *Departamento Munitorum*, or with powerful forge worlds and shipyards. In addition to keeping profits stable, such ties can be leveraged for forms of support that could not otherwise be bought.

Ornamentals

Some minerals are not valued for any practical use, but for their impressive beauty and lustre, or even simply for being difficult to acquire. While manufactorums occasionally have uses for such materials, the most common market for precious metals, gemstones, and other ornamental minerals has always

been the Imperium's nobility. The rarity and expense of gold, crux-gems, and other ornamentals is used to make a statement about the power and reach of their bearer. Such statements have also been turned to nobler purposes than vanity by some cardinals in the Ecclesiarchy, who seek to exalt the majesty of the Him on Earth in fine marble temples, with gilded altars and stained glass windows cut from the finest crystal.

Though only the least valuable and sought-after minerals of this sort can be found with any regularity, the sheer variety of known precious and semi-precious metals and stones makes prospecting for something of this sort a simple task. Finding buyers with the wealth and interest to make a given cargo worthwhile, however, can sometimes be a more challenging task than acquiring it.

Radioactives

Demand for radioactive materials can be extremely limited, as most technologies making use of their properties became obsolete well before the Great Crusade. Infrastructure in the Imperium being what it is, Rogue Traders can and do find worlds that have not progressed beyond primitive nuclear furnaces, but such societies are rarely able to offer the necessary compensation for supplies. Instead, trade in radioactives is done almost exclusively with obscure branches of the *Adeptus Mechanicus*, known for particularly arcane or esoteric practices.

Given the sensitive nature of the Machine God's mysteries, locating such groups can be extremely difficult, and those Rogue Traders who manage it very rarely have any idea of the purposes to which their cargos are put. Given the incredible prices a Magos might be willing to pay for a regular (but discreet) supply run of even the most limited cargos, few are inclined to ask. Those who do push the issue are usually threatened with termination of the supply contract, or even excommunication from the Omnissiah's favour, but more subtle negotiations are the rarely discussed source for the majority of newly produced atomics.

Exotic Materials

The rarest of mineral resources do not make up a category in themselves, so much as they define a specific lack of one. Some such materials would be considered staples of Imperial manufacturing but for their rarity. These include the hyperdense ore from which adamantium is derived, or certain elements used in the production and refinement of high-grade ceramite and promethium. Others are little more than the most extreme examples of ornamental materials, such as a gem or crystal unique to the caverns of a single world. Additionally, a wide variety of substances that simply defy classification can be found throughout the Expanse, from the cool, liquid gold recovered from pools on a world in the *Accursed Demense*, to semi-material shimmercrystals, which can only be touched by living flesh.

Whether a decadent curiosity, arcane mystery, or vital resource, Exotic Material deposits are exceptionally precious Resources. GMs should consider allowing an Exotic Material Resource to be used as if it possessed an additional degree of Abundance, especially if the Explorers are able to think of a particularly ambitious use for the deposit.

TABLE 1-21: ORGANIC RESOURCES

1d10 Roll	Resource Type
1-2	Curative
3-4	Juvenat Compound
5-6	Toxin
7-9	Vivid Accessory
10	Exotic Compound

ORGANIC COMPOUNDS

Unique opportunities can be found in harvesting the native flora and fauna of a new world. Such creatures can often be of value alive, used for study, bloodsport, labour, and other purposes. For some species, their primary value is not found in the complete specimen, but in a specific element of their physiology or anatomy. The collection and processing of these life forms can be of great value, although it sometimes requires a more delicate approach than other sources of profit.

The specific nature of an Organic Compound can be determined by rolling on **Table 1-21: Organic Resources**. Some varieties have additional special rules, although the primary function of these details is to assist the players and GM in designing Endeavours, searching for buyers, or conducting negotiations. It is generally assumed that the species that an Organic Compound is derived from is not otherwise notable, although the GM can link the Resource to a more significant species, developed using the rules presented later in this chapter.

A Colony devoted to harvesting Organic Compounds depletes the Resource's Abundance in the usual fashion (see page 28). However, if the Explorers wish, they can instead have the Colony harvest conservatively, slowing the rate at which the resource is depleted and giving it a chance to grow back, thus ensuring greater long-term profitability. If they do so, reduce the Profit Factor the Colony generates by -2 but reduce the amount that it depletes this Resource every year by 1d10 (to a minimum of 0).

Curative

The restorative properties of certain species found in the Expanse have made for a number of unlikely legends. The application of herbs, fungi, and even the blood of some creatures has saved the lives of numerous Explorers. Relying on these treatments in a raw form is foolhardy, as they often have a hidden cost, or only become viable when the Curative is properly prepared in advance. Most Rogue Traders prefer to sell such finds to those with the knowledge to properly process them, such as the Magos Biologis, the Orders Hospitaller, and exceptionally rich and learned physicians in the service to noble houses.

Attempting to apply a Curative without taking the proper steps to prepare it imposes a -40 penalty on Medicae Tests. In such rushed cases, the effects of success should be minor, (restoring 1d5 lost Wounds or removing 1 Critical Damage), and might even inflict Corruption or Insanity Points in addition to the beneficial effects. The process necessary to prepare a Curative for proper application is up to the GM, but generally requires facilities not easily found in the Expanse.

Exotic Compound

Life in the Expanse can exhibit many strange, and sometimes unnatural properties. Such bizarre effects are not easily understood, let alone categorised, but few Rogue Traders have allowed such difficulties to impede their profits. Such curiosities as bouquets of singing flowers, carved boxes of undying wood, and exotic combat drugs, allowing incredible feats, have all been found at the markets of Footfall and Port Wander.

Despite the successes, cautionary tales are also spread of those whose ambition exceeded their wisdom. The Rogue Trader Vivian DeMorza is said to have made a philtre from local vegetation matching the effects of the drug Polymorphine, which she intended to distribute to her dynasty's agents. If such a concoction existed, it might have been a factor in her assassination, although all the suspected parties in rival dynasties have strenuously denied any knowledge or involvement. The truth of the matter was, unfortunately, lost in the mysterious fire that spread across her ship's archives and holds, incinerating her records, manifests, cargo, and even the securely stored Warrant of Trade being sent to her successor.

Juvenat Compound

A number of procedures and drugs exist throughout the Imperium to extend life and youth, collectively referred to as juvenat treatments. While many require arcane techniques and devices provided at great cost by the Adeptus Mechanicus, others involve injections, ointments, and elixirs derived from various species across the galaxy. Such treatments vary in effectiveness, and are sometimes limited in application if the subject builds up a tolerance for the drug, but there have always been those who are willing to pay fortunes for even a single additional year of life.

Juvenat Compounds must be processed in an appropriate facility before use, and are usually toxic or otherwise dangerous in their raw form. Fortunately, only a basic analysis is necessary to identify the potential in the majority of raw Juvenat Compounds. Facilities specialising in creating the treatments are rare, with only a handful operating in the entirety of the Calixis Sector. Suppliers are always welcomed at such facilities, as well as at the less legitimate examples that occasionally arise to supply the black market.

Toxin

All manner of venoms and poisons are found with depressing regularity across the Expanse, even in the rare environments seemingly hospitable to human physiology. Although an apparent adversity, this profusion of deadly toxins can be turned into a valuable asset by Rogue Traders willing to deal in less savoury markets. There are very few legitimate markets for poison, and most are agencies which many Rogue Traders consider no less hazardous than actual crime syndicates. Still, the profits that can be made by selling a unique Toxin can be incredible, especially while it remains unknown to those who could protect against it, or develop antidotes. A tale that recently passed through Footfall's taverns claimed that an unknown Rogue Trader was given an expensive Hive Primus estate on Scintilla in payment for a single dose of poison unknown to the food-tasters, customs officials, and physicians surrounding the intended target.

The source and nature of a given Toxin Resource is largely left up to the GM, although it should not be more difficult to find or extract than any other Resource of similar Abundance. While a number of deadly venoms can be found by collecting the venom sacs of elusive xenos beasts, a Toxin Resource is more typically drawn from plant life, or creatures too slow to otherwise deter predators. A character who is exposed to the effects of a typical Toxin in its raw form must make a **Challenging (+0) Toughness Test** or suffer 1d10 Wounds, ignoring Armour and Toughness Bonus. The requirements for this exposure can vary, although the most common vectors are injury or ingestion. Most Toxins can be refined to increase the difficulty of the Toughness Test or the amount of Damage the poison inflicts, and some varieties are more or less dangerous in their base state.

Vivid Accessory

The nobles of the Calixis Sector and beyond are always seeking new and exotic fashions with which to impress their patrons and show up their rivals. In recent centuries, it has become a common practice to incorporate elements from exotic beasts of the Koronus Expanse into such outfits. Some fashions involve working horn, bone, or ivory into jewellery, while others focus on particularly striking pelts and furs. Some of the most expensive dyes used by the clothiers serving the Calixian elite bear the colours of exotic alien blooms.

For a Rogue Trader interested in supplying this market, starting a new fashion can be as simple as spotting an unusually coloured creature or blossom. Some specialists cater to more demanding clients by only collecting specimens as perilous as they are impressive, but most buyers are satisfied simply to feel that they have the allure of the distant Expanse at their beck and call.

XENOS RUINS

The relics and remnants of long-forgotten alien races litter the Koronus Expanse. The abundance of these dead cities and nations across so many different worlds is the source of many legends about the haunted or doomed nature of the Expanse. Veteran Explorers are more familiar with such remains, but such profusion can shake the faith of even the surest among them, a reminder that perhaps these ancient civilisations thought themselves capable of surviving the Expanse's horrors as well.

Whatever the nature or ultimate fate of their one-time inhabitants, such sites can be treasure troves. Agents of the Cold Trade pay for even the most unlikely curios, if they bear signs of alien manufacture. Entire structures or buildings have passed their way through such channels, piece by piece. Though the majority of ruins are unlikely to offer anything more exotic than statuary, or whatever passed for art among the local culture, the vestiges of more advanced races sometimes contain examples of unique technologies and devices. Such artefacts are usually only found in Xenos Ruins with an Abundance of Significant or higher, and the apparent complexity of such devices increases with greater Abundance. Determining the uses and proper activation of these devices can be difficult, and often dangerous, so many Rogue Traders prefer to leave any such attempts to the buyer. At the GM's discretion, these devices can be activated and perhaps used by the Explorers with appropriate Tech-Use or Forbidden Lore (Xenos) Tests, with effects and consequences of the GM's choosing.



TABLE 1-22: XENOS RUINS

1d10 Roll	Result
1-4	The Ruins belonged to an undiscovered species
5-6	Eldar Ruins
7	Egarian Ruins
8	Yu'Vath Ruins
9	Ork Ruins
10	Kroot Ruins

Most Xenos Ruins represent the last examples of a minor civilisation, but the Expanse also contains sites once part of vast empires. When generating a Xenos Ruin, roll on **Table 1-22: Xenos Ruins** to determine which species constructed it. Explorers can identify ruins with a **Hard (-20) Trade (Archeology)** or a **Challenging (+0) Forbidden Lore (Xenos) Test**; if an Explorer fails this Test, simply roll again on **Table 1-22: Xenos Ruins** in secret and give the Explorer this (incorrect) result. Most ruins are decrepit, and only a few treasures worth taking remain. Yu'Vath ruins do not suffer such degradation, although interloping Explorers often find their own durability put to the test.

Xenos Ruins can be harvested for Endeavours as normal. However, Colonies that harvest from certain, particularly ill-omened Xenos Ruins (most notably those of the Yu'Vath) lose 1 Complacency and Order at the end of every 90-day cycle in which they harvest this Resource (see pages 102-103). If either Colony Characteristic falls to 0 or lower in this way, the Colony descends into madness and slaughter.

LANDMARKS

All worlds have unique Landmarks, shaped by local conditions. The defining trait shared by all such features is a titanic presence that dominates the local landscape, but they can be found in an incredible variety of forms. A Landmark can as easily be a whirlpool or reef within the ocean as a mountain range stretching across the land, and could even be a persistent weather pattern of particular strength.

Landmarks are defined as belonging to one of two categories. General Landmarks can be found on any sort of Planet, and are usually geological in origin. Exceptional Landmarks are formed from conditions not present on every Planet, and can only be found on Planets where those conditions reign. At the GM's discretion, a variant on some Exceptional Landmarks could be found on a Planet that could not normally support it, provided the variation is appropriate to the new context. Landmarks exist within a Planet's given Territories. Regardless of the specific nature of a Landmark, it grants Explorers who can see or otherwise locate it a +10 bonus to Navigate (Surface) Tests.

The number of Landmarks in a Territory are determined by the Body of the Planet. A Small Planet has 1d5 Landmarks per Territory, a Large Planet has 1d5+2 Landmarks per Territory, and a Vast Planet has 1d5+3 Landmarks per Territory. For each one, roll on **Table 1-23: Landmarks**, re-rolling results of Exceptional Landmark if none are valid. The Landmarks listed here other than Perpetual Storm are usually not present on Gas Giants.

Canyon (General)

Canyon Landmarks usually take the form of a vast trench, carved into the soil or bedrock. Sometimes they represent a network of smaller canyons, or retain the imprint of whatever force shaped their course. The largest and deepest canyons extend through the crust of a planet, so that their roots are filled with seething magma. Major canyon networks are often used to assist mining operations in the surrounding area by providing easier access to buried minerals.

Cave Network (General)

Extensive ranges of tunnels and caves can be found beneath the surface of many worlds. Systems of this sort that also connect to the lands above can represent an unusual form of Landmark. In some cases, a single cavern of immense proportions can be a Landmark instead, but it is rare for a natural cavern to remain stable at such a size.

Landmarks of this sort cannot normally be used as a reference point for Navigation (Surface) Tests. At the GM's discretion, it might be possible for Explorers to follow their course with a scanner or similar technology, and gain the navigational benefits through the device.

Crater (General)

In most cases, a Crater Landmark represents the impact point of an object originating beyond the planet, usually a meteor.

Some craters show signs of being formed from a long-ago barrage by orbital weaponry, instead. This type of Landmark can also represent a large depression in the planet's surface formed by a more local source, such as a valley shaped by tectonic forces.

TABLE 1-23: LANDMARKS

1d100 Roll	Landmark
01-20	Canyon
21-35	Cave Network
36-45	Crater
46-65	Mountain
66-75	Volcano
76-00	Exceptional Landmark (select one)

Glacier (Exceptional)

These Landmarks are often found on ice worlds, or near the polar regions of worlds with an abundant supply of water. These huge, frozen mountains are usually formed of ice, although the range of substances that they could contain is greatly expanded on the coldest worlds.

Glaciers are only found on Planets with a Climate result of Ice World, or a Habitability result of Trapped Water or higher.

Inland Sea (Exceptional)

The lakes of some worlds are so big as to stretch the definition of the word, demanding a more appropriate term to describe their expansiveness. Such features are common on worlds with an undivided landmass, although they can potentially be found wherever there is a continent large enough to surround one. Any sufficiently large, land-locked body of water can be an Inland Sea Landmark.

Inland Seas are normally only be found on Planets with a Habitability result of Liquid Water, Limited Ecosystem, or Verdant. At the GM's discretion, a frozen version can be found on Planets with a Habitability result of Trapped Water. The Landmark also represents phenomena like reservoirs of fluid chemicals such as quicksilver, which can be found on a Planet without any water.

Mountain (General)

Whether solitary or part of an extended range, Mountain Landmarks are among the most impressive sights on any world that features them. These towering peaks can extend to twenty kilometres in height, or more. More than one Rogue Trader has set the seat of their authority on a colonised world, atop the highest mountain that could be found. Such fortresses offer unparalleled protection from ground attack, as well as making excellent locations for surface-based defence lasers and similar weapons. The awe-inspiring view can prove a valuable reminder of the Rogue Trader's power to visitors, as well.

The vast size and rigid definition of Mountain Landmarks makes them the ideal visual cue. Using Mountains to as reference grants an additional +10 bonus to Navigate (Surface) Tests.

Perpetual Storm (Exceptional)

Unusual atmospheric conditions can result in persistent or even wholly stable weather patterns in a limited area. The affected region might constantly be overshadowed by banks of thunderheads, riven by lightning, or simply blown about in a constantly circulating wind. Such effects are usually dangerous to anyone caught without shelter, although rare benign cases have been discovered.



Drive and Pilot Tests to pass through a Perpetual Storm suffer a -20 penalty. Storms with harmful effects such as electrical discharges or corrosive precipitation typically inflict $1d10+3$ Energy Damage for every half hour of exposure, although examples exist that are either more or less dangerous. Perpetual Storms are only found on Planets with an Atmosphere result of Moderate or Heavy.

Reef (Exceptional)

Oceanic reefs are typically too limited in size or spread to qualify as a Landmark, but some worlds house notable exceptions. In some cases, these vast formations are created by thousands of generations of native aquatic life, while others represent eroded tracts of coastline, or even sunken continents. Reefs are often spread out over a wider area than other Landmarks, making up what they lack in height through an impressive amount of coverage.

Reefs can only be found on Planets with a Habitability result of Liquid Water, Limited Ecosystem, or Verdant. At the GM's discretion, the remnants of a Reef can be found on a Planet without water, indicating the presence of ancient oceans on a Planet where they no longer exist. The largest of these extinct reefs provide an additional Navigation bonus, in the same manner as a Mountain.

Volcano (General)

Volcanoes can take a wide variety of forms, varying in size and shape based on the conditions that formed them. Those with a sufficient presence to qualify as a Landmark are generally huge fire-mountains, or occasionally an extensive series of volcanic vents. In any form, they are as notable for the haze of superheated air and occasional cloud of spewed ash as for their size. Outright eruptions are rare, but utterly catastrophic when they occur.

Treat an extinct volcano as a Mountain Landmark.

Whirlpool (Exceptional)

Certain tidal forces can create a vortex in the oceans of a world that churns and seethes without end. They are usually lethal to any efforts at nautical travel in its vicinity, but even the land is not be wholly safe from its influence. Whirlpools that lie near a shoreline sometimes exacerbate issues with local tectonics, causing tremors or earthquakes, and eventually tearing the entire coast apart.

Whirlpools can only be found on Planets with a Habitability result of Liquid Water, Limited Ecosystem, or Verdant. In addition, they are rarely found on Planets without at least two Orbital Features influencing the tides.

NATIVE SPECIES

An incredible diversity of native species can be found on any world supporting life. Even basic ecosystems hold a wide array of roles and niches that are soon filled by the adapting and evolving fauna. Such phenomena are of more interest to a Magos Biologis than a Rogue Trader, as the origin and nature of a creature matters less than its capabilities, where the dynasty's bottom line is concerned. It is typically only the most exotic species that catch the jaded eyes of a Rogue Trader.

Though there are usually countless species across almost any life-supporting Planet generated with the Planet Creation step, only a handful are likely to matter in the normal course of a game of **ROGUE TRADER**. Creatures that can directly affect the fortunes of the Explorers, whether through inherent value, or by posing a threat to their interests, are known as Notable Species. In some cases, these life forms are the source of an Organic Compound Resource, and are unlikely to have any relevant game statistics beyond the substance harvested from them. Such creatures are dealt with earlier in this Chapter. Other life forms draw attention to themselves by extraordinary natural capabilities, such as their viciousness or size.

Planets with a Habitability result of Limited Ecosystem typically have very few such species. The GM can generate up to six examples using the rules below, at his discretion. Planets with a Habitability result of Verdant typically have at least a few notable species, and often many such creatures. At the minimum, a single creature should be generated from the rules below, as an iconic example of the Planet's life forms. If the Explorers are likely to spend much time in the Planet's wilds, the GM should generate several additional creatures. A good rule of thumb is to provide at least one unique beast that the Explorers might encounter for each major leg in their journey.

If the GM has access to **THE KORONUS BESTIARY**, some or all of the Planet's notable species can be generated with the Xenos Generator there in addition to the Tables in this section.

TABLE 1-24: BESTIAL ARCHETYPES

1d5 Roll	Bestial Archetype
1	Apex Predator
2	Behemoth
3	Ptera-Beast
4	Shadowed Stalker
5	Venomous Terror

BESTIAL ARCHETYPES

Certain basic capabilities can be found in life developed on a wide variety of worlds, with local variations and adaptations subsumed into larger archetypes, eagerly sought after by beast traders, and feared by settlers. Though the Gholthian Tiger-drake and the Ulgashic Cavern Brute are native to worlds on opposite ends of the Expanse, and radically different in nearly every specific, they share the archetypal traits of fierce and unrelenting predatory animals.

These shared qualities are represented in game terms by a number of Bestial Archetypes. Each is based off of a single capability that might make a creature note-worthy to Explorers,

TABLE 1-25: BESTIAL NATURES

Apex Predators

1d10 Roll	Bestial Nature
1-2	Adapted
3-4	Brute
5-6	Cunning Stalker
7	Killing Machine
8	Living Arsenal
9-10	Natural Prowess

Behemoths

1d10 Roll	Bestial Nature
1-2	Beyond Challenge
3	Impossible Grace
4-5	Leviathan
6-7	Megapredator
8	Titanborn
9-10	Unstoppable

Ptera-Beasts

1d10 Roll	Bestial Nature
1	Aerial Impossibility
2-3	Doom Diver
4-5	Earth-Scorning
6	Skyless Flight
7-9	Swift Flyer
10	Wyrdrwing

Shadowed Stalkers

1d10 Roll	Bestial Nature
1-2	Adapted
3-4	Chameleonic
5-6	Deadly Ambusher
7	Lure
8	Shadow-walking
9-10	Vanisher

Venomous Terrors

1d10 Roll	Bestial Nature
1	Deadly Touch
2	Delirium Bringer
3-4	Toxic Hunter
5-6	Hidden Death
7-8	Poisonous Presence
9-10	Potent Toxins

such as ferocity, size, or stealth. The Bestial Archetypes are represented by a basic Profile, and presented alongside a number of suggestions, referred to as Bestial Natures, to make the species in question a more unique example of its type. Additional changes can be made at the GM's discretion, including incorporating elements, or even Bestial Natures, from more than one Bestial Archetype.

For each creature the GM needs to generate randomly, he should roll once on **Table 1-24: Bestial Archetypes**, and at least once on the relevant section of **Table 1-25: Bestial Natures**. The details for each Bestial Nature can be found within the description of the relevant Bestial Archetype.

Apex Predator

A powerful or vicious species can rise to the peak of the local food chain, dominating its entire habitat, or even spreading across the planet. The qualities required to rise in this manner usually vary from world to world. On less sparser planets, a predator unchallenged across the whole of a continent might barely rate the notice of desperate beast traders, while the more competitive Death worlds might have countless different, hyper-evolved killing machines for even the smallest changes in climate and terrain. Even the less impressive cases can cause serious problems to Rogue Traders setting up insufficiently fortified operations on their worlds.

The GM should also apply one of the following Bestial Natures, as determined by the roll on **Table 1–25: Bestial Natures**:

- **Adapted:** The creature hunts along a variety of different strategies, and can overcome almost any kind of prey that draws its attention. Choose one or more additional Talents or Traits from among the options presented in the Profile.
- **Brute:** Raw physical power and might are the primary weapons of this species. Increase the creature's Size to Hulking or Enormous. Increase Strength and Toughness by up to 10 each. The creature gains between 3 and 6 additional Wounds. At the GM's discretion, he can reduce the Agility of such creatures by –15.
- **Cunning Stalker:** Members of this species use every possible advantage in their hunts. The creature gains training in the Concealment, Shadowing, and Silent Move Skills.
- **Killing Machine:** The threat posed by this species exceeds even the fearsome capabilities of normal predators. The creature can have one or more of the following Traits: Unnatural Speed (x2), Unnatural Strength (x2), Unnatural Toughness (x2). The dominance of such creatures grants them the Fearless or Resistance (Fear) Talents, as well.
- **Living Arsenal:** Some physiological quirk provides this species with capabilities rivalling the finest weapons and armours from Imperial creation. The creature's Natural Weapons no longer count as Primitive, and they increase their Penetration by +2. In addition, increase the Natural Armour Trait of this creature to 8 if it is not already higher.
- **Natural Prowess:** The natural capabilities of this species are particularly impressive. Increase the creature's Strength, Toughness and/or Agility by up to 15 each.

Behemoth

Some worlds support populations of vast, lumbering creatures, capable of rivalling or even dwarfing battle tanks and shuttles with their bulk. These beasts are typically placid and unaggressive, but supremely confident against smaller threats. The incredible demands of supporting life at this scale rarely allow for such species to be particularly numerous or social, so they often roam alone across vast expanses. Their territorial instincts do not usually extend to sentient life, such as humans, but even the most staid and unresponsive of their kind would likely take the arrival of a prefabricated base or the passage of vehicles as an invasion of their domain.

The GM should also apply one of the following Bestial Natures, as determined by the roll on **Table 1–25: Bestial Natures**:

- **Beyond Challenge:** The threats of lesser life forms mean almost nothing to this species. They receive all of the Talents listed in the Profile, instead of choosing one.
- **Impossible Grace:** The speed and agility of this species is far beyond what could reasonably be expected of such creatures. Increase the creature's Agility Characteristic by 20.
- **Leviathan:** Even the most incredible and ponderously large creature of the land can be dwarfed by the lurking hulks in the aquatic depths of some worlds. Its Size increases to Massive. Increase its Strength and Toughness by 10, and their Wounds by 4d10. Its aquatic nature means that it automatically passes Swim Tests and it move as if its Agility Bonus was 1 higher while in the water (this is in addition to their increased Movement from Size). However, such creatures must pass an **Arduous (–40) Strength Test** to move on land, and can only take a Half Action each Turn under such circumstances. Some of these species breathe water and suffocate in air, while others have the ability to hold their breath for a number of hours equal to half their Toughness Bonus.
- **Megapredator:** The power and bulk of the creature allow this species to view all others as appropriate prey, an often necessary consideration to meet the needs of its voracious appetite. Increase the creature's Weapon Skill by up to 20. Its Natural Weapons no longer count as Primitive.
- **Titanborn:** The raw, muscular power of this species is unrivalled. It gains Unnatural Strength (x2) and Unnatural Toughness (x2) and its Size increases to Massive.
- **Unstoppable:** Trying to impede the passage of one of these creatures is as futile as it is suicidal. The creature gains +30 on any Weapon Skill Tests made to use its trample attack, and can make such an attack at the beginning of a Charge Action (instead of at the end) if it begins its Turn in melee. In such cases, the attack is applied to all enemies engaging it in melee, rolling to hit and Damage separately for each foe. Enemies hit by this attack are not granted the normal Standard Attack for their opponent attempting to leave melee without using the Disengage Action (enemies missed by the attack can make their Standard Attack as normal).

Apex Predator



WS	BS	S	T	Ag	Int	Per	WP	Fel
58	—	48	45	48	19	49	41	09

Movement: 4/8/12/24

Armour: All 2

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

Talents: Crushing Blow *or* Frenzy *or* Swift Attack *or* Talented (Tracking).

Traits: Bestial, Brutal Charge *or* Fear (1) *or* Toxic, Natural Armour (2), Natural Weapons.

Weapons: Claws, fangs, horns, stingers, tentacles, or other deadly adaptation (Melee; 1d10+4 I or R; Pen 0; Primitive)

Wounds: 15

Total TB: 4

Behemoth



WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	70	65	28	14	26	37	12

Movement: 4/8/12/24

Wounds: 55

Armour: Durable hide (All 6)

Total TB: 6

Skills: Awareness (Per).

Talents: Combat Master *or* Fearless *or* Hardy *or* Iron Jaw.

Traits: Bestial, Natural Armour (5), Natural Weapons, Size (Enormous), Unnatural Strength (x2).

Weapons: Oversized claws, fangs, horns, or other natural weapons (Melee; 1d10+7 I or R; Pen 0; Primitive), trample (Melee; 2d10+7; Pen 2; Overbearing†).

†**Overbearing:** This attack can only be used on enemies smaller than the Behemoth, as it represents the creature attempting to squash its opponent underfoot. For each size category by which the Behemoth exceeds its target, this attack increases its Damage and Penetration by 1 (typically providing a bonus of +3 to Damage and Penetration against Explorers and other Average sized creatures). This Size-based bonus is doubled when the Behemoth attempts to Trample a foe as part of a Charge attack. It should be noted that this attack never counts as having the Primitive quality, as even the most advanced armours do very little to protect their wearer from being crushed inside of them.

Ptera-Beast

Flying creatures of significant size are extremely rare, and most exceptions to this rule rely on exploiting conditions specific to the home world of their species. The requirements for flight become increasingly harsh for creatures of great size, and most species cannot harness the necessary power for them. This tends to mean that those larger life forms which do achieve flight are particularly memorable and impressive sights. Many such species draw on resources beyond mere muscle power and wingspan, including lighter-than-air gas sacs, a feverish metabolism, able to generate thermal updrafts from body heat, and even stranger tools.

The GM should also apply one of the following Bestial Natures, as determined by the roll on **Table 1–25: Bestial Natures**:

- **Aerial Impossibility:** While a flyer approaching the size of a grown man is impressive and even awe-inspiring, this species sits on the boundary between ludicrous and terrifying. Although it clearly flies, the vast size and clearly evident mass lifted in the process indicates, to rational observers, that it should not be able to do so. Increase the creature's Size to Enormous or Massive, and increase its Strength and Toughness by between 15 and 25 each. The creature also gains between 8 and 14 Wounds. Species particularly inclined towards defying the laws of aerodynamics sometimes have the Natural Armour trait, gaining up to 5 APs on all locations.

- **Doom Diver:** The hunting tactics of this species revolve around rapid assault from incredible heights. The creature can attempt to Charge an enemy that is up to 50 metres x Agility Bonus, as long as it is at least half that distance above the target. When making such a diving Charge, the creature gains the Berserk Charge Talent and the Brutal Charge Trait. If it dives more than 100 metres, the bonuses from the Berserk Charge Talent and Brutal Charge Trait are doubled, providing a total of +30 Weapon Skill and +6 Damage for the Charge attack.
- **Earth-Scorning:** This species lacks the capacity to land or effectively manoeuvre on the ground. The creature can stay aloft indefinitely, and only ceases flying if it loses the physical capacity to do so, instead of falling whenever it cannot maintain the effort to sustain flight. If forced to the ground, it is treated as having an Agility Characteristic of 5, and can only take Half Actions until it lifts off again.
- **Skyless Flight:** Among the rarest of the rare, this species is capable of living in the void, and does not need an atmosphere to fly. Planets are little more than hunting grounds and nesting sites for such creatures. The creature is immune to the effects of vacuum exposure and suffocation, and doubles its flight speed outside of an atmosphere.
- **Swift Flyer:** An impressive grace lends speed to the creature's every moment of flight. Increase the creature's Agility by 10, and increase its Flying Speed to 12.
- **Wyrdwing:** It is no natural capability, however exotic, that grants this creature flight. Instead, the species has a stable mutation, or natural Warp affinity that provides this capability. This does not change the game mechanics for its flight, although such creatures are often Aerial Impossibilities or Earth-scorning as well. At the GM's discretion, the creature can be affected by attacks, devices, psychic powers, or other effects as if it were a mutant or had the Psyker Trait. In some cases, effects that nullify Psychic Powers might be able to inhibit the creature's flight.

Ptera-beast



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	40	35	35	16	48	35	10

Movement: 3/6/9/18

Wounds: 10

Armour: None

Total TB: 3

Skills: Awareness (Per), Dodge (Ag).

Talents: Double Team *or* Lightning Reflexes *or* Step Aside.

Traits: Bestial, Flyer (6), Natural Weapons.

Weapons: Cruel talons, barbed tail, or vicious beak (Melee; 1d10+4; Pen 0; Primitive)

Shadowed Stalker

The most dangerous xenos beasts are not always the largest or most physically imposing. Many Rogue Traders have found that clever or stealthy predators can ruin their operations in ways that no frenzied rampage by mightier creatures could manage. Some worlds seem to have an entire secondary ecosystem hidden in the shadows of the first, where secret predators and lurking scavengers can make entire herds of prey animals simply vanish. Travellers throughout the Expanse have learned (at great cost) not only to heed every shadow and every rustle in the foliage, but also to expect surprise and ambush, despite their vigilance.

The GM should also apply one of the following Bestial Natures, as determined by the roll on **Table 1–25: Bestial Natures**:

- **Adapted:** The creature hunts along a variety of different strategies, and can overcome almost any kind of prey that draws its attention. Choose one or more additional Talents or Traits from among the options presented in the Profile.
- **Chameleonic:** A highly-evolved camouflage technique hides the creature, even in full view. The creature never receives environmental penalties to Concealment Tests, even if it would not be normally possible to hide in its current surroundings. In extreme cases, a species might have the capability to attempt a Concealment Test while actively observed, with only a Half Action, or under other unusual circumstances.
- **Deadly Ambusher:** It is rare for a hunter of this species to need more than a single, hidden strike to bring down its prey. The creature automatically hits Surprised targets with attacks, and can choose the Location that it hits. Such victims only receive half the benefit of any relevant armour (rounding down). The most deadly creatures of this sort also treat their attacks against Surprised targets as having the Tearing quality.
- **Lure:** While perfectly capable of stalking and hunting its prey, the creature prefers to have its meals come of their own accord. The creature gains the Mimic Talent, and can apply it to a much wider range of sounds than the Talent normally allows. The exact restrictions are up to the GM, but most such creatures can typically imitate a number of calls and cries from any species from the surrounding area with ease. Creatures capable of mimicking language can reproduce the sounds as if they

came from a native speaker (even a specific individual), but the exact message must be one the creature has heard before. While a simple beast is incapable of learning to truly speak a language, no matter how much it hears, this level of understanding is not required for it to recognise the tones of a cry for help or other likely ploy, or to perfectly replicate what it has heard.

- **Shadow-Walking:** The affinity of this species for stealthy hunting has developed to a degree that is, quite literally, unnatural. The creature gains the Phase Trait.
- **Vanisher:** This creature has some method of escaping a fight that turns out to be unfavourable. It might spray blinding musk, have an adaptive camouflage triggered by pain and stress, or possess some other, even more bizarre capability. Such creatures rarely continue to fight when reduced below half their health, or when they take Damage greater than their Toughness Bonus in a single attack, activating their escape mechanism in such circumstances, instead. This is typically a Free Action that can only be taken on the creature's Turn, although some might be usable as Reactions if the GM sees fit. The exact mechanics of the escape are up to the GM, although a common form is to blind or become invisible to all targets within a certain distance who fail to resist the effect. Certain rare creatures can escape by teleporting short distances, although this is often as dangerous to the creature attempting it as it would be to remain in a fight with a superior foe.

Shadowed Stalker



WS	BS	S	T	Ag	Int	Per	WP	Fel
53	—	41	37	48	17	43	36	10

Movement: 4/8/12/24

Wounds: 12

Armour: None

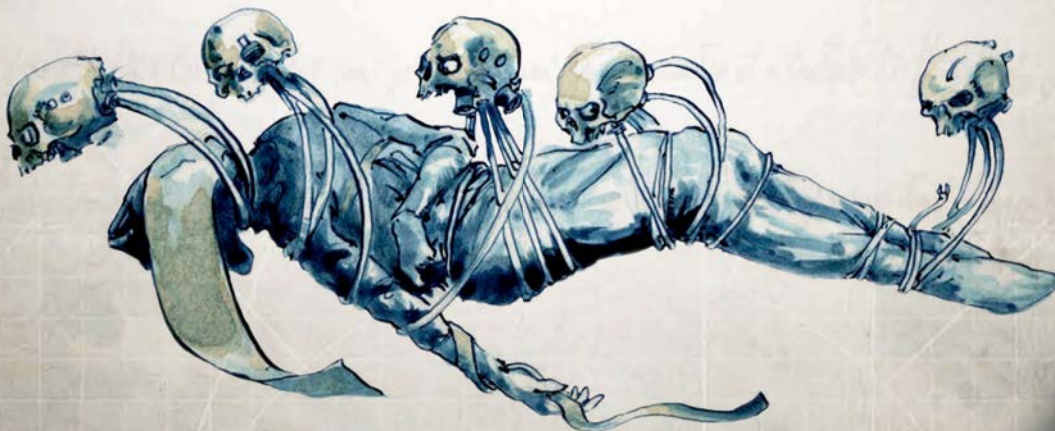
Total TB: 3

Skills: Acrobatics (Ag) *or* Shadowing (Ag), Concealment (Ag), Silent Move (Ag), Tracking (Int) +20.

Talents: Assassin Strike *or* Crushing Blow *or* Furious Assault *or* Talent (Shadowing).

Traits: Bestial, Brutal Charge *or* Toxic, Natural Weapons

Weapons: Claws, fangs, tentacles, stingers, or other deadly adaptation (Melee; 1d10+4; Pen 0; Primitive)



Venomous Terror

Some species manage to carve a secure place in their home world's ecosystem not through cunning or power, but through adaptations that can trivialise any amount of greater strength. While a survey of various death worlds turns up a succession of predators perfectly adapted to killing each other, each more deadly than the last, many life forms survive harsh environments by remaining inedible, and therefore uninvolved in such struggles. The poisons that serve to deter predators are often harnessed towards hunting some other sort of prey, but there are also many creatures that would seem utterly inoffensive were it not for the horrible deaths of any creature provoking them.

The GM should also apply one of the following Bestial Natures, as determined by the roll on **Table 1–25: Bestial Natures**:

- **Deadly Touch:** The merest brush against the skin of this creature is enough to deliver its venom. Attacks with the creature's Natural Weapons do not need to do Damage past an Explorer's Toughness Bonus to deliver their poison, although they must still penetrate Armour. An Explorer who exposes his bare skin to the creature must make a Toughness Test as if struck from the creature's Toxic Natural Weapons. This effect cannot be combined with the modifications from Poisonous Presence.
- **Delirium Bringer:** Those who survive the creature's poison are often afflicted with madness from its lingering touch. Targets exposed to the creature's Toxic effects must make a further **Challenging (+0) Toughness Test** to resist the poison's secondary effects. Failure affects the target as if he had succumbed to a Hallucinogen Grenade (see pages 125–126 of the **ROGUE TRADER** Core Rulebook), and inflicts 1 Insanity Point for every two Degrees of Failure. At the GM's discretion, a creature with Potent Toxins applies that modifier to the difficulty of the Test to resist this effect, as well.
- **Toxic Hunter:** The deadly poisons of this species are simply one of its many deadly capabilities. The creature uses the Characteristics and Wounds of an Apex Predator, and increases its size to Average. At the GM's discretion, it might gain other benefits from the other Archetype as well. This effect cannot be combined with the modifications from Hidden Death.
- **Hidden Death:** The threat posed by the creature's venom is magnified by its unobtrusive presence. This species is incredibly small, changing its Size to Miniscule. Reduce the creature's Strength and Toughness to 11, and reduce its Wounds to 3. This effect cannot be combined with the modifications from Envenomed Hunter.
- **Poisonous Presence:** It is not the attacks of this creature that are deadly, but its mere presence. Deadly fumes or vapours are emitted into the air around the creature whenever it feels threatened, or, in the case of some species, at all times. The creature's Toxic Trait is delivered by inhaling the air within 10 metres of it while it is emitting these fumes. Protection against inhaled toxins applies normally, and the creature's Natural Weapons no longer possess the Toxic Quality. This effect cannot be combined with the modifications from Deadly Touch.

- **Potent Toxins:** The venom inherent to this species is an especially deadly one. Toughness Tests made to resist the creature's Toxic effects suffer a –20 Penalty, and any Explorer who fails such a Toughness Test suffers an additional 1 Damage (added to the usual 1d10 for the Toxic Quality or Trait) per Degree of Failure. At the GM's discretion, some creatures with this ability might deal Damage to Characteristics such as Agility, Strength, or Toughness instead of to Wounds.



Venomous Terror

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	—	32	29	38	13	28	30	09

Movement: 2/4/6/12

Wounds: 6

Armour: None

Total TB: 2

Skills: Awareness (Per).

Talents: Fearless *or* Unremarkable.

Traits: Bestial, Natural Weapons, Size (Scrawny), Toxic

Weapons: Envenomed bite or sting (Melee; 1d10+3; Pen 6; Primitive, Toxic)

ENVIRONMENTAL ADAPTATIONS

The local conditions of a species' native habitat exert a tremendous and inevitable influence on its development. Some of these changes are obvious, involving necessities such as the capacity to breathe the local atmosphere or contain warmth in a frozen tundra. Others such needs are more subtle, and a single environmental factor might evoke scores of different solutions across various species.

The accounts of Nathin's Climb, a world so densely forested that the man who discovered it never found its surface, would be considered fantastic apocrypha, were it not for the meticulous detail in which the unnamed Magos who accompanied him recorded the variety of adaptations among the local species. Differences in the omnipresent woodlands, so subtle they could not be detected without specialised equipment, were recorded to have produced hundreds of unique variations of climbing claws, while some species relied instead on gliding flaps or sticky pads to traverse the canopy.

This variety can serve two purposes in games of **ROGUE TRADER**. The first is to provide exotic flavour for the local species, and to distinguish one locale from another. GMs interested in this approach should consider how the species they have detailed adapt to the conditions they are found in, including any potential interactions with each other, or with other elements, less mechanically defined. Creatures within the same Bestial Archetype might be differentiated by their preferred diet or activity cycle, as much as any differences in Characteristics or Traits. This kind of work can be extremely difficult, but the added verisimilitude and detail can greatly enrich the presentation of a new world.

The second effect of environmental adaptation is to provide a species with any additional mechanical effects it needs to survive or prosper. Certain conditions can make it all but impossible for a species to thrive unless it has properly adapted.

Creatures should always be optimised to function within their particular habitat unless there has been a major environmental upheaval in recent history, and should thus always have the Resistance (Heat) and Resistance (Cold) Talents, in addition to any other Talents or Skills that they would need (such as the Swim Skill for a creature native to an ocean) to survive in the environment for which they have evolved.

Regional Variants

The most successful and well-adapted species of a planet are often able to expand beyond their initial habitat, and form divergent strains across a variety of regions. Such variants can be handled with adjustments to the basic Profile of the most common variety, as more extreme changes usually merit consideration as a separate species. While adapting a predator originally native to temperate plains to a forest or an arid savannah is appropriate, a variant that no longer hunts or that can breathe underwater should be generated separately, despite the common ancestor.

A common source for new strains is the move to a different habitat, typically resulting in the loss of adaptations appropriate to the original area, as they are replaced with newer capabilities. Such changes can adjust Skill Mastery by up to two steps, including removing or adding new Skills. A small number of appropriate Talents can be added to (or removed from) the basic Profile, as well. Some drastic cases can adjust the variant's temperature tolerance by a single step, or provide limited adjustments to Characteristics such as Weapon Skill, Strength, Toughness, or Agility. While regional variants are often visibly larger or smaller than the common strain, such changes do not usually merit altering their Size Trait.

INHABITANTS

Only a small fraction of life-bearing worlds ever produce an intelligent xenos race at any point in their history. Furthermore, the hostile nature of the galaxy often snuffs out these emergent civilisations before they have a chance to develop significantly. Internal strife, natural disaster, and the attentions of more developed species ruin dozens of primitive cultures for each race that progresses into a nascent empire. At this point, some greater power usually notes the upstarts as a potential threat and annihilates them utterly, a task often undertaken by the more militant Rogue Traders.

Some species do survive and overcome these conditions, despite the vigilance of the Imperium, the foresight of the Eldar, and the naked aggression of the Orks. Between these tentative expansions, the rise of less-developed species, and the outposts and relics of the greater powers within the Expanse, finding an indigenous population upon a newly discovered world can be a surprisingly common phenomenon. In some cases, it can present an inconvenient or even dangerous obstacle to the exploitation of a planet when the inhabitants object to a Rogue Trader establishing operations on the world they call home. Despite the potential hurdles, a well-handled population can prove a great asset to such efforts, especially when the native civilisation is a long-lost human colony, or a xenos race with something unique to offer in the Cold Trade.

When creating a Planet, if it is a habitable Planet with a robust ecosystem, roll 1d10; on a result of 8 or higher, it is home to a native sentient population. Planets that would not normally be habitable for some reason, such as lack of an atmosphere, only have a native sentient population on a result of 10; such populations represent colonising efforts from another place, or holdouts from a time predating the hostile conditions, rather than a truly aboriginal populace. The nature of the native civilisation can be generated by rolling on **Table 1–26: Inhabitants**, and then on the relevant section of **Table 1–27: Inhabitant Development** (see page 40). Some results can only be found on properly habitable Planets, usually indicating a low level of technological development, insufficient to develop or maintain the life-support systems necessary to survive on such an inhospitable Planet.

In the event that multiple Planets in a System have a native population, the GM can ignore results that do not seem possible to combine, or alter results to produce a more cohesive setting. Some possibilities for unlikely situations include the continued survival of a weak civilisation of any kind in a System with Ork Voidfarers, or multiple independent Colonies from different species. In the former case, the weaker civilisation might be replaced with additional outposts of the Ork conquerors, or even an Archeotech Cache or Xenos Ruins Resource, representing the remnants of the fallen. The latter example could be made more plausible by unifying the Colonies, as part of a single race's efforts.

GMs should be careful not to use this option excessively, as strange situations can and do arise. The presence of multiple Voidfarer civilisations could indicate an ongoing war throughout the System, or even an uneasy alliance, either of which could offer rich opportunities for newly arrived Explorers. Similarly, even the highest levels of Development presented here might be insufficient to deal with a population of Eldar Exodites, if they are backed by the forces of a Corsair fleet or craftworld through the local Webway Gates. Guidelines on how each species is likely to react to an outside presence can be found in their individual entries.

DEVELOPMENT

Classifying the technological and cultural progress of a newly discovered civilisation can be a difficult and thankless task. Even within the confines of Mankind's lost colonies, innumerable permutations and bizarre variants on the most seemingly inviolable patterns can be found. Groups unable to work metal might have developed advanced mathematics and a far-ranging network of roads, travelled on stone wheels. Towering cities, emanating powerful energies from their generator cores, could house a population that treats their technology as a natural phenomenon rather than something to be created or maintained. Attempting to apply a system of categorization to xenos species is more difficult by an order of magnitude, as the minds of xenos often develop on entirely unique paths and approaches.

In most cases, a Rogue Trader judges a newly discovered civilisation by the greatest technologies it possesses, and leaves any further attempts to understand the culture to an eventual study by the Adeptus Ministorum or the Inquisition. This approach, though lax by more academic standards,

TABLE 1-26: INHABITANTS

1d10 Roll	Species
1	Eldar
2-4	Humans
5	Kroot†
6-7	Orks†
8	Rak'Gol
9-10	Xenos (Other)

†Re-roll this result on an uninhabitable Planet.

TABLE 1-27: INHABITANT DEVELOPMENT

Eldar	
1d10 Roll	Development
1-3	Primitive Clans (Exodites)††
4-8	Orbital Habitation
9-10	Voidfarers
Humans	
1d10 Roll	Development
1-2	Advanced Industry
3-4	Basic Industry††
5	Colony
6	Orbital Habitation
7-8	Pre-Industrial††
9	Primitive Clans††
10	Voidfarers
Kroot†	
1d10 Roll	Development
1-7	Primitive Clans
8-10	Colony
Orks†	
1d10 Roll	Development
1-4	Advanced Industry
5	Colony
6-8	Primitive Clans
9-10	Voidfarers
Rak'Gol	
1d10 Roll	Development
1-2	Colony
3-4	Orbital
5-10	Voidfarers
Xenos (Other)	
1d10 Roll	Development
1	Advanced Industry
2-3	Basic Industry††
4	Colony
5	Orbital Habitation
6-7	Pre-Industrial†††
8-9	Primitive Clans†††
10	Voidfarers

† These xenos races are only found on properly habitable Planets.
 †† Re-roll this result on an uninhabitable Planet.
 ††† Re-roll this result on an uninhabitable Planet. GMs with THE KORONUS BESTIARY can use it to elaborate on this entry.

makes assessing the potential profits from (and dangers of interaction with) the natives a considerably easier task. Even more studiously researched systems of designation are not always reliable at making distinctions in the destructive potential of local small arms, weaponry, and other factors essential to the success of a dynasty's endeavours.

The categories this kind of assessment produces are referred to as the civilisation's Development. Each level of Development is defined by the limits of its technology, rather than its capabilities. This approach allows for a rough comparison between races using entirely different standards of technological progress, which would not otherwise be possible. It also offers GMs the possibility to add unique elements of local flavour to a Planet's inhabitants.

Comparing levels of Development is typically inexact, although a general progression can be summarised for certain categories. Primitive Clans represent the lowest form of technological progression, followed by Pre-Industrial Development, Basic Industry, Advanced Industry, and finally, Voidfarers, at the highest level. The Development levels of Colony and Orbital Habitation represent unique cases, that do not fit as easily into this pattern. The level of Development possessed by a Planet's inhabitants does not necessarily correspond to any degree of cultural sophistication, and many civilisations at higher levels of Development could lag significantly behind their potential in some areas of their technology base.

In some cases, the Development of a Planet can influence the Abundance of the Planet's Resources. Typically, this only affects Mineral Resources, although it might reduce other kinds of deposits, at the GM's discretion. Reducing the Abundance of a Minimal Resource requires an additional step, but completely exhausts it. Planets without Resources to exhaust are assumed to have used them up in reaching their current Development status, and are often desperate for further opportunities.

Advanced Industry

The defining limitation of a civilisation with Advanced Industry is a lack of capacity for serious void travel. Elements of this capacity are evident, including possession of advanced life-support or power generation technologies. The upper limits of this level of Development include civilisations in possession of all the technologies necessary to manufacture system ships, but that have never attempted to combine them appropriately.

The technologies and devices known to these civilisations can include las or bolt weaponry, an abundance of submersible and flying vehicles, and even plasma reactors and void shields. Their knowledge of the void is extremely limited, and might not include knowledge of anything beyond their own system. Awareness of the Warp is typically limited as well, although a population plagued with a high incidence of psykers could have more understanding of such matters, as a necessary evil.

This level of Development requires heavy consumption of a Planet's Resources. Their industry reduce three of a Planet's Resources' Abundance by 3d10+5

Basic Industry

The upper limits of this Development level are distinguished from those of Advanced Industry largely by matters of focus. A civilisation has transcended Basic Industry when its manufacturing and production capabilities are theoretically able to provide for the essential needs of the whole of its populace. Of course, few civilisations actually meet the needs of all, instead allowing power and resources to congregate around a few individuals.

Advanced manufacturing techniques often begin to emerge at this level of development, including mass production lines, and the synthesis of materials that cannot be found in nature. Vox transmissions, advanced solid projectile arms and basic las weaponry, and moderately advanced flyers, have each been known to emerge at this stage. Some or all of the weapons and armour produced by such a group likely have the Primitive Quality.

This level of Development requires significant consumption of a Planet's Resources. Their industry reduce five of a Planet's Resources' Abundance by $2d10+5$.

Colony

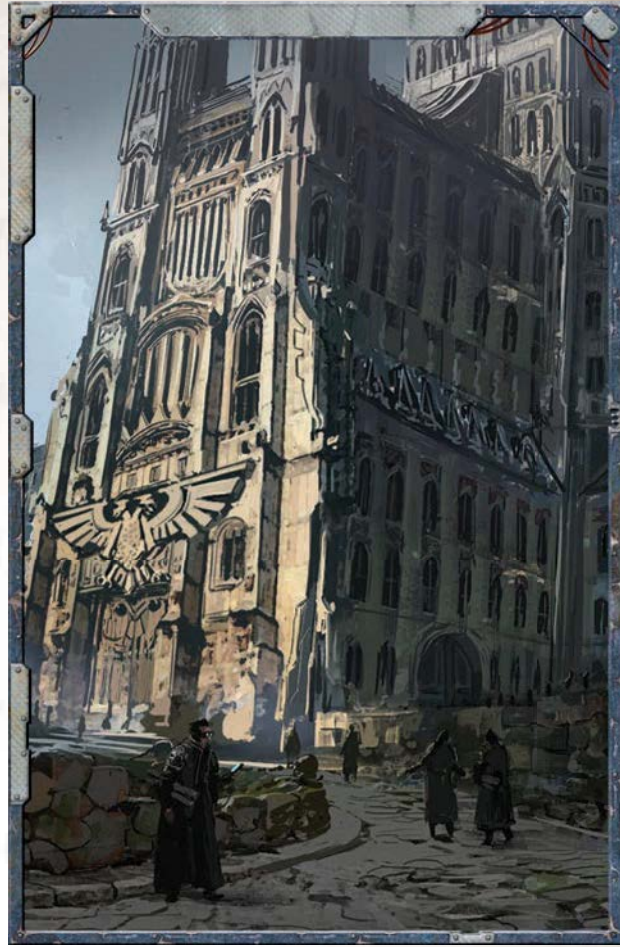
Civilisations of this sort are not defined in terms of technological limits, as they are almost universally in possession of supplies of highly advanced technology, possibly including powerful generators, defence lasers, void shields, and even system ships. However, this technology is never the product of the Colony itself, and their industry is usually limited to maintenance of the existing supplies, rather than any significant degree of production and expansion. The defining limits of a Colony are largely social, with a highly centralised populace, and ties of dependence or allegiance to another world. Developing to the point of self-sufficiency or independence transitions the Colony to a different level of Development, at which point they can typically be considered to possess Advanced Industry, or be Voidfarers. See page 98 for rules for developing one's own Colonies in the Expanse.

Colonies are typically too recently established to have significantly impacted a Planet's Resources. Their starting industry reduces all of the Planet's Resources by $1d5$.

Orbital Habitation

Similarly to Colony civilisations, Orbital Habitation is not primarily defined by the technology of the populace, but by their living conditions. Such populations do not dwell on the surface of their planet, but in large stations, circling above it. This is an especially common Development level for worlds hostile to normal habitation, but various circumstances can make the surface of a Planet unappealing or taboo to an orbital populace, even if it is otherwise safe. In some cases, the orbital stations simply lack the craft for re-entry.

Given the necessities of maintenance in the survival of an orbital populace, the technical aptitude of such groups tends to be both significant and widespread. The limits on raw materials and production facilities imposed by their circumstances do tend to limit the degree to which these skills can be applied, however. In some cases, asteroid mining and similar efforts can make an orbital population the equal of, or even superior to their planetbound equivalents. If the local



civilisation is aware of potential threats from outside, their habitats could have defensive capabilities, similar in scale to the Wayfarer Station found on page 210 of the **ROGUE TRADER** Core Rulebook, although the specific armaments should be derived from their native technologies.

For obvious reasons, a Planet's Resources are completely unaffected by Orbital Habitation.

Pre-Industrial

The limits of Pre-Industrial Development are shaped by the absence of significant manufacturing or mass production efforts. Technologies that rely on this level of infrastructure are almost unheard of in such civilisations. A lack of standardisation frequently limits the proliferation or acceptance of higher-end technologies at large.

Despite these limits, Pre-Industrial civilisations are often able to produce black powder weapons, good-quality steel goods, and other items reliant on the efforts of individual craftsmen or trade guilds. All weapons and armour produced at this level have the Primitive Quality. In some cases, these civilisations place an exceptionally high value on master tradesmen, for their unique position in their society's infrastructure.

Pre-Industrial societies are usually too limited in scope to have significantly impacted a Planet's Resources, though there are always exceptions. Their activity reduces up to two Resources' Abundance by $1d10+5$.

Primitive Clans

Civilisations in this stage of development are commonly newly emergent xenos races, although human colonies that have lost vital technology knowledge can descend to this level, in some cases. This is the level of Development found on most of the Imperium's feral worlds. It is defined by a limited adoption or even complete lack of agricultural techniques or permanent settlements. Large-scale industry is all but unknown at this level of Development, and many basic crafts, common to more advanced Development levels, should likewise be absent. Any weapons and armour produced at this level have the Primitive Quality.

Though they tend to have a lower impact than industrial societies, Primitive Clans can still easily reshape an ecosystem or even deplete key resources. Their activity reduces a single Resource's Abundance by 1d10+2.

Voidfarers

There is no limit to the technologies a civilisation of Voidfarers can produce. Such civilisations are frequently involved in efforts to expand beyond their home world, and are rarely found without at least a handful of system ships devoted to such efforts. If the local government has found evidence of life beyond their world, they might have even built defences or voidships as a precautionary measure. The GM should apply common sense in developing the capabilities of such civilisations, especially with potentially significant technologies, such as Warp drives.

This level of Development requires massive consumption of a Planet's Resources. Their industry reduce five of a Planet's Resources' Abundance by 4d10+5

SPECIES

A Rogue Trader's potential courses of action in dealing with an inhabited world are informed, above all else, by the nature of the populace. Other factors, from the value of the planet's resources, to its accessibility from his dynasty's holdings, must all be considered with regard to this key element. Dealing with worlds held by Orks, Eldar, or the Rak'Gol each require radically different approaches, even if they are somehow the same in all other respects. In most cases, the native presence spurs further divergence in the nature of the planet, due to differences in consumption, production, and other factors of the native society.

Eldar

While the ancient, star-spanning empire of the Eldar is said to have held countless worlds at its height, that era has long since passed. Since the fall of that ancient race, they have maintained few of their former holdings. The majority of the Eldar population exists on the tremendous vessels known as craftworlds, and set foot on a planetary body only rarely. Some xenographers devoted to the study of the Eldar believe that a large population could also be found dwelling in their legendary webway, perhaps even as a remnant of the original, vast empire. Rogue Traders consider such speculation as irrelevant as it is unlikely, as these supposed webway-dwellers show even less inclination towards the upkeep of planetary outposts than the craftworlders.

In most cases, an Eldar-held planet is the home of an Exodite population, or a hub of operations for a corsair fleet. In rare instances, the Eldar presence is limited to unmanned sentry stations, to detect the approach of potential intruders. Experienced Rogue Traders treat all such claims as equal in their potential danger, as Eldar holdings are inevitably laced with hidden webway gates, from which reinforcements tend to pour out whenever it is least expected. Attempts to infringe on territory known to belong to the Eldar are usually limited to Rogue Traders with access to incredible firepower, a cunning smash-and-grab plan, or a dangerously large ego.

The terraforming processes used by the ancient Eldar are legendary, with even incomplete efforts being responsible for many of the most wondrous paradise worlds known to the Imperium. At the GM's discretion, any given habitable world held by the Eldar is the result of these processes. The world's Habitability becomes Verdant, if it was not at that level already. Increase the Abundance of all Organic Compound Resources by 2d10 (see page 30). These "Maiden Worlds" are highly prized by their makers, and seizing one is likely to place the Explorers under hostile scrutiny. When the Explorers launch an Endeavour involving a Maiden World, roll 1d10; on a roll of 7 or higher, it immediately triggers a Misfortune, as the Eldar take retributive action. Given the prophetic abilities of the Eldar Farseers, the Misfortune might occur well before the Explorers even reach the Maiden World itself.

Primitive Clans (Exodites)

Eldar found maintaining a society on the surface of a planet are almost universally part of the barbaric Exodite culture. Certain proscribed texts describe their lifestyle as an act of self-denial against the excess that brought low the empire of their ancestors. Foolhardy war efforts have been launched by those who thought the Eldar harmless without access to their advanced weaponry, only to learn that the Exodites make some exceptions to their prohibitions when threatened with war.

These worlds often maintain stockpiles of the potent personal weaponry for which their race is feared, though Exodite tribes replace the grav-tanks soaring through the lines of their cousins with exotic cavaliers, riding xenos beasts known only as "dragons." When encroached upon by hostile forces, the sudden transformation of the apparently primitive nomads into an organised and ruthless army makes it apparent that they struggle against the elements and natural forces entirely by choice.

The Imperium's limited understanding of Eldar politics indicates that the Exodites are considered a separate nation from their craftworld kin, which has invariably been backed by assertions made during the limited instances of peaceful contact with either faction. Many Lord-Generals, Rogue Traders, and operatives of the Ordo Xenos have concluded that this is a fiction, maintained by the envoys of the Eldar for their advantage, after a seemingly successful operation against Exodites was suddenly reversed by the arrival of an army sent from the craftworlds. Careful observation of available data by those with the clearance to obtain such things indicates that the truth is neither wholly one thing nor the other, a situation all too common when dealing with these enigmatic xenos.

Orbital Habitation

It is more common to find evidence of Eldar interests on a world than it is to find an actual Eldar presence. Various worlds throughout the Expanse are circled by small orbital structures of Eldar make, and no readily apparent purpose. A study of these worlds shows no obvious commonalities, as the known examples range from paradise worlds to barely-stable volcanic rocks. The only linking factor is found once another race attempts to make use of the planet for their own interests, at which point these interests become the target of all manner of Eldar attacks. In one example of particular note, the grand fleet of War Trader Noemi Odette was reduced from dozens of vessels to a single crippled frigate, by an attack from massed Eldar dragonships.

Most such attacks are nowhere near as extreme as this terrible display, and some dynasties have found that attacks on their holdings simply cease after they prove able to weather them. It could be that the limited resources of the Eldar are withdrawn from such apparently futile efforts, or that the planets vary in their importance to their keepers. Rogue Traders willing to gamble on these theories have made great profits, but just as many have been utterly destroyed for their presumption.

Voidfarers

An active presence by the Eldar in holding a world is extremely rare, and such efforts are almost exclusively in the hands of Exodites. The armies of the craftworlds are too thinly spread for any sort of permanent garrison, and the elusive Rangers never stay in one place for long. The corsair fleets maintain the few permanent settlements among the voidfaring Eldar, if their secret havens can properly be called settlements. Most of these bases are hidden in the depths of nebulae, or even the distant reaches of interstellar space, but they can occasionally be found brazenly orbiting a planet that the corsairs consider their own.

Such bases are typically found where they provide some manner of advantage to the corsairs in question. Many fleets take care to protect significant ruins and artefacts on worlds their kind once held, and find a permanent base useful in this vigil. At other times, a world provides something of value to the claimants, some useful resource, or intriguing beast. Thuirafel the Joyful, Pirate Prince of the Laughing Ghost corsair fleet, is said to have maintained a stranglehold over the priceless arc-crystals of Insuemnamon Primaris for no other reason than to deny them to a Rogue Trader who had slighted him.

Planets held by Eldar Voidfarers are not subject to the normal reduction in their Resources. The Resources typically remain completely untouched, although, at the GM's discretion, the Abundance of a single deposit might be reduced by 1d5. This is most likely to occur with regards to deposits of Exotic Materials, Exotic Compounds, or Vivid Accessories.

With Other Species

The Eldar do not suffer intrusion lightly. The mere presence of a non-Eldar vessel exploring the areas they have claimed as their own triggers swift and brutal retribution. In other cases, the response is more limited, or does not come at all. The Eldar are a dying race, and their more temperate



commanders measure every encroachment's threat against the potential loss of life that could be incurred resisting it. When circumstances are against them, the Eldar have been known to entirely abandon claims to their worlds for a time, trusting that the advantages granted to them by the webway and their Farseers can allow them to reclaim what is theirs, at a more opportune time.

In the scope of a typical **ROGUE TRADER** game, this allows for a great deal of freedom in the GM's representation of the Eldar's threat. The GM can reward Explorers adept in stacking the deck in their favour with an easier claim to Planets wrested from the Eldar, as the Farseers find striking at such a potent foe inadvisable. Similarly, no GM should consider it necessary to punish his players for a boldly executed Endeavour against the Eldar, as their interests are far-ranging, and revenge can easily wait a generation (or five).

Explorers who treat the claims and holdings of the Eldar with sufficient respect (or at least a sufficiently wide berth) are unlikely to incur the wrath of the ancient race. Such deference is not a sure defence, and GMs should not be shy to remind their players why the Eldar have a reputation for being capricious and unpredictable. On the other hand, the Eldar have a history of using other races as cat's-paws and tools where their own strength is insufficient, and such Explorers might find themselves under consideration as a potential asset. In some cases, the Eldar claim to seek an alliances or pacts with the individuals such as Rogue Traders, and are thus more circumspect in their approach.

Humans

The remnants of colonisation efforts by the earliest human voidfarers can be found throughout the whole of the galaxy. Such lost civilisations are typically isolated and regressive, with no awareness of their ancient heritage, or of the glorious Imperium of Man to which they owe an inherent fealty. Other worlds, in contrast, have held onto more of their old glories, and have powerful technology and active voidships with which they fiercely defend their own. In either case, it is the sacred duty of a Rogue Trader to bring these worlds into the Imperium's fold, and to purge any deviant elements of their populations that have grown powerful in a society unaware of the threats of the mutant and the psyker. This duty can sometimes condemn a world to death, if the chaplains and missionaries in service to the Rogue Trader find their beliefs irredeemably corrupt.

Basic Development

All human civilisations are descended from the same technological basis. Those colonies not established during the heights of the Dark Age of Technology and the spread of the Standard Template Construct system are still descended from further expansion by those that were. Although no worlds have been known to maintain even a fraction of the technical knowledge from this common foundation, it has created a relatively stable basis for comparing the degree to which they have fallen. Human civilisations can exist at any Development level, and use the guidelines as presented.

It should be noted that even civilisations of Voidfarer Development cannot equal the Imperium in the scope of the technologies to which they have access. Even the most advanced Imperial forge worlds are dependent on support and expertise from other worlds, and it is this network of infrastructure that provides the Imperium's greatest assets. As a general rule, a randomly generated Planet can never have Navigators, sanctioned psykers, Titans, or voidships larger than Cruiser class, and only rarely has Warp-capable vessels of any kind. Of course, the GM can always make exceptions to these restrictions if he considers it appropriate for the Planet in question, but should be aware that such a Planet is likely to draw attention from interested parties across the Koronus Expanse, the Calixis Sector, and beyond.

Lost Technology

The overall structure of human civilisations on new worlds usually follows certain basic patterns. Of course, the combination of local conditions, the meandering course of history, and simple random chance sometimes cause a specific deviation from those patterns. For various reasons, societies are sometimes found with a handful of technologies remaining from their earlier days that far exceed their modern capabilities to produce. Maintenance on these wonders is as much a product of guesswork and luck as rote remembrance.

Human civilisations at the Basic Industry or Pre-Industrial Development levels can, at the GM's discretion, still have some form of advanced technology integrated into the fabric of their society. In most cases, a single, narrow category of device remains, such as a grav-rail network, a vox station

and a handful of receivers, used for propaganda displays, or a small stash of lasguns, whose charge packs have not seen a proper outlet in centuries. Sometimes one or two related technologies have survived as well, although these are typically in worse repair than the first.

There is no upper limit to the sophistication of technologies that survive in this manner, although certain specific categories of devices might prove impossible to maintain. No landbound populace can maintain a functional voidship, for example. Still, tales circulate the Expanse of the club-wielding primitives who nearly brought down an orbiting cruiser with a powerful defence laser, or of the Heretics of the Voice found on Ghorven VI, who worshipped a powerful vox-receiver, and believed centuries-old transmissions to be the commandments of their god.

With Other Species

Without the blessed teachings of the Ecclesiarchy to guide them, the worlds held by Mankind often fall into the thrall of alien powers. While there is no level of folly at which it might seem practical (or even possible) to seek peace with such threats as an invading Ork Waaagh!, or the relentless savagery of the Rak'Gol, many have made errors no less deadly to the ultimate well-being of their populace. Entire worlds have been found in the thrall of openly-paraded Genestealer infestations, or paying tribute to Eldar raiders.

Such behaviour is neither common nor typical, and is representative of a larger issue endemic to these lost worlds. A civilisation raised beyond the God-Emperor's light frequently has difficulty understanding many of the strictures so patently obvious to Imperial citizens. Worlds that have had contact with seemingly benign xenos races often underestimate the threat posed by their neighbours. Even the blessed ignorance that comes with isolation can be harmful, as the natives assume that xenos beings cannot be any more foreign than the strangers from the stars, who come to tell them of this "Imperium of Man."

Kroot

Though the Kroot seem to have been present in the Expanse for longer than even the earliest Rogue Traders, they have colonised few worlds throughout its stars. Most of the local Kroot populations stay aboard the massive, voidfaring Warspheres that carry them between systems, and it is rare for even a small warband to trade this nomadic lifestyle for a planetbound life.

Sometimes a Warsphere passes a world with particularly promising genetic diversity, which inspires one or more Shapers to lead their Kindreds on expeditions to these worlds. These groups maintain contact with their fellows as best as they can, but give up their mobility in exchange for a chance to pursue unique new genetic advantages for their people.

Colony

Kroot colonies tend to be impermanent, even given the limited opportunities such efforts provide. The goal of these settlements is not to put down roots or claim land, but to hunt and consume one the local fauna until the Shapers in charge of the colony have mastered their gifts. This is a task that can last for generations, and a number of Kroot hunting

lodges throughout the Expanse have been in continuous use for centuries. Nevertheless, the Kindred who hold the colony consider their tenancy and claim to be temporary, and look at the idea of permanently settling a world with contempt. Some Rogue Traders have thought this attitude to mean that the Kroot would not defend their holdings, only to find their armies added to the colony's diet.

The goal of any Kroot presence on a world is to gain in strength, and they choose their prey carefully. The GM should generate one or more native species with significant or unusual capabilities, as the focus of the Shaper's attention.

Primitive Clans

Not all Kroot settlements in the Expanse are the result of planning or carefully selected hunts. Small groups of warriors, hunters, and mercenaries from the larger Kindreds sometimes become separated, and even large warbands can be stranded when their Warsphere fails, or their employer abandons them on a distant world. The ferocity and determination of these stragglers can allow them to survive on almost any world, but without the guidance of their Shapers, and the armouries aboard their ships, the societies they form tend to resemble nothing so much as feral hunting packs.

At the GMs discretion, a Kroot group that has been stranded in this state for many generations might suffer penalties to Intelligence and Fellowship, and even gain the Bestial Trait in extreme cases. Most such penalties should be appropriately counterbalanced by increased physical prowess, as the Kroot recklessly change their nature beyond the bounds imposed by a Shaper.



If another Kindred finds them at this stage, they might choose to hunt their fallen brethren to extinction or tame them as beasts. They might even attempt to salvage some parts of their genetic development in the hopes of using certain new quirks without succumbing to the same fate. Some xenographers theorise the Kroot Hound hunting beasts some Kindreds employ were the product of such populations.

With Other Species

In general, Kroot populations tend to be isolationist. This species' mercenary dealings make them disinterested in gaining enemies that might one day be potential employers, and their hunting lodges consider adding to their race's strength a duty too important to interrupt for off-world concerns. Though they defend themselves against hostile interests, they do little to extend their sphere of influence, and treat any peaceful visitors from other species with polite indifference before firmly encouraging them to leave. Particularly successful or sophisticated colonies might entertain envoys from Rogue Traders and their ilk more enthusiastically, hoping to find a new crucible in which to test themselves and improve the strength of their Kindred.

The exception to this relatively unbending rule is in their attitude towards Orks. It is rare for Kroot to turn down any opportunity to strike at their most reviled foes, or to partake of the Greenskins' strength. A visitor to a Kroot lodge could likely hire many of the hunters who might be otherwise occupied if a conflict with Orks is brewing.

Orks

Rogue Traders investigating worlds all over the Expanse have had to deal with the encroachment of marauding Orks, to say nothing of those worlds already in their brutal hands. The mere presence of Orks in a nearby system would be enough of a threat to make many Rogue Traders reconsider developing a newly found planet, if it were not for the rarity of worlds outside the range of the Greenskin threat. In most cases, it is safe to assume that any nearby Orks probably do not have access to the ships necessary to threaten a dynasty's holdings, and a Rogue Trader can take the absence of unruly Greenskin mobs crawling across every world in the system as evidence of this fact.

In cases where an expedition is unfortunate enough to come into an Ork-held system without prior warning, most captains are inclined to promptly order their Navigators to reverse the course that took them there. On occasion, martially-minded or extremely bold captains have used their sudden arrival to strike at the Ork presence. Such battles rarely carry more reward than the satisfaction of vanquishing a thoroughly unpleasant threat. Still, Explorers who are both bold and fortunate might find that seizing the initiative in this manner allows them to claim a valuable world before the depredations of the infesting xenos stripped it bare.

Habitable Planets held by Orks rarely remain so in more than the most technical sense. Territories held by Orks have a chance of being reduced to a Wasteland, instead of their normal type of Base Terrain. Former Mountain Ranges continue to assist with Navigation (Surface) Tests, but all such Territories generate Territory Traits based on their new designation. Such Territories likely show evidence of their former nature,

such as the dried-out or befouled beds of marshes, or swathes of close-cut tree stumps. The Development of an Ork-held Planet determines the chance of a Territory to be changed in this manner, as described below.

Advanced Industry

A world claimed by a powerful Ork warband undergoes a rapid and destructive scouring, as its resources are alternately strip-mined for their value, or wantonly destroyed for the amusement of a deranged warlord. If left unopposed, such a warband can irrecoverably ruin a paradise world in under a century. To encounter a world held in the thrall of the Orks' savage "kultur" is to gaze upon a devastated wasteland, dotted with a mix of ramshackle structures and shattered ruins, nearly indistinguishable from the intact buildings. The one mercy of such societies is the rarity of Ork Mekboyz who can build voidships, and the lack of an attention span or organisational structure to easily support such efforts when they do arise.

The wanton destruction and prodigious consumption of what passes for Ork society places a tremendous drain on the Resources of their Planets. Their Development reduces all types of Resources, and tends to be especially harsh on the sometimes delicate ecological balance supporting Organic Compounds. They reduce the Abundance of their Planet's Resources by a minimum of five steps, across all deposits. A thoroughly entrenched and established population can reduce Resources by as many as ten steps across all deposits, after first reducing all Organic Compound Resources to a maximum Abundance of Limited. If steps are not taken to reduce or eliminate the Ork presence after it is encountered, the GM should consider further reducing the initial Resource Abundance, as time progresses in the game.

The treatment of Territories on Planets of this type is appalling, and any that survive do so only because the Orks have not yet developed an interest in them. When creating a Territory on such a Planet, roll 1d10; on a result of 6 or higher, the Territory has been reduced to Wasteland. Add a +1 to the 1d10 roll if there is an active Ork population in the region. If the GM determines that the Orks have further degraded the Planet over the course of a game of **ROGUE TRADER**, he can freely convert any surviving Territories to Wastelands as time progresses in the game. Additionally, reduce the Abundance of all Resources on a Planet so inhabited by 2d10+5.

It should be noted that while most Ork clans technically have access to the level of technology to support living on an uninhabitable Planet, such presences have never been confirmed. This is partially due to the fact that few Mekboyz would ever think of the idea, or bother attempting it, and partially due to the tendency of the handful that do attempt it to vent their comrades out the airlock for their amusement shortly afterwards. The inevitable lack of continued maintenance finishes off the few settlements that survive this danger within a few months of the resident Mekboy becoming distracted by a new project.

Colony

The concept of a true colony of Orks is widely considered a fundamental impossibility, as the savages have no understanding of concepts such as overpopulation, overconsumption, or any sort of higher purpose. When viewed from another perspective, it could also be said that Ork worlds consist of nothing but colonies, as they have no known home world, and indeed, no concept of "home."

From this perspective, there is no practical difference between the settlements that spring up around a crashed Rokk or the planetbound wreck of an overconfident Brute Ram Ship, and the sprawling factory-complexes and fortresses of the greatest Ork strongholds. The first of these inevitably becomes the second, if left to its own devices for a sufficient length of time. This school of thought has led even the most self-serving Rogue Traders to launch punitive and costly assaults on developing Ork worlds, for fear of what they will eventually become.

As a result of all this, Ork worlds with the Colony Development level have certain unusual and dubious distinctions. The first is that such worlds have almost never been home to an Ork presence for any significant length of time, with the Orks' arrival probably having occurred in what would be recent memory, if Greenskins kept track of such things. If they did not arrive through some arcane means, such as teleportation or ejection from a space hulk, then the remains of their vessel are likely to be a noticeable local fixture. Explorers who encounter and ignore an Ork Colony could well return find it has progressed in Development to Advanced Industry a scant few years or decades later.

The other distinction of Ork Colonies is their unique capability to defile a pristine world. Though the colonies of other races are typically longer-standing and older than a newly-erected Ork settlement, they lack the Greenskins' capacity for wastefulness and ruin. An Ork Colony reduces the Abundance of 1d5 deposits of the GM's choice by 2d10+5. This degradation can affect any kind of Resource. In addition, roll 1d10; on a result of 6 or higher, the Territory nearest the Orks' centre of activity has been reduced to a Wasteland, and a result of 9 or higher, the three nearest Territories have been ravaged in this way by the presence of the Orks.

Primitive Clans

The presence of planet-bound Orks on worlds throughout the Expanse is a phenomenon that is not fully understood. In Imperial space, they are typically found as a recurring menace on worlds that have successfully repelled a Greenskin assault or invasion force. Their presence is believed to be due to leftover Ork genetic material or spores from the earlier incident, a taint which has proven all but impossible to fully remove. Sometimes, worlds infested in this manner are found in the Expanse, with the local societies stamping out the clans as they emerge as best they can. What truly baffles the understanding of Rogue Traders and Magos Xenosbiologists alike, is the presence of these feral clans on worlds that could never have repelled an actual Ork attack. Savage Greenskins have been found roaming across planets that show no signs of having ever housed another sentient race. Careful examination of captured specimens and their limited technology shows no more than the typical deviations from Orky norms, further complicating the issue.

The most common theory on the topic is that these Orks are exiles or other outcasts, abandoned by their clans and left behind as they travelled to new worlds. Detractors of the theory scornfully suggest that its popularity derives from an unwillingness to face unpleasant truths, and point out the lack of corroborating evidence. Not only is the theory wishful thinking, they say, but it flies in the face of actual observation of Ork migrations. They point out that there is no recorded instance of a known Ork stronghold weakening for any reason but a direct attack, by rival Orks or by another race.

Still, if the popular theory seems unlikely, those put forth by the opposition range from the similarly improbable to the outright insane. The only rival school of thought to gain any significant ground is based around observations by Magos Severian, an Explorator in service to the Disciples of Thule. Severian's Postulate, as it is known, claims that Ork spores can be found drifting through the void all across the galaxy, and regularly fall upon almost every world. Most are burned up in re-entry, and the remainder are rendered inert, due to their isolation from further Ork presence. The examples in the Expanse are often the result of spore clusters sufficiently dense to survive planetfall in the numbers necessary to generate a new Ork population. Those who have examined his arguments and evidence have yet to find a flaw, but the implications are disturbing enough that the Postulate does not spread far.

These Orks usually lack the technically-minded Mekboyz that develop most Ork technology, but their primitive Pigdok equivalents are still capable of exceeding the commonly understood capabilities of their Development. They sometimes have limited supplies of the more common sorts of Ork weapons, including choppas and sluggas. Some Pigdoks have even mastered the construction of crude

cybernetics, although they are as likely to apply them to the quasi-tamed fighting beasts they keep as they are to an actual Ork. These weapons and devices are primitive, even by Ork standards, and their makers lack the skills to modify them with a proper "kustom job."

The low-tech societies of Orks are the least destructive of their kind, although this is, of course, saying very little. This degradation can affect any kind of Resource. Their migrations are unlikely to deplete the lands around them as most Ork inhabitation does, so these Orks only convert a given Territory to a Wasteland on a 1d10 result of 10 when the GM creates the Territory. Feral Orks reduce the Abundance of 1d5-1 (to a minimum of 1) deposits by 1d10+5.

Voidfarers

While stranded Orks may represent the lowest end of their strange technology, voidfaring Orks and their bizarre Mekboyz are capable of incredible feats of insane engineering. Orks with access to voidships tend to fall into one of two categories. Of the first, the active and rampaging war machine known as the "Waaagh!," the Expanse remains largely and mercifully free. Unfortunately, it is riddled with the fleets of the piratical Freebooterz who comprise the second category. The strongest of such fleets often make use of a planetary base. Their reasons for doing so vary tremendously, with recorded examples ranging from constructing vast armies of bizarre cybernetic

constructs to one Kaptin's legendary attempt to carve a moon in the shape of his face.



Although the firepower possessed by Freebooter Kaptins is greater than that of any planetary warlord, the proliferation of new targets opened up by void travel mean that these worlds are often less devastated than might be expected from extensive Ork habitation. Ork Voidfarers do not deplete their Planet's Resources any further than is typical for this level of Development, although they consume all Resource types. The frequent urges of the Kaptins to engage in acts such as carving insulting messages into a planet's crust with orbital weaponry does result in an astounding degree of destruction in the local landscape, however. When creating a Territory on a Planet held by Ork Voidfarers, roll 1d10; on a result of 4 or higher, it has been depleted, and is a Wasteland that automatically possesses the Ruined Territory Trait in addition to any other results. Additionally, reduce the Abundance of all Resources on a Planet so inhabited by 1d10+5.

With Other Species

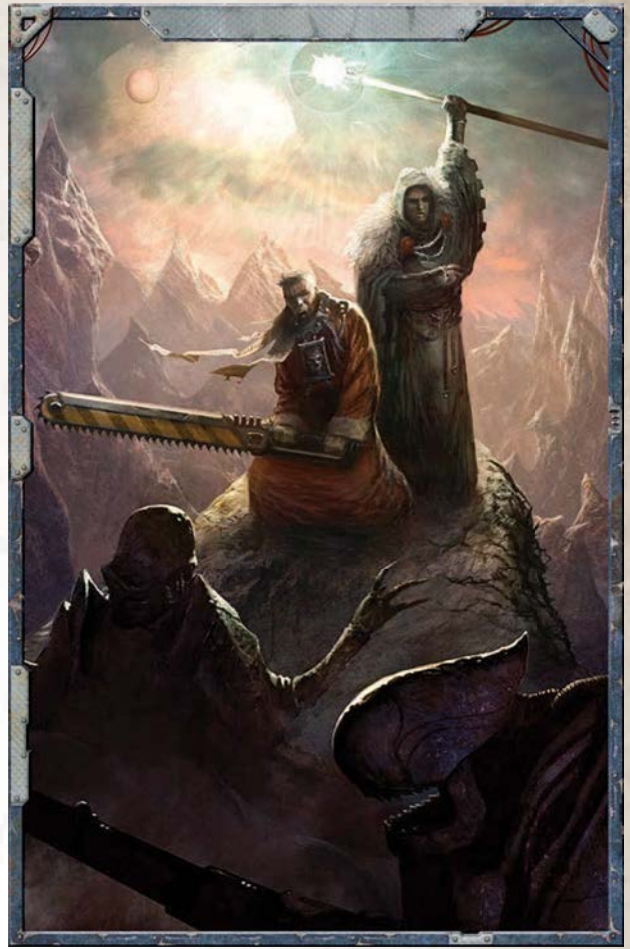
Orks invariably come into conflict with any other species they meet, although since this also true of any other Orks they meet, this does not generally result in a significant change on their end of the equation. Peace with Orks is quite literally impossible, as the species has no ability to grasp the concept. The best that most who encounter them can hope for is that the Orks are unable to notice or attack them, due to a lack of ships or surface-to-orbit ordnance. Such lucky cases often allow for the Orks' numbers to be thinned quickly, but the tenacity and resourcefulness of the Greenskins often means a final clean-up must be done up close, where they cannot simply wait out the attack in a bolthole.

In situations where it is impossible to surprise the Orks with a sudden orbital bombardment, it might still be possible to redirect their aggression. With sufficient inducement, most Freebooterz are willing to put off attacking a Rogue Trader for the time being. These efforts often involve outright bribery, though the Greenskins rarely show interest in any payment other than armaments and ammunition. Wiser Rogue Traders try to avoid paying off their would-be attackers with anything that can be turned against them when the Orks grow bored. Promises of more tempting targets can work even better than a direct payoff, especially if the new target promises both a good fight and valuable loot. Rumours persist that certain Traders in the Expanse seek out Freebooterz, to goad them into attacking their rivals' interests. Such a strategy would be foolhardy in the extreme, but only a select few Rogue Traders are renowned for their caution.

Rak'Gol

The Rak'Gol are believed to originate within the Alenic Depths, although stories conflict over whether this is the location of their profane home world, or simply the route they have taken from a more distant region. The few brave or insane souls who venture into the Depths to search for an answer never return, although pieces of them or their ships occasionally show up amidst the trophies recovered from Rak'Gol vessels. Most consider the idea of seeking the Rak'Gol home world with anything less than a full battlegroup of warships, or an Imperial crusade, to be the height of lunacy.

Matters have grown considerably more complicated since reports started filtering into Port Wander of the xenos marauders claiming worlds beyond the boundaries of the Depths, for unknown



reasons. It is unknown when such encounters first began occurring, as the rumours were not substantiated until the recent Battle of Holtsfall, in 801.M41, was fought in orbit of such a stronghold. The battle's victor, Lord-Captain Patronius Holt, was forced to destroy the xenos structures with an orbital bombardment in order to claim the world for his dynasty, and the rubble left few clues as to their original purpose.

Regardless of whether the Rak'Gol simply seek to expand their holdings, as would be expected of a less deranged species, or if they have some other unfathomable goal in mind, certain common factors have been found among all Rak'Gol habitations discovered to date. In most cases, the bulk of the xenos actually dwelled in orbit and reduced vast swathes of the planet to irradiated deserts for no discernible reason. In some cases, the Rak'Gol constructed their warrens and fortresses in the midst of the poisonous expanse they had created, while on other worlds, they avoided setting foot in any of these areas, even when driven back by assaulting troops.

All Rak'Gol worlds are marked by special Territories known as Rad-Zones, even those that normally lack Territories of any kind. These Territories are considered to have the Desolate and Virulent Traits, although the ill effects of the latter trait are due to the high levels of radiation present, as opposed to toxins. The number of Rad-Zones present on a Rak'Gol Planet depends on its Development level. Rak'Gol Planets frequently house a fleet presence as well, with even minor encampments being defended by at least a single ship. Their more significant holdings often have a major battlegroup patrolling the reaches of the System.

Colony

Newly-established Rak'Gol holdings have been found across much of the Expanse. They are most commonly encountered in the area between the God-Emperor's Scourge and the Phaineal Echoes, a region of space already plagued with significant activity by their kind. Interestingly, these encampments often seem temporary, as if set up as part of a grander effort.

The matter is further clouded by claims of Rak'Gol holdings far from any known activity by their fleets. There are a handful of verified reports regarding such activity, as far afield as Winterscale's Realm and the Foundling Worlds. Rak'Gol planets have yet to be found near striking distance of Footfall and the Maw, but many fear it is only a matter of time.

As far as can be told, establishment of a Rak'Gol Colony always precedes a devastating barrage of nuclear fire, to create one of their infamous Rad-Zones. The Colony's main warren is often, but not always, established in or near the Rad-Zone, but its purpose remains unclear to outside observation. When creating this feature, roll 1d10; on a result of 8 or higher, there is a second Rad-Zone seared onto the Planet.

Orbital Habitation

The Rak'Gol sometimes construct vast orbital stations, housing a population similar to those found on their colonies. As far as can be determined by the examination of reported encounters, there is no comprehensible pattern determining which worlds are occupied from the surface, and which from orbit. Issues of atmosphere, potential foodstuffs, and resources, do not seem to play into whatever alien priorities govern the decisions of the Rak'Gol in this matter. A widely circulated but unverified tale even claims that the xenos aboard an orbital station were once discovered in the process of examining to their planet's surface, only to turn the station's weaponry on the continent they occupied, reducing it to rubble as soon as the observers were detected.

In all recorded encounters with Rak'Gol orbitals, their stations were heavily armed and well-protected, with even the most densely-populated habitats being the equivalent of dedicated defence stations. They bristle with the infamous Howler Cannons and Roarer Beams found on their warships, although they usually lack torpedoes or launch bays. Imperial strategists suggest that this could be due to the fact that the xenos are known to construct variants designed exclusively for raiding and slave-taking, rather than as actual weapons.

Though Rak'Gol in Orbital Habitation do not seem to make significant use of the Planet they circle, they still scar it with the Rad-Zones for which they are known. It is believed that their stations are often constructed with a weapon specifically designed for such work, although this is impossible to verify, since no example has been captured intact. These Planets typically have 1d5 Rad-Zones.

Voidfarers

Major Rak'Gol worlds beyond the Alenic Depths remain scattered and rare for the time being, but each is a unique horror, surrounded by a fleet devoted to no other goal than annihilation. As long as a single such stronghold of foulness and depravity exists, it remains too many for the Imperium's comfort, and their numbers are far greater than that. Where these worlds are known, they are denoted on every chart,

and navigational primer as an area of extreme peril, but unfortunately, many more remain undocumented. Those systems which their ships can easily reach are often subjected to the same treatment, as an additional precaution.

The surface of these planets is often reduced to nothing but a radioactive wasteland, broken only by cyclopean monoliths and hideous fortresses, with walls like enormous knives or fangs thrust forth from the earth. Innumerable minor Rad-Zones mark the surface like a pox, and 2d5 larger examples stand out like enormous scars. If doubles are rolled in the generation of the larger Rad-Zones, then the number instead represents those stretches of the surface not yet devastated enough to be considered such a Territory, and the rest of the Planet's surface comprises a single enormous Rad-Zone.

Mercifully, the Rak'Gol have concentrated most of their Planets at this Development level in or near the Alenic Depths, and the majority of the remainder can be found in the stretches of the Expanse known for Rak'Gol activity. If a Rak'Gol Planet at this level of Development would be found too far from the Alenic Depths or similar areas, the GM should consider treating it as a Colony instead.

With Other Species

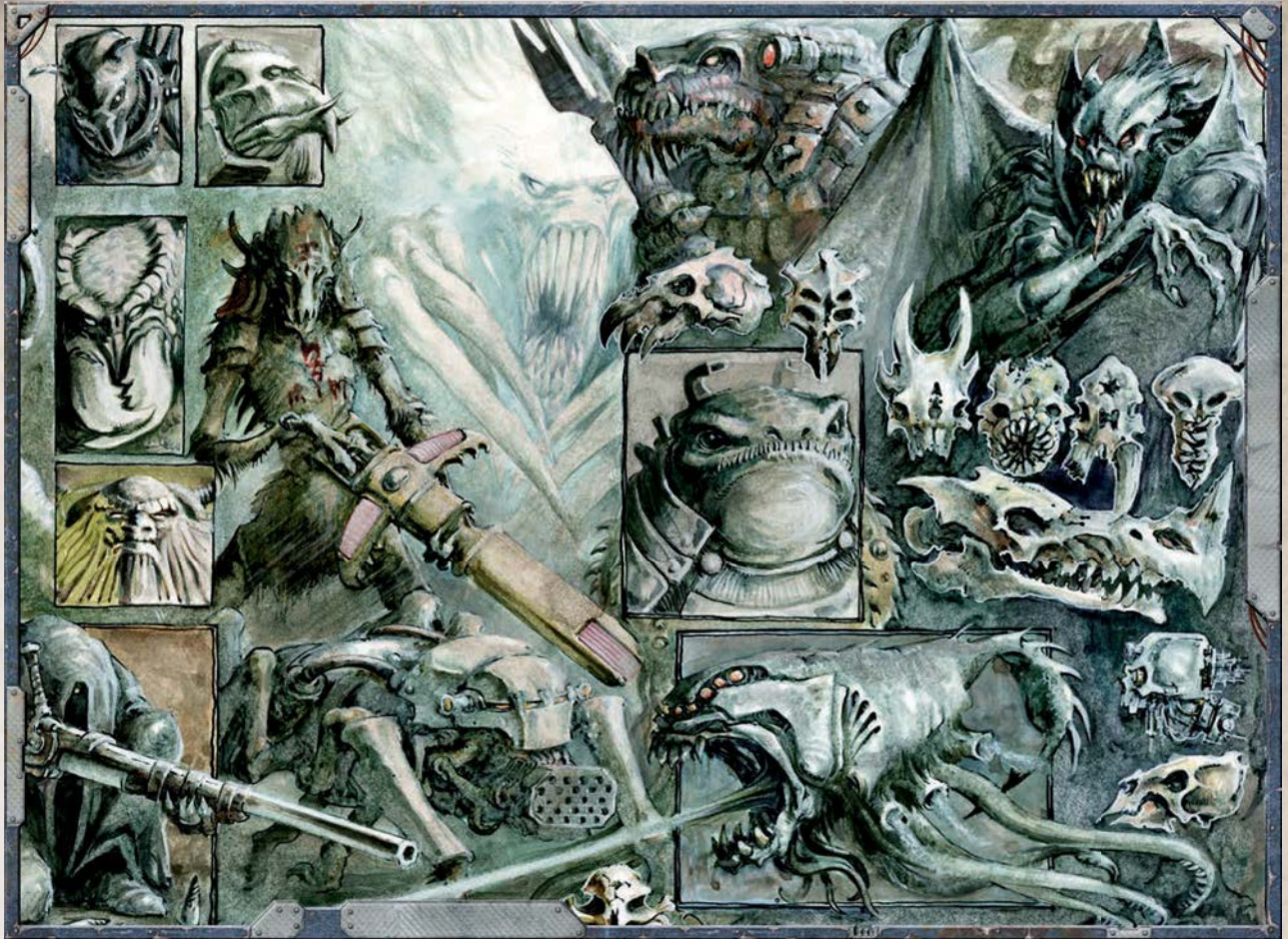
When the Rak'Gol come into contact with another species, only one side ever survives. No exceptions to this rule have been encountered anywhere in the Expanse, unless one counts conflicts as yet unresolved. As such, a System determined to have inhabitants on multiple Planets cannot have Rak'Gol Planets alongside the holdings of other species. Instead, Rak'Gol Planets are often found near Planets with Archeotech Cache or Xenos Ruins Resources, but these are usually of limited Abundance (1d10+5 or lower), given the extremely thorough destruction that the Rak'Gol visit on their enemies. Where Rak'Gol Planets at the Voidfarer Development level are concerned, the GM might consider applying these guidelines to nearby Systems, as well.

Xenos (Other)

There are over a dozen known minor civilisations in the Expanse, populated by a variety of unique xenos, and many more are sure to be lurking on undiscovered worlds. The nature and scope of each race's holdings varies tremendously, from the scavenger tribes of the Koeth Bone-Pickers, to the crystal cities orbiting worlds held by the Dominion of Fhjor. A given civilisation is likely to belong to a single Development level, with a handful of worlds varying slightly from the norm in the case of fledgling empires.

Alien and Unknown

There are no standardised rules by which new xenos races can be understood. Particularly zealous or militant Rogue Traders might prefer to deal with all such civilisations similarly, as the thunderous fire of macrobatteries remains a language that transcends any cultural, or even biological, distinctions. This approach is blunt, uncompromising, and yields predictable results, which means it is greatly favoured by Imperial traditionalists. Nevertheless, it can sometimes prove useful to negotiate with xenos powers, particularly those who can threaten an isolated ship, or who possess resources too valuable to risk ruining in conflict.



Unfortunately, such negotiations are difficult in the extreme. A handful of the more expansionistic cultures have some knowledge of a language known to Imperial scholars, often through contact with nomadic races like the Stryxis. Some of these might be familiar with the common Low Gothic of the Imperium, although such knowledge is rarely widespread within a xenos culture. More commonly, exchanges are conducted in tongues not native to any speaker present, or in a broken pidgin, formed from half a dozen languages or more.

The story of Emil Vendigroth is held up as a cautionary example of the dangers which this practice can present. According to the records of his ship's First Officer, Vendigroth was negotiating safe passage with a xenos admiral, using the Eldar tongue. The Rogue Trader agreed to what he believed to be exceptionally favourable terms, only to find his counterpart rejecting his payment out of hand. When they met again, in an attempt to clear up the confusion, the shuttle holding both their delegations was incinerated by a pulsar lance from a passing Eldar corsair, who had intercepted their transmissions, and considered the entire exchange an insult to his language and culture. Vendigroth's heir still avoids the region of space where his predecessor fell, fearing he might be called to uphold whatever bizarre bargain the xenos believe was struck.

In the event that there is no common language on either side of the exchange, things can become considerably more difficult. Some Rogue Traders make use of highly trained lingua-savants or near-heretical cogitators to decipher new languages more quickly, usually allowing them to bridge this gap before tensions rise

too greatly. It is rumoured that the legendary Solomon Haarlock trained himself to negotiate entirely in a series of easily understood gestures, and thus bypassed many language barriers entirely.

With Other Species

The behaviours and common reactions of newly discovered xenos races are little easier to classify and categorise than any other aspect of their tremendous diversity. Aggression, fear, or some combination of the two are all common responses to the arrival of a Rogue Trader's vessel in orbit above a primitive culture, but they are far from universal. Furthermore, as the power and knowledge of a xenos civilisation grows, it can become harder and harder to predict. Even the most advanced and powerful cultures have been known to react with fearful awe when they learn of the scope and grandeur of the Imperium represented by a Rogue Trader, while a lack of understanding can lead to fearlessness in facing down an army many times more powerful than the natives' defence forces.

GMs developing a new xenos culture for use in their games of **ROGUE TRADER** might find it useful to create a number of basic beliefs and attitudes, central to their mindset. Considering such details as dominant religions, previous off-world contact, and the nature of their home world, can give a rough idea of how the xenos would respond to the Explorers arriving, and help inform how willing they are to communicate or compromise with outsiders. While it is possible to play this kind of situation by ear, these preparations usually allow for greater feelings of verisimilitude and consistency in the game, and can keep events moving, when unanticipated events demand a reaction.



PLANETSIDE ADVENTURES

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CHAPTER II: PLANETSIDE ADVENTURES

"We had no idea what to expect when we set foot on H6, or 'Sixth Hell', as the ratings were calling it. It was only later, much later, that we learnt that some things are best left alone, and some worlds were never meant for the eyes of men."

—Gynar Halabas, Armsman aboard the *Son of Drusus*

The galaxy is a vast and dangerous place, far beyond the mind of man to comprehend, and filled with both terrors and wonders unimagined by even the most adventurous or avaricious of explorers. Among the great darkness of the void, both within the regions claimed by the Imperium of Man and beyond, lie a million, million glittering worlds, most untouched by the spread of humanity. Each of these worlds is unique, host to its own individual collection of dangers, pitfalls, and perils, but also often hiding ancient treasures or natural bounties which can make an Explorer rich beyond wildest dreams. It is the promise of this wealth which draws a Rogue Trader to the void, wealth which he can use to line his pockets in trade from the Imperium, or to stake his claim and expand his own personal empire a little further out into the dark.

Of course, few worlds are entirely uniform. Beyond the **Territories** described in **Chapter I: World Generator**, most planets are covered in unique and memorable sites. These are the places that a Rogue Trader is most likely to visit personally, lured in with the promise of treasures beyond compare. However, most are not so easy to plunder, their wealth hidden or guarded by terrifying wardens that exist to slay brazen interlopers. There, bold Explorers can make their fortunes—if they are brave enough to set foot on the surface, and cunning enough to survive.

Although some Rogue Traders might prefer to stay aboard their voidships and reap profits from afar, the exploration of planetary sites is central to the **ROGUE TRADER** experience, and the basis for countless potential adventures. After all, underlings are useful, but their skills—and loyalties—only extend so far. Sometimes, the Explorers must take matters into their own hands. Unique and memorable planetary adventures present a practically endless supply of stories, limited only by the Game Master's imagination and the Explorers' thirst to seek out the unknown. One session, the Explorers might slog their way through a toxic jungle brimming with Orks, while the next session, they might face down their long-time rivals aboard an alien space station. Once they conquer the challenges of a particular site, the Explorers can move on, racing towards the endless horizons of profit and conquest.

The possibilities of an entire galaxy of worlds—and entire worlds of unique possible locations—can be a bit daunting at times. **Chapter I: World Generator** is designed to help inspire Game Masters to create their own worlds, and this chapter is intended to help Game Masters tell stories on those worlds.

First, it supplies a number of **Profit Motives**, reasons that Explorers might journey to a given place and then leave the comfort of their voidship to explore it. Then, it provides a number of **Encounter Sites**, archetypes a Game Master can use to create memorable settings, from crashed vessels to lost tombs to endless caverns. It also contains a collection of **Complications** and hazards to challenge any group of Explorers. Finally, it covers a **Treasure Generator**, with which a Game Master can create unique rewards for his Explorers, and **Explorer's Equipment**, a number of items specifically designed to give Explorers the edge in surviving the unknown.



CREATING PLANETARY ENCOUNTERS

"Is there anything as fine as the sight of a fresh world from the deck of your ship? Besides the profit once it's plundered, of course..."

—Hadarak Fel, Rogue Trader of the Fel Dynasty

Rogue Traders are explorers by their very profession, pushing back the veil of shadow that clings to the edges of the Imperium in search of profit and glory. As part of their adventures, the Explorers set foot on many worlds, from those firmly in the control of the Imperium or cultivated by xenos empires to those which have never felt the footsteps of humanity or are hostile to all forms of life. They undertake these daring ventures out of a desire for profit, the thrill of discovery, or an unhealthy mixture of the two. When creating planetary encounters, the GM should consider why the Explorers would want to travel down to a world's surface, risking themselves and leaving the relative safety of their ship. The greatest treasures and strongest motivations are irresistible to profit-hungry Explorers, and also present a good reason why they should not merely send their underlings to do their work for them. The Profit Motive is one possible reason for the encounter. Profit Motives could be anything from searching for a crashed vessel to recovering a miraculous artefact for the Adeptus Mechanicus to seeking a holy relic lost in an ancient tomb to merely plundering a vulnerable world for the Explorers' own personal enrichment. If the Game Master already has a world in mind, then he can use it; otherwise, he can use the **World Generator** in the first chapter to create the world to house the object of the Profit Motive in question.

After finding a Profit Motive to draw the Explorers to a planet, the Game Master determines the Encounter Site into which they venture. The Game Master can generate this locale procedurally; alternatively, the he can shape the environment to match the motivation of the group, tailoring the world to fit in with his agenda and that of the Explorers. Each Encounter Site comes with a number of Dangers, such as the presence of Genestealers on a crashed voidship or corrosive acid storms on a toxic death world. Additional Dangers can arise in any environment.

To this end, every planetary encounter has four main parts: Profit Motive, Encounter Sites, Dangers, and Complications.

Profit Motive: Profit Motive provides one potential reason why the Explorers would undertake the monumental effort to visit the planet. This includes what they are looking for, what they hope to achieve, and how they might have to go about completing their mission. It also includes a potential reward that the Game Master can give to the Explorers if they do choose to visit the world for these reasons. Ideas and concepts for Profit Motive are detailed below (see page 54).

Encounter Site: A given world might have a seemingly countless set of different biomes based on region, and these different Environments allow Explorers to have radically different experiences on the same planet. Thus, while some parts of a planetary adventure are decided by the planet



(as designed by the GM, possibly with the help of the first chapter's **World Generator**), other aspects are based on the Environment through which the Explorers must pass. After all, traversing a dense jungle is very different from trying to survive in the ruins of a forgotten city, and both present their own dangers, opportunities, and adventure hooks. Each kind of Environment presents both Dangers that visitors must overcome to survive, and Rewards that hardy and clever Explorers can reap.

Dangers: The galaxy is a treacherous place, and home to countless pitfalls to threaten the Explorers. Some of these hazards, such as the Dangers described in the **Encounter Sites** section, are predictable based on location—most caverns are difficult to navigate, and pose a danger to the unwary—but others could occur anywhere, changing the dynamic of a planet-side adventure. These unique Dangers, from stellar radiation to blistering storms all help to make an Environment uniquely dangerous, above and beyond the normal threats one expects to face there.

Complications: While one can prepare for environmental Dangers, given sufficient foreknowledge of an Encounter Site, the ability to survive unforeseen complications marks the difference between successful Rogue Traders and the innumerable unfortunates whose bones adorn uncharted worlds across the Koronus Expanse, serving as silent warnings to any who would follow in their ill-fated footsteps. Complications are deadly tests of a Rogue Trader's ingenuity and grit, and each could easily—and rapidly—evolve into a full-blown catastrophe that threatens not the Rogue Trader's life, but the profitability of his venture!

PROFIT MOTIVE

The following are some concepts and adventure seeds that the GM can use as the foundation of a planetary adventure. They cover the most common reasons why Rogue Traders explore the unknown and set foot on strange and hostile worlds, when most God-Emperor-fearing Imperial citizens know well enough to never stray beyond the sight of their own planet, if they are even aware that such travel beyond their own world is possible.

SELECTING A PROFIT MOTIVE

There are a seemingly infinite number of reasons to venture into the Koronus Expanse, and each person who sets sail into the frozen void beyond the Emperor's radiance does so for his own reasons. The GM can choose from this section or, if he wishes to generate this plot hook procedurally, he can roll on **Table 2-1: Calls to Adventure** and then on the resultant table within this section to determine the particular lure that calls the Explorers to action.



TABLE 2-1: CALLS TO ADVENTURE

1d10 Roll Encounter

1-2	Table 2-2: Lost Treasures (see page 54)
3-4	Table 2-3: Undiscovered Worlds (see page 55)
5-6	Table 2-4: Imperial Interests (see page 55)
7-8	Table 2-5: Mapping the Void (see page 56)
9	Table 2-6: Holy Pilgrimage (see page 57)
10	Table 2-7: Ancient Glories (see page 57)

Lost Treasures

The Expanse is filled with tales of lost vessels and ancient outposts, and even a brief visit to the Halls of the Dead in Port Wander can turn up dozens of so called "authentic" maps to worlds beyond the maw, where some great saint or ill-fated expedition met its end. While most of these stories are about as trustworthy as the dock scum which spread them, there are always grains of truth in the lies, and the Expanse has its fair share of actual wrecks and hidden treasure. The GM can use the lure of wealth to draw the Explorers to remote worlds or tempt them into braving dense jungles or frozen caverns, all in the hope of finding a wondrous rewards with which to make their fame and fortune.

TABLE 2-2: LOST TREASURES

1d10 Roll Encounter

1-2	Lost Explorator: A famed Explorator vessel, <i>The Oculus of Mars</i> , led by a renowned Mechanicus Magos Apis Sempronius, has been lost on a world somewhere on the edges of the Rifts of Hecaton. The Explorers are approached by a servant of the missing Magos, Morgehnin Sland with clues to the ship's location and a promise of salvage rights in exchange for his master's life. If the Rogue Trader and his crew can return the Magos or his vessel to the Adeptus Mechanicus, they earn the Peer (Adeptus Mechanicus) Talent in addition to any Profit Factor they earn from this Endeavour.
3-4	Cold Trade Ratlines: The markets of Footfall are suddenly inundated with trinkets and artefacts from the depths of the Expanse, all of which seem strangely related in some way. An individual of substantial means from the Belerephos Dynasty has asked the Explorers to track down the source of these items, and uncover the world from which they come. If the Rogue Trader and his crew can bring the location of this hidden world back to this individual, he offers them a single Xenotech Voidship Component that he can procure as reward for their efforts.
5-7	Martyr's Toil: Tales tell of an ancient crusade ship, <i>The Martyr's Toil</i> , lost long ago while transporting much-needed supplies to the Angevin Crusade—including certain, significant relics. The Explorers come across a map which seems to indicate the final resting place of the Martyr's Toil, though it lies deep in the Ork-held Undred-Undred Teef. If the Rogue Trader and his crew can bring the vessel back to the Emperor's light and return it to emissaries of the Ecclesiarchy, they receive the Peer (Ecclesiarchy) Talent in addition to any Profit Factor they earn from this Endeavour.
8-9	Winterscale's Lost World: Descendants of the famed Rogue Trader Winterscale have discovered records laying claim to a world which appears on no known chart, but is presumed to rest somewhere in Winterscale's Realm. They offer great rewards for the Explorers who can find this world—but so would elements from the Chorda Dynasty, for its shadowy leader ever seeks to gain the advantage over the Winterscale Dynasty in the Koronus Expanse. If the Explorers can bring a reliable map of the Warp routes to this world to either the Winterscale or Chorda Dynasty, they gain the Peer and Good Reputation Talents for that Dynasty, but also receive the Rival Talent for the Dynasty that they spurned, in addition to any Profit Factor they earn from this Endeavour.
10	A Missing Dynasty: A sole survivor of a long-lost dynasty has washed up in Footfall, claiming rights to his family's fortunes and its worlds within the Expanse. He offers great favour if the Explorers can help him find the world which has become the final resting place of his dynasty. If the Explorers can find this world, they find an abandoned Colony that grants them 300 Achievement Points towards any Endeavour to found a Colony on that site—provided they can wrest it from whatever scourge drove it to ruin in the first place (see page 98 for Colonies).

TABLE 2-3: UNDISCOVERED WORLDS

1d10 Roll	Encounter
1-3	Heretic Gold: The Explorers hear of a planet in the Heathen Stars rich in natural resources but yet unclaimed by the Imperium. If they can sway the population and convince its leaders of their divine right to rule, they can plunder it at will. The Explorers gain an additional +25 Achievement Points towards their current Endeavour whenever they fulfil a Creed Objective on this world.
4-5	Dark Secrets of the Yu’vath: There is a dark trade in Yu’vath artefacts, and the Explorers have discovered a world rich in them. Unfortunately for the Explorers, the Yu’vath have left behind some nasty surprises for those who seek to scavenge from the ruins of their empire. When generating artefacts from this site, the GM should choose “Alien Technology” on Table 2-30: Origin (see page 85) and “Peerless Elegance” on Table 2-32: Xenos Construction (see page 88). Whenever an Explorer would gain Insanity Points during this venture, he gains the normal amount plus 1 instead.
6-7	Bones of the Eldar: The Explorers have found a path to a world controlled and protected by the Eldar for millennia. It is ripe for profit, and the plundering of its many ruins and remains, if the Explorers can slip past the vigil of any hidden defenders or traps. When generating artefacts from this site, the GM should choose “Alien Technology” on Table 2-30: Origin (see page 85) and “Peerless Elegance” on Table 2-32: Xenos Construction (see page 88).
8-9	A Jewel Amidst the Sand: A rare, unblemished world, filled with life and virgin resources, untouched by war, solar catastrophe, or xenos hands. Such a planet is a great prize—if the Explorers can keep it a secret from others who are equally interested in its untapped resources. Any Resource deposits on this world have an Abundance of 100–1d10.
10	Off the Well-Tread Path: A previously undiscovered Warp route leads the Explorers to a system never before visited by man. Every world is a potential chance for profit, but also could hold dangers and secrets of great and terrible power. The Explorers gain an additional +25 Achievement Points towards their current Endeavour whenever they complete an Exploration Objective on this world.

Undiscovered Worlds

Rogue Traders often make much of their profit from trading in scarce resources, or by securing minerals, local goods, or even slaves for worlds where such commodities are in demand. For a Rogue Trader, a fresh, untouched world can be an impressive prize, one which he can strip bare and sell to Imperial worlds, or to resource starved outposts like Footfall. Above and beyond the more “mundane” profits, such worlds are notorious for housing lost or forbidden technology, from archeotech miracles to the dreaded remnants of the Yu’Vath.

Imperial Interests

The Imperium is constantly expanding and contracting as it fights its endless war for galactic dominance. As part of the ebb and flow of this ceaseless conflict, the Explorers can make substantial profits by aiding local Imperial forces or contracting themselves to further their interests. This can range from scouting out worlds for Imperial outposts to aiding battlefleets in their efforts to scourge the Expanse clean of xenos influence. Imperial Interests also includes the sacred task of restoring lost Imperial worlds to the fold—regardless of whether or not the locals wish to return.

TABLE 2-4: IMPERIAL INTEREST

1d10 Roll	Encounter
1-3	The Green Menace: The Explorers are “invited” by an officer of Battlefleet Koronus to aid in clearing the Orks from a world in Accursed Demesne. If they help rout the xenos, they earn rights to the spoils. The Explorers gain an additional +25 Achievement Points towards their current Endeavour whenever they complete a Military Objective on this world.
4-6	Marauders and Pirates: The Expanse is dotted with pirate bases, hidden in remote systems and on secluded worlds. The Imperial Navy wants to contract the Explorers to investigate some of these sites, offering great rewards as well as salvage rights should they find and destroy such a base. If the Explorers can wipe out these pirate bases, they gain the Peer (Imperial Navy) Talent in addition to any Profit Factor they earn from this Endeavour.
7-8	A Personal Errand: A member of the Battlefleet Koronus admiralty has a personal request which cannot be executed by his subordinates. He wants the Explorers to discreetly look for a missing officer and suspected traitor, who could be very embarrassing for their contact, should the Navy find him first. If the Explorers can track down this traitor and bring him to the Imperial Navy to meet justice, they earn a favour from this Naval Officer in addition to any Profit Factor this Endeavour rewards. This favour can be used a later date to negate a Misfortune or help them overcome a similar problem, thanks to the Imperial Navy’s intervention (at the GM’s discretion).
9-10	Echoes of Grandeur: Numerous worlds within the Expanse were once under Imperial control, and it is a constant effort to reclaim them. The Explorers are tasked with finding a particular colony and returning it to the fold. This world is has a Mining Colony of Size 3 with Productivity 10, Complacency 8, Order 8, and Piety 8, which the Explorers might be able to conquer, with words or with swords (see pages 101–102 for Colony Characteristics).

Mapping the Void

Maps of the Koronus Expanse usually show only the mouth of the Maw and the environs close to Footfall in any degree of detail, before becoming more and more indistinct as they spiral out toward the Rifts of Hecaton. Some charts may try to add more details to the void, but for every world shown there lurk dozens more hidden, undiscovered, or forgotten. An extensive chart showing the location of such places is a prize almost as priceless as the worlds themselves, and each dynasty jealously guards its own maps of the places its Rogue Traders have explored. For most, the only way to find a path to an untouched region is to find the way themselves, and it falls to brave and daring Explorers to blaze such a trail.



Holy Pilgrimage

Rogue Traders are not the only ones who have a vested interest in forging lasting paths across the void, or in creating a secure way to reach worlds both within the Expanse and beyond its borders. The Ministorum lays down the paths of countless holy pilgrimages within the Calixis Sector and the near regions of the Expanse, growing wealthy on the passage of pilgrims and the lines of travel to holy places and sacred worlds. Rogue Traders might find themselves embroiled in such pilgrimages, either through their own sense of religious faith and the desire to honour the saints, or to exploit the faith of others, charging exorbitant sums for the privilege of setting foot on places once visited by Drusus, Angevin, or other such blessed individuals.

Ancient Glories

In the wake of the Imperium's constant growth and decline, whole sectors of space can be abandoned, cut off, or destroyed by the tides of war and time. Examples of this exist within the Expanse, the follies of past human attempts to settle the Halo Stars or the more recent remnants of the ambition of Sector Lords and Rogue Traders. Many of these locations only reside for certain in Administratum archives or Ministorum directives, exact positions and secrets long forgotten by even those who ply the gulfs of space along the edges of the Calixis Sector. With the right amount of Thrones or the promise of favour, the Explorers might come across clues or maps to the location of such places, and get the chance to plunder their wealth or return them to the blessed fold of the Imperium.

TABLE 2-5: MAPPING THE VOID

1d10 Roll	Encounter
1-2	Across the Expanse: More than one Rogue Trader has tried to map a path from one end of the Expanse to the other. The Explorers have learnt of an ancient star map carved into a ruined city, depicting such a route through the Warp, that would let travellers bypass the dreaded Rifts of Hecaton—a secret that has eluded all Navigator Houses in the Koronus Expanse, and one that they all very much wish to possess. The map is hidden in the wilds of a remote world, though who, or what, made the map remains a mystery. If the Explorers can create a working transcription—and translation—of this city-sized map, they receive the Peer (Navis Nobilite) Talent and are offered the services of the best Navigators that the Houses of the Expanse can offer. However, they also risk becoming embroiled in the constant and mercurial feuds of the Navis Nobilite merely by obtaining such knowledge.
3-5	A Better Path: The worlds of the Maw remain a mystery to most, even though scores of ships brave the Warp storms each cycle to reach the Expanse. An expedition is being formed to properly chart these worlds and even survey them for the possibility of settlement, though saner minds consider these places best left alone. The Explorers gain an additional +50 Achievement Points towards Exploration Objectives during this Endeavour for each habitable world they chart.
6-7	Untouched by Humanity: The Explorers have come across an ancient Administratum document detailing a world on the edge of the Calyx Expanse marked for settlement, though it seems this ripe world was never claimed by the Imperium. Such a prize is surely worth investigation, as is the reason it was abandoned. The Explorers gain an additional +25 Achievement Points towards their current Endeavour whenever they complete a Trade Objective on this world.
8-9	Gifts of the Machine God: There are regions of the Expanse of interest to the Adeptus Mechanicus which they lack the resources to explore. The Explorers can fulfil such a task in exchange for the promise of reward and settlement rights. However, something does not seem right about the mission, and the Mechanicum's unwillingness to send their own to this world raises further questions. If the Explorers can establish a Colony on this world in the name of the Adeptus Mechanicus, they receive a single Archeotech Starship Component of their choice as payment.
10	Safe Passage: The Explorers come across a salvation beacon from the surface of a remote moon, offering the location of a world rich in abandoned xenos ruins in exchange for a rescue. When they investigate the ship, they find the crew long-dead, but scavenge the coordinates to the lost world of xenos treasures. The Explorers gain an additional +25 Achievement Points towards their current Endeavour whenever they complete a Criminal Objective on this world.

TABLE 2-6: HOLY PILGRIMAGE

1d10 Roll	Encounter
1-3	Footsteps of Drusus: There are numerous worlds along the edges of the Expanse said to have once been graced by Saint Drusus. The Explorers are offered substantial rewards by the Ministorum for mapping out such a world and deeming it “safe” for pilgrims. The Explorers gain an additional +50 Achievement Points towards Creed Objectives for each shrine they establish on worlds tread by Drusus during this Endeavour.
4-6	Winterscale’s Resting Place: A descendant of the great Rogue Trader Winterscale is keen to recover the bones of one of his glorious ancestors from a far flung world of the Expanse. The Explorers can lend aid, but this is more than a mission to honour the dead. The descendant wants the remains for his own glory and status, and is willing to go to great lengths to get them. If the Explorers can unearth the remains and return them to the descendent of Winterscale, they earn a token of favour from this great Dynasty, which can either be exchanged for 1d5 Profit Factor, or assistance in overcoming a Misfortune or other crisis (at the GM’s discretion), in addition to any other Profit Factor earned during this Endeavour.
7-8	The Lost Crusade: The Margin Crusade was lost years ago in the wilds of the Expanse, though only a handful know of its true fate. A powerful Scintillan noble widow wants the Explorers to find the Crusade, promising them rights to her holdings in the Expanse. If they can discover the fleet’s fate amidst the cold stars of the Expanse, the Explorers receive a Research Outpost Colony with the following profile (Size 3, Productivity 8, Complacency 8, Order 3, Piety 7) (see pages 102–103 for Colony Characteristics).
9-10	Broken Shrine: Failed missions of the Imperial Cult litter the Expanse. They rest in places where the Ministorum has tried to impose the worship of the God-Emperor on worlds too harsh to tame. The Explorers have found such a world and the remains of its keepers, near to madness and death. If the Explorers can return these lost souls to the Ecclesiarchy, they receive a sacred relic of Saint Drusus, which the faithful value highly, and may even have truly miraculous properties, in addition to any Profit Factor earned from the Endeavour.

TABLE 2-7: ANCIENT GLORIES

1d10 Roll	Encounter
1-3	Colony of Man: The Explorers have been offered the chance to create a settlement on a world within the Expanse, as a port of call for Imperial trade. Working closely with the Imperium has its price, and though the potential profit is high, they must suffer meddling officials and secret Administratum agendas. They gain 200 Achievement Points towards the Endeavour to found the Colony to reflect the Imperium’s support (see page 98 for Colonies). If the Explorers manage to create the sort of upstanding outpost that matches the stringent and maddening standards of the Administratum, they gain the Peer (Administratum) Talent in addition to any Profit Factor they earn from this Endeavour.
4-5	Powder Keg: Among the Heathen Stars are planets settled by man long ago, cut off from the Imperium and unaware of its existence. On one such world, the Explorers face the seeds of a Chaos cult. Such a taint sometimes even calls for Exterminatus, the final judgement of the Emperor upon a world, but the world also contains a vastly lucrative store of promethium, so far untapped by the heretics who inhabit it. If the Explorers can purge the world of the heretics—without igniting the promethium reserves in the process, and blasting the world apart—they gain exclusive access to a world with three Mineral Resources with an Abundance of 50+3d10 (see page 27).
6-7	Descendants of the God-Emperor: A stable, advanced society cut off from the Imperium is a rare thing, though one the Explorers have discovered. They must now decide whether to keep the world secret and try and draw profit from it, or plunder what they can before the arrival of the Imperium’s more fanatical elements. The inhabitants worship the God-Emperor, but their faith diverges in ways that some might see as heretical. The world counts as having an Agricultural Colony with the following profile (Size 2, Productivity 5, Complacency 8, Order 8, Piety 4) (see pages 102–103 for Colony Characteristics) which, if they are subtle, the Explorers might win to their service without firing a shot.
8-9	A Failed Mission: During the early centuries of human exploration within the Expanse, countless ships were lost. While surveying a lonely world, the Explorers come across such an ancient vessel, a vessel that, apart from salvage, holds an archeotech component that enhances the powers of an Astropathic Choir. If the Explorers can get this component into the hands of the Adeptus Astra Telepathica, they gain the Peer (Astropaths) Talent in addition to any Profit Factor they earn from the Endeavour.
10	Imperial Cache: Long ago, a renegade Imperial Guard general secreted away a vast number of war machines somewhere in the Koronus Expanse, planning to use them for a coup. He was slain under highly mysterious circumstances, but his cache was never found—until the Explorers uncover it on an uncharted world in the Expanse. If the Explorers can get these vehicles back into the rightful hands of the Imperial Guard, either in the Spinward Front or the Jericho Reach, they gain the Peer (Imperial Guard) Talent in addition to any Profit Factor they earn from the Endeavour.

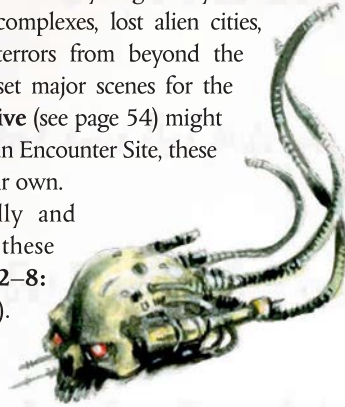
ENCOUNTER SITES

"You haven't known hell until you've landed on a death world, a cursed ball of rock where everything and everyone you meet is trying to kill you. I mean, Emperor's teeth, last time we made planetfall I had a servitor eaten by a rock! A damned rock!"

—Viranous Pesk, Lighter Pilot, *Den of Sorrows*

There are billions of worlds in the galaxy, each one home to its own unique horrors and hazards, but also a source of potential profit and adventure for the Explorers. Further, each world can house a vast set of highly varied environments, biomes, and locations of import. While **Chapter I: World Generator** focuses on creating vast regions, this section is instead dedicated to creating the significant sites on a given planet, asteroid, space hulk, or other sufficiently large body. These are dramatic places—vast cavern complexes, lost alien cities, forgotten vessels filled with terrors from beyond the stars—at which the GM can set major scenes for the Explorers. While a **Profit Motive** (see page 54) might be what lures an Explorer into an Encounter Site, these places have personalities all their own.

The archetypes for deadly and imposing locales such as these can be found on **Table 2-8: Encounter Sites** (see below).



SETTING THE SCENE

Once the GM has determined the motive that inspires the Explorers to take action (see **Profit Motive** on page 54) and the world on which the expedition takes place (see **Chapter I: World Generator**), he can determine the Encounter Site where the planetside expedition takes place. The GM can use any or all of the information from the iconic Encounter Sites listed below to create memorable planetary encounters, or even mix and match elements of different Encounter Sites. If the GM wishes, he can also generate Encounter Site by rolling on **Table 2-8: Encounter Sites**. The GM should also remember to include any interesting or relevant elements of the world on which the Encounter Site exists, as described in **Chapter I: World Generation**. Integrating elements from both the Planet and the Encounter Site can help to create memorable worlds and locations, from the deadly to the beautiful to the bizarre.

GRAVE-WORLDS AND GHOST SHIPS

Tireless millennia of war have left the galaxy littered with the ruins of once great worlds and civilisation, and the hulks of ancient vessels and cities. The Imperium alone has lost contact with millions of its worlds since the Great Crusade, be they worlds lost to Warp storms, celestial phenomena, or the aggression of alien species. Some of these worlds are scattered across the Expanse, waiting for explorers to rediscover them and plunder their lost wealth. Such places are not without their dangers, though, and often the cause of a ship's demise or a world's death is still present to menace those who intrude on the domain of the dead.

TABLE 2-8: ENCOUNTER SITES

1d10 Roll	Encounter Site
1	Derelict Vessel (see page 59): This Encounter Site is in fact a lost vessel. It could be a voidship that has crashed onto the surface of a world, a Space Hulk temporarily in a planet's orbit, or even a starship buried deep in an ocean or beneath a mantle of molten rock.
2	Death Zone (see page 61): This is a region upon a planet, moon, or other sufficiently large body that is utterly punishing to interlopers, be it wracked by radiation storms, filled with toxic gasses, or otherwise inhospitable to human life.
3	Lost Cities (see page 62): These are ancient population centres, long ago abandoned by their former inhabitants, but perhaps still haunted by the shades of their makers.
4	Warrens and Hollows (see page 64): These are vast complexes of alien design, some created by insect hives, others by strange life forms incomparable to anything humans have encountered before.
5	Xeniform Biome (see page 66): This Encounter Site has been utterly transformed by a single species, consumed by a massive organism or shaped into strange and incomprehensible forms by an unknown species.
6	Hidden Oases (see page 67): These areas are often undiscovered wellsprings amidst otherwise inhospitable regions of a planet. While varying in appearance, each is filled with fresh water, edible plants, and other necessities for life.
7	Caverns (see page 68): Mysterious and dark, these regions extend deep into the ground or far into huge mountains. Feral troglodytes, lethal fungi, buried civilisations, and more may be found in the dimly lit crawlways under the rock.
8	Jungles (see page 69): In these regions, thick masses of native flora dominate the land in a lush, verdant blanket. Hidden amidst the green, however, are dangers aplenty, ranging from predatory animals to carnivorous plants.
9	Chaos-Scarred Regions (see page 70): Here the land is blighted from the touch of the Chaos, either through unrestrained psychic powers, invasion by the Ruinous Ones, man-made Warp ruptures, or other unnatural intrusions from the Immaterium into reality.
10	Ancient Warzones (see page 70): These are the remains of battles fought long ago, and blight the land with devastation. Some areas are steeped with foul radiation, while others bubble with molten slag, but most are broken stretches of rock and bones, littered with hulled tanks, shattered weapons, and other detritus of war.



DERELICT VESSELS

The void is scattered with the remains of ill-starred travellers, their vessels drifting in space or their broken hulls rusting in the depths of alien wildernesses. These wrecks are extraordinarily valuable finds, as there are usually components or parts to salvage. Crashed vessels can still hold valuable cargos, rare and expensive goods which never made it to their intended destination, but have lost none of their potential profit. These could include fuel or raw materials, rare minerals and precious metals, or finished goods in the form of weapons and munitions. Explorers, pirates, and even Rogue Traders can also be a source of crashed ships, lost when trying to plunder wrecks themselves. Given the size and perils of the Expanse, more of these treasure hunters vanish into the void than return with brimming cargo holds. Most who do return do so empty handed, with tales of brushes with disaster while trying to recover the remains of a crashed vessel from a hostile world.

In addition to Imperial vessels, the Expanse is also home to the remains of thousands of xenos wrecks, vessels from the scores of alien empires which once plied the darkness beyond the Maw. These kinds of wrecks bring their own dangers, as the Explorers will often face not only the perils of the world where the ship has come to rest and whatever creatures or hazards might have taken up residence in the hulk, but also the alien nature of the ship itself. The rewards of plundering a xenos ship can be well worth the risks, and for a Rogue Trader willing to deal in such forbidden goods, it presents a chance for the Explorers to get their hands on exotic weapons, tech and artefacts which they would otherwise never come across.

A crashed ship can be almost anything, from a downed guncutter to the wreckage of an Emperor-class battleship spread across a continent. Smaller vessels make for good encounters within a larger adventure, such as the Explorers coming across the remains of a shuttle in the depths of an alien jungle, the skeletons of nearby crewmen and the remains of a broken vox telling a sorry tale of their last days. Explorers in dire need of shelter (such as from the acid rain or frozen storms of a hostile world) or supplies would be grateful for the discovery of such a vessel. Equally, it could be home to a hungry predator or an insane survivor, who will turn on the Explorers as they explore the wreck.

Larger vessels are adventure settings in their own right, especially if they are the remains of Warp capable ships which once held tens of thousands of crew and were kilometres long. These vessels might be largely intact, depending on where they came to rest (such as the bottom of an ocean or the heart of a swamp) or may be little more than fragments (like the bridge of a cruiser rising out of the sands of a desert, hundreds of kilometres from the rest of the vessel). Over time, larger vessels will also become part of the Encounter Site in which they crashed, local flora and fauna making it their home, until it is possible for Explorers to wander into the interior of a vessel without realising they have left the forest, tundra, or jungle behind.

Deciding why a ship crashed is an important part of figuring out what kinds of dangers and challenges the Explorers must overcome to reach it and loot its remains. There are a variety of reasons why a ship might find its final resting place on some

TABLE 2-9: DERELICT VESSEL DANGERS

1d5 Roll Encounter

1	<p>Automated Defences: The interior of the derelict vessel is still outfitted with automated defences, which include devastating heavy weapons emplacements. These emplacements fire on any intruders who stray within their range. They have Ballistic Skill 30, 5 Armour Points, 15 Wounds, and are equipped with a Red-Dot Laser Sight (or appropriate xenos equivalent) and one of the following, depending on the vessel: heavy bolter (Heavy; 120m; --/10; 2d10+2 X; Pen 5; Clip 60; Reload Full; Tearing), shuriken cannon (Heavy; 120m; S/--/10; 1d10+7 R; Pen 6; Clip 60; Reload 2 Full), big shoota (Basic; 80m; S/3/10; Pen 1; Clip 40; Reload Full; Inaccurate, Unreliable), or another appropriate Heavy Weapon.</p>
2	<p>Vicious Residents: The ship was brought down by alien infestation or Daemonic taint, and this peril might remain, such as Genestealer broods or Warp spawn hiding within its depths. Alternatively, the former occupants of the vessel might still reside within, twisted by the influence of the Warp and generations of neglect. The party is assailed by one of the following: A pack of Genestealers equal in number to the Explorers (plus a Broodlord, if the GM deems it appropriate) (see page 79), a group of three terrifying Ebon Geists (see page 378 of the ROGUE TRADER Core Rulebook), or a cadre of twisted Mutant Outcasts twice the number of the Explorers, led by a Mutant Abomination (see page 371 of the ROGUE TRADER Core Rulebook).</p>
3	<p>Structural Decay: The combination of crashing into a world from space and the passage of time often means that the ship itself is in a decaying state, making its twisted corridors unstable, power conduits volatile, and some areas simply impassable, forcing long or dangerous detours. This portion of the vessel collapses when the Explorers enter it, dropping any unfortunate who fails a Challenging (+0) Agility Test into the unseen depths. At the very least, this means that he suffers an appropriate amount of Damage from falling (see page 261 of the ROGUE TRADER Core Rulebook).</p>
4	<p>Ion Storm: The most obvious danger presented by a crashed ship is whatever brought it down in the first place. If it is a recurring natural hazard, like atmospheric storms or null zones, then it may pose the same danger to the Rogue Trader's own vessel. This is represented by an electrical surge that deals 1d10+5 Energy Damage with the Shocking Quality to any Explorer who is not sufficiently grounded at the time it sweeps through the ship's hull.</p>
5	<p>The World Inverted: There are countless systems on a void ship which can go awry, especially after decades or centuries rotting in the wilds of an alien world. One of the greatest dangers is comes from warped gravity plates, which can throw scavengers down corridors or into ceilings without warning. If an Explorer enters a zone under the effects of a damaged gravity plate, he is thrown in whatever direction it is facing (suffering Damage from falling if appropriate), and then becomes trapped by the crushing weight of the artificial gravity. Any Explorer trapped this way must make a Punishing (-50) Strength Test to wrench himself free—or his comrades must find a way to free him, perhaps by deactivating the plate.</p>

remote world or system: it could have been damaged in battle and forced down from orbit, suffered a mishap in the Warp and struggled back to realspace only to crash, or fallen afoul of the myriad of celestial phenomena found within the Expanse. Solar storms, gravity wells, and debris fields could all have damaged or grounded a ship which came too close to a volatile or hostile world. Quite often a captain does not recognise the danger before it is too late, whether it is a yet-unrecorded local effect (like changing gravity patterns or rogue worlds) or some forgotten xenos perils (such as ancient defence grids or alien sentinels like those left behind by the Eldar, Yu'vath, or other ancient species).

Mutinous crews and insane captains can also cause a ship to crash, deliberately plunging into a world's atmosphere, either as an act of rebellion against their lord or as a last, desperate act against a seditious crew. Such vessels usually still bear signs of their final, dark moments: barricades and battle scars might remain where factions fought for control of the bridge, engine room, and core cogitator. Survivors from such wrecks often still cling to the memories of these rebellions, and the descendants of a centuries old crash might still war over the ancient wreck without knowing why.

DANGERS

Whenever the GM feels that the Explorers should encounter a peril of some form while travelling through a Derelict Ship, he should roll on **Table 2-9: Derelict Ship Dangers**.

DERELICT SHIP REWARDS

Prime Salvage: A relatively intact void ship is a great prize for salvagers, with basic components, tempered metals, and machines worth millions of Thrones. The real wealth of such a ship is to find an intact plasma core, Warp engine, or weapon system, any one of which would make the trouble of recovery more than worth it. Generate 1d5-2 (to a minimum of 1) Voidship Components using the **Treasure Generator** (see page 83).

Valuable Survivors: Crashed ships can contain important survivors, such as Astropaths, Navigators, or notable captains, either held in stasis or surviving in the ruins. Noble houses, Imperial organisations, and even other Rogue Traders often pay well for the return of such individuals. Any such notable survivors returned to their factions are worth 15 Achievement Points towards the Explorers' current Endeavour.

Lost Cargo: In addition to what can be salvaged from the wreck, ships frequently hold valuable cargo. At very least, a chartist vessel or Warp trader might hold trade goods and minerals, or machinery of substantial value. If the Explorers can recover this cargo and find a port at which to sell it (while avoiding others who claim ownership), they earn 1 Profit Factor.

DEATH ZONES

Many worlds within the Expanse have never been able to support life, be they cold spheres of rocks with thin atmospheres or hostile stars that alternately freeze or burn their surfaces clean of anything down to even the smallest of bacteria. Others were once thriving biospheres, or even the centres of vast planetary empires, now turned into endless graveyards by some great horror or tragedy. However, sometimes a catastrophe can afflict a single region of a planet without even disrupting the other biomes of the world. Over centuries and millennia, deserts can crawl across a continent or magma can be thrust to the surface, the ash choking away all life that it does not scour away in the eruptions. Other times, a species might devour its way to extinction, greedily consuming all of the natural resources in an area before starving along with the ecosystem it has devastated. Though these Encounter Sites are often dust-coated wastelands inhospitable to humans, environmental catastrophe sometimes pushes rare minerals or exotic compounds to the surface.

Of greatest interest and most potential profit are regions that were once alive, but have perished as a result of some great catastrophe or died a slow, strangling death. These can exist on almost any world, from once thriving industrialised worlds, to feral planets, or even Imperial outposts, lost to the numberless dangers found within the Expanse. In the same manner as a crashed vessel, a once-inhabited Death Zone presents a rotting

carcass for the Explorers to pick over, with empty city streets and broken highways to navigate in search of wealth. These abandoned regions can be found on even the mightiest of hive worlds or forge worlds, amidst the continent-sized dumping grounds or in the irradiated underhives where none dare tread.

If the region did, in fact, once support life, the GM should decide how it met its end, what grand catastrophe annihilated it, and if the danger posed by such an event still lingers to threaten the Explorers. The most dangerous kind of Death Zones is one for which there is no apparent evidence of what destroyed it. The Explorers might find the wasted remains of forests, empty cities, and abandoned orbital stations with no sign of people or any signs of violence. This could be the work of the Warp, the dark powers of Chaos scouring a world of life in a single night of horror, and leaving little evidence of its passing, or it could be the actions of xenos, interested only in the living for their own obscure reasons. In both cases, it is possible that the arrival of the Explorers might reawaken such powers, stirred to action by the presence of life and fresh souls for their dark masters.

DANGERS

Whenever the GM decides that the Explorers should encounter a peril of some kind while travelling through a Death Zone, he can roll or choose an option from **Table 2-10: Death Zone Dangers**.

TABLE 2-10: DEATH ZONE DANGERS

1d5 Roll Encounter

- | | |
|---|---|
| 1 | <p>Sinkhole: Created by the apocalyptic blasts of weapons or scouring storms and floods, sinkholes are a mundane, but nonetheless terrible danger to Explorers who make their way into Death Zones. Explorers who enter the destabilised area of a sinkhole must make a Routine (+20) Agility Test to escape the collapsing pit. At best, the unfortunates who fail might find themselves in caverns beneath the Death Zone—at worst, they end up buried beneath soil and rock, in desperate need of rescue from without.</p> |
| 2 | <p>Lingering Curses: Void-farers are superstitious for good reason, and some worlds can be “cursed,” their sorry histories a collection of one tragedy after another, leading to their eventual demise. These ill-fated places are usually well known to travellers in the Expanse, and always come with tales of captains too foolish or greedy to heed the curse and who met their end upon its surface. When the Explorers encounter an incontrovertible omen (a pool of blood that slowly swirls with images of the viewer’s demise, a set of chained corpses that hang up towards the sky, a great whispering stone wrought with glowing gems, or some other sign of the GM’s creation) they must all make a Fear Test against a difficulty of Fear (1) Disturbing. This is considered a supernatural source of Fear.</p> |
| 3 | <p>Insane Machines: Both alien machines and those wrought by the Adeptus Mechanicus can fail over the long march of years, their complex functions becoming corrupted and twisted until they are a danger to all who cross their path. The Explorers are assailed by a number of these constructs, which use the profile for a Battle Servitor (see page 374–375 in the ROGUE TRADER Core Rulebook) equal to twice their number.</p> |
| 4 | <p>Rad Storm: Whether the result of weapons or celestial forces, this region is plagued by radioactive storms and distorted magnetic fields, making landing and exploration dangerous. In addition to the perils of trying to navigate the atmosphere, risking power failure or sensor blindness, the Explorers will not be able to remain for long on the world’s surface, the intense radiation eventually overcoming even the best defences. When a rad storm sweeps in, each living thing in its path must make a Difficult (–10) Toughness Test or gain 1 level of Fatigue that cannot be removed until it escapes such exposure for at least a 24 hour period. Any living creature that passes out due to Fatigue acquired this way succumbs to radiation poisoning and perishes.</p> |
| 5 | <p>Sandstorm: Death Zones are typically characterised by a layer of silt, ash, or caustic material that covers all surfaces in the absence of life. When such a storm blows in, the Explorers all suffer 1d10+5 Rending Damage and are Blinded, unless they can find proper shelter from the whipping gale. Further, this storm imposes a –30 penalty on all Navigate (Surface) Tests the Explorers make while caught inside of it.</p> |

REWARDS

The Game Master can use any or all of the following rewards to entice the Explorers to enter a Death Zone Encounter Site:

Rare Minerals: Even worlds with no indigenous life or the ruins of ancient civilisations can yield great wealth for a cunning Rogue Trader. Some worlds are home to unique ores and minerals, like living crystals that can be grown into any shape or obsidian-like stones that hold a monofilament edge sharper than anything man can create. The depths of gas giants and the atmospheres of toxic worlds can also hold rare chemical compounds, such as vapours that burn far faster and hotter than even the purest promethium. Add an Mineral deposit (see page 29) to this Encounter Site, or increase the Abundance of any such deposits at or near this site by 1d10+5.

Ancient Plunder: A world which once held a civilisation (Imperial or otherwise) is a treasure house of salvage for a Rogue Trader. Great spires, vast cities and even scattered outposts can all be stripped for both raw materials and hidden treasures. Abandoned orbital installations and even decaying shipyards are also possible finds, which can be dragged away or carved up for plunder. Add an Archeotech Cache (see page 28) to this Encounter Site, or increase the Abundance of any such deposits at or near this site by 1d10+5.

New Colonies: If a ruin is sufficiently intact, or a world not too hostile to life to possibly support the living again, a Rogue Trader can use it as a basis for a Colony. By transplanting a population, he can restore fallen factories and crumbling cities to part of their former glory, and accelerate the growth of a world tenfold. If a Rogue Trader chooses to begin a Colony at such a site in the manner described in **Chapter III: Populating the Expanse** (see page 98), the Endeavour to found the Colony begins with 200 Achievement Points to reflect the Rogue Trader's novel use of the ancient infrastructure.

LOST CITIES

Among dead worlds and lost planets are the remains of countless outposts and civilisations, testaments to the entropic nature of the universe that wipes away nearly all traces of even the greatest empires. Some of these lost cities are ruins, like those found on worlds touched by catastrophe, while others are remote outposts, the remains of much larger galactic kingdoms and races, long since cut off from their distant home worlds. Something nearly all lost cities have in common is their isolation from the rest of the Expanse, being located in places where, for one reason or another, they have prospered alone without the support of other worlds. In many cases, the inhabitants of a lost city will be unaware of the galaxy beyond their sky, seeing only empty darkness and cold stars, without any thought to the spectre of the Imperium that lays claim to them.

A lost city could have once been the heart of a powerful planetary or even interplanetary realm, its inhabitants unaware of the glories of their ancestors or of the inheritance they have lost. This can happen if a space-faring empire falls prey to some great disaster, like alien invasion or celestial catastrophe. Warp storms can cut off a world from its neighbours and trigger such a decline, leading to centuries of isolation and that reduce a once thriving world to ruins prowled by primitive gangs, living off the scraps and rubbish of their ancestors. Unlike a dead world, lost cities usually still hold some degree of life, rather than being scoured clean by tragedy. They are places where beasts or the descendants of man cling to a world they no longer recognise, locked into a grim downward spiral of devolution.

Lost cities can also be the result of deliberate human or alien intervention, such as in the case of a greater empire keeping a lesser one subservient to its desires. Among the heretic human empires of the Expanse, it has been documented that some human worlds are kept in a permanent primitive state after being subdued by a greater force, stripped of their technology and kept alive only as a source of labour or conscript soldiers in a vile parody of the Imperium's own system of planetary



TABLE 2-11: LOST CITY DANGERS

1d5 Roll	Encounter
1	Hostile Inhabitants: Lost but not abandoned, this city still has guardians who wish to see intruders expunged at all costs. The Explorers are ambushed by a cadre of defenders equal in number to their group. The specifics of these defenders depend on who is currently inhabiting the city—they might be native Orks (see page 76), long-lost human colonists (see page 376 of the ROGUE TRADER Core Rulebook), or some other enemy entirely, such as the Yu’vath horrors found in other volumes like THE KORONUS BESTIARY .
2	Pitfall Trap: If a city was destroyed by war, or was hidden for a reason, it might be protected by traps and tricks to foil attackers. A pitfall trap requires any Explorer who triggers it to make a Difficult (–10) Agility Test to avoid falling in, or suffer a two metre fall followed by 1d10+4 Rending Damage with the Toxic Quality from spikes.
3	Snare: Some traps are not meant to kill their targets, but instead to immobilise them for later interrogation (or boiling). Whatever the case, any Explorer who triggers such a trap is struck with an attack that deals 1d5+2 Impact Damage with the Primitive and Snare Qualities.
4	Weapon Trap: One intimidating (if, perhaps, excessively complex) form of trap involves rigging blades to swing out of the walls, or weapons to pelt intruders with projectiles. Any Explorer who enters the zone of such a trap is immediately struck by 1d5 attacks that each deal 1d10+4 Rending or Impact Damage with the Primitive Quality. At the GM’s discretion (when dealing with groups capable of building more deadly traps), these attacks gain the Toxic Quality, lose the Primitive Quality, or both.
5	Urban Decay: Some ancient ruins are better preserved than others, as evidenced by weathering, discolouration, and ominous cracks in key support pillars. When the Explorers enter an area that has begun to fall apart in this manner, they must make a Difficult (–10) Agility Test or become trapped in the collapsing room, suffering 1d10+6 Impact Damage and becoming trapped within the debris. Freeing oneself requires an Ordinary (+10) Strength Test or a Routine (+20) Contortionist Test , while freeing a trapped comrade requires a Challenging (+0) Logic or Strength Test . If, however, any Explorer fails any of these Tests by three or more Degrees of Failure, the entire pile shifts, and everyone trapped within suffers another 1d10+6 Impact Damage.

tithes. It is suspected that alien races like the Dark Eldar also “farm” such primitive worlds for slaves, descending from the sky to take humans when they require new stock, and creating a world living in terror of their dark sky gods. The Yu’vath were another race to indulge in this practise of reducing a conquered race to a primitive tribal state, and then exploiting its human population for their own dark ends.

The most interesting lost cities a Rogue Trader can visit, far more profitable than mere ruins or the debased remains of human and alien civilisations, are those that choose to remain lost for a reason. Among the Halo Stars are worlds and cities whose inhabitants have chosen to live apart from the galaxy, isolating themselves not because of the whims of the Warp or the intervention of alien races, but by conscious choice.

DANGERS

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through a Lost City, he can roll or choose an option from **Table 2–11: Lost City Dangers**.

REWARDS

The Game Master can use any or all of the following rewards to entice the Explorers to enter a Lost City Encounter Site:

Safe Harbour: A lost city can make a suitable safe port for a Rogue Trader, especially if he alone knows its location and understands its inhabitants (if any). Such a remote and protected domain can become a place to hide goods, secure prisoners, or simply to rest, many of the reasons such places

are also favoured by pirates as ideal bases. Any bases, large caches, or other significant operations hidden here impose a –30 penalty on relevant Tests to locate them from afar.

Secret Lore: The bones of a dead city or the ruins in which its tribes survive can be a source of secret and useful lore for the Explorers. Among the decaying structures and streets rests lost tech, powerful lore, valuable star charts, or long-forgotten weapons. Scattered throughout the city are 1d5+1 randomly generated items from the **Treasure Generator** (see page 83).

Glory and Renown: There are numerous fabled cities that glitter in the lore of the Calixis Sector and the Koronus Expanse, places mentioned in the teachings of Saint Drusus, the records of the Angevin Crusade, and even the whispered tales of the Haarlock dynasty. Discovering such a fabled city—and surviving to tell the tale—yields 50 Achievement Points towards the Explorers current Endeavour as their legend grows.



ALIEN EMPIRES AND XENOS RUINS

Despite its best efforts, humanity shares its galaxy with a multitude of other races and life forms. Any world which can support life is a nest of xenos plants and animals, shaped by the nature of their biome and reared under alien stars into forms both strange and terrifying. To a Rogue Trader, many new worlds are menageries of such alien forms, filled with creatures both unpredictable and dangerous. Even more deadly than the presence of indigenous alien life is the presence of xenos empires, of which the Koronus Expanse has more than its share. The farther an Explorer travels into the Expanse, the weaker the grasp of humanity becomes.

WARRENS AND HOLLOWES

Humans are not alone in cultivating planets for their own needs. Even primitive alien species raise up cities or tunnel out warrens for their growing kind. These artificial domains can be maddening places for a human, the xenos architecture and incomprehensible design both taking their toll. Such places are also built for the needs of alien biology and ecosystems where the air, ground, and plant life might all be toxic or hostile to human intrusion. This could be because the alien settlement exists in a remote and dangerous location, like the depths of a chemical ocean or high in the willow fronds of a micro-gravity forest. Alternatively, the xenos themselves might create a substance in the creation of their city; toxic secretions and solid excreta that are used as building materials.

Alien hives come in a number of forms, primarily those created by sentient minds and those created by insect or animal instincts. The latter are obviously more common, and many worlds show the presence of creatures which have reshaped their environment to their own needs. On a small scale, this can mean mounds of vegetation or unnatural caves where a beast or creature has made its home, a place where the Explorers themselves seek shelter from the perils of a world or, if they are in search of food or trophies, track down the creature itself. On a larger scale, a colony of creatures could create an entire warren of tunnels, level a whole section of jungle for their nests, or even drain a swamp to create a vast, muddy sinkhole for a home. These larger nests can become quite a challenge for Explorers, as they can span kilometres both above and below ground, and hide unexpected treasures as well as more unpredictable dangers.

Hives created by sentient creatures are an altogether more daunting prospect for the Explorer, as they demonstrate some of the intelligence mankind puts into his own cities and colonies. In a nest crafted by thinking minds, there is an alien reasoning behind its design, and often it includes defences and traps to confound or repel invaders. For Explorers, discerning the difference between a hive or warren created by a thinking mind and the instinctive burrowing of a xenos beast can a challenge, and the truth might only become apparent once they have ventured deep into its interior. Sealing portals, mechanical devices and traps, as well as a coordinated defensive response can all indicate the presence of something more than mere feral instinct behind the creation of a such a hive.



TABLE 2-12: WARRENS AND HOLLOW DANGERS

1d5 Roll	Encounter
1	Toxic Spores: The presence of xenos leaves its mark upon a place, the vile essence of their being spread out among the caverns or tunnels in which they nest. This could be sticky excretion from their skin, shed hides or shells, or even bile, vomited up and used as building material. Each Explorer who enters a zone filled with such contaminants must make a Difficult (-10) Toughness Test or suffer 1d10+5 Toughness Damage that does not begin to heal until he leaves the polluted region.
2	Twisting Labyrinth: Alien creatures rarely build with human visitors in mind, and their instinctive architecture is often counter-intuitive or downright maddening. When the Explorers enter such a zone, they must make a Challenging (+0) Navigate (Surface) or a Hard (-20) Logic Test . If no Explorer succeeds, they become woefully lost; in addition to wandering off course, they immediately wander into another Hazard from this Table.
3	Natural Snare: Some xenos predators build elaborate traps by instinct, trapping their prey in organic nets, shallow pits, grasping tendrils, or other fiendishly clever snares. Whatever the case, any Explorer who triggers such a trap is struck with an attack that deals 1d5+2 Impact Damage with the Primitive and Snare Qualities. Additionally, predators almost invariably monitor their traps, and it can only be a matter of time before one arrives to seek its meal...
4	Digestion Pit: Some creatures digest their food outside of their bodies, spewing acidic slime on stockpiled organic material to break it down before consuming it. The Explorers stumble across such a pit in the centre of a tunnel, and must make a Challenging (+0) Agility Test to avoid falling in and suffering 1d5 Impact Damage that ignores Armour and Toughness Bonus per Round, until they can escape. Note that due to the smell, however, the Explorers receive a +20 bonus to any Awareness or other Exploration Skill Test to notice or find the pit before stepping into it.
5	Bio-electric Field: Some organisms innately generate energies that hinder communications and can even disrupt the functioning of complex electronics. When they encounter such an organism, the Explorers lose long-range electronic communications and, at the GM's discretion, any of their complex electronics fail.

DANGERS

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through a Warren or Hollow, he can roll or choose an option from **Table 2-12: Warrens and Hollows Dangers**.

REWARDS

The Game Master can use any or all of these rewards to entice the Explorers to enter a Warrens and Hollows Encounter Site:

Meat Locker: Wild and bestial xenos care only for the meat and bones of their prey, and think little of the worthless and inedible trinkets they might carry. Finding the food stores of a hive, or its refuse heaps, can prove a treasure trove for Explorers who are willing to dig through the piles of corpses or get their hands dirty searching mounds of alien excrement. Any time the Explorers discover such a waste pile, the group may make a single **Hard (-20) Search Test**; if they succeed, they discover one item from the Treasure Generator (see page 83), plus one additional item for every two Degrees of Success on the Test.

Purge and Cleanse: Wiping out a nest can have its own rewards, such as the glory of the God-Emperor satisfied by the destruction of another foul xenos species staining a world intended for humans. If there is a human colony or society already present on the planet, the locals might also be grateful to have such a threat gone. The Explorers receive 15 Achievement

Points towards their current Endeavour for purging such a xenos taint, but only so long there is someone to compensate them or an intrinsic value to their own venture in doing so.

Rare Specimens: Some xenos might be of value to the Explorers because of their biological makeup, or because they have a value to the right buyers. Of these “valuable” alien specimens, the rarest and most coveted are always in the deepest parts of their hives, protected by their lesser kin; if the Explorers slay the creature in question and claim its remains, they receive 10 Achievement Points towards their current Endeavour; if they take it alive, however, they receive 20 Achievement Points towards their current Endeavour instead.



TABLE 2-13: XENOFORM BIOME DANGERS

1d5 Roll	Encounter
1	Hallucinogenic Spores: There are many ways in which xenofom regions repel intruders. One method is to introduce airborne toxins or contaminants that react with the physiology of sentient creatures by causing terrifying hallucinations. Each Explorer who enters a zone filled with such contaminants must make a Hard (-20) Toughness Test or roll on Table 5-5: Hallucinogen Effects (see page 126 of the ROGUE TRADER Core Rulebook).
2	Shifting Maze: Some alien creatures can dynamically bend their environment to their whim, moving organic or even seemingly inorganic structures to and fro as they please within their dominion. When the Explorers traipse into a place where a native organism is changing the terrain, they must make a Very Hard (-30) Navigate (Surface) or Logic Test to make their way through the shifting environment. If no Explorer succeeds, they simply make no progress, passing the same trees over and over again and wandering into one more Hazard from this chart before they can attempt the Test again. If the Explorers realise that the environment is actively shifting around them, and modify their methods to compensate, they gain a +20 bonus on these Tests.
3	Oppressive Mind: Creatures capable of bending entire environments to their own ends are often intelligent—even if only in a gestalt and instinctive sense—and possessed of a terrifying will to survive. If the Explorers stumble into a particularly vital area, this desire manifests itself not only in pitfalls and defenders, but in a raw, mental force that pushes all but the most iron-willed to their knees. When the Explorers enter such an area, they must make a Hard (-20) Willpower Test . Any Explorers who fail suffer 1d10+5 Intelligence and Perception Damage, which they remove immediately upon exiting the xenofom region.
4	Acid Pool: Xenofom regions often create areas in which the life form that dominates the environment can digest its food—either in large, secondary stomachs or pools filled with biting acid. The Explorers stumble across such a pit, concealed beneath some form of cover, and must make a Hard (-20) Agility Test to avoid falling in and suffering 1d5 Impact Damage that ignores Armour and Toughness Bonus per Round until they can escape. Note that due to the smell, the Explorers gain a +20 bonus to any Awareness or other Exploration Skill Tests to notice or find the pit before falling into it.
5	Aggressive Antibodies: Xenofom regions often have aggressive guardians, creatures grown or repurposed to destroy any invaders who brazenly enter their domain. When the Explorers enter a region guarded by these creatures, the defenders launch their ambush. Most disturbingly of all, however, these creatures almost look as if they might once have been human. There are as many of these creatures as there are Explorers, and they use the profile for Mutant Abominations (see page 371–372 of the ROGUE TRADER Core Rulebook).

XENOFORM BIOME

Humanity is far from the most dangerous creature in the galaxy, though it might like to believe in its own superiority. It is also not the only species to dominate its environment so thoroughly that the terrain becomes a reflection of its own nature. Many alien creatures present little danger to a traveller, be they innocuous insects, plants, or small animals, which are no match for a cunning mind and a ready boltgun. Unfortunately for the Explorer, hidden among the xenos jungles, forests, and oceans of an alien world there lurk real dangers, things which can spell death for a traveller should he cross their path. In some cases, these things are obvious and terrifying; towering carnivorous plants, or hulking sea-beasts which are all fangs, claws and tentacles, clearly a foe to be wary of. However, in other cases, the dangers of indigenous xenofoms are much harder to detect: sometimes, the entire environment moves to the beat of a single heart, or shifts to the thoughts of a single intelligence.

The environment itself can be a predator, and threaten the Explorers as soon as they set foot on a world. Continent spanning jungles (sharing a single root system and single mind), sentient oceans, and living storms are all possible, hiding from the Explorers in plain sight and often revealing their true danger only when it is too late. Beyond those xenofoms which the Explorers can see and destroy with a well-placed bolt-shell are the multitudes of invisible predators a world can be host to; alien viruses

and xenos pathogens, potentially expelled by plants, living in the local wildlife, or simply part of the world's atmosphere. These insidious threats can infect an Explorer's crew, either tearing through its ranks like a plague or lurking dormant for weeks or months before making its presence known, long after the Rogue Trader has left the world behind.

Xenofom Biomes can also be found on settled worlds, where the presence of mankind (or another alien race) is seemingly well established. When the Imperium settles a world, it will often purge much of the local wildlife if it is not immediately useful or poses a threat to humans. Such purges are often incomplete, however, and a virus that controls an entire ecosystem, or a cavern complex that is in fact a great beast, might never be noticed.

Dangers

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through a Xenofom Biome, he can roll or choose an option from **Table 2-13: Xenofom Biome Dangers**.

REWARDS

The Game Master can use any or all of the following rewards to entice the Explorers to enter a Xenofom Biome Encounter Site:

Cleared for Colonisation: Once any indigenous alien menace has been dealt with, the Explorers can begin harvesting the world for themselves. This is an important step

in the colonisation of a world, as it allows the Explorers to take their potent weapons and unique skills elsewhere without worrying about the colony's immediate destruction.

Unnatural Interest: There are many parties within the Imperium of Mankind that might take a worrisome but also highly lucrative interest in a xeniform environment. From a renegade Magos Biologis to certain members of the Holy Ordos of the Inquisition, there are influential and powerful individuals aplenty who might ask a group of Explorers to enter such an environment, offering massive rewards to offset the tremendous risk. Of course, only the GM can say whether such individuals would actually tell the Explorers of the sinister truth behind the place they have been sent to investigate...

HIDDEN OASES

While most planets are littered with clearly hazardous regions, ranging from explosive magma eruptions to bellicose native xenos, many also have quiet areas, where life not only thrives, but seemingly welcomes the weary traveller. Veiled away through forbidding jagged cliffs or obscuring smoke clouds, the appearance of an oasis often mean the difference between a lethally failed mission and continued profitable exploration.

The exact nature of an oasis varies from planet to planet, and sometimes even within a single world. In desert environments, an oasis might be a mere cluster of edible green and a pool of clear water, fed through underground aquifers. Death Worlds might instead have a haven of peaceful

quiet atop a sheer mountain peak, keeping the surrounding bloodthirsty predators at bay. While each offers a different appearance, each oasis generally has three basic offerings: potable water, edible flora (and sometimes fauna), and an overall restful setting. The latter especially can turn quickly on the Explorers, however, for they are most certainly not alone in seeking out such regions for relief.

DANGERS

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through a Hidden Oasis, he can roll or choose an option from **Table 2-14: Hidden Oasis Dangers**.

HIDDEN OASIS REWARDS

The Game Master can use any or all of the following rewards to entice the Explorers to enter a Hidden Oasis Encounter Site:

Profitable Resources: The oasis reveals new sources of enticing plants, minerals, or other items that the Explorers can trade. They can gather seeds, sink wells, strike veins of rare metals, or in some other manner pillage the oasis for their own profit.

Salvaged Valuables: Not all who visit the oasis leave, but the remains and the equipment they leave behind are now sources of profit for the Explorers who uncover them!

Trade Centre Establishment: The Explorers use the area as a trading site. Other Rogue Traders or even xenos travellers frequent the location to do business, with the Explorers taking a healthy cut of the traffic for maintaining the centre.

TABLE 2-14: HIDDEN OASIS DANGERS

1d5 Roll	Encounter
1	Native Predators: A group of vicious predatory animals creep out of the surroundings; where they once only wished to slake their thirst, they are now eager to slake their hunger! The Explorers face four of some sort of local and particularly dangerous predator (see Native Species on page 34 for tools to create such beasts).
2	Deadly Flora: The oasis is devoid of animal life, but not animal bones, as the plant life in this area is much more dangerous! There could be plants with attacking branches, leaves that grip and hold, or maws that spew digestive acids, all designed to make unwary predators (and Explorers) into prey. The Explorers must make a Difficult (-10) Agility Test to avoid these attacks, or suffer 1d10 Rending Damage with the Tearing Quality. If they fail with two or more Degrees of Failure, the attack also gains the Snare Quality.
3	Natural Traps: The oasis's peaceful appearance is only an illusion, for the area is festooned with all manner of deadly hazards. Here the clear, inviting waters might be filled with harmful chemicals, the tempting fruits dripping with poisons, or the cool breezes wafting with soporific gases, all ready to lay low any Explorer who mistakenly trusts the calm surface the oasis presents. The Explorers must make a Hard (-20) Awareness Test to avoid these dangers, or suffer 2d10 Energy Damage with the Toxic Quality.
4	Hostile Xenos: The Explorers are not alone in wishing to enjoy the oasis! There might be Eldar Rangers lurking in the foliage, seeking out relics of their lost glory, Stryxis traders examining the area for valuables, Orks lumbering about in a destructive rampage, or any other host of potentially threatening aliens who would keep the Explorers from properly enjoying the oasis. The Explorers face half their number of any one type of Xenos from the ROGUE TRADER Core Rulebook (see pages 376-378).
5	Renegade Psyker: The oasis is maintained and defended by a small group of rogue psykers who have escaped the Black Ships. They now use this quiet area to practice their powers, but, when disturbed, are more than ready to deal with any who might sell them out to the hated Imperium. The hermits are represented with one Warp Witch (see page 374 of the ROGUE TRADER Core Rulebook) for every two Explorers.

TABLE 2-15: CAVERN DANGERS

1d5 Roll	Encounter
1	Cave-in! : The tunnels groan ominously, and sand falls from the ceiling as the caverns begin to collapse. The Explorers must make haste to escape or buttress their surroundings, lest they too become relics for others in the far future to discover. The Explorers must make a Challenging (+0) Agility Test or become trapped under the rock, and take 10 points of Impact Damage for each Degree of Failure.
2	Dwellers Within : There are others under the ground, ready to defend or preserve the caverns from intruders. These might be near-feral primitives, huge-eyed and pale from life in the dark, or advanced xenos still thriving in cities that sank below the rock long ago, but no matter their level, the Explorers must defend themselves from those that resent any disturbances. These natives use the rules for Mutant Outcasts (see pages 371–372 of the ROGUE TRADER CORE Rulebook) and should number three times the number of Explorers in all, with one in four of the Outcasts as Mutant Abominations.
3	Natural Traps : The caverns are not naturally conducive to easy travel, and the Explorers must face acidic fungal growths that eat away at armour, pools of radioactive liquids, frictionless surfaces where footing is impossible, fractal crystals that slice flesh with ease, and more. The Explorers must make a Difficult (–10) Agility Test to avoid these attacks, or suffer 2d10 Impact Damage. If they fail with two or more Degrees of Failure, the attack gains the Toxic Quality.
4	Horrors from the Dark : The dark holds awful truths, including gruesome creatures from the void above. The Explorers are assailed by a pack of Genestealers equal in number to their group, with a Broodlord if the GM sees fit (see page 79).
5	Passages Without End : The tunnels seem to twist into arcane arrangements, and worse yet, each remains identical despite attempts to mark them. Measurements reveal impossible angles and lengths, and the Explorers are hard-pressed to escape the dark, dank depths before their lights (and probably their lives) are extinguished. The Explorers must make a Hard (–20) Awareness Test or be lost for 1d5 hours, with each Degree of Failure adding an additional hour.

CAVERNS

The planet's surface is only the beginning for the Explorers, for this area reveals dark holes in the barren rock, leading deep underground. These tunnels could be located on the ground, or along the sides of mountain ranges, or almost anywhere else where the foundation is strong enough to support such passageways. Though dimly lit at best, perhaps from phosphorescent fungi or glowing crystals, the tunnels often extend into vast caves far inside the rock, totally quiet aside from isolated sound of water ceaselessly dripping into stagnant ponds and other unpleasant noises not recognisable in the blackness. Many caverns resist even auspex scans attempting to reveal their secrets, and only dedicated exploration can determine what lies at the end of their labyrinthine passages.

DANGERS

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through a Cavern, he can roll or choose an option from **Table 2-15: Cavern Dangers**.

CAVERNS REWARDS

The Game Master can use any or all of the following rewards to entice the Explorers to enter a Cavern Encounter Site:

Profitable Resources: The caverns reveal huge pools of the purest promethium ores, or open veins of other valuable minerals, all ready for extraction.

Safe Havens: The caverns are stable, defensible, and easy to access, with passages large enough for shuttles and flyers. The Explorers can turn these into excellent bases for future operations, or as caches for storing ill-gotten or illicit goods away from inquisitive eyes. Any bases, large caches, or other significant operations hidden here impose a –30 penalty on relevant Tests to locate them from afar.

Lost Relics: The Explorers uncover an interconnected series of enormous caves, each hosting the remains of a xenos city. Millions must have lived here many ages ago, but now there is only dust and decay. Dedicated Explorers who are willing to investigate these areas may find invaluable devices and weaponry, enough to found a new lineage.

JUNGLES

These dense regions of intense foliage are common on many planets, and usually indicate areas where plentiful water, rich soil, and abundant sunlight combine to create ideal growing conditions. This also often means there are many creatures ready to feed on the plants and many predators ready to feed on the plant-eaters. This cycle can become intense, with each organism striving to stay alive and developing even more powerful defensive and offensive weaponry to aid in the struggle. Even the plants develop their own methods to deter and hunt other organisms, and can become as dangerous as the animals dwelling within the jungle's violent depths.

Explorers travelling through such areas, often on hunting expeditions or as a result of vehicular failure, can quickly find themselves prey to the multitudes of life forms that surround them on all sides. While not as intense as a proper Death World setting, travellers can easily find themselves under attack, should they not sufficiently prepare themselves.

TABLE 2-16: JUNGLE DANGERS

1d5 Roll	Encounter
1	Apex Hunters: Jungles often host the most dangerous of creatures, those that have carved out a place amidst dozens of other predators fighting to survive. Such animals (and even plants) are cunning, and can attack without warning from out of the thick foliage. Each Explorer faces two native creatures (see Native Species on page 34 for tools to create such beasts).
2	Dangerous Terrain: While searching above for dangers in the trees, the Explorers may not notice the threats below them. Dust pits, quickslyme, razor vines, and more are found along the ground, ready to befall those unwary of such dangers. Each Explorer must take a Difficult (-10) Awareness Test , and if they fail, must take a Hard (-20) Agility Test to avoid the terrain or take 2d5 Rending Damage.
3	Xenos Tribes: Deep within the jungle are native gatherings of lost human or xenos, in such a wild state that it is difficult to tell one from another. No matter their origin and the primitive level of their weapons, their natural ferocity and knowledge of the local conditions can make them dangerous, even to the Explorers with their advanced technology. These primitives use the rules for Bloodskinner Colonists (see page 370 of the ROGUE TRADER Core Rulebook) and should number eight times the number of Explorers.
4	Intense Weather: Jungles are often located in areas of rapidly changing weather, especially powerful rainstorms that can drive even a proud Rogue Trader to his knees. Each Explorer must take a Challenging (+0) Toughness Test or be battered down, taking 1d10 Impact Damage.
5	Deadly Swarms: Even the smallest of creatures can be a threat, especially in the jungle. Vast torrents of insects and tiny animals march across the ground or fly above it, devouring everything in their path. They can swarm into unsealed armours, rip apart clothing, and take down foes many times larger than themselves, including the Explorers. Each Explorer must pass a Difficult (-10) Toughness Test , or suffer 2d10 Rending Damage.

Dangers

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through a Jungle, he can roll or choose an option from **Table 2-16: Jungle Dangers**.

JUNGLE REWARDS

The Game Master can use any or all of the following rewards to entice the Explorers to enter a Jungle Encounter Site:

Xenotech Cache: Deep in the jungle rests a large collection of xenos gear, including weapons and devices that no human can understand. These should fetch huge prices from discerning patrons. Of course, it could also draw the wrath of sundry others, from the Holy Ordos of the Inquisition to the xenos in question themselves, but such are the dangers of the Cold Trade. Such a cache should generally consist of 1d5+3 items of Xenos Origin from the **Treasure Generator** (see page 83).

New Species: The Explorers discover a new species of plant or animal, be it distinctive and decorative, or perhaps a source of valuable alchemical medicines. Through controlling access to the species, the Explorers can establish a very profitable market. Add an Organic Compound Resource to the area around this Encounter Site (see page 30).

Lost Colony: Deep within the emerald depths is a lost tribe of humans, all that is left of some crashed voidship or forgotten colony. Though far from properly civilised, returning them to the Emperor's grace can surely lead to profitable relations with the Adeptus Ministorum and other Imperial agencies within the Calixis Sector. If the Explorers decide to start their own Colony here with the rules in **Chapter III: Populating the Expanse** (see page 98), they gain 150 Achievement Points towards the Endeavour to found the Colony thanks to the current population.



TABLE 2-17: CHAOS-SCARRED REGION DANGERS

1d5 Roll	Encounter
1	Daemonic Incursions: Reality rips open as rifts into the Warp appear, releasing foul creatures onto the land. One Ebon Geist (see page 378 of the ROGUE TRADER Core Rulebook) is unleashed for every three Explorers (rounding up).
2	Corrupting Terrain: The very ground beneath the Explorers' feet has become twisted and grotesque, and actively pollutes their souls. The Explorers must make a Challenging (+0) Toughness Test or suffer one Corruption Point for every Degree of Failure on the Test.
3	Unnatural Gravities: The energies of the Warp ripple through the area, disrupting the planet's natural gravity in waves of coruscating force. At random intervals, gravity shifts between Low, High, Normal, and Zero Gravity (see page 269 of the ROGUE TRADER Core Rulebook). Explorers must pass an Ordinary (+10) Agility Test when this happens, or suffer 1d5 Impact Damage from the shift.
4	Corrosive Air: The effects of Chaos infect the air, and each wheezing breath becomes painful, as the Explorers cough up bloody phlegm. Explorers without sealed breathing support must take a Challenging (+0) Toughness Test or take 1 point of Fatigue for each Degree of Failure on the Test.
5	Mutant Attack: The area is infested with foul mutants, deviant humans fallen to the corruption of Chaos. These primitives use the rules for Mutant Outcasts (see pages 371–372 of the ROGUE TRADER Core Rulebook) and should number three times the number of Explorers in all, with one in four of the Outcasts as Mutant Abominations.

CHAOS-SCARRED REGIONS

These areas have known the foul blessings of the Warp, and are forever more tainted and unnatural. They are blighted regions, anathema to all true servants of the Emperor, but many a Rogue Trader has been forced into them due to cruel fate or lured into risking their very souls to search these places for cursed treasures.

Some are the result of Warp intrusions into the Materium, but none can say if they are the result of random chance or the unfathomable designs of the Chaos Gods. Others represent where overreaching psykers allowed their powers to consume them, in eruptions of scouring energies that blasted the land down to the bedrock. A few planets host the remains of crashed voidships, where Warp engines have exploded, leaving glowing regions where the Immaterium seeps out like a bloody wound. Most hazardous, though, are those areas where the Ruinous Powers have launched invasions against mankind, or fought massive battles against the Imperium. Here, little remains to indicate life once existed, and Daemonic flesh pollutes the soil, along with the remnants of Chaos war machines and weapons which only the most foolhardy would seek out, despite the incredible profits they would bring in the darker areas of the Calixis Sector.

Dangers

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through a Chaos-Scarred Region, he can roll or choose an option from **Table 2-17: Chaos-Scarred Region Dangers**.

CHAOS-SCARRED REGION REWARDS

The Game Master can use any or all of the following rewards to entice the Explorers to enter a Chaos-Scarred Region Encounter Site:

Wonders of the Expanse: Warp energies have mutated the local life into bizarre and unique forms. While few would countenance such creatures on civilised worlds, wealthy collectors and hive-nobles in

the Calixis Sector will pay handsomely for these curiosities, so they can show them off and impress their peers at future galas. For every such creature the Explorers can extract and sell, they gain +15 Achievement Points towards their current Endeavour.

Potent Relics: Scattered around the scarred land are devices and icons that are bizarrely constructed, and some even say cursed. From time to time, each seems to writhe and twist when held, or cast a pall over the mood of its owner. Generate 1d10+1 items from the Treasure Generator (see page 83), automatically selecting the “Cursed Treasure” result from **Table 2-30: Origin** (see page 85). These items should be scattered across the region, and always in the hands or dens of hostile inhabitants, only to be claimed through conflict.

ANCIENT WARZONE REGIONS

The one constant of the galaxy is endless war, and there are few planets that do not have at least one region where desperate armies once clashed over searing hatreds and vicious betrayals long since forgotten. Massive craters pit these areas, some so large that multiple other craters line their interior. Bodies, weapons, tanks, and other instruments of war are also plentiful, half-buried under shifting sands and creeping foliage. Some might have been crucial conflicts that turned the tide in a war, others only minor skirmishes that only mattered to the dead, but by now, all are so ancient that even the records of their details have turned to dust.

The sheer violence that marked some battles still mars the area, though, leaving a more permanent record visible from orbit. Where unspeakable weapons devastated enemy emplacements, molten and irradiated metal has fused into the native rock to form bubbling masses of liquid sludge. Titanic war machines, many larger than cities, lie in ruins where they fell against engines even more powerful than they. Not all is quiet, however, as for some, the war never ended. They lie in wait, still prepared to repulse the next attackers, or simply anyone venturing into their line of fire.

Dangers

Whenever the GM decides that the Explorers should encounter a peril of some form while travelling through an Ancient Warzone, he can roll or choose an option from **Table 2–18: Ancient Warzone Region Dangers**.

ANCIENT WARZONE REWARDS

The Game Master can use any or all of the following to entice the Explorers to enter an Ancient Warzone Encounter Site:

Weapons Cache: Amidst piles of corpses and bones, the Explorers find mounds of weaponry and vehicles still in some semblance of working order. All can make for excellent trade items for the next would-be warlord ready to launch his conquest in the Koronus Expanse, most of whom are too eager for battle to carefully examine the goods. Generate a cache of 1d10 items with the **Treasure Generator** (see page 83), hidden amidst the ancient remnants of the endless battlefield, automatically selecting “Ranged Weapon” or “Melee Weapon” on **Table 2–24: Treasure Type** (see page 83).

Relics of Battle: The Explorers uncover valuable remains from the battlefield, such as blessed sigils, the bones of warlords now canonised as saints, and other remnants highly prized in a society where war is the sacred charge of the chosen. Generate 1d10+5 items with the **Treasure Generator** (see page 83) that have been scattered across this zone, automatically selecting “Gear and Equipment” on **Table 2–24: Treasure Type** (see page 83).

Unknown Archeotech: Ancient Warzones mean ancient weapons, and the Explorers chance upon a rare archeotech device near a blasted mountain or kilometres-deep crater. Its age indicates its value, though only the most brave or rash amongst them would dare test the weapon except from a very long distance away. Generate 1d5 items with the **Treasure Generator** (see page 83) that have been scattered across this zone, automatically selecting “Ancient Miracle” on **Table 2–30: Origin** (see page 85).



TABLE 2-18: ANCIENT WARZONE DANGERS

1d5 Roll	Encounter
1	Active Defences: Though the battles are long over, the technology is still functional. Automated defences, which include devastating heavy weapons emplacements, come to mechanical life as the Explorers enter the area. These emplacements have 5 Armour Points, 15 Wounds, and are equipped with any one appropriate Heavy Weapon from the Armoury chapter of the ROGUE TRADER Core Rulebook. They react and fire as per the rules for a Battle Servitor.
2	Unexploded Munitions: Many of the explosives from the war rest silently, awaiting only a false step, rough landing, or even a loud noise for activation. Explorers moving through an area must take a Difficult (–10) Awareness Test (or, if they have the ability, a Routine (+20) Demolition Test) to notice and avoid these dangers, or suffer 2d10 Explosive Damage.
3	Warriors of the Long Watch: Though the war is long over, not all of the warriors have forgotten how to fight. The Explorers face a contingent of soldiers, ready to kill anyone that could be an enemy. The contingent is made up of two of the following for each Explorer: Battle Servitor, Renegade, Hired Gun, Mutant Abomination, Eldar Corsair, Ork Freebooter, or Kroot Mercenary (see pages 370–378 of the ROGUE TRADER Core Rulebook for profiles).
4	Radiation Slag: This area is permeated with hazardous energies where weapons of forbidden power were unleashed in desperate battle, possibly annihilating both sides. Explorers must make a Challenging (+0) Awareness Test in order to avoid these areas, or take 1d10 Energy Damage not reduced by Armour as they blunder through the wracking radiation.
5	Tectonic Disruptions: The land itself is finally collapsing from the forces applied against it long ago. Volcanic eruptions fire up through the ground, as if the ancient battles have been rejoined. Each Explorer must make a Difficult (–10) Agility Test , or fall to the shaking ground amidst the molten rock, taking 1d10 Energy Damage.

LOCAL PHENOMENA

“The storm came out of nowhere, crashing down on us like an Ogryn’s fist and smashing our camp to pieces in a matter of minutes. I’ve seen my share of alien weather, and that was no mere storm; that was a xenos world scrubbing itself clean of human filth.”

—Janus Fyr, recounting his landing on Cyan III

Settlements, societies, and their populations are not the only dangers which Explorers must contend with when they travel down to the surface of a world. In addition to their reason for making a landing and the encounters they might have on the world, there is the planet itself, which can also complicate their mission. Local Phenomena cover natural perils like extreme weather, unusual atmospheres, or celestial forces, which can significantly change the challenges the Explorers must endure when traversing a world.

On top of the Encounter Site-specific Dangers described earlier in this chapter, the GM can use the hazards detailed below to further embellish encounters and scenarios depending on the nature of the world. Each one includes guidelines for how it affects the Explorers and their abilities. The GM can either generate these randomly, by rolling on **Table 2–19: Additional Dangers**, or the GM can assign perils based on the specifics of the worlds he has created using the **World Generator** (see page 6).

These dangers are divided into three categories: Gravity and Celestial Phenomena, Weather and Atmospheric Disturbances, and Cursed Earth. Any of these can be applied to an entire world or to a single Encounter Site on that Planet, as the GM sees fit.



TABLE 2-19: ADDITIONAL DANGERS

1d10 Roll	Hazard
1–3	Roll once on Table 2–22: Gravity and Celestial Phenomena (see page 73)
4–6	Roll once on Table 2–20: Weather and Atmospheric Disturbances (see page 72)
7–9	Roll once on Table 2–21: Cursed Earth (see page 73)
10	Roll twice again on this table and apply both results.

TABLE 2-20: WEATHER AND ATMOSPHERIC DISTURBANCES

1d5 Roll	Hazard
1	Temperature Extremes: Freezing or blistering temperatures help to define this Environment, making it inhospitable at best, and extremely dangerous to unprepared Explorers at worst. The Explorers need to overcome the extreme temperatures wherever they travel in this Environment. GMs can use the guidelines from Handling Extreme Temperatures (see page).
2	Rage of Storms: Perpetual tempests wrack this Environment, slashing the sky above with blasts of lightning, and driving all aerial transport to the ground with howling winds and curtains of rain. Explorers suffer a –20 penalty to all Operator and Exploration Skill Tests in this environment, and, at the GM’s discretion, aerial extraction might be unavailable at any time. The Explorers do not suffer the penalties to Operator or Exploration Skill Tests while in sheltered areas.
3	Atmospheric Rot: Something in the region’s atmosphere attacks the synthetic materials carried by the Explorers, but has no effect on organic matter. For every day the Explorers spend in this Environment, reduce the Armour Points of any inorganic armour they are wearing by 1 (on each location). After a day of exposure, all complex technology begins to shut down intermittently, and all weapons gain the Unreliable Quality (or lose the Reliable Quality if they had it). After a month, technology and weapons alike are rendered useless due to corrosion.
4	Corruptive Rain: The rainfall in this area carries with it a strange poison, and the tang of mutation. Each day (and each time they are caught in the open during one of the frequent rainstorms), each Explorer must make a Challenging (+0) Toughness Test or gain 1 Corruption Point.
5	Layered Cloud: The planet’s atmosphere is thin and cold, but layered with clouds of heavier, breathable air. Use the guidelines from Table 1–9: Atmospheric Presence on page 21. However, the GM can change the type of atmosphere depending on the Explorers’ locale, having heavier air down in canyons, breathable oceans, or even roaming patches of air that nomadic people must follow or perish.

TABLE 2-21: CURSED EARTH

1d5 Roll	Hazard
1	Toxic Jungle: The region is covered in toxic vegetation, the presence of which can be deadly if disturbed. This Encounter Site is considered to have a Toxic Atmosphere (see page 21). If the GM prefers, this toxic element only becomes apparent if the foliage is disturbed (cut, shot, or pushed aside), creating clouds around them which will poison Explorers. This can be especially dangerous in fire-fights, where stray rounds cause the surrounding jungle to erupt into a toxic fog.
2	Chemical Rivers and Lakes: The water or other primary liquid in this area contains a chemical or biological composition that is anathema to the physiology of most species. Whenever one of the Explorers comes into contact with the water in this region, he must make a Hard (-20) Toughness Test or suffer 1d10 Agility Damage that does not begin to heal until he exits this Environment.
3	Broken Ground: This region of the world is broken and cracked from constant tectonic motion. This means that the landscape can change overnight, and that there are few direct paths across the surface—Explorers suffer a -10 penalty to Navigate (Surface) Tests in this Environment. Further, sudden shifts can throw the Explorers off balance—at the GM’s discretion, everything in the Environment must make an Ordinary (+10) Strength Test or a Challenging (+0) Agility Test or be knocked to the ground.
4	Volcanic Activity: The planet’s molten core burns close to its surface, creating scores of towering volcanos and rivers of magma. This raises the temperature of the Encounter Site as compared to the Planet it is on, making a Temperate Environment turn Hot, or a Hot Environment into a Burning one (see pages 22–23). In addition to creating impassable regions where flaming rivers prevent land travel, there is also the danger of choking ash storms and clouds of toxic gas. If the Explorers stumble into one of these, they must make a Hard (-20) Toughness Test or suffer 1d10+5 Impact Damage with the Toxic Quality each Round until they escape it.
5	Warp Touched: A place which exists too close to a Warp rift, or one where the fabric between the Materium and Immaterial is thin, can become saturated in Warp energy. Though the world might have no outward signs of Warp taint, the Explorers might feel uneasy without knowing why. Psykers can sense this phenomenon without a Test, and it affects their powers, adding +2 to their Psy Rating but also adding +20 to any rolls they make on Table 6-2: Psychic Phenomena or Table 6-3: Perils of the Warp (see page 160–161 of the ROGUE TRADER Core Rulebook).

TABLE 2-22: GRAVITY AND CELESTIAL PHENOMENA

1d5 Roll	Hazard
1	Strange Gravity: Some Environments are subject to strange gravities caused by celestial forces, strange xenos devices, or even interference from the Immaterial. This Environment, regardless of what the world around it is like, is subject to the conditions of either Low Gravity, High Gravity, or Zero Gravity (see page 269 of the ROGUE TRADER Core Rulebook).
2	Endless Night: Tide-locked worlds (planets which perpetually face their star), those surrounded by dense, dark atmospheres, or those shielded by other moons or planets can all exist in a state of perpetual night. Underground Environments exist in a similar state by default, unless they have native flora or fauna or artificial devices that provide light. Traversing these regions means doing so in pitch or near pitch darkness, along with all the problems that brings (see page 247–248 of the ROGUE TRADER Core Rulebook). For humans, extended periods in darkness can also be mentally taxing, and the GM can impose a -10 or greater penalty on Willpower or Fellowship Tests for those who spend more than a week in darkness (this is especially appropriate for the Explorers’ followers, if they have any).
3	Enduring Day: The light-side of a tide-locked world, worlds at an extreme axial tilt, or those exposed to binary or trinary star clusters can all experience endless day. Some Environments are also permanently bathed in artificial or natural light due to quirks of their existence. The constant presence of the sun can fatigue Explorers as they spend days or weeks bathed in solar light. Fatigue recovery (see page 251 of ROGUE TRADER Core Rulebook) take twice as long during extended periods on these worlds, unless the Explorers can find a place of blessed darkness to rest.
4	Baleful Stars: Some stars are ill-omened, and their mere presence is enough to unnerve those who must pass beneath their evil gaze. The sight of such a stellar omen, like the dark red eye of a vengeful god, always puts the crew on edge, reducing a ship’s Morale by 10 and inflicting a -10 penalty on all Command Tests to control the crew so long as the vessel sits under its dread gaze. Further, Explorers in such a location suffer a -10 penalty to all Willpower-based Tests.
5	Irradiated: This place is scarred by low levels of radiation that bear down from the heavens, searing and twisting what little life can survive it. At the end of each day in this Environment, each Explorer must make a Hard (-20) Toughness Test or gain one level of Fatigue that cannot be removed until he leaves the Irradiated Environment. If an Explorer passes out due to Fatigue accrued this way, he succumbs to radiation poisoning and perishes.



PLANETSIDE COMPLICATIONS

“Whatever lurks in those jungles, my boltgun and flamer will make short work of it.”

—Last words of Arch-Militant Ren Zikali

Success or failure for a Rogue Trader often comes down to meticulous planning and preparation to deal with the hostile environments he must face. Still, even the best laid plans can go awry, especially in the untamed reaches of the Koronus Expanse. Unforeseen dangers lurk in the primordial jungles, and grisly death hides amid the shadowy ruins of lost civilisations, things that no amount of calculation can prepare an Explorer to face. This section details several possible complications that might befall Rogue Traders who tread upon the uncharted worlds at the edge of the galaxy.

At any time the GM wishes to introduce a new danger, above and beyond that of the environment that might already threaten the success of a planetside mission, he can either choose from the following options or roll on **Table 2–23: Planetside Complications** (see page 75).

THE PASSING STORM

Beyond the reach of the Astronomican, the Warp is a truly dark and terrifying place, where even the light of the Emperor cannot penetrate. While terrible Warp storms rage in other parts of the galaxy, the Koronus Expanse has a well-earned reputation as the haunt of Daemons and other foul denizens of the Warp. In particular, the mysterious, unexplored regions in the vicinity of the dread Rifts of Hecaton are susceptible to all manner of strange, unexplainable phenomena, and the weird stuff of the Empyrean frequently bleeds into the universe.

From time to time, localised Warp storms intrude on the Expanse, bringing all manner of nightmares into reality, at least briefly. The utterly unpredictable nature of these events is an ever-present danger for those courageous or foolish enough to seek their fortune among the Halo Stars. The Warp intrusions can materialise in ways ranging from strange temperature fluctuations and unusual weather to full-fledged Daemonic invasions, and everything in between.

Unsuspecting Explorers might find an otherwise uneventful expedition to an alien world complicated by an unnatural hail of black ice or plague toads, rapidly mutating flora and fauna, or even the presence of ravaging Daemons. The native population might take the strangers’ presence as an ill omen, and blame the Explorers for the nightmares visited on them. Particularly unlucky Rogue Traders might find themselves assaulted by vicious Warp predators, such as the Ebon Geist (see page 378 of the **ROGUE TRADER** Core Rulebook).

TABLE 2-23: PLANETSIDE COMPLICATIONS

1d10 Roll	Hazard
1	The Passing Storm: The Explorers enter a psychically charged area—the site of an ancient Chaos ritual, the dark heart of a Yu’Vath tomb, or some other ill-omened place, where the skin between reality and the madness of the Warp blisters and bursts. There, they are assailed by a group of 3–5 Ebon Geists (see page 378 of the ROGUE TRADER Core Rulebook). Even once they vanquish these creatures, questions likely linger in the Explorers’ minds: what was the cause of this intrusion, and what might it portend?
2	The Green Menace: Wandering through the Environment, the Explorers stumble upon a large crash site, at the centre of which sits a massive stone, which appears to have been fitted with pipes, tubes, and tremendous engines. The crash is surrounded by primitive fortifications and signs of a local population. It is inhabited by a number of Stranded Orks equal to the number of Explorers, plus twice their number of Gretchin Headhunters and Huntin’ Squigs (see pages 76–77), though half of these xenos are currently away from the camp, hunting. Of course, even if they purge this nest of xenos, one never finds a <i>single</i> Ork encampment.
3	Marked for Death: Even as the Explorers encounter an Encounter Site Danger, they are ambushed by a group of hired killers. There should be one Death Cult Assassin or Gunslinger (see pages 77–78) for every two Explorers (rounding up). The mercenaries attempt to take advantage of the confusion created by the environmental hazard and strike quickly, putting priority on a particular target above the others in some obvious fashion. They are dangerous enough in their own right, but what these killers truly indicate—the ire of a powerful individual towards one of the Explorers—might be an even greater danger to the success of this venture, to say nothing of the target’s life!
4	Scoundrels! The Explorers suddenly find themselves surrounded by a group of privateers. The group consists of one Void Pirate Captain flanked by two Oathsworn Bodyguards, and backed by a number of Renegades equal to the number of Explorers (see page 373–374 of the ROGUE TRADER Core Rulebook). The Explorers can solve this predicament with bullets, bribes, or bluster, but even if they drive the pirates off or form a temporary alliance with them, they now know that others are aware of their goal—and if these lowlife pirates knew of their mission on this world, who else knows?
5	Devouring Infection: The Explorers are ambushed by a pack of Genestealers equal in number to their group (see page 79). If they survive the onslaught of the ravenous creatures, the encounter has surely burned a terrifying fact into their minds: this place is infested by these horrifying xenos. And somewhere in the dark lurks a creature that dwarfs even the Genestealers in obscene killing power and fiendish cunning—the Broodlord (see page 79).
6	Hunter and Prey: The Explorers encounter Sanger Krin, a famed killer for hire who has chosen them to be his next set of trophies (see page 80). Krin stalks them from a distance, taking shots of opportunity when he can, and attempting to lure them into terrain hazards. Even if they can stay out of Krin’s sights or turn the tables on the depraved killer, his presence is disturbing indeed, for it means that an enemy of the Explorers was willing to pay his exorbitant fees to see their heads mounted on a wall.
7	In Shadows Cast: When entering a darkened area, the Explorers stumble upon a mutant infestation. It first appears as flickering shadows around the edges of their vision, but they soon encounter a pack of the vicious Mutant Outcasts (see page 372 of the ROGUE TRADER Core Rulebook), equal in number to their group. The mutants attack aggressively while they outnumber the Explorers, but once half of their number have been slain, they attempt to retreat, vanishing into the shadows like smoke. These shadowy scavengers can be deadly in large numbers—and in the dark, who can say how many of the loathsome creatures there really are?
8	Tomb of the Ancients: Around a darkened bend or deep at the bottom of a pit, a dull, sickly light casts a sheen across the ground the Explorers tread. Choose one of the traps in Pitfalls and Perils on page 81—the Explorers encounter this trap as they intrude upon domains best left alone, upturning the stones above those who are best left sleeping. Even if the Explorers survive the deadly trap and any others planted in this area, its very activation is a grave threat to them, and any other unfortunates upon this world. In the dark, terrible things stir in their sleep, as the dream of aeons is disrupted...
9	Silence Amongst the Stars: It can happen with an audible crackle or merely ominous silence, only noticed in a time of need, but due to stellar interference, the Explorers’ communication devices fall silent for 1d5 hours, leaving them stranded from the support normally offered by their mighty vessel (see page 81).
10	Rak’Gol Scouts: Suddenly, as if from nowhere, the group is assailed by a group of Rak’Gol Marauders. There is one Rak’Gol Carver (see page 82) for every two Explorers (rounding up), and the creatures fight savagely, attacking the Explorers until either they or their targets are dead. Rak’Gol are known to seek the dread relics of the Yu’Vath. If these advance scouts are here, more could be on the way. When will they arrive, and might the dark secrets that they sought here be even more terrible than the Rak’Gol themselves?

THE GREEN MENACE

Virtually no planet in the galaxy has been free of the predations of the Orks, and the regions beyond the Maw are no exception. From their strongholds on Krakskull, Snagruz, Tusk, and the moons of Stompgit, Ork Freebooterz range far and wide across the Expanse, and more than one Rogue Trader has met his end after underestimating the power of their kroozers. However, there are Greenskins aplenty to be found on worlds besides those of the Undred-Undred Teef, and few things can cause the blood to run cold like the sound of hundreds of raging throats screaming Waaagh!

The presence of Orks on a planet can often go unnoticed, until they make themselves known in a violent orgy of death and destruction. Even a relatively small and primitive tribe of Orks could spell disaster for an unprepared Rogue Trader or Explorer. Tales abound of primitive Orks lurking in the jungles and mountains of scores of worlds throughout the Expanse, including wild accounts of whole tribes of pygmy Orks—most likely wild Gretchin and Snotlings—that stalk and kill any who dare intrude on their jungle dominion.

STRANDED ORK

Born in the wild, without other Orks to teach them proper “Ork Kultur”, and with no access to advanced technology, these Orks naturally band together into primitive warbands (which essentially resemble more “advanced” Ork warbands, albeit without their bizarrely functional technology). As ferocious and violent as their “kultured” cousins, these Orks constantly seek battle, and live for a good fight. Often accompanied by packs of Gretchin and Huntin’ Squigs, Explorers would be well advised not to underestimate these primitive brutes.

Stranded Orks frequently launch ambush attacks on interlopers (such as Explorers). Despite their technological disadvantage, they can be quite dangerous, backed by their brute strength and the element of surprise.

Stranded Ork

WS	BS	S	T	Ag	Int	Per	WP	Fel
36	18	48	46 ⁽⁸⁾	30	20	33	25	22

Movement: 3/6/9/18

Wounds: 12

Armour: Hide Armour (Body 2)

Total TB: 8

Skills: Intimidate (S), Speak Language (Ork) (Int), Survival (Int).

Talents: Basic Weapon Training (Primitive), Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Melee Weapon Training (Primitive), True Grit.

Traits: Brutal Charge, Mob Rule†, Sturdy, Unnatural Toughness (x2).

Weapons: Stone club (Melee; 2d10 I + 4; Pen 0; Primitive, Unbalanced) or spear (Melee; 1d10+ 4 R; Pen 0; Primitive), flint knife (Melee; 1d5 R+ 4; Pen 0; Primitive).

Gear: 1d10 Ork teeth (“Teef”), charm (crudely carved bone or stone), small juicy Squig (fer eatin’), gourd of fungus beer.

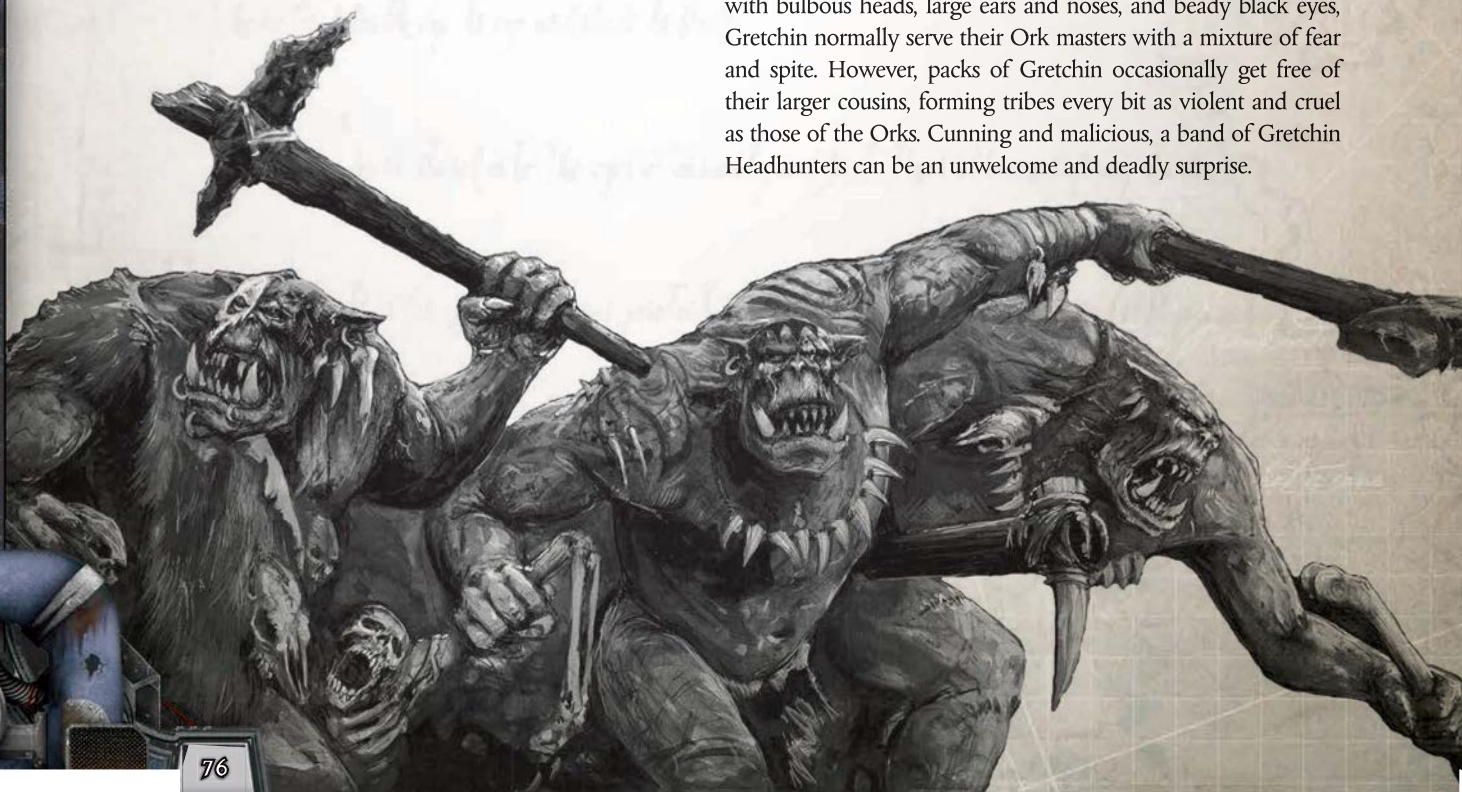
†**Mob Rule:** Orks grow in confidence and brutality in the company of their own kind. For every additional Ork within 10 metres, the Ork’s Willpower is increased by +10 to resist the effects of Fear and Pinning.

Feral Ork Nob: Like other Orks, Feral Orks grow larger and stronger with age and combat. For every ten Orks, there is one Nob. Increase all of their Characteristics (except Agility) by 5 and he gains the Hulking Trait, and 10 additional Wounds.

Stranded Ork Boss: Lording over the other Orks will be a Boss, the biggest, meanest Ork in the group. Increase all of the Boss’ Characteristics (except Agility) by 10 and he gains the Air of Authority Talent, the Hulking Trait, and 15 additional Wounds.

GRETCHIN HEADHUNTER

More numerous than their larger cousins, Gretchin (or Grots) are a sub-species of Greenskins. Smaller and weaker than Orks, with bulbous heads, large ears and noses, and beady black eyes, Gretchin normally serve their Ork masters with a mixture of fear and spite. However, packs of Gretchin occasionally get free of their larger cousins, forming tribes every bit as violent and cruel as those of the Orks. Cunning and malicious, a band of Gretchin Headhunters can be an unwelcome and deadly surprise.



Gretchin Headhunter



WS	BS	S	T	Ag	Int	Per	WP	Fel
18	35	18	⁽⁸⁾ 19	38	33	38	22	24

Movement: 4/8/12/24 **Wounds:** 8
Armour: None **Total TB:** 4
Skills: Concealment (Ag), Dodge (Ag), Search (Int), Shadowing (Ag), Speak Language (Ork) (Int), Silent Move (Ag), Tracking (Int).
Talents: Basic Weapon Training (Primitive), Heightened Senses (Hearing), Melee Weapon Training (Primitive).
Traits: Mob Rule†, Size (Scrawny), Unnatural Toughness (x2).
Weapons: Blowgun (Basic; 15m; S/-/-; 1d5 R; Pen 0; Clip 1; Reload Full; Primitive, Toxic) *or* bow (Basic; 30m; S/-/-; 1d10 R; Pen 0; Clip 1; Reload Half; Primitive, Reliable) *or* sling (Basic; 15m; S/-/-; 1d10-2 I; Pen 0; Clip 1; Reload Full; Primitive) *or* Squig-skull shield (Melee; 1d5+1 I; Pen 0; Defensive, Primitive), sneaky rock knife (Melee; 1d5+1 R; Pen 0; Primitive).
Gear: 15 poison darts or 15 flint arrows, 1d5 ork teeth (“Teef”), pouch of rotting refuse.
†**Mob Rule:** Like Orks, Gretchin grow in confidence and brutality in the company of their own kind. For every additional Gretchin within 10 metres, the Grot’s Willpower is increased by +10 to resist the effects of Fear and Pinning.

HUNTIN’ SQUIG

An Orkoid sub-species, Squigs are an integral part of the Greenskin ecosystem. Ranging in size from a creature no larger than a newborn kitten to monsters the size of a megadon, there are hundreds of breeds of Squigs. They fulfil a wide assortment of functions, from food and medicine, to beasts of burden, to something akin to pets. Little more than fanged, snarling mouths on legs, several types of Squigs are well-known for their ill-tempers and vicious bites, and are used as tracking and hunting animals.

Huntin’ Squig



WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	33	⁽⁴⁾ 24	33	10	30	28	—

Movement: 3/6/9/18 **Wounds:** 10
Armour: None **Total TB:** 4
Skills: Awareness (Per) +10, Tracking (Int) +20.
Talents: Furious Assault, Hardy, Heightened Senses (Smell).
Traits: Bestial, Natural Weapons (Teeth), Unnatural Toughness (x2).
Weapons: Bite (Melee; 1d10+5 R; Pen 0; Tearing)

MARKED FOR DEATH

Rogue Traders—especially successful ones—are likely to make numerous enemies during the course of their careers, some of whom are likely to hold grudges. In the 41st

Millennium, assassination is a familiar means of exacting revenge or removing a potential business rival, and in the wilds of the Koronus Expanse, the opportunities for an assassin to strike are endless. The means of eliminating a target are varied, and an old enemy with a score to settle has a wide selection of potential assassins to contract, from hired guns, mercenaries, and other assorted renegades and lowlifes, to professional killers who have dedicated their existences to the art of ending human lives.

Nowhere is a Rogue Trader more vulnerable than on a strange planet or uncharted moon, separated from the defensive cocoon of his or her ship. A skilful assassin is patient, and will wait for the perfect opportunity, striking while the victim is distracted, or already engaged battling other foes. Once the target is eliminated, the assassin will melt away into the shadows, the contract complete, possibly leaving the victim’s companions mystified by the murder. If captured or killed, however, an assassin or his belongings could lead the intended target back to whoever hired the assassin in the first place.

DEATH CULT ASSASSIN

Outside of those individuals trained in the Imperium’s secret temples, few killers can match the skills and determination of a death cult assassin. Trained to use blades with unparalleled grace and efficiency, the blindly devoted cultists have made an art form out of murder. Within the Calixis Sector and the Expanse, the deadly assassins of the infamous Moritat are undoubtedly the most renowned, though several other dissolute death cults, such as the Red Chain, the Sons of Dispat, and the Faceless Covenant, also thrive in the region, and are willing to contract out their services.

Death Cult Assassin



WS	BS	S	T	Ag	Int	Per	WP	Fel
66	28	36	40	48	33	42	38	27

Movement: 3/6/9/18 **Wounds:** 20
Armour: Bodyglove (All 3) **Total TB:** 4
Skills: Acrobatics (Ag), Awareness (Per), Climb (S), Dodge (Ag), Secret Tongue (Moritat), Shadowing (Ag), Silent Move (Ag) +20, Speak Language (Low Gothic) (Int), Survival (Int), Tracking (Int) +10.
Talents: Ambidextrous, Assassin Strike, Blademaster, Catfall, Crippling Strike, Dual Strike, Exotic Weapon Training (Blood Blade), Fearless, Hard Target, Leap Up, Swift Attack, Melee Weapon Training (Universal), Precise Blow, Step Aside, Sure Strike, Two-Weapon Wielder, Wall of Steel.
Weapons: Power sword (Melee; 1d10+8 E; Pen 5; Balanced, Power Field), blood blade† (Melee; 1d10+7 R; Pen 2; Balanced, Tearing), mono stiletto (Melee; 1d5+3 R; Pen 2; Balanced).
Gear: 1 hallucinogen grenade, 1 photon flash grenade, preysense goggles, grapnel, stummer, data-slate with encrypted pict and information on intended target.
†**Blood Blade:** Blood blades are single-edged mono-swords with micro-serrated edges, favoured by the assassins of several

sanguinary death cults for their ability to be drawn at lightning speed and tear ragged gashes with a single swipe. Whenever the wielder of a blood blade scores three or more Degrees of Success on a successful attack roll, he automatically inflicts the Blood Loss effect upon his target (see page 260 of the **ROGUE TRADER** Core Rulebook for Blood Loss).

HIRED GUNSLINGER

While nearly everyone on the frontier of the galaxy carries a weapon of some sort, a few individuals naturally excel at shooting, and have honed their ability to superhuman levels. Whether drawing down on an opponent with a bolt pistol or stubgun or lining up the crosshairs of a long-las, a gunslinger rarely misses his target. In the Expanse, gunslingers hailing from Gunmetal City on Scintilla in the Calixis Sector have a reputation for being the most lethal and efficient killers, and their services are always in demand.



Hired Gunslinger

WS	BS	S	T	Ag	Int	Per	WP	Fel
27	59	30	35	45	30	50	32	29

Movement: 3/6/9/18

Wounds: 18

Armour: Flak duster (All 3)

Total TB: 3

Skills: Awareness (Per) +10, Carouse (T), Dodge (Ag), Scrutiny (Per), Shadowing (Ag), Sleight of Hand (Ag), Speak Language (Low Gothic) (Int), Tracking (Int).

Talents: Ambidextrous, Basic Weapon Training (Universal), Crack Shot, Deadeye Shot, Dual Shot, Gunslinger, Hip Shooting, Independent Targeting, Lightning Reflexes, Marksman, Nerves of Steel, Pistol Weapon Training (Universal), Quick Draw, Rapid Reload, Two Weapon Wielder.

Weapons: Lucius-pattern hellpistol with red-dot laser sight (35m; S/2/-; 1d10+4 E; Pen 7; Clip 40; Reload 2 Full), Good Craftsmanship “Scalptaker” stub revolver with Expander Rounds (Pistol; 30m; S/-/-; 1d10+5 I; Pen 1; Clip 6; Reload 2 Full; Reliable, Customised), long-las (Basic; 150m; S/-/-; 1d10+3 E; Pen 1; Clip 40; Reload Full; Accurate, Reliable) or pump-action shotgun (Basic; 30m; S/-/-; 1d10+4 I; Pen 0; Clip 8; Reload 2 Full; Scatter).

Gear: 2 blind grenades, 2 spare power packs, 12 spare expander rounds, photo-visor, filtration plugs, charm (such as a holed coin or expended slug), data-slate with encrypted pics and information on intended target.

SCOUNDRELS!

For Rogue Traders transporting vast quantities of goods and valuables across the galaxy, piracy is ever a threat. A heavily-laden vessel might make a tempting target for pirates, but less enterprising and more practical bands of buccaneers might think twice before attacking a well-armed vessel, preferring to waylay their victims far from the protection of their ship’s macrocannons and lance batteries. From swashbuckling adventurers to blood-thirty reavers,

Ork Freebooterz to Eldar corsairs and Dark Eldar raiders, pirates are nearly as diverse as the stars themselves. Relying on intimidation and fear to overawe their quarry as much as force and violence, pirates are the ultimate opportunists, ever in search of vulnerable prey to relieve of their goods and valuables (and possibly their lives or freedom, as well). Many an ill-fated expedition has ended in disaster at the unexpected appearance of those who live under the black flag.

Pirates come in all sizes and colours, but a good starting point can be found in the Renegade and Void Pirate Captain profiles on page 373 of the **ROGUE TRADER** Core Rulebook; Eldar Corsair and Ork Freebooter profiles can be found on pages 376-377 of the **ROGUE TRADER** Core Rulebook. Explorers in the Expanse might also run afoul of Captain Mettiere and his crew of swashbucklers, or Kaptin Graffletz and his Freebooterz (see Chapter IV: Factions and Foes). GMs with access to **EDGE OF THE ABYSS** may wish to engineer an encounter with the Children of Thorns or Crow Spirits Eldar raiders, or Chaos Reavers such as the Saynay Clan or Damned Host. Particularly unlucky Explorers might even come face-to-face with the indomitable Kaptin Morgaash or Sendak Voltrasse, the terrifying lieutenant of the Faceless Lord, Kerrad Vall.

DEVOURING INFECTION

Though the worlds of the Koronus Expanse have never experienced the calamity of the Tyranid Hive Fleets, the uncharted regions beyond the Maw are not entirely free of the taint of these terrifying xenos. Hidden within drifting space hulks or in the dark holds of Rogue Trader ships, the harbingers of the Hive Fleets, known as Genestealers, have infected several worlds throughout the Expanse. Rumours abound that a mining colony, established somewhere in the Accursed Demesne by Calligos Winterscale, had to be obliterated from orbit—along with thousands of miners—when a Genestealer infestation was discovered.

Uncovering and destroying a Genestealer infestation on a planet could become a Lesser or even a Greater Endeavour, especially if an Inquisitor of the Ordo Xenos catches wind of the Tyranid presence and enlists the aid of the Explorers. According to tales told by voidfarers, there are even whole worlds where the Genestealers and their progeny have enslaved the untainted native population and worship their enthroned Broodlord as a living god. However, discovering the presence of Genestealers is more likely to come as a complete shock, perhaps even the last surprise an unprepared Explorer might ever face.

GENESTEALER

A swift and powerful, four-armed predator with lightning reflexes and razor-sharp claws able to slice through the thickest armour, Genestealers are both scouts and shock troops of the Tyranid Hive Fleets. Clever, adaptive survivors, Genestealers are ferocious hand-to-hand fighters and possess a gestalt brood telepathy that enables them to act independently of the Tyranid Hive Mind. Lurking in the shadows, Genestealers seek out new worlds to seed and infect, paving the way for the eventual arrival of their Tyranid kin and springing into deadly action to subvert their defences at the critical moment.

Genestealer



WS	BS	S	T	Ag	Int	Per	WP	Fel
65	—	55	60	⁽¹²⁾ 60	27	56	45	—

Move: 12/24/36/72 **Wounds:** 16
Armour: Natural Armour (4 All) **Total TB:** 6
Skills: Awareness (Per), Climb (S), Concealment (Ag), Dodge (Ag), Silent Move (Ag) +10, Swim (S).
Talents: Ambidextrous, Crushing Blow, Fearless, Genestealer's Kiss†, Hard Target, Leap Up, Lightning Attack, Lightning Reflexes, Resistance (Psychic Powers, Cold, Poisons), Step Aside, Swift Attack.
Traits: Dark Sight, Fear 2, From Beyond, Improved Natural Weapons (Claws), Multiple Arms, Natural Armour 4 (All), Natural Weapons (Claws), Unnatural Agility (x2), Unnatural Speed.
†**Genestealer's Kiss:** A Genestealer possesses an ovipositor within its maw that implants the alien's DNA into its victim, seeding the target's body with a parasite that will grow into a hybrid creature. Once a target has been bitten by a Genestealer, he must succeed at a **Challenging (+0) Toughness Test** or become the host for the Genestealer's DNA. Once a victim has become a host, the victim cares for the growing hybrid as he would for his own child until the hybrid emerges in a matter of months. A **Very Hard (-30) Medicae Test** can remove the Genestealer's taint, but doing so requires a week of care in an advanced medicae facility.
Weapons: Claws (Melee; 1d10+7 R; Pen 7; Tearing)

BROODLORD

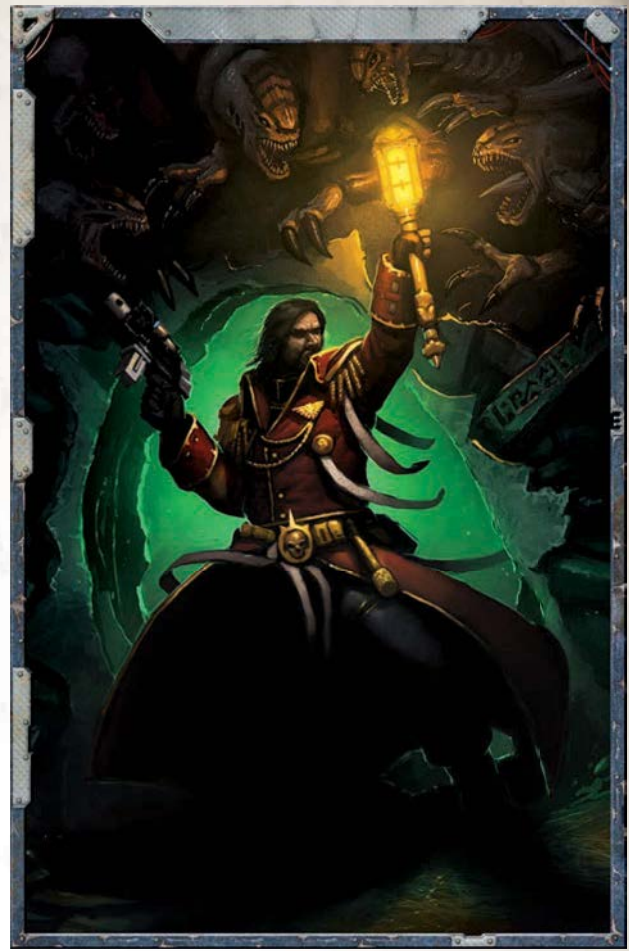
A towering mass of muscle, slashing claws, and chitinous armour, the Broodlord stands at the apex of its Genestealer brood. Stronger, smarter, and significantly more dangerous than its lesser kin, the Broodlord leads its progeny into battle with ruthless ingenuity and skill. As the nexus of the brood's psychic link, the Broodlord is the heart and mind of a Genestealer infestation.

Broodlord



WS	BS	S	T	Ag	Int	Per	WP	Fel
70	—	60	65	⁽¹²⁾ 60	36	56	55	—

Move: 12/24/36/72 **Wounds:** 32
Armour: Natural Armour (5 All) **Total TB:** 6
Skills: Awareness (Per), Climb (S), Concealment (Ag), Dodge (Ag), Silent Move (Ag) +10, Swim (S).
Talents: Ambidextrous, Crushing Blow, Fearless, Genestealer's Kiss†, Hard Target, Hypnotic Gaze††, Leap Up, Lightning Attack, Lightning Reflexes, Resistance (Psychic Powers, Cold, Poisons), Step Aside, Swift Attack.



Traits: Dark Sight, Fear 2, From Beyond, Improved Natural Weapons (Claws), Multiple Arms, Natural Armour (5), Natural Weapons (Claws), Unnatural Agility (x2), Unnatural Speed.
†**Genestealer's Kiss:** Like its lesser kin, a Broodlord's bite can infect its victims with the alien's genetic material. Once a target has been bitten by a Broodlord, he must succeed at a **Difficult (-10) Toughness Test** or become the host for the Broodlord's DNA. After several (2d10+4) hours, the victim becomes completely enthralled by the Broodlord, and obeys its psychic commands without question. A **Very Hard (-30) Medicae Test** can remove the Broodlord's taint, but doing so requires a week of care in an advanced medicae facility.
††**Hypnotic Gaze:** The Broodlord's gaze can subvert its prey's willpower and consciousness, leaving the victim enthralled and at its mercy. The Broodlord may use a Half Action to attempt to hypnotise an opponent within 5 metres. The target must succeed at an Opposed Willpower Test or stand helplessly, unable to perform any actions, for 1d5+1 Turns; the victim will have only a vague recollection of events during that time.
Weapons: Claws (Melee; 1d10+8 R; Pen 7; Tearing)

HUNTER AND PREY

Not all dangers on a death world come from its indigenous flora and fauna. On at least one death world, Shadowkith, Thornmaws, and Ripperfiends are not the most dangerous predators to be found. Explorers hacking through the foetid jungles and rain forests or trekking across the savannah of an unexplored planet might find themselves unexpectedly in the crosshairs of Sanger Krin. A degenerate scion of House Krin, the enormously wealthy and powerful dynasty that dominates trade through the Koronus Passage, Sanger abandoned the life of a merchant to indulge in his one true passion: killing. He now makes his living as a hired gun, known for his eccentric habit of demanding the heads of his targets as part of his contract, that he might mount them inside his lavish sloop, where he keeps his vast collection of grisly trophies.

SANGER KRIN

A tall, moustachioed man with an aristocratic bearing, Sanger is a superb tracker and incomparable marksman. Equipped with the finest weapons and equipment money can buy, he usually hunts alone, accompanied only by his faithful Falax-patter Grapplehawk servitor, which he uses to help track his prey. Once he has been hired to eliminate a target, Sanger pursues his quarry with single-minded determination for days or weeks, until the job is finished. If pressed, Sanger voxes his sloop for help, summoning his Oath Sworn Bodyguard, and several Hired Guns (see pages 370–373 of the **ROGUE TRADER** Core Rulebook).

Sanger Krin



WS	BS	S	T	Ag	Int	Per	WP	Fel
28	64	32	36	56	45	48	39	28

Movement: 5/10/15/30

Wounds: 20

Armour: Carapace, pith helm (All 4)

Total TB: 3

Skills: Awareness (Per) +10, Command (Fel), Common Lore (Koronus Expanse) (Int), Concealment (Ag), Literacy (Int), Scholastic Lore (Beasts) (Int), Shadowing (Ag), Silent Move (Ag) +10, Speak Language (High Gothic) (Int), Survival (Int), Tracking (Int) +20.

Talents: Air of Authority, Basic Weapon Training (Universal), Combat Sense, Crack Shot, Dark Soul, Marksman, Mighty Shot, Peer (Nobility), Pistol Weapon Training (Universal), Rapid Reaction, Sharpshooter.

Weapons: Best-Craftsmanship “Nomad” long-las with omni-scope (Basic; 150m; S/–/–; 1d10+4 E; Pen 1; Clip 40; Reload 1 Full; Accurate), 2 Belasco duelling pistols (Pistol; 45m; S/–/–; 1d10+5 E; Pen 4; 1 Full; Accurate), mono knife (Melee; 1d5+3 R; Pen 2; Balanced).

Gear: Cameleoline cloak, 2 spare power packs, 2 hot-shot charge packs, filtration plugs, multicompass, grapplehawk (see page 375 of the **ROGUE TRADER** Core Rulebook).

TOMB OF THE ANCIENTS

On hundreds of planets across the Expanse, traces of lost and forgotten civilisations can be found, the decaying remnants of once-mighty xenos empires—the mazes of the Egarian Dominion, the warren-cities of Lucin’s Breath, the black citadels and hidden crypts of Illisk, the sculptured obsidian palaces of Melbethe, and the spires and monoliths of the worlds of the Serpent’s Cradle, to name but a few. The crumbling remnants of the ancient Eldar empire, secret webway gates, and the ruins of lost maiden worlds dot the forbidding region. Likewise, the dark taint of the Yu’vath continues to pollute the Far Corpse Stars and scores of other worlds, the rotting carcass of their once-mighty, blasphemous empire.

Yet whispered rumours persist of the hidden remains of another ancient civilisation, which once plied the stars of the Koronus Expanse. Voidfarers tell tales of strange ruins, enormous in scale, hoary with age, and yet seemingly impervious to the passage of time. Few who enter the dark, subterranean passages and grand processions of these tomb-cities ever emerge to tell of what they saw. Those who do return tell wild stories of bizarre alien worlds, inconceivable techno-sorcery, glowing emerald runes, and things skittering in the darkness.

Anyone foolish enough to enter the bleak, silent corridors of these catacombs will feel an eerie sense of being watched. They might catch a flicker of movement, see ghostly, wraith-like figures drift through the shadows, or hear the scuttling of unseen feet. Within the monumental labyrinth, they might find their way forward blocked by an impenetrable wall of darkness, inscrutable even to preysense goggles and photo-visors, as well as psychic divination. In other places, psykers and navigators might be sent into shock as their connection to the Warp is suddenly cut off, possibly prompting a Mental Trauma Test, and causing them extreme agitation (as well as rendering them nearly helpless) until they leave the null area. Deeper in the tomb-city, Explorers will find even stranger, potentially lethal traps and defences.

Should the insidious traps and defences of the tomb fail to deter an Explorer from continuing to plumb the depths of the ancient catacombs, he soon finds himself confronted by an Eldar delegation led by Farseer Ela’Ashbel, the blind seer of Craftworld Kaelor. Accompanied by her host, the Farseer urges the Explorers to let the evil in the tomb slumber.

Though Ela’Ashbel is a very potent psyker, she eschews personal combat in favour of manipulating things from behind the scenes in this instance. The GM can represent her elite forces with the Eldar Corsair profile on pages 370-71 of the **ROGUE TRADER** Core Rulebook, adding +10 to all Characteristics and wielding Good Craftsmanship shuriken catapults and power swords.

Any further attempts to explore the tomb or set up a colony or Cold Trade prompts an almost overwhelming response from the Eldar, who dispatch a fleet of Dragonship and Wraithship cruisers to destroy or chase away any intruders. Eldar vessels can be found in detail in **BATTLEFLEET KORONUS** (pages 84-94) if the GM owns that volume; GMs without access to **BATTLEFLEET KORONUS** can use the Dauntless-class light cruisers and Sword-class frigates equipped with Ghost Fields and Gravity Sails. Whatever terrors slumber within, the Eldar do not want them disturbed.

PERILS AND PITFALLS

The ancient builders of the tomb-cities left innumerable traps and defences in place to guard their vast, subterranean realm.

NIGHTMARE GLOBE

Suspended in the air in the centre of a small amphitheatre is a silver sphere, engraved with glowing green sigils. As the Explorers approach the sphere, their unease will grow. Anyone coming within 15m of the sphere is assaulted by nightmarish visions of death and insanity. They must make a Fear Test against a Fear Rating 3 (Terrifying) or suffer Shock and gain 1d5 Insanity Points. If moved, the sphere weighs next to nothing, and remains floating in the air wherever it is placed; if removed from the tomb-city, it becomes inert and drops. The sphere has 5 Armour Points and 5 Wounds.

TEMPORAL SINK

The air shimmers briefly, and the Explorers feel light-headed. Soon thereafter, they receive a vox-hail from their ship. After some confusion, they learn that they have been out of contact for some time, as 1d5 weeks have passed in the blink of an eye. Explorers might run into several of these temporal sinks if they persist in the search, possibly months or years in the process.

LIGHTNING SPIRE

Scattered throughout the catacombs are strange black obelisks, inscribed with the indecipherable, glowing runes of the xenos. These pylons flare to life when an intruder comes within range, unleashing deadly arcs of emerald lightning that strip away flesh and metal with equal facility. The Lightning Spires have the following characteristics: BS 40, Wounds 15, Armour 4, Lightning Arc (100m; S/-/-; 2d10 E; Pen 10; Shocking), as well as the Machine and Unnatural Senses (100m) Traits.

STASIS TRAP

The Explorers comes across a six armed men, frozen before a massive glowing emerald set into the top of the small pyramid. Among them is a figure in magnificently-tailored clothing, and bearing weapons of the finest quality. Explorers can make a **Challenging (+0) Common Lore (Koronus Expanse) Test** to recognise the man as Rafe Longinus, a famous Rogue Trader who disappeared in the Expanse centuries ago. If any of the Explorers comes within 15m of the pyramid, the emerald flashes brilliantly, and they must succeed at an **Arduous (-40) Willpower Test** or become frozen in the stasis field surrounding the pyramid. The emerald can only be destroyed with a weapon of Penetration 5 or greater. Once shattered, anyone trapped in the stasis field is freed. GMs can use the Void Pirate Captain profile on page 373 of the **ROGUE TRADER Core Rulebook** as the basis for Rafe Longinus, and the Hired Gun profile on pages 370-71 for his men. If freed, Longinus would likely reward the Explorers for their assistance, but keeping the reckless thrill-seeker out of the other traps in this ancient sepulchre long enough to actually show his gratitude in wealth or treasure could be an adventure unto itself.

SILENCE OF THE STARS

The source of heat and light in the cosmos, the fiery forges in which the elements of the universe take form, stars are shining beacons of life and hope in the cold, dark void. Yet as vital as they are to life in the galaxy, stars can also be inimical to it. Solar storms, coronal mass ejections, gamma-ray bursts, and supernovae can all wreak unparalleled devastation. While such events are rare occurrences, an ill-timed expedition to a distant system could potentially have unfortunate consequences for a Rogue Trader.

A solar storm could severely impede communications with ships in orbit, or even knock them out altogether for a time (generally 1d5 hours), leaving Explorers on the planet below alone and isolated, uncertain as to the cause of the sudden disappearance of their vessel. Worse still, a sudden gamma-ray burst from an old star, binary system, or stellar anomaly could strike a ship in the system, not only knocking out vox communication, but actually damaging components of the ship itself, or even killing some of the crew. Rogue Traders foolish enough to journey to a system whose star is on the verge of going supernova had best pray to Saint Drusus and the God-Emperor for divine protection, as they are surely putting their lives and the lives of their crews in peril of almost certain death.





RAK'GOL SCOUTS

Striking from the blackest reaches of the Alenic Depths, the violent and cruel Rak'Gol have become the byword for death and terror in the Koronus Expanse. Horrific, eight-limbed monstrosities, twisted and Warped, the Rak'Gol seem to exist only for slaughter, descending on ships and isolated colonies like a plague, and disappearing again into the cold depths of the void. Though the underlying impetus for the Rak'Gol's seemingly random attacks remains a mystery, those who suffer their predations rarely live to tell the tale.

Rak'Gol Carvers are a subset of this species that have recently been seen spearheading their lightning assaults. These creatures are slightly smaller than many of their compatriots, though they still tower over humans, built for speed in lieu of raw power and armed with savage melee weapons. Their presence is often a precursor to the larger Marauders, Broodmasters, Abominations, and occasionally, the dreaded Techno-Shamans.



Rak'Gol Carver

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	31	(8) 43	(6) 38	40	27	31	28	06

Movement: 8/16/24/48

Armour: Implanted Plates (All 6)

Skills: Awareness (Per), Climb (S), Concealment (Ag), Dodge (Ag), Tracking +10 (Int).

Talents: Basic Weapon Training (SP), Hard Target, Melee Weapon Training (Primitive, Universal), Pistol Weapon Training (SP) True Grit, Sprint.

Traits: Fear (1), Hunting Frenzy†, Multiple Arms, Size (Hulking), Quadruped, Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

†**Hunting Frenzy:** Rak'Gol go into a frenzied berserker rage once combat begins. Treat this as the Frenzy Talent, except that the Rak'Gol may use it immediately at the beginning of combat, as a Free Action.

Weapons: Implanted chainblades (Melee; 1d10+12 R; Pen 6; Tearing), razorstorm launcher (Pistol; 15m; S/3/-; 1d10+3 R; Pen 0; Clip 10; Reload Full; Tearing)

Gear: Good-Craftsmanship bionic respiratory system, long-range implanted vox, photo-visior, suicide device (automatically detonated to destroy the corpse upon death), 4 spare razorstorm launcher clips.

Wounds: 19

Total TB: 6

TREASURE GENERATOR

"I have no need of new revenue streams. Gold and silver, I have in plentiful store. The treasure I seek is a much more precious commodity. What I seek, money alone cannot buy."

—Rogue Trader Cornelius van Hoorn

Besides the lure of adventure and fame, Rogue Traders and Explorers journey into the uncharted reaches of the Koronus Expanse in search of fortune and treasures beyond reckoning. Though Halo Artefacts are the most infamous objects smuggled from the corpse-stars and lost worlds beyond the Maw, many other treasures still wait to be discovered (or re-discovered) by Mankind. From weapons and devices crafted tens of millennia ago, during the Dark Age of Technology, to strange relics of long-dead xenos, to obscure items whose origins are a mystery to even the most knowledgeable technographer, the spoils of a thousand worlds await the intrepid Explorer.

This section deals with some of the rare and strange weapons and artefacts the Explorers might discover while delving into the darkest regions of the Expanse. GMs can use the following tables to create brand new weapons, armour, and other items from scratch, or pick and choose elements to create customised treasures for their campaigns.

TREASURE TYPE

When the Explorers encounter a cache of lost treasure, the GM can use **Table 2–24: Treasure Type** to determine the sort of items that the Explorers discover. Depending on the situation, the GM might wish to select a category (such as if the Explorers stumble into a weapons locker aboard a vessel deep within a Space Hulk), roll a single category for all of the items, or roll for each piece of treasure individually.

TABLE 2–24: TREASURE TYPE

1d10 Roll	Result
1–2	Melee Weapon: Roll on Table 2–25: Melee Weapons (see page 84)
3–4	Ranged Weapon: Roll on Table 2–26: Ranged Weapons (see page 84)
5–6	Armour: Roll on Table 2–27: Armour (see page 84)
7–8	Gear and Tools: Roll on Table 2–28: Gear and Tools (see page 85)
9–10	Ship Component: Roll on Table 2–29: Ship Components (see page 85)

ALL THAT GLITTERS...

The galaxy is filled with boundless riches, weapons and artefacts fashioned on a million different worlds, across hundreds of millennia. In the wilds of the Halo Stars, wonders beyond imagining wait to be discovered, but not all treasures gleam with the same lustre. New and unique rewards and loot can supply a satisfying conclusion to a hard-fought battle or tough Endeavour.

GMs can use the Treasure Generator to quickly create items with extraordinary qualities, but a bit of creativity can add significantly to their allure. Giving an item a bit of colour and history can bring it to life, and working it organically into the narrative of an adventure can make it a far more memorable and cherished prize. Finding a xenos power sword or unknown plasma gun is fine, but taking a glimmersteel demiklaive from the lifeless hands of a defeated Crow Spirit corsair or pulling an ornate plasma gun with a reaction chamber that pulsates with a sickly green aura found in the sarcophagus of an ancient, mummified warrior-king has more brio and appeal.

Likewise, GMs should not feel bound by the bonuses and Qualities listed here. A Yu’Vath weapon might fire Warp-impregnated crystal shards, a flamer possessed by the spirit of a Plaguebearer of Nurgle might spew disgusting, corrosive bile instead of flames, or the relic-rifle of Saint Numeri IV might ignore the psychic protections that heretics use to try to hide from their due “redemption” in the eyes of the Emperor.



TABLE 2-25: MELEE WEAPONS

1d10 Roll	Result
1	Razorchain (Base Profile: Melee; 5m; 1d5+2 R; Pen 2; Balanced, Flexible; 2kg)
2	Chainsword (Base Profile: Melee; 1d10+2 R; Pen 2; Balanced, Tearing; 6kg)
3	Chain Axe (Base Profile: Melee; 1d10+4 R; Pen 2; Tearing; 13kg)
4	Relic Shield (Base Profile: Melee; 1d5+2 I; Pen 0; Defensive; 3kg)
5	Relic Glaive (Base Profile: Melee; 1d10+5 R; Pen 2; Balanced; 12kg)
6	Relic Flail (Base Profile: Melee; 1d10+8 I; Pen 0; Unwieldy; 15kg)
7	Charged Gauntlet (Base Profile: Melee; 1d10+4 E; Pen 2; Balanced, Unstable; 5kg)
8	Power Blade (Base Profile: Melee; 1d10+5 E; Pen 5; Balanced, Power Field; 3kg)
9	Power Axe (Base Profile: Melee; 1d10+7 E; Pen 7; Power Field, Unbalanced; 6kg)
10	Crystalline Blade (Base Profile: Melee; 1d10+2 R; Pen 8; Balanced, Power Field; 3kg)

TABLE 2-26: RANGED WEAPONS

1d10 Roll	Result
1	Relic Javelin (Base Profile: Thrown; 10m; S/-/-; 1d10 R; Pen 0; Clip -, Rld -, Accurate; .5kg)
2-3	Pistol (Base Profile: Pistol; 30m; S/2/-; 1d10+4 I; Pen 2; Clip 5; Reload 2 Full; 3kg)
4-5	Rifle (Base Profile: Basic; 90m; S/3/5; 1d10+5 I; Pen 4; Clip 20; Reload Full; 7kg)
6	Flamer (Base Profile: Basic; 20m; S/-/-; 1d10+4 I; Pen 2; Clip 4; Reload 2 Full; Flame; 6kg)
7	Thermal Cutter (Base Profile: Basic; 20m; S/-/-; 2d10+6 I; Pen 10; Clip 5; Reload 2 Full; 40kg)
8	Heavy Rifle (Base Profile: Basic; 60m; S/4/8; 1d10+5; Pen 3; Clip 48; Reload 2 Full; 35kg)
9	Hunter's Rifle (Base Profile: Basic; 200m; S/-/-; 1d10+2 I; Pen 4; Clip 5; Reload Full; Accurate; 5kg)
10	Scattergun (Base Profile: Basic; 30m; S/2/-; 1d10+5 I; Pen 2; Clip 12; Reload Full; Scatter; 5kg)

MELEE WEAPONS

Once the GM determines that a piece of treasure the Explorers encounter in their travels is a melee weapons, he can use **Table 2-25: Melee Weapons** to determine the general type of the weapon, either by rolling or choosing an appropriate option.

RANGED WEAPONS

Once the GM determines that a piece of treasure the Explorers have run across is, in fact, a ranged weapon, he can use **Table 2-26: Ranged Weapons** to determine the general type of the weapon, either by rolling or choosing an appropriate option.



ARMOUR

Once the GM determines that the Explorers have unearthed a piece of armour, he can use **Table 2-27: Armour** to determine its general function by rolling or choosing an appropriate option.

TABLE 2-27: ARMOUR

1d10 Roll	Armour
1-2	Reinforced Hauberk (Base Profile: Chest 4; 15kg)
3	Reinforced Helm (Base Profile: Head 3; 9kg)
4-5	Meshweave Cloak (Base Profile: Arms, Body, Legs 3; 6kg)
6	Carapace Chestplate (Base Profile: Chest 6; 7kg)
7	Carapace Helm (Base Profile: Head 4; 2kg)
8	Assassin's Bodyglove (Base Profile: All 3; 5kg)
9	Light Power Armour (Base Profile: see pages 138-139 of the ROGUE TRADER Core Rulebook)
10	Power Armour (Base Profile: see pages 138-139 of the ROGUE TRADER Core Rulebook)

TABLE 2-28: GEAR AND TOOLS

1d10 Roll	Gear or Tool
1	Auspex/Scanner (Base Profile: See page 143 of the ROGUE TRADER Core Rulebook)
2	Combi-tool (Base Profile: See page 144 of the ROGUE TRADER Core Rulebook)
3	Cybernetic Attachment of the GM's choice (Base Profiles: See page 147–152 of the ROGUE TRADER Core Rulebook)
4	Multicompass (Base Profile: See page 146 of the ROGUE TRADER Core Rulebook)
5	Multikey (Base Profile: See page 145 of the ROGUE TRADER Core Rulebook)
6	Navis Prima (Base Profile: See page 146 of the ROGUE TRADER Core Rulebook)
7	Preysense Goggles (Base Profile: See page 140 of the ROGUE TRADER Core Rulebook)
8	Chameleoline Cloak (Base Profile: See page 139 of the ROGUE TRADER Core Rulebook)
9	Jump Pack (Base Profile: See page 144 of the ROGUE TRADER Core Rulebook)
10	Void Suit (Base Profile: See page 140 of the ROGUE TRADER Core Rulebook)

GEAR AND TOOLS

Once the GM determines that a piece of treasure the Explorers encounter in their travels is a complex tool or piece of personal equipment, he can use **Table 2–29: Gear and Tools** to determine the function of the item, either by rolling or choosing an appropriate option.

SHIP COMPONENTS

Once the GM determines the Explorers have found a Component for a voidship, he can use **Table 2–29: Ship Components** to decide what sort of Component it is, either by rolling or choosing an appropriate option. The GM might wish to keep in mind, however, that these Components are utterly vast by the scale of the Explorers, and so they can hardly haul such a find out of a cavern or the catacombs of a dead empire without undertaking a major excavation project.

ORIGINS

Different species, or even different cultures, create similar items in the same way. An Ork-wrought chainsword could be a grinding, gnashing contraption designed to be as loud as possible, kicking up clouds of smoke all the while; in contrast, an elegant Eldar chainsword might run on a silent, elegant system and slice through its targets with only a whisper. To determine the origins of an artefact, the Game Master should roll on **Table 2–30: Origin** and then consult the relevant section to determine the next step in forging the item.

SKILLED CRAFTSMANSHIP

This artefact is well-wrought and finely honed, despite decades or centuries of neglect. Instead of rolling on **Table 2–34: Craftsmanship** (see page 92), this item is automatically of Best Craftsmanship. The GM should also roll once on **Table 2–35: Quirks** (see page 92) and apply the results.

TABLE 2-29: SHIP COMPONENTS

1d10 Roll	Result
1-2	Plasma Drive
3	Warp Drive
4	Gellar Field
5	Void Shield
6	Ship's Bridge
7	Augur Array
8-9	Lance
10	Macro cannon

TABLE 2-30: ARTEFACT ORIGIN

1d10 Roll	Result
1–3	Finely Wrought: See Skilled Craftsmanship on page 85.
4–6	Ancient Miracle: See Archeotech on page 86.
7–8	Alien Technology: See Xenos Tech on page 88.
9–10	Cursed Artefact: See Twisted Omens on page 90.



TABLE 2-31: MIRACLES OF THE DARK AGE

1d10 Roll	Result
1-2	Imposing: This device is visibly wrought with long-forgotten heraldry and emblems of a past age, when the impossible was made real, inspiring fearful awe in those who see it. See Imposing on page 86 for details on its function.
3-4	Compact: This device is a miniaturized version of its usual counterparts, somehow without sacrificing functionality. See Compact on page 86 for details on its function.
5	Steady: Rugged and unfailingly dependable, this device functions perfectly even under sub-optimal conditions. See Steady on page 86 for details on its function.
6	Potent: This device is powerfully built, the arcane technologies within allowing it to perform above and beyond modern equivalents. See Potent on page 87 for details on its function.
7	Swirling Energy: This item is wreathed in a precisely-calibrated energy field, created with long-forgotten techniques and secrets. See Swirling Energy on page 87 for details on its function.
8	Incalculable Precision: The hand that shaped this relic was meticulous in a way that modern artisans cannot hope to replicate. See Incalculable Precision on page 87 for details on its function.
9	Indestructible: This item was shaped from an arcane material, whose composition defies analysis and any attempt to damage it alike. See Indestructible on page 87 for details on its function.
10	Multiple Blessings: Roll again twice on this table (re-rolling any further results of “Multiple Blessings” and duplicate results), and apply both results to the item.

ARCHEOTECH

Products of the Dark Age of Technology, when Mankind’s technology was at its zenith, these items are remarkable for their craftsmanship, precision, and effectiveness. Archeotech weapons and armour exceed even the finest craftsmanship of the 41st Millennium.

When creating an item in this category, the GM should roll once on **Table 2-31: Miracles of the Dark Age**. All items from the Dark Age of Technology surpass modern standards—the GM should also roll on **Table 2-34: Craftsmanship** (see page 92), and increase the result of his roll by 3 (to a maximum of 10). The GM should also roll twice on **Table 2-35: Quirks** (see page 92). Unfortunately, because of their venerable designs and the long-lost secrets used to create them, repairing Archeotech treasures (should they become damaged) requires the would-be tinkerer to succeed at a **Challenging (+0) Forbidden Lore (Archeotech) Test** before he can even make an attempt to repair it.

IMPOSING

While none can say why its creators ornamented this device so noticeably, it makes an undeniable impression upon any who see it, reminding them why the Dark Age of Technology is so fabled and so feared.

Melee or Ranged Weapon: Jagged, spinning teeth, glimmering edges, or pulsating red lines cut their way across this weapon. It grants its wielder a +10 bonus on Intimidate and Command Tests. If its user has the Fear Trait, it increases the level of that Trait by 1.

Armour: This armour is utterly striking, wrought from solid metal, adorned with beautiful and terrifying imagery, or swathed by mysterious black wisps that conceal the wearer’s features. Its wearer gains a +10 bonus on Command and Intimidate Tests, and gains the Air of Authority Talent while wearing it.

Gear or Tool: It is hard to overlook this device, graven as it is with symbols of ancient power.

This device grants its owner a +20 bonus to all Opposed Tests he makes while using it if his opponent can see it.

Ship Component: An ancient and overwhelming testament to ages long past and knowledge long forgotten, this Component grants the vessel’s commanders a +10 bonus to all Intimidate and Command Tests made aboard a vessel upon which it has been installed.

COMPACT

This device is unbelievably small, given its purpose, or can be folded to fit in places one would not expect to look. Though the techno-arcanic rites used to miniaturize its internal workings are long-lost, it remains as an impressive testament to the miraculous knowledge of the Dark Age of Technology.

Melee or Ranged Weapon: Reduce the weapon’s weight by half. Search Tests to find this weapon when it has been concealed on a wearer suffer a –20 penalty.

Armour: This armour is extremely lightweight. Reduce its weight by half. Awareness Tests to notice this armour on its wearer suffer a –10 penalty (or a –20 penalty, if he is wearing it beneath clothes or something else to conceal it).

Gear or Tool: This device has been miniaturized, but nonetheless performs all of its functions as well as its larger counterparts. Reduce its weight by half. Search Tests to find this item when it has been concealed on its owner’s body suffer a –30 penalty.

Ship Component: Its Space requirement is reduced by 4 (to a minimum of 1 if it is Internal or 0 if it is External).

STEADY

Though not as flashy as other archeotech treasures, this item is built to function reliably in all conditions, through challenges and tests that would push lesser creations well beyond their limits.

Melee Weapon: This weapon gains the Balanced Quality, so long as it does not already have that Quality or the Unbalanced or Unwieldy Qualities. If it does have any of those Qualities, increase its Penetration by 3 instead.

Ranged Weapon: This weapon gains the Accurate Quality, so long as it does not already have that Quality or the Flame or Scatter Qualities. If it does have any of those Qualities, increase its Penetration by 2, and it gains the Reliable Quality.

Armour: This armour helps to keep its wearer in place, supporting him by dynamically redistributing its weight as necessary. It grants a +10 bonus to all Climb and Acrobatics Tests that its wearer makes.

Gear or Tool: This device is steadfast and reliable, and its users often come to depend upon it. Its user may re-roll one failed Test that he makes with it per Game Session.

Ship Component: This Component is extremely reliable. Tests made using this Component receive a +5 bonus. Further, thanks to the crew's faith in this Component, its presence increases the ship's Morale by 5.

POTENT

This device surges with the raw might available to its creators during the Dark Age of Technology.

Melee or Ranged Weapon: This weapon is ruthlessly lethal, coldly eviscerating one target after another in showers of gore. Increase its Damage by 4. Additionally, attacks made using this weapon inflict Righteous Fury on a roll of 9 or 10.

Armour: This armour is extraordinarily sturdy. Increase the Armour Points that it grants by 4.

Gear or Tool: The workings of this device are difficult to master. In the hands of an expert, though, its seemingly excessive design can prove to be extremely useful. The device imposes a -5 penalty on all Tests to use it, but if the user succeeds, he adds an additional two Degrees of Success to the result.

Ship Component: This Component is unfailingly powerful, and its grandeur strikes all who see it in action. If it is a weapon, increase its Damage by 4. If it is a Plasma Drive, increase the Power it generates by 10. Otherwise, it simply works extremely well; it increases the vessel's Morale by 3, to reflect the crew's awe of such an impressive Component.

SWIRLING ENERGY

A shroud of energy surrounds this object, shimmering, glowing, or perhaps even flaring into existence before vanishing periodically.

Melee or Ranged Weapon: This weapon is fed by internal power cells that unleash a devastating blast when its attacks strike home. Increase its Damage and Penetration by 2. Its Damage Type changes to Energy, and it gains the Shocking Quality.

Armour: This armour is wreathed in an invisible protective field that periodically springs to life to protect its wearer, forcibly pushing aside projectiles or the swing of a sword. The first time an attack successfully strikes the armour's wearer each Round, the attacker must re-roll his Weapon Skill or Ballistic Skill Test with a -10 penalty.

Gear or Tool: This device makes use of a small internal generator that vastly improves its functionality and longevity in the field. It never needs to be recharged, and grants a +5 bonus on all Tests made using it. If it would not normally require power, this generator makes it easier to use properly, and helps to preserve and maintain the device.

Ship Component: If this Component would ever become unpowered or stop generating Power, so long as it is not destroyed in the process, it continues to do so for 1d10 minutes after it would normally shut down.

INCALCULABLE PRECISION

The manufacture of this device was so utterly precise that many users find its exactness disconcerting until they grow used to the greater level of meticulousness in craftsmanship that it displays.

Melee or Ranged Weapon: This weapon is exquisitely weighted, to make it optimal for hurling flurries of phantom blows before landing a killing stroke or delivering a precise shot into a small target at great distance. This weapon grants an additional two Degrees of Success when its wielder succeeds at a Weapon Skill or Ballistic Skill Test while using it. If it is a ranged weapon, double its Range.

Armour: This armour allows its wearer to move with utmost freedom, sliding past those attacks that might penetrate it. This armour grants its wearer a +10 bonus to Dodge Tests. Increase the Armour Points that it provides by 1.

Gear or Tool: This device grants an additional +15 bonus on all Tests made using it.

Ship Component: This Component is so finely honed that it draws less power than it might otherwise, takes up a minimum of space, and often makes maintenance unnecessary. Decrease its Size and Power Requirements by 1 (to a minimum of 0). Its presence increases the ship's Morale by 1, as ratings occasionally find their assigned toil far less onerous than expected.

INDESTRUCTIBLE

Carved from a material that defies explanation or analysis, forged from a lost alloy, or otherwise created in a miraculous fashion, this item is nearly impossible to damage by natural means.

Melee or Ranged Weapon: This weapon is made of an adamantine, mysterious metal, cut from crystal, or warded from within by an unseen and perpetually active field. It never loses its edge, and never seems to suffer from the wear and tear of use across countless battlefields. Increase its Damage and Penetration by 2. If it is a Ranged Weapon, it never Jams. It resists all attempts to damage or destroy it via natural means.

Armour: Forged by means unknown from a mysterious material, even the sharpest of blades seem to slide off it without piercing. Penetration does not affect any Armour Points provided by this armour.

Gear or Tool: This device is virtually unbreakable, and even its complex, moving parts never seem to need maintenance. Though it can run out of power if it requires energy to function, it never breaks, and cannot be rendered inoperable by external effects (other than being shut down via normal procedures).

Ship Component: This Component is shielded by a vast and powerful field that crackles to life whenever it would be damaged. Unfortunately, this field draws a great deal of power away from the Component itself. Whenever this Component would suffer the effects of a Critical Hit, it ignores those effects, but becomes unpowered or otherwise non-functional for 1d5 Strategic Rounds as the field overdraws the energy that it normally uses (or the Power that it generates).

TABLE 2-32: XENOS CONSTRUCTION

1d10 Roll	Result
1-2	Ramshackle: This device, simply put, should not function. Given its rough, slab-like construction and dented exterior, whatever species built it clearly did so in an entirely unintuitive fashion, with extra parts that consume power extraneously and savage blades strapped on for good measure, regardless of the device's function. See Ramshackle on page 88 for details on its function.
3-4	Peerless Elegance: This device was not built, but grown, not forged with sweat and fire, but merely asked to become the thing that it is now in a voice that it could not refuse. Shining gemstones and brilliant colours adorn it, revealing its inhuman origin to all who see it. See Peerless Elegance on page 88 for details on its function.
5-6	Innovative Design: Optimised for efficiency in a way that baffles and terrifies the disciples of the Machine God, this device was crafted by some species that cares for progress above all else. See Innovative Design on page 89 for details on its function.
7-8	Remnant of the Endless: This device is a technological marvel beyond comprehension, its form cylindrical or rectangular by turns, and wrought with translucent sections that glow with an unearthly radiance. See Remnant of the Endless on page 89 for details on its function.
9-10	Death-Dream's Fragment: Organic, crystalline strands run across the surface of this device, marking it for some sickening purpose in a plan beyond the reach of mortal minds, or even sanity itself. See Death-Dream's Shard on page 90 for details on its function.

FROM ALIEN HANDS

Crafted by xenos hands (or claws, as the case may be), alien technology is viewed with suspicion by most within the Imperium. At the fringes of the galaxy, there is less reticence to use the tools of xenos, though a Rogue Trader would be wise not to flaunt any objects of alien origin he may possess while in "civilised" company. The GM should roll once on **Table 2-32: Xenos Construction**, once on **Table 2-34: Craftsmanship** (see page 92), and once on **Table 2-35: Quirks** (see page 92), and then apply all of the results. Because of its alien origins, xenos technology requires anyone who wishes to repair it (should it become damaged) to succeed at a **Challenging (+0) Forbidden Lore (Xenos) Test** before he can attempt to repair it.

RAMSHACKLE

Whatever hand wrought this device was a rough one indeed, and the mind guiding it was even more jagged and deranged. Erupting with spines and blades that serve no obvious purpose besides creating a risk to the user, or fitted with shining baubles that serve no purpose at all, this device is an obvious testament to the madness of xenos.



Melee Weapon: This melee weapon is hefty, and designed to crush, impale, or otherwise perform its task in some equally unsubtle fashion. Increase its Damage by 4 and double its weight. If it has the **Balanced Quality**, it loses it. If it has the **Power Field Quality**, it loses it and gains the **Unstable Quality**. If it already has the **Unstable Quality**, it also gains the **Shocking Quality**. The GM should also roll one additional time on **Table 2-35: Quirks** (see page 92) for this weapon, and apply the result.

Ranged Weapon: This ranged weapon looks less like a gun and more like a club with barrels mounted on it, its blocky construction largely superfluous to its role as a firearm. Increase its Damage by 2, double its weight, and if its Damage Type is **Impact**, change it to **Explosive**. If it has the **Accurate Quality**, it loses it. Otherwise, it gains the **Inaccurate** and **Unreliable Qualities**. Strangely, however, in the hands of an **Ork**, it loses the **Unreliable Quality**. The GM should also roll one additional time on **Table 2-35: Quirks** (see page 92) for this weapon, and apply the result.

Armour: This armour is incredibly bulky and festooned with absurdly thick armour plates, whirring motors, and smoke-belching engines. Double its weight, and increase all **Armour Points** it provides by 3. If it is **Power Armour** or **Light Power Armour**, it increases the wearer's **Strength Bonus** by +2. It also imposes a -30 penalty on all **Agility-based Tests**.

Gear or Tool: This device is ruggedly constructed—so much so that it could be used as a blunt force weapon in a pinch. Judging by the bloodstains, it has already been used this way in the past. If used as an improvised weapon, this piece of equipment has the following profile: (Melee; 1d10 I or R; Pen 0; Unwieldy).

Ship Component: This Component is massive and power-inefficient, constantly belching smoke (which may or may not be toxic to human crewmen assigned to work on it). Increase its **Power** and **Space** requirements by 2 (or its **Space** requirement by 3, if it generates **Power**). However, thanks to its sheer bulk, this Component ignores the first **Critical** that would affect it each session. Finally, its obvious xenos origin permanently decreases **Morale** aboard the ship by 1.

PEERLESS ELEGANCE

The hand of xenos of some sort is evident in the design of this device, for no human could have made such a thing. The device exudes an undeniable grace, even if it is the work of foul aliens.

Melee Weapon: This melee weapon is a work of art, all elegant curves and killing edges, made to specifications so precise that it could not possibly be of human design. Increase its Damage and Penetration by 2, and reduce its weight by half. If it has the Unwieldy Quality, it loses it and gains the Unbalanced Quality. If it has the Unbalanced Quality, it loses it. Otherwise, it grants a +5 bonus to Tests made to Parry with it (this is cumulative with the bonus provided by the Balanced Quality).

Ranged Weapon: This ranged weapon's graceful design belies its killing power, and it spits forth monomolecular razors, lashing microfilament wires, or searing bursts of pinpoint energy that slay their targets without waste or mercy. If its Damage Type is Impact, change it to Rending. Increase its Damage by +2 and quadruple its Clip Size. It gains the Reliable Quality.

Armour: This armour conforms perfectly to its wearer, shifting imperceptibly to provide optimal protection without hindering movement. Halve its weight and increase all Armour Points it provides by 1. If it is Power Armour or Light Power Armour, it provides no bonuses to Strength, but also has no power requirements and does not inflict penalties on Concealment and Silent Move Tests for providing 7 or more Armour Points.

Gear or Tool: This device is solidly constructed, if lacking in the adornment and flair that shows dedication and mastery in Imperial manufacture. If it provides a bonus to Skill Tests, increase that bonus by an additional +5.

Ship Component: This Component was clearly created by a species of master starfarers, and is meant to perform in the void, working in perfect harmony with the vessel on which it is mounted. Reduce its Power Requirement by 2 (to a minimum of 0) and the Space it needs by 1 (to a minimum of 0). If it generates Power, it generates the normal amount. However, once per game session, it can overcharge any weapon system that draws power from it, increasing its Damage by 1d5 the next time it is fired this Strategic Turn. Finally, its obvious xenos origin permanently decreases Morale aboard the ship by 1.



INNOVATIVE DESIGN

Treasure in this category was obviously created to serve its users as effectively as possible. It could be new or it could be ancient, but the xenos who designed it were clearly unrestrained by the protective rituals and traditions of the Adeptus Mechanicus, and might well have delved into realms not meant for mortal creators.

Melee Weapon: This weapon is elegant in design and efficient in function, but is clearly meant as much for ceremony as function. It is largely unremarkable, except for obviously being of xenos manufacture. Reduce its weight by half and its Damage by 1.

Ranged Weapon: This weapon is built for one purpose: killing with greatest efficiency, without malice or relish. Change its Damage Type to Energy, and increase its Damage and Penetration by 3. It is automatically equipped with an omni-scope (see page 134 of the **ROGUE TRADER Core Rulebook**). Double its Range.

Armour: This Armour is practical and effective, granting respectable protection without sacrificing freedom of movement. Increase all Armour Points it provides by 1. If it covers the Head location, it comes equipped with a photo-visior (see page 140 of the **ROGUE TRADER Core Rulebook**). If it is Power Armour or Light Power Armour, it automatically comes equipped with a Jump Pack (see page 144 of the **ROGUE TRADER Core Rulebook**).

Gear or Tool: This device is elegantly constructed, designed with both aesthetics and utility in mind. Reduce its weight by half. If it provides a bonus to Skill Tests, increase that bonus by an additional +5.

Ship Component: This component is highly modular, for ease of replacement. In addition to taking up 1 less Space than usual, it can be much more rapidly detached from the vessel than other Components.

REMNANT OF THE ENDLESS

These items seem ageless, and despite unfathomable ages of neglect, they function as if they had been well-maintained the entire time. They are marked by a silver sheen and odd luminescence that disturbs most who look upon them.

Melee Weapon: The weapon changes its Damage Type to Energy, gains the Power Field Quality if it does not have it, and increases its Penetration by 2. Further, if the attacker scores three or more Degrees of Success on any Weapon Skill Test to attack with this weapon, he ignores any Fields or psychic protections shielding his target.

Ranged Weapon: The weapon changes its Damage Type to Energy and it never runs out of ammunition, nor needs to be reloaded (though it can still Jam). Further, if the attacker successfully inflicts Righteous Fury with this weapon, that attack also ignores all of the target's Armour Points.

Armour: This Armour is infused with a crackling field of verdant energy that flicks out menacingly to drive off attackers. Whenever the wearer is hit with a Melee Attack, the attacker must make a **Challenging (+0)**

Agility Test or suffer 1d5+2 Energy Damage with the Shocking Quality.

Gear or Tool: This device never runs out of power (if it requires it) and never shorts out due to electrical interference. If it does not require power to function, it is extraordinarily resilient—it takes minimal effort to maintain, and takes a great deal of effort to damage or destroy.

Ship Component: Eerily, this component has no Power Requirements at all—it seems to generate its own energy from the glowing green coils set within. If it is a Plasma Drive (or rather, the inscrutable and sinister equivalent device), it generates 5 additional Power. However, the Component's sickening glow permanently reduces Morale aboard the vessel by 3.

DEATH-DREAM'S FRAGMENT:

This device is infused with a strange, crystalline material that seems almost organic, and catches the light in eerie and maddening ways. Regardless of its quality, one thing is clear: no sane person would carry such a device, and those who do have willingly taken the first steps on the road to madness.

Melee Weapon: Wrought of twisted stone and crystal, this weapon is very alien indeed. Increase its Damage by 2. Further, when wielded by a psyker, it increases his Psy Rating by 2 when he uses powers at the Push Psychic Strength (to a maximum of 10).

Ranged Weapon: Bulbous crystals and strange spines protrude from this weapon, and a constant static charge seems to cling to it. The weapon changes its Damage Type to Energy, and it discharges sparks of crackling light that seem to pursue their targets with the ferocity of hungry predators. The weapon's Clip Size remains the same, but it cannot be reloaded as normal; instead, it seems to draw power by sapping the sanity of its victims. Any creature Damaged by the weapon must make a **Challenging (+0) Willpower Test** or suffer 1d10 Willpower Damage. Every time it causes Willpower Damage this way, the weapon's Clip automatically refills. If its Clip ever reaches 0, its wielder gains 1d10 Insanity Points, at which point its Clip automatically refills. If the weapon does not have a Clip Size, due to being a Thrown Weapon, or for any other reason, then this weapon causes any creature harmed by it to make a **Challenging (+0) Willpower Test** or gain 1d5 Insanity Points.

Armour: This armour has been wrought with lines of living crystal that can rapidly expand to seal rents and the wounds of the wearer alike. Whenever the wearer of this armour suffers Critical Damage to a location it protects, he may reduce that Damage by 1d5. If he does so, he gains that many Insanity Points, as the armour grows into his body, forcibly holding his collapsing form together and eroding away at his sanity. As the armour fuses with his biology this way, more and more, he might also find himself incapable of removing it.

Gear or Tool: This device is bizarre and inscrutable, made for minds that now slumber beneath stars that have shifted since they last lived. The user must make an **Ordinary (+10)**

Intelligence Test to use it. If he succeeds, he gains an additional +10 bonus to any Tests to which it provides bonuses. If he fails, however, he gains only its normal bonuses, and also gains 1 Insanity Point as the alien contraption stares back into his mind.

Ship Component: To install a thrumming crystal relic wrought by accursed xenos upon one's vessel is to invite doom, even ignoring the prohibitions on such things set forth in Imperial scripture and law. This Component is miraculously never affected by Critical Hit effects that would damage or disrupt it—instead, two other Components of the GM's choice suffer the effects that it ignores this way. Additionally, its foreboding aura and the rumour-mongering that it inspires in the crew permanently reduces Morale aboard the vessel by 3.

TWISTED OMENS

The origin of these items is a matter of speculation. Whether crafted by human or xenos artisans, these treasures are undoubtedly of surpassing quality, but they nonetheless all evoke some sort of dread, from obvious signs of Warp taint, to strange, glowing xenos crystals that are almost hypnotic, to dark whispers in the mind of the wielder. The GM should roll once on **Table 2-33: Mark of the Curse**, once on **Table 2-34: Craftsmanship** (see page 92), and once on **Table 2-35: Quirks** (see page 92), and then apply all of the results.

BLOODLUST

Melee or Ranged Weapon: Cursed, this weapon is bound to chaos and death by its very fate—a fate any foolhardy enough to carry it must eventually share. For it is a weapon, a tool of destruction, and it does not discriminate between friends and foes so long as there is blood for it to drink. Increase the weapon's Damage and Penetration by 4. It gains the Tearing Quality if it does not already have it. However, whenever its wielder draws it, he enters a Frenzy (see the Frenzy Talent on pages 98–99 of the **Rogue Trader** Core Rulebook) as a Free Action. This Frenzy does not end until he has slain a living creature with the weapon, and slaked its thirst—for now. If it is a Ranged Weapon, then the wielder ignores the usual penalty to Ballistic Skill from being Frenzied, and may choose to fire the weapon instead of moving towards a foe or making an All-Out Attack Action while Frenzied.

Armour: This armour incites its wearer to new heights of fury, granting him great power at a terrible cost. Whenever the wearer attacks, he may dangerously overexert himself, suffering 1d5 Damage, not reduced by Armour or Toughness Bonus. If he does so, he increases the Damage dealt by that attack by twice the amount of he inflicts on himself.

Gear or Tool: This device rapidly absorbs any blood shed on it, greedily lapping it up. It grants a +10 bonus to all Tests made using it, but only if its user regularly douses it in blood.

Ship Component: This ship component seems to work better than it should, given its specifications, but is also prone to housing terrible and gruesome accidents. If it is a weapon, increase its Damage by 3. Its Power requirement is reduced by 3 (to a minimum of 0), or, if it generates Power, this number is increased by 3. However, every time this cursed Component is affected by a Critical Hit, reduce the ship's Population by 1 and its Morale by 3, as mayhem and panic ensue around it.

TABLE 2-33: MARK OF THE CURSE

1d10 Roll	Result
1-2	Bloodlust: This device is possessed of a dire thirst for carnage. See Bloodlust on page 93 for details on its function.
3-4	Mindkiller: This device is shrouded in terror, thriving on the fear it elicits in those around it. See Mindkiller on page 94 for details on its function.
5-6	Alluring: Desired by all, this item has drawn countless Explorers to their deaths in search of it. See Alluring on page 94 for details on its function.
7-8	Entropic: This device incites ruin and despair where it passes. See Entropic on page 94 for details on its function.
9-10	Deceitful: This item is not what it seems, and it maliciously hides its true nature beneath a mantle of deception. See Deceitful on page 95 for details on its function.

MINDKILLER

This device elicits nothing less than panic and terror in most people who see it. Whether it is a weapon with an oddly organic eye or maw protruding from it, or a vast, churning voidship component that seems to patter with the footsteps of all who have passed through it, it is utterly disconcerting.

Melee or Ranged Weapon: To stand before this weapon is to stand before death, and few sentient creatures can do so without quavering. Foes suffer a -5 penalty to their Initiative if the weapon is visible when combat begins. Further, attempts to Parry attacks made with this weapon suffer a -20 penalty.

Armour: This armour is terrifying, with symbols of doom and dread carved upon it, and possessing a terrifying mien. Every time its wearer kills a foe in combat, he gains the Fear (1) Trait until the end of the encounter.

Gear or Tool: Fed by fear, this device tends to fail at times of greatest need. Under normal circumstances, it grants a +10 bonus to all Tests made using it. However, if its wielder ever fails a time-sensitive Test using it, it ceases to function entirely for 1d10 minutes.

Ship Component: An aura of dread surrounds this Component. Its chilling presence permanently reduces Morale by 3, but this effect is even more pronounced on unwanted interlopers. Boarders suffer a -20 penalty to their Command Tests aboard this vessel so long as this Component remains functional.

ALLURING

All treasures are in some way desirable by their very classification as “treasures,” but this device inflames the avarice of all who see it. It is almost unnaturally beautiful, and let any owner beware, for scoundrels in the Koronus Expanse kill for far less.

Melee or Ranged Weapon: Wrought with glowing runes, this weapon transfixes those in its path. Whether or not they manage to avert their gaze, this distraction makes it much harder to evade attacks. Attempts to Dodge and Parry attacks made with this weapon suffer a -10 penalty.

Armour: This armour seems perfectly suited for its owner, its sleek and aristocratic design giving the wearer a regal, authoritative bearing. The wearer of this armour gains an additional +10 bonus on all Interaction Skill Tests.

Gear or Tool: This piece of equipment is wrought with gemstones, or crafted from some sort of exotic and beautiful material, but people seem to desire it even more than this might warrant. It counts as being of Best Quality, and, at the GM’s discretion, Explorers may offer to trade items of far greater value to own it.

Ship Component: This Component is surprisingly (some might say disturbingly) pleasant. Whether because of its elegant design, less noxious smells, or other possible qualities, ratings tend to loiter there when possible. This Component increases the vessel’s Morale by 3, but if it is ever removed, lost, or replaced, its absence decreases Morale by 6.

ENTROPIC

This treasure answers the silent call of the universe to expend without replenishing, to rust away. No matter how hard the owner of this treasure works, it never seems to stay clean.

Melee or Ranged Weapon: This weapon grinds away at anything it strikes, wearing down even the strongest armour over time. Reduce its Damage and Penetration by 1, but every time it strikes a target, reduce that target’s Armour Points on the affected location by 1 until the armour can be repaired.

Armour: This armour is covered in an unusual patina of dust, slime, or other corrosive material. While this has no effect on its wearer, weapons that touch it begin to degrade rapidly. Whenever a melee weapon strikes this armour, that weapon’s Damage is reduced by 1 until it can be repaired.

Gear or Tool: This device works better than one might expect, but also seems to drain away at the vitality of its owner. It provides



a +10 bonus to Tests made using it, but if the user fails a Test while using it, he must make a **Challenging (+0) Toughness Test**. If he fails, he gains 1 level of Fatigue.
Ship Component: Rusted and leaking, this Component ever seems to be in need of repair or additional energy.

Increase this Component's Power requirement by 3. However, whenever it would be affected by the results of a Critical Hit result of 5 or lower, it ignores the effects of that result.

DECEITFUL

Seemingly possessed of a treacherous nature, this treasure is created in a counter-intuitive and misleading way that causes those who look upon it to draw false conclusions, often to their own terrible detriment. Whether this trickery is based in illusion, strange construction, or something else varies based on the item, but it is always capricious and spiteful.

Melee or Ranged Weapon: Fabricated in such a way that it lures observers to false conclusions about its nature, and outfitted with hidden tines or micro-pistols, this weapon is duplicitous to its core. Reduce its Damage by 2. However, if it is a melee weapon, then it can also be used to make Ranged Attacks with the following profile: (Pistol; 30m; S/-/-; 1d10+4 I; Pen 4; Clip 1; Reload Full; Toxic). If it is a ranged weapon, then it can also be used to make Melee Attacks with the following profile: (Melee; 1d10+4 R; Pen 4; Toxic).

Armour: This armour conceals a deadly threat, in the form of poisoned blades fiendishly disguised in the wrists,

legguards, or some other suitable location. It can always be used to make a Melee Attack with the following profile: (Melee; 1d10+4 R; Pen 4; Toxic). Further, thanks to its disarming nature, this armour grants its wearer a +5 bonus on Deceive Tests.

Gear or Tool: This device is not what it appears to be, and it can easily be concealed or disguised as something more innocuous. Observers must make a **Hard (-20) Scrutiny Test** to determine its true purpose, and Search Tests to find it hidden on its owner suffer a -20 Penalty.

Ship Component: This Component is not what it appears to be, deceiving any onlookers. Roll again on **Table 2-29: Ship Components** (see page 85) determine the true nature of this Component. Viewers must pass a **Hard (-20) Scrutiny Test** to determine this Component's true function; otherwise, they are taken in by the deception and believe it to be the Component that it masquerades as. However, due to internal confusion caused by this ruse, permanently reduce Morale by 1 on any vessel into which it installed.

TABLE 2-34: CRAFTSMANSHIP

1d10 Roll	Craftsmanship
1-2	Poor
3-7	Common
8-9	Good
10	Best

TABLE 2-35: QUIRKS

1d10 Roll	Quirk
1	Surly: Past owners likely call this item "temperamental" (or things far less refined), if any are still alive to describe it. If this item's user rolls a 96 or higher on any Test while using it, the item ceases to function for several moments (powering down, catching on a nearby object, or falling out of reach). The item's owner gains a +2 bonus to his Initiative so long as he possesses it, however, due to the paranoia the device incites in him.
2	Cruel: This item's legacy is written in blood, cutting a red swath across the galaxy at a prodigious rate. Once per game session, the owner of this item may re-roll his Damage roll from a successful attack of any kind.
3	Patient: Also sometimes called "sluggish," this item is reliable and effective but slow to start. This item imposes a -3 penalty on its owner's Initiative for time lost, but whenever its owner succeeds on a Test using the item, he adds one additional Degree of Success.
4	Unpredictable: This item is notoriously capricious, and is said to favour its owner at some times and torment him at others. When its owner succeeds on a Test using the item, he adds one additional Degree of Success, but when he fails on a Test using it, he adds two additional Degrees of Failure.
5	Resplendent: This item has a flair to it, completing tasks with an additional flourish. The owner of this item gains a +5 bonus to Charm and Intimidate Tests while it is in his possession, but Search Tests to find this item when it is concealed are made at a +30 bonus.
6	Vanishing: This item is infuriatingly difficult to find, even when its owner only puts it out of sight for a moment. Search Tests to find this item (including when it is concealed on a body) suffer a -10 penalty. If the item is a voidship Component, Navigate Tests to find it aboard the vessel suffer a -10 penalty instead.
7	Trusty: This item is widely known for its reliability. Once per game session, the owner of this item may gain a +10 bonus to the next Test he makes with it (this is cumulative with any other bonuses it provides).
8	Zealous: This object is without sentiment or mercy (it is, after all, an inanimate object), to its owner and his enemies alike. Tests made with this item can never gain a total bonus from circumstantial effects greater than +30, but can never suffer a total penalty from circumstantial effects greater than -30.
9	Dogged: For better or for worse, this device seems near-impossible to lose. No matter the circumstances, it always seems to find its way back into its owner's hands eventually.
10	Lucky: Whatever else it might be, this item is considered a talisman of good fortune. So long as he is in contact with it (or the ship it is installed upon, for Components), the owner of this item counts as having one additional Fate Point that he may spend but may not "burn."

EXPLORER'S EQUIPMENT

"A fortune in priceless technology, and yet I would almost trade it all for a grapnel, or a good length of rope."

—Scrawled on the walls of pit alongside the skeletal remains of Rogue Trader Arcturas Irden

To be a Rogue Trader is to travel the paths that other, more cowardly and saner individuals fear to tread. Be it some foul xenos warren, dilapidated space hulk, or nameless planet, countless light years away from the nearest safe haven, the canny Rogue Trader and his crew can always find a way to take it for all that it is worth, for profit and glory. But for every Explorer making the long trip to port with a hold full of priceless specimens and ancient technology, ten more fade away into insignificance, caught within the teeth of their own ambitions. The dangers facing them are nigh-infinite, and require the greatest care and preparation, should these proud men and women of the Imperium ever hope to overcome them and enjoy the spoils of their efforts.

GEAR

The equipment detailed here is meant to augment the already considerable resources available to Explorers looking to plumb the harshest and most obscure environments in the galaxy in relative safety. But remember: all that glitters may not be gold, and even the best gear in the Imperium cannot save an Explorer from greed.

DELPHIS MARK II "PRENSIO" LIFTER ARMOUR

Using a combination of additional reinforcement, gyroscopic balancing cogitators, and specialized arm and leg supports, these heavily specialized armoured suits can ensure that even the most unwieldy cargo can be safely transferred through the most dangerous environments. Unsurprisingly, these suits have found great popularity

among the more exploration-minded Rogue Traders, who found its use in the otherwise extraordinarily time-consuming and dangerous business of excavating and retrieving priceless artefacts invaluable. With the proper auxiliary equipment, it can also be used for tearing apart the bulkheads of ancient wrecks floating in the void, speed-clearing vast swaths of forest, or even assisting in rapid installation of key facilities in an Imperial Colony.

In addition to the usual +20 to Strength granted by Power Armour, the "Prensio" variant grants the wearer the Unnatural Strength (x2) and Sturdy Traits. An Explorer wearing Lifter Armour increases his size by one (so for example, a human who is Average size would become Hulking). However, these improvements come at a steep price in mobility. The wearer suffers a -40 penalty on all Tests based on Agility and a -20 penalty on all Tests based on Weapon Skill and Ballistic Skill. Further, the wearer cannot take the Run Action while in the armour.

The armour comes equipped with a built-in auspex, chrono, vox, microbead, and rebreather, all contained within the helmet. As long as the wearer keeps the helmet on, the suit also counts as a sealed environment and a void suit. It has also been modified for long-term heavy use, and the power cells arrayed along its back can last for up to 24 hours of continuous full operation before the wearer must recharge it, a

process that usually takes about a day. Getting in and out of the armour is an involved process, requiring at least 30 minutes (or 15 minutes with the dedicated attention of servitors or other aid).

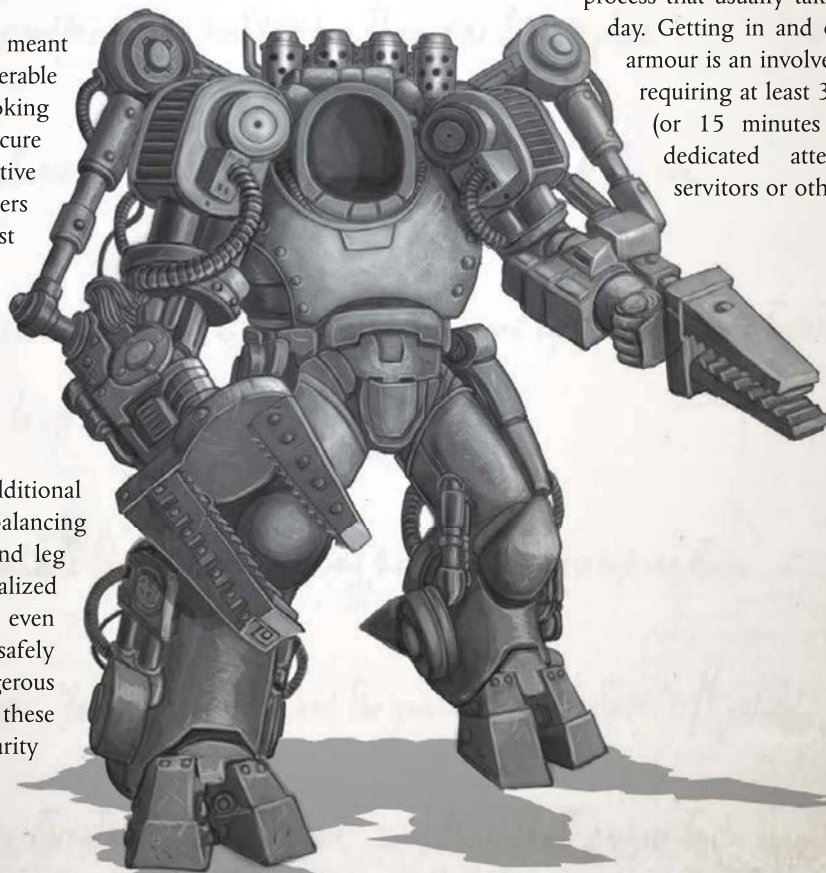


TABLE 2-36: EXPANDED ARMOUR

Armour	Locations Covered	AP	Weight	Availability
Delphis Mark II "Prensio" Lifter Armour	All	9	155kg	Extremely Rare
Rescum Exploration Suit	All	4	22kg	Rare

RESCISCUM EXPLORATION SUIT

In exploring the furthest reaches of the Imperium and beyond, it is often the case that standard, sealed exploration suits just aren't capable of providing the full range of protection and collection required of them. That is why, for the truly enterprising (or truly paranoid) Explorer, the venerable Resciscum Exploration Suit offers the most intricate, durable environmental examination and protection that money can buy.

Meant for especially dangerous environments, the Resciscum has built-in fail-safes to stop all but the largest breaches. Incredibly sensitive sampling instruments crafted through ancient and rite-bound techno-science allow the wearer to collect and analyse any material with which the sensor portions of the suit come into contact. Dedicated equipment located in the suit's helmet automatically stores the data-tracks that the suit records.

In addition to these features, these arcane suits includes a built-in auspex, vox system, rebreather, and microbead. In general, all of these systems can remain fully operational for up a week of continuous use before a day of recharging is required. In the case of a power failure, the suit puts priority on the rebreather and sealing systems to keep the wearer safe for as long as possible.

However, all of this extraordinary instrumentation makes for a much heavier suit than the standard sealed environment unit, and attempting combat is not recommended. This inflicts a -10 penalty on all Climb, Swim, Weapon Skill-, Ballistic Skill-, and Agility-based Tests.

MELTA-DRILL

An ancient and forgotten tool, rediscovered alongside the Delphis Mark II "Prensio" Lifter Armour, the melta-drill is a remarkably efficient, if cumbersome, excavation tool. Its original design was pieced together from fragmented archeotech descriptions of a an attempt to create a melta melee weapon. The result is a device capable of continuous, short-ranged melta energy emissions, permanently connected to a hefty, backpack-mounted fuel source. This makes the melta-drill excellent for fast, reasonably safe excavation into all but the hardest of materials.

Cogitators built into the handle allow for variations in the dimensions of the emissions, from as small as 10cm to as large as 1 metre in diameter. It can bore into all but the hardest of materials, cutting through at a maximum rate of 1 metre per second. It is safe enough (albeit a bit warm) to move into such an opening after a single Round.

However, while quite useful for excavation, the sheer size and weight of the melta-drill makes it difficult to use for any great period of time and quite unwieldy in combat situations. A melta-drill always requires both hands to use. If its wielder has a Strength Bonus of 5 or lower (after any modifications, such as for wearing Lifter Armour), he gains 1 level of Fatigue for every minute of use.

When wielded in combat, a melta drill counts as a melee weapon with the following profile; (Melee; 2d10+10 E; Pen 13; Unwieldy). The melta-drill is not truly suited for melee combat, however, and so it imposes a -20 penalty on all Weapon Skill Tests to use it and cannot be used as part of a Multiple Attacks Action.

PLANETARY CODICES

A somewhat dubious counterpart to the eternally sought-after charts used by Navigators, Planetary Codices are archeotech data remnants, left over from the Dark Age of Technology. While appearing unremarkable to the eyes of the unenlightened, in the hands of one able to identify them, a Planetary Codex is a priceless data storage device, capable of providing a near limitless wealth of information about a single, specific planet. Accessing this data, however, is an art unto itself, and the Codices seem to have an almost malicious tendency to mislead those unfit to delve into their secrets.

A successful **Arduous (-40) Tech-Use Test** can provide access to this data, including (at the GM's discretion): a full planetary map, a list of common animal and plant species, a list of valuable resources and their quantities, a description of any Xenos activity on the planet and the location of said activity, the planet's historical use by the Imperium of Man, and anything else the GM deems appropriate. If the Tech-Use Test is failed, the GM should feel free to leave out or even falsify some of the information given by the Codex. Having the Forbidden Lore (Archeotech) Skill reduces the difficulty of this Test to Difficult (-10). Each Codex covers only a single planet, and is about the size of a standard dataslate.

LIGHT-BRINGER TORCH

Imposing, ornate devices, Light-bringer Torches are pieces of archeotech first rediscovered on the world of Uth, deep within Winterscale's Realm. Seen by the missionary who stumbled upon them as a sure sign of the Emperor's blessing to delve into the unknown depths carrying His light, the torches have since been scattered across the Koronus Expanse. Many have been lost among the deadly worlds of the Expanse, and sit now amidst ancient ruins or in forgotten caves, waiting to be reignited by the flames of piety.

A Light-bringer Torch provides a substantial amount of illumination, burning the promethium that powers it with an efficiency that alone clearly roots its creation in the Dark Age of Technology. It can burn for months without being refuelled, and is easily activated or deactivated by their holder.

These torches are also an awe-inspiring sign, especially when backed by fiery rhetoric. Holding one of these torches while it is lit grants a +5 bonus to Intimidate and Command Tests. Those who know their secrets can also use these torches to bring down the fiery justice of the Emperor; a Light-bringer Torch counts as an Exotic weapon with the following profile: (Pistol; 6m; S/-/-; 1d10+6 E; Pen 2; Flame; Clip 1; Reload 2 Full).

MEZOA-PATTERN LONG-DISTANCE EXTENDABLE RETRACTION ROD

Amongst those who regularly wander into ancient ruins, time-lost cities, and other barrows of terror, the commonly held belief is that an Explorer would be hard pressed to find a single piece of equipment more useful than the long distance extendable retraction rod. An otherwise nondescript, hard,

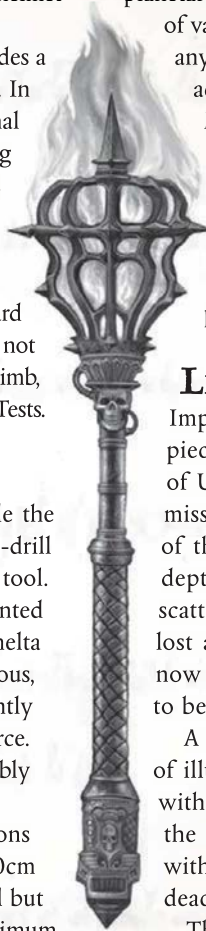


TABLE 2-37: EXPANDED GEAR

Armour	Weight	Availability
Melta-drill	15kg	Extremely Rare
Planetary Codex	4kg	Rare
Light-bringer Torch	6kg	Rare
Mezoa-pattern Long-Distance Extendable Retraction Rod	5kg	Scarce
Portable Gravity Adjustment Panels	50kg (or heavier)	Average
Tennis-pattern Hydromotion Boots	4kg	Very Rare
Grapplewhip	3kg	Rare
Exploration Mechadendrite	6kg	Rare
Joint Reconfiguration Augmentations	2kg	Very Rare
Synford-pattern Rapid Deployment Shelter	200kg (or heavier)	Scarce

30cm long metal rod with a handle, the extendable retraction rod is capable of telescopically extending outwards up to a total length of 4 metres at the press of an activation rune. Given reliable anchor points, it has a maximum load capacity of 150kg that it can bear without bending or other signs of stress. To the clever Explorer, its uses are truly infinite.

Good and Best Craftsmanship versions increase the range by 1 meter each, and increase the load limit to 175 and 200kg respectively. In its retracted, 30cm form, it can be used as a hefty club with the following profile: (Melee; 1d10 I; Pen 0).

PORTABLE GRAVITY ADJUSTMENT PANELS

Using technology similar to the potent gravity generators present on voidships throughout the Imperium, portable gravity adjustment panels allow for limited control of the forces of gravity within a chosen area. Their original purpose is unknown, but they have been adapted to an extraordinary variety of uses, including specimen entrapment, criminal imprisonment, transportation of sensitive substances, and even combat. Though their sheer weight limits their usefulness in more delicate or time-sensitive situations, the sheer array of possibilities afforded by devices make them popular for countless different uses across the Koronus Expanse.

Each panel affects a 1 metre by 1 metre square of space that extends 10 meters above the panel, and can be remotely activated to manipulate gravity within the zone to anywhere between 0.1 and 10x standard Terra gravity. A single remote can be keyed to affect either a single panel, or up to ten panels at the same time. Once activated, a panel requires one full Round to activate, and creates an audible whining noise as it measures and adjusts itself to the ambient gravity force.

TENNIS-PATTERN HYDROMOTION BOOTS

A marvel of lost techno-rites, hydromotion boots use dedicated cogitator units and low-energy gravity manipulation technology to allow for safe travel over liquid surfaces. When worn, each (rather oversized) pair automatically adjusts to

comfortably fit virtually any size foot, and can support up to 250kg over liquid surfaces.

However, such motion is still subject to the waves and currents acting on the liquid, and walking over even a stilled surface can be dangerous. While walking on a liquid, any Explorer wishing to move faster than a Full-Move action must make a **Challenging (+0) Agility Test**, or be forced to reduce the movement to a Full-Move. Failing this Test by more than two Degrees causes the Explorer to fall, likely requiring some rather desperate flailing to get back upright, and failure by more than four Degrees causes the wearer to lose his balance so badly that he may find himself inverted, his entire body submerged, with the bottoms of his boots the only things touching the surface of the liquid he was just recently walking across. In addition, these boots are rather large and heavy while not on a liquid, and impose a -10 penalty to all Silent Move and Shadowing Tests while worn.

Heat-, cold-, and chemical-resistant variants exist, but have an Availability of Very Rare. Such pairs should be able to withstand even the most extreme environments, even if the Explorer sporting them cannot.



GRAPPLEWHIP

A tool popular amongst some of the (usually short-lived) brand of Rogue Traders who fancy themselves “adventurers,” a grapplewhip is a reticulated length of metal that can rapidly extend to latch on to a surface, or snatch an object when swung like a groxwhip. Though these devices can be dangerous to inexperienced users, lashing back and cutting gashes across an unprepared welder, they are still popular with certain contingents in the Koronus Expanse.

To use a grapplewhip, an Explorer must make a **Challenging (+0) Weapon Skill Test**. If he succeeds, the Explorer latches the grapplewhip onto a protruding object within 5 metres. The grapplewhip can then retract, albeit not as quickly as it can extend, pulling the object to the person (or the person to the object).

A grapplewhip can also be used as an Exotic weapon with the following profile: (Melee; 5m; 1d10+2 R; Pen 0; Flexible, Snare). If a user without the appropriate training to wield a grapplewhip attempts to lash out at a target with an attack and misses, it snaps back, striking him (instead of his intended target) in a randomly determined location.

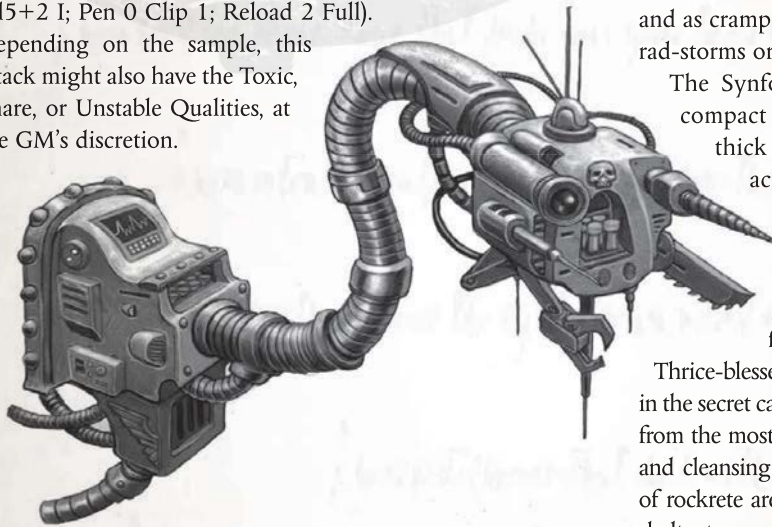
EXPLORATION MECHADENDRITE

Built to meet the exacting standards of the Priesthood of Mars, an exploration mechadendrite offers peerless investigation and collection skills to the excavation-minded Explorer.

Specialized, extraordinarily delicate servo-arms and collection pods all coordinate together to allow for perfect observation, collection, measurement, and archiving of up to ten separate samples. These samples are then fed through a series of filters and processes all within specially built chambers, allowing for full analysis of their properties and market worth. In addition, as part of a backup system to flush out and sterilize the sample chambers, each can be forcefully ejected from a spout on the end of the arm if needed. This mechadendrite also contains a built-in auspex, chrono, glow-lamp, and compass, and specialized sensors spread throughout the limb.

In addition to the samples that it can store, this mechadendrite grants its user a +5 bonus to Awareness and Search Tests, and a +10 bonus to Chem-Use and Trade (Chymist) Tests. Further, the user can, in a pinch, eject any samples it contains for a Ranged Attack with the following profile: (Pistol; 5m; S/-/-; 1d5+2 I; Pen 0 Clip 1; Reload 2 Full).

Depending on the sample, this attack might also have the Toxic, Snare, or Unstable Qualities, at the GM's discretion.



JOINT RECONFIGURATION AUGMENTICS

A particularly brave Explorer can choose to undergo a painful and costly techno-surgical process to enhance the range of motion his limbs are capable of achieving. This set of microsurguries, performed only by a select set of Malateks in the Koronus Expanse, increases the pliability of all major joints within the subject's body, allowing the Explorer to manipulate and contort his body through much smaller spaces. It also reworks the target's major joints to be completely reversible and able to rotate up to 360 degrees. Besides being an amazing and rather disgusting trick for a Rogue Trader to use at stuffy social obligations, this enhancement can be very useful for one who dares to explore the darkened and abandoned corners of the Koronus Expanse.

An Explorer who undergoes this set of rather unpleasant enhancements gains a +20 bonus to all Contortionist Tests.

Further, the Explorer reduces the time required for the Squeeze Through Special Use of the Contortionist Skill by half. Further, he gains a +5 bonus to Dodge Tests, given his ability to move in unpredictable and disturbing fashions.

However, this surgery is extraordinarily taxing on the Explorer. When an Explorer undergoes the surgery to gain this enhancement, he permanently loses 1d5 from his Strength and Toughness Characteristics. The disturbing nature and lack of obvious mechanical influence of this enhancement might also be mistaken for a mutation by the general public, making it inadvisable to show off too much.

SYNFORD-PATTERN RAPID DEPLOYMENT SHELTER

Though there are countless variants on the concept of the portable structure scattered across the yawning width of the Koronus Expanse, the Synford-pattern Rapid Deployment Shelter is particularly renowned for its rugged durability. These devices of rockrete and plasteel, which range in size from a metre across to much larger constructions, allow unaugmented humans to survive some of the worst weather, rad-storms, and even small-scale bombardments that the Koronus Expanse can throw at them. They are popular amongst Rogue Traders as both short-term bases of operations in hostile environments and as cramped housing for colonists on planets with regular rad-storms or other predictable hazards.

The Synford-pattern Rapid Deployment Shelter, in its compact form, appears to be a plank roughly a metre thick and several metres long and wide. Once activated, however, it begins to unfold, internal servo-motors cranking it into a rough shape, usually rectangular.

While the solid rockrete slabs provide a good deal of the protection this device offers, it also features a number of other, more potent defences.

Thrice-blessed rad-scrubbers built into the walls hiss and whirl in the secret cant of the Ommissiah, granting his august protection from the most ravaging effects of wide-spread regional radiation and cleansing this taint from those inside the shelter. The slabs of rockrete are also veined by sacred technology that allows the shelter to generate its own defensively charged zone for a few brief moments at a time in response to the rage of storms or artillery. Of course, the machine spirits that govern this protection are often fickle, and respond best to the Priests of Mars themselves.

A Synford-pattern Rapid Deployment Shelter can go from flattened to assembled in the span of a half-hour, if activated and left to its own devices. Alternately, an Explorer can make a **Challenging (+0) Tech-Use Test** to guide it through this process, in which case the assembly time is reduced by five minutes, plus five minutes per Degree of Success on the Test.

Once activated and assembled, the shelter provides a haven against extremes of atmosphere, temperature, and radiation and grants 15 APs of Cover against attacks made from outside to anyone within its shielding walls. Once per encounter, an Explorer inside can make a **Challenging (+0) Tech-Use Test** to increase these APs of cover to 30 for 1d5 Rounds. It can operate for 1d10 months without power replenishment.



POPULATING
THE EXPANSE



**THE COLONIAL
ENDEAVOUR**

-
- COLONIAL
STRUCTURE**
-
- REPRESENTATIVES**
-
- COLONY
UPGRADES**
-
- CALAMITY AND
FORTUNE**
-
- OUTSOURCING
OBJECTIVES**

CHAPTER III: POPULATING THE EXPANSE

"It will be as a lantern in the night, a shining spire upon this world, to bring His light to the darkest reaches of the Koronus Expanse."

—Excerpt from the founding document
of the St. Stephanus colony

The myriad worlds of the Koronus Expanse are a treasure trove of undiscovered riches and unexploited resources. With the relatively recent (by Imperial reckoning) opening of the Koronus Passage, and the attending gold rush mentality that comes with such a new frontier, countless hardy men and women of the Calixis Sector have left their homes and livelihoods to strike out on their own in the Expanse. Their reasons for leaving hearth and home are as varied as the colonists themselves. Groups of settlers band together to homestead on lush, uninhabited planets, in hopes of a fresh start, away from oppressive Ecclesiarchy or governmental restraint. Others hire on as labourers, scribes, or to fulfil other posts related to the many industrial, mining, agricultural, and commercial concerns slowly expanding into the newly charted Expanse. Still others travel into the darkness of the Expanse to bring the God-Emperor's light and teachings to those benighted souls who have existed so long without His guidance. Whatever their reasons, whether religious, social, or otherwise, they flock to the Koronus Expanse, and many succeed beyond even their backers' wildest dreams.

There is incredible wealth to be made by establishing Colonies, and this money-making potential has not gone unnoticed by the Expanse's many astute and canny Rogue Traders. Those with the thrones and the wherewithal can expand their empires, gain favour with different branches of the Adeptus Terra, and increase their wealth, by claiming worlds and founding Colonies on them.

Founding Colonies is a double-edged blade, however, a fact which many unwitting or unprepared Rogue Traders learn the hard way. For every way in which a Colony can succeed, there are two in which it may fall short. Crops can fail, plagues can sweep through a population, and saboteurs can destroy infrastructure, to name just a few potential dangers. These threats and countless others await colonists in the wild and dangerous Koronus Expanse. Negligent Rogue Traders entangled in colonisation can easily see their fortunes diminished (or vanished altogether), their lives endangered, or even their Warrant of Trade revoked, depending on the circumstances. With great risk comes great reward, however, a fact that most Rogue Traders know all too well. Despite the inherent risks to their empires, many Rogue Traders cannot resist the incredible potential of founding Colonies.

The following chapter outlines the rules necessary for Explorers and Game Masters to design and found Colonies in Rogue Trader. Primarily, the Colony creation rules are designed to give Explorer a set of tools with which to expand their holdings, and increase the wealth of their Explorers. Working in tandem with the extant Endeavour rules, the following rules give Explorers further depth, and more options for detail and control over their **ROGUE TRADER** games. Finally, these rules also allow Game Masters to create existing Colonies for use in their campaigns, as sites for adventures or vast financial assets over which rival dynasties can contest.

COLONIES AND PROFIT FACTOR

Explorers and Game Masters should notice that founding a Colony actually costs Profit Factor. This is due to the fact that the foundation of a Colony in the Koronus Expanse is an incredibly expensive and risky affair, whose outcome is never guaranteed. When a Rogue Trader decides to found a Colony, he wagers not only his fortune, but also his reputation, and possibly his life, as well. Profit Factor spent to found a Colony is permanently gone, and can only be recovered through the Profit Factor that a Colony produces. A wise and judicious Rogue Trader can see his initial investment returned tenfold as his Colony grows and his empire expands, but a careless or foolish Rogue Trader can lose everything with a moment's inattention. Imperialism is a high-stakes game.

The costs of founding Colonies are randomly generated, and can vary greatly. There are basic trends that can be relied upon, however, such as an Industrial Colony always being more expensive, due to the massive amounts of initial infrastructure and investment needed compared to a simple, agrarian, Ecclesiastical Colony. If the Explorers are founding a Colony by Contract, the amount of Profit Factor required for the Colony's founding is halved after the initial roll is made, but so is the amount of Profit Factor produced by the Colony (its Profit Factor Value) as founding a Colony for someone else is typically easier, and less expensive than footing the bill oneself, but the rewards are also less substantial. For more information on founding a Colony by contract, see the **Colony by Contract** section on page 100.



OVERVIEW

"Colonies are financial ruin waiting to happen. Oh, sure, it seems that it's all going well one day, but then there are Orks rampaging everywhere the next, slaughtering your colonists and your investment with them. I'll do you a favour and buy your stake from you now if you want, and for a positively merciful price, too."

—Rogue Trader Raol Straud

From creation to management to protection, Colonies are costly ventures, and carry with them significant risks. However, a Rogue Trader armed with sufficient cleverness, patience, and ambition can turn a Colony into a vast and lasting source of wealth, for himself and for his dynasty.

THE COLONIAL ENDEAVOUR

The creation of a Colony follows the steps summarised below (see **The Colonial Endeavour** on page 100 for the full versions of these steps):

THE INITIAL INVESTMENT

The first step in gaining a Colony is most often funding its creation. Sometimes a Rogue Trader might come into possession of an older Colony, but usually if a Rogue Trader wishes to establish a Colony, he must set himself—and his wealth—to work. No matter what, starting a Colony is going to cost someone a great deal of money. To begin founding a Colony, the Explorers must permanently give up a certain amount of Profit Factor, depending on the type of Colony they wish to found. This investment is not simply lost, however—once established, the Colony counts as part of the Rogue Trader's overall Profit Factor (see **The Initial Investment** on page 100 for more details).

COLONY BY CONTRACT

There are, of course, always other ways to fund the creation of a Colony. Colonies by Contract allow the Explorers to treat with various organisations from within the Imperium to convince them to back the Colony. Of course, there is no such thing as a venture without cost; monetary assistance always brings with it debts of one kind or another (see **Colony By Contract** on page 100).

FOUNDATION

After paying for the necessary resources, the Explorers must complete an Endeavour to turn raw materials, land, and settlers into a bustling outpost. This step also includes a number of narrative elements, such as drafting a charter for the Colony and determining its stated purpose (see **Foundation** on page 100).

COLONIAL STRUCTURE

This portion of the chapter describes the mechanical structure of Colonies, and helps both players and Game Masters to understand the internal workings of these massive living investments (see **Colonial Structure** on page 103 for more specific details on the steps below):

COLONY CHARACTERISTICS

Colonies have a number of major Characteristics that define qualities such as their Size, Complacency, Order, Productivity, and Piety. These indicate the overall health and efficiency of the Colony (see **Colony Characteristics** on page 103).

COLONY TYPES

This section outlines the types of Colony: Research Missions, Mining and Industry Colonies, Agricultural Colonies, and Ecclesiarchical Colonies. Different kinds of Colonies cost different amounts of Profit Factor to found and have different Characteristics and specialties (see **Colony Types** on page 105).

This section also includes details on how Colonies can harvest the Resource deposits around them, either to accelerate their own growth or to pay tribute to the Colony's owner (see the **Harvesting Resources** sidebar on page 104).

COLONIAL LEADERSHIP

A successful Colony must have a talented leader. This section deals with the ways in which a Colony's appointed leader, which can either be an Explorer or a Representative (see **Representatives** on page 107). Leaders affect both the Profit Factor Value of a Colony and its ability to react to crises (see **Colonial Leadership** on page 106).

REPRESENTATIVES

Although the Explorers can choose to run a Colony themselves, few Explorers wish to bind themselves so tightly to the responsibilities of rule. Representatives are NPCs who can alleviate this, acting in the Explorers' stead in both managing Colonies and overseeing Endeavours and defending their interests across the Koronus Expanse (see page 107 for **Representatives**).

COLONY UPGRADES

Once a Colony has been established and its core Characteristics defined, the Explorers have the opportunity to add both physical and social infrastructure to keep it stable and productive (see **Colony Upgrades** on page 112).

ESSENTIAL INFRASTRUCTURE

As a Colony grows, it becomes very difficult to support it without specific systems in place, from water treatment and distribution to power for its manufactorums. These systems allow the Explorers keep their Colony orderly and efficient as its size swells (see **Essential Infrastructure** on page 112).

SUPPORT UPGRADES

Beyond the necessities, there are a number of Upgrades that the Explorers can put into place in their Colonies to improve the life of its citizens—or their own lives, depending on their predilections. These Upgrades improve the Colony in various specific ways (see **Support Upgrades** on page 113).

THE COLONIAL ENDEAVOUR

“Welcome to the truth of our new world; a tiny seed, settled among the vast stars. That seed is the glory of Him on Earth, and our task is to nurture it into a mighty forest of truth.”

—Jaxus Fabienne, governor of the colony of New Maccabeus

Founding and constructing a colony is quite a costly proposition. It requires both good logistical planning and deep pockets to do well, and while the potential rewards are high, so too are the inherent risks.

THE INITIAL INVESTMENT

No matter how well a Rogue Trader manoeuvres, schemes, and wheedles, even such an affluent individual cannot wave away the cost of founding a Colony. In the end, the venture costs somebody a great deal of money. Ideally, a Rogue Trader can find someone else to foot the bill, but such individuals are not always readily available. A Rogue Trader can campaign other dynasties or Imperial organisations for financial support, but doing so always has a cost, in favours owed and debts of allegiance. If the Game Master wishes, he could treat such an effort as an Endeavour to generate Profit Factor via garnering support—with the caveat that powerful and influential individuals expect this Profit Factor to be spent in good confidence, and on a Colony.

This is also the stage at which the Explorers choose which kind of Colony they want to create—though their backers might have some input (or insistence) on the matter. Founding a Colony costs an amount of Profit Factor based on **Table 3–1: Colony Creation Costs**, depending on the type of Colony that the Explorers wish to create.

COLONY BY CONTRACT

Thanks to their vast resources, and the immense power granted by their Warrants of Trade, not to mention the great obligation to various branches of the Adeptus Terra built into some Warrants, Rogue Trader houses are occasionally called upon to assist others in the founding of their Colonies. This assistance typically takes the form of handling all of the logistical aspects of colonisation, while the backer, be they the Adeptus Mechanicus, the Adeptus Arbites, or a powerful Calixian mercantile concern, provides the majority of the financial backing. A Colony founded by contract for a third party costs the Explorers less, but also has a smaller payout as the majority of the Profit Factor generated by the Colony goes to the backer, with only a percentage going to the Rogue Trader and his companions. Some Rogue Traders, typically those with other, more substantial investments in other fields, such as commerce or war, prefer this type of colonisation, over the more time and resource-consuming job of founding a Colony with their own money, and typically only do so to support or enhance their other endeavours.

TABLE 3-1: COLONY CREATION COSTS

Colony Type	Creation Cost
Research Mission	1d5+2 Profit Factor
Mining and Industry	1d5+5 Profit Factor
Ecclesiastical	1d5+3 Profit Factor
Agricultural	1d5+4 Profit Factor

In game terms, a Colony founded by contract is founded largely like any other Colony. While the work of drafting the colonial charter and setting the Objectives of the Colonial Endeavour is done by the backers, the heavy lifting of Mustering Resources and Founding the Colony still falls to the Explorers. Colonies founded by contract still cost the Rogue Trader a portion of his Profit Factor, as he is required to put some of his own resources at risk, to ensure that the Colony succeeds, but the Profit Factor cost is reduced by half. Of course, with the reduced risks of a Colony by contract come reduced rewards, and the Rogue Trader only receives one quarter (rounded up) of the total Profit Factor Value of the Colony. During the life of the Colony, the Rogue Trader can attempt to renegotiate the terms of the profit-sharing arrangement with the backers, by entering into contract negotiations with them. This requires, at the very least, a **Hard (-20) Commerce Test**, and some good roleplaying. Success on the Commerce Test grants the Rogue Trader an additional point of the Profit Factor generated by the Colony, and an additional point for every Degree of Success, up to a maximum of half of the total Profit Factor Value of the Colony (rounded up).



At any time during the Colony's life, the Rogue Trader may decide to buy his way out of his contract, and divest himself of any and all involvement in the Colony he was contracted to develop. If he does so, he completely and permanently forfeits the amount of Profit Factor he invested in the project at the beginning. This reflects the Rogue Trader's total losses over the course of the contract, as well as the amount of thrones required to terminate the contract, and separate with the backers on good terms. Of course, the Rogue Trader could decide to terminate his contract by plundering the Colony's coffers, absconding with the backer's assets, and disappearing into the Expanse, with no one the wiser. While he loses no Profit Factor this way, doing so might complicate his life, and the lives of his companions, in numerous ways, depending on who the backers were, and what power they can bring to bear on the Explorers.

FOUNDATION

Once the Rogue Trader has gathered the necessary funds, the process of founding a Colony is very similar to creating a Greater Endeavour, as described in the **ROGUE TRADER** Core Rulebook. A Colonial Endeavour is an Endeavour of a scale equal to a Greater Endeavour, which requires the completion of a number of Objectives laid out by the Game Master. Completion of these Objectives grant the Explorers a number of Achievement Points determined by the GM, and a total of 1,200 Achievement Points is required for the completion of the Colonial Endeavour. Every 200 Achievement Points they earn beyond the required 1,200 allow the Explorers to increase one Colony Characteristic other than Size by 1 (see **Colony Characteristics** on page 103).

First, the Explorers and Game Master work should collaboratively to define the goals of their Colony, and draft the Colony's charter. Second, the Explorers muster their resources, a phase which includes such things as paying bribes and finding a suitable world for settlement. Finally, when all the requisite writs and warrants are duly signed, and the Colony ships are embarked with colonists, the Explorers are ready go about the business of carving their own empire out of the vast, wild space of the Koronus Expanse.

A FERTILE AND PROSPEROUS LAND

Choosing the right planet for colonisation is just as important to the success of the Colony as the nature of the Colony and its leaders. Careful consideration and extra care should be taken when choosing the location of a Colony, to make sure that the planet is both suitable, and able to sustain the Colony as it grows. As a reward for good roleplaying, or to provide a suitable reward for an inordinate number of Degrees of Success on an appropriate Skill Test, the Game Master can grant a +1 bonus to any one of the new Colony's starting Characteristics, due to the nature of the world it is founded upon. The discovery of a rich vein of ore, for example, could grant a bonus to Productivity, while the discovery of previous Imperial habitation could improve Piety, or even the Colony's Size.

Explorers and Game Masters should use the following checklist to create a quick outline for designing their Colony. This allows them to ensure that everything that they need to accomplish gets done, so that the Colony gets the start that it requires:

- Drafting the Charter
- Acquiring Resources
- Founding the Colony

DRAFTING THE CHARTER

A Colony's charter is a legal document, typically issued either by one of the branches of the Adeptus Terra, or by a powerful Rogue Trader house, that grants the Colony its right to exist. At their most basic, colonial charters define the relationship between the Colony and the backers. It also states the mission of the Colony, as well as defining the Colony's governing body, and naming the leader of the Colony, and all of its officers. It outlines the responsibilities of all parties, sets goals for production and growth, and grants the leaders of the Colony extraordinary powers, such as the ability to annex land for the growth of the Colony, in the name of the Imperium, or of the backing Rogue Trader house.

Drafting the charter should be a collaborative effort between the Game Master and the Explorers. During the Drafting the Charter stage, the Explorers decide upon what manner of Colony they wish to found, and then spend the requisite number

OTHER PEOPLE'S MONEY

The history of the Koronus Expanse (at least as recorded by the Imperium of Man) is littered with stories of colonial adventures gone horribly awry. It is relatively quite easy, in the grand scheme of things, for a Rogue Trader to lose a Colony. Most often, a Colony is lost through mismanagement, or some unforeseen disaster, such as a plague or a xenos invasion. Occasionally, however, a Colony is lost through more duplicitous means. By their nature, Colonies exist on the periphery of a Rogue Trader's holdings, often on isolated worlds that are weeks, or even months of Warp travel from their closest neighbour, undefended Colonies tend to make easy pickings for those looking to expand their holdings.

Taking another Rogue Trader's Colony can be achieved a number of ways, through negotiation, blackmail and extortion, or simply by landing household troops, deposing the sitting government, and seizing all the colonial assets. The difficulty of taking someone else's property is left to the Game Master's discretion, but should always entail the design and execution of at least a Lesser Endeavour. Before starting such an Endeavour, the Game Master should quickly sketch out the basic Characteristics of the Colony to be taken, including any notable Support Upgrades, including Military Garrisons or Arbites Precincts, which would provide any defensive bonuses. The Game Master should also take into account the fact that whomever owns the Colony being repossessed would take great umbrage at their lands, assets, and colonists being disturbed, and would take action against the Explorers accordingly.

of Profit Factor, to reflect the numerous investments in time, money, manpower, and raw materials. Meanwhile, the Game Master's primary responsibility during this phase is designing the framework of the Colonial Endeavour to be undertaken by the Explorers as they found their Colony. To aid the Game Master in this task, the Explorers should draw up a list of everything they think that they need to make their Colony successful. Items such as a suitable world for the Colony, the settlement's hab-installations, any terraforming or atmosphere generation equipment needed, or contracts with branches of the Adeptus Terra. Once this is done, the Game Master then creates the Objectives required for the completion of the Colonial Endeavour, and the Explorers move on to the next step toward their new Colony.

EXAMPLE

Katya Yefremova, sister of the famed Rogue Trader Lidiyah Yefremova, decides to found an Industrial Colony, to both court favour with the Calixian branch of the Adeptus Mechanicus, and to take some of the spotlight away from her older, more storied sister. She gathers her officers together, and they lay out a plan for colonisation of a suitable world, somewhere close to Footfall. They decide that their Objectives for the Colonial Endeavour are the following: Surveying likely worlds to see if they are suitable for colonisation, acquiring the appropriate infrastructure and equipment to build their settlement, recruiting colonists to run the Colony and the manufactorums, and currying favour with the Priests of Mars at the Lathes to secure their support.

ACQUIRING SUPPLIES

Now that the Colony's charter has been drafted and the Explorers and Game Master have come to an agreement about the goals and objectives of the Colonial Endeavour, it is time to put the Explorers' plans into action. The Objectives agreed upon during the drafting of the Colonial Charter are now pursued, and the majority of the action and roleplaying of the Colonial Endeavour takes place during this phase. The majority of the work is finding and organising the dizzying number of items needed for such an endeavour, such as prefabricated hab blocks, earth moving and construction equipment, servitors, infrastructure material, and the like. As the materials are gathered, the Rogue Trader has the option of looking either in-house or externally for elements he needs to make his Colony a success. While a Rogue Trader can always trade on the Calixian Market for what he needs, which requires him to simply make his Acquisition Test, and either haul his new cargo himself, or arrange to have it delivered, he can also reduce his initial outlay by looking closer to home for the equipment that he needs.

The resources available to even a middling Rogue Trader house can, and often do, beggar all but the most powerful trade guilds in the Calixis Sector. Thanks to this, a Rogue Trader can rummage through his family's holdings to see if he can uncover anything to aid him in his Colonial Endeavour. What can and cannot be found is left to the Game Master's discretion, but a good rule of thumb to follow is that equipment, ships, star charts, surveys of varying quality, and functionaries can often be had, but never the colonists themselves,

or any large pieces of infrastructure, like space stations or manufactorums. To find requisite material among his assets, a Rogue Trader makes a standard Acquisition Test, modified by Scale, Craftsmanship, and Availability, as outlined on pages 271 to 276 of the **ROGUE TRADER CORE** Rulebook. If the Rogue Trader succeeds on this Acquisition Test, he reduces the amount of Profit Factor required to found the Colony by one point, and by an additional point of Profit Factor for each additional Degree of Success, to a maximum of four points. A Rogue Trader may only make this internal Acquisition Test once during the course of a Colonial Endeavour.

A Rogue Trader's officers can also be of assistance here, as they are often nobles in their own right, and possessors of sizeable fortunes and holdings. If the Game Master allows it, each of the Explorers can make an Acquisition Test of equal difficulty to the Rogue Trader's, using the group's Profit Factor. Every successful Acquisition Test by one of the Rogue Trader's officers grants a +5 bonus to the Rogue Trader's Acquisition Test.

FOUNDING THE COLONY

Once all the resources are mustered, and all of the Colonial Objectives are met, all that remains is to deliver the colonists and their habs and equipment to their new planet. Doing the actual, physical work of assembling the habs and paving the roads of the Colony is never done by the Rogue Trader or his officers, for that kind of manual labour is peasants' work. Supervising the task, installing the colonial leadership structure and briefing them on their responsibilities, and dealing with any last minute emergencies, are all squarely in the Explorers' wheelhouse. Here again, any further encounters are left to the Game Master's discretion, but if the Explorers are short any of the Achievement Points needed to successfully complete the Colonial Endeavour, they could easily make up their deficit during this phase, with some random encounters, or other last-minute troubleshooting.

From this point on, the Colony's Profit Factor Value (see **Table 3-2: Colony Size**) is added to the Explorers' Profit Factor. This reflects the income stream from the Colony, as well as the value of the illiquid assets and the fame that the existence of the Colony helps to spread. If the Explorers ever "burn" part or all of the Profit Factor associated with the Colony, it represents them selling off part or all of the outpost to free up assets for other ventures. They lose the Profit Factor they "burnt" as normal, and they also lose part or all of their stake in the Colony at large.

TABLE 3-2: COLONY SIZE

Size	Profit Factor Value	Description
0	0	Ghost Town
1	1	Settlement
2	2	Outpost
3	3	Freehold
4	4	Demesne
5	6	Holding
6	8	Dominion
7	10	Territory
8	12	City
9	14	Metropolis
10	18	Hive

COLONIAL STRUCTURE

“The three most important things that determine the success or failure of a colony are as follows: that it stands on the right spot, that it is securely founded, and that it is successfully executed.”

—Meriwether Fontaine, surveyor for House Machariel

Colonies are not static things, and they are ever shifting, expanding, and contracting to the turns of the wheel of fate. This section describes the Characteristics, the Colony Types, and the Leadership that define the mechanics underpinning Colonies in **ROGUE TRADER**.

COLONY CHARACTERISTICS

Much like a character or voidship’s Characteristics, a Colony has a number of important statistics that represent the general abilities, health, and well being of the Colony and its inhabitants. These Characteristics are rated on a scale that begins at 0 and increases from there. The exception to this is a Colony’s Size, which exists on a constantly shifting scale of 0 to 10.

These numbers are constantly in flux, increasing and decreasing over time as internal and external forces come to bear on the Colony. Higher numbers are obviously more favourable than lower numbers, as a happier, more productive, and more pious Colony is necessarily healthier and better functioning than one with an unhappy, unproductive populace on the verge of anarchy. A Colony’s Characteristics are also linked to one another in various ways, and a change in one can have unexpected and sometimes catastrophic effects on the others.

Each Colony’s base Characteristics are determined by the Colony Type (see page 105). Characteristics are further modified by the type of planet the Colony is founded upon, as well as the amenities and Infrastructure Improvements provided by the Rogue Trader. Colony Characteristics can be modified, for good or ill, in various ways described throughout this chapter.

SIZE

Colony Size is an abstraction of the total population of the Colony, as well as its physical size (see **Table 3–2: Colony Size**). Most Colonies begin as Settlements (Size 1), and grow one Size at a time, on a scale of one to ten. The larger a Colony is, the more material and wealth it produces for the Rogue Trader who founded it. Larger Colonies also require heavier investments of the Rogue Trader’s time and money to keep them running smoothly, and their inhabitants happy and complacent. Colony Size grows or shrinks organically over the course of a campaign, according to rolls made by the Game Master, though the Explorers can influence how it fluctuates through their own intervention and expenditure of funds. See **Table 3–2: Colony Size** for information on Colony Size.

For an established Colony, the Game Master rolls on **Table 3–3: Colony Growth** once at the end of every 90-day cycle to determine whether the Colony Size increases, stays steady, or

TABLE 3–3: COLONY GROWTH

1d10 Roll	Growth
1–2	Colony Size decreases by one.
3–7	No Change
8 or higher	Colony Size increases by one.

decreases. If the Size stays the same, there is no change, and no need for investment in Hard Infrastructure. If the Size increases, then the Explorers get the opportunity to invest in Hard Infrastructure. If the Colony decreases in Size, one randomly chosen Characteristic (other than Size) decreases by 1d5–3 (to a minimum of 1). Should a Colony ever be reduced to Size 0, through calamity or attrition, it ceases to exist, and any scattered survivors abandon the ruins that remain to tell the story of yet another Rogue Trader’s hubris. If the Explorers ever choose to resettle a Colony that has reached Size 0, they gain 100 Achievement Points towards the Endeavour to build the Colony.

At any time they are present at their Colony, the Explorers can choose to “burn” any amount of Profit Factor. If they do, the GM should add a bonus equal to the amount of Profit Factor that they permanently expended to the result of the next roll on **Table 3–3: Colony Growth** at the end of the current 90-day cycle.

COMPLACENCY

Complacency reflects the general attitude and comfort of a Colony’s population. Complacency directly affects Order and Productivity, as an increase can make inhabitants more productive and more easily biddable. By contrast, a decrease in Complacency can cause a decrease in Order and Productivity, as riots and unrest disrupt the Colony. Complacency is improved through the development of Ecclesiarchy Missions, Cultural Improvements, or Hard Infrastructure Upgrades.

A Colony with Complacency greater than its Size is considered “Placated,” and increases its Profit Factor Value by 1. If a Colony’s Complacency ever reaches 0, its Order and Productivity immediately decrease by 1d5 and cannot be increased again until the situation is remedied.

ORDER

A well-ordered populace knows its place, in regards to the laws of both the Colony, and the Imperium at large. Order represents how well behaved and law-abiding a Colony’s citizens tends to be. Orderly Colonies are generally more pliant and more productive, their people knowing their place, and resigned to their work. Disorderly Colonies are fractious and chaotic, their citizens given to protest, work stoppages, and occasionally, even full-blown rebellions. Order is improved by the purchase of Arbites Precincts, Ecclesiarchy Missions, Military Garrisons, and Infrastructure Upgrades.

A Colony with Order greater than its Size is considered “Orderly,” and increases its Productivity by 2. If a Colony’s Order ever reaches 0, it collapses into anarchy. Until the Explorers diffuse the situation, the Colony’s Profit Factor Value counts as 0. Further, at the end of every 90-day cycle, its Complacency, Productivity, and Piety all decrease by 1d5 and its Size decreases by 1.

PRODUCTIVITY

A Colony's Productivity Characteristic reflects how hard and how efficiently its inhabitants work, and directly affects the amount of wealth it creates for the Explorers. Colonies with positive Productivity increase the amount of Profit Factor generated by the Colony, whereas Colonies with negative Productivity reduce generated Profit Factor, due to work stoppages, loss, and general malaise among the workforce. Productivity can be improved by the addition of Mechanicus Missions, Manufacturums, and Hard Infrastructure Upgrades.

If a Colony has Productivity greater than its Size, it is considered "Productive," and increases its Profit Factor Value by +2. If a Colony's Productivity ever reaches 0, activity grinds to a halt and its Profit Factor Value is halved (rounding up) to reflect that it is not producing anything new of value.

PIETY

Devotion to (and fear of) the God-Emperor has kept the majority of Imperial citizens in line for millennia. A Colony's Piety Characteristic is a reflection of the general religious fervour of its citizens, and is every bit as important to keeping a Colony running smoothly as Order and Complacency. Piety can be improved through the purchase of Ecclesiarchy Missions, Mechanicus Missions, Cultural Districts, and Hard Infrastructure Upgrades.



If a Colony's Piety is greater than its Size, it is considered "Pious," and its Order and Complacency each increase by 1. If a Colony's Piety ever reaches 0, its Order and Complacency immediately fall by 1d5, and cannot be increased again until the Explorers resolve the situation. Further, representatives of the Imperium cease to recognise the Colony as an Imperial venture, instead seeing the Colony as a heretical den of iniquity that must be purged. And in some cases, where cults grow strong, wicked prayers to dark gods rise from the streets, and shadowy powers begin to answer, those fanatics might not be wrong.

COLONY TYPES

While the reasons for founding Colonies are as varied as the Rogue Traders who found them, the Colonies themselves fall into a number of general archetypes that reflect the nature and mission of the Colony. Type defines a Colony's starting Characteristics and particular specialities. Of course, many Colonies evolve beyond their initial mission as they grow, and even the most agrarian Colony can become an industrial powerhouse or sprawling hive.

RESEARCH MISSION

Founded by Rogue Traders entangled with the Adeptus Mechanicus, or other, less savoury individuals with an eye for the miracles of the Omnissiah, Research Missions are typically established on worlds with some notable feature, flora, or fauna of interest to the learned classes of the Imperium. Perhaps the world is home to a rare species of arachnid of great value to the Magos Biologis, or is completely covered in ancient ruins of unknown provenance, of interest to antiquarians and Explorers. Founding a Research Mission requires an initial investment of 1d5+2 Profit Factor. Newly founded Research Missions have the following starting Characteristics: Size 1; Complacency 2; Productivity 1; Order 1; Piety 1.

HARVESTING RESOURCES

Colonies on worlds that possess significant deposits of natural resources (as described in **Resources** on page 27) can be set to work harvesting these deposits. At the end of every 90-day cycle, a Colony tasked with harvesting a deposit reduces the Abundance of that Resource by an amount determined by **Table 1-19: Resource Depletion** (see page 28).

When it does so, the Explorers have two choices. They can either have the Colony use these resources to grow, adding a bonus of 1d5 to the result of the next roll the Colony makes on **Table 3-3: Colony Growth** (see page 103). Alternatively, they can take the profits for themselves, receiving 1 Profit Factor for a Colony of Size 1-4 and 2 Profit Factor for a Colony of Size 5+. If they choose the latter, they must put in an appearance at their Colony and convince their lackeys that this was all for the best; otherwise, the Colony's Complacency decreases by 1d5.

Additionally, Research Mission Colonies are particularly adept at taking advantage of Organic Compound, Archeotech Cache, and Xenos Ruins Resources (see **Resources** on page 27). If set to exploiting any of these types of Resources, the Colony's Productivity increases by 2 and it generates 1 additional Profit Factor each time it brings in Profit Factor for the Explorers this way at the end of a 90-day cycle (see **Harvesting Resources** on page 104).

MINING AND INDUSTRY

Perhaps the most common type of Colony, Mining and Industry Colonies form the economic backbone of many Rogue Trader dynasties. Best suited for worlds with high concentrations of ores and precious metals, these Colonies are optimised for high production, at the expense of the comfort, and often the very lives, of their inhabitants. Mining Colonies use immense amounts of machinery and manpower to strip a world of its natural resources, in as efficient a manner as possible. While they may have foundries and refineries to process their ores for export, they are largely concerned with the extraction and production of raw material, as opposed to finished products. Industry Colonies manufacture finished goods, anything from mundane items, to weapons and voidship components for export. While they often have mines to provide raw materials, their focus is on manufacturing. Founding a Mining or Industry Colony requires an initial investment of $1d5+5$ Profit Factor. Newly founded Mining and Industry Colonies begin with either a Mine or Manufactorum Upgrade, and have the following starting Characteristics: Size 1; Complacency 1; Productivity 2; Order 1; Piety 1.

Additionally, Mining and Industry Colonies are particularly adept at taking advantage of Mineral Resources (see **Resources** on page 27). If set to exploiting this type of Resource, the Colony's Productivity increases by 2 and it generates 2 additional Profit Factor each time it brings in Profit Factor this way for the Explorers at the end of a 90-day cycle (see **Harvesting Resources** on page 104).

ECCLESIASTICAL

Founded for the sole purpose of spreading the word of the God-Emperor to the heathens of the Koronus Expanse, Ecclesiastical Colonies are popular among the more pious Rogue Traders. Often founded to gain the favour of the Ecclesiarchy, Ecclesiastical Colonies serve to glorify both the God-Emperor, and the Rogue Trader responsible for their founding. While they produce few (if any) physical goods, save for religious texts, icons, and other trappings, their main mission is the education and conversion of unbelievers—by any means necessary. While not necessarily officially sanctioned by the Ecclesiarchy, these Colonies often attract Ecclesiarchy Missions and, if run properly, can grant a founding Rogue Trader substantial influence with the Calixian Synod. Founding an Ecclesiastical Colony requires an initial investment of $1d5+3$ Profit Factor. Newly founded Ecclesiastical Colonies begin with a Cultural District Upgrade, in the form of a devotional garden, chapel, cloister, or church, and have the following starting Characteristics: Size 1; Complacency 1; Productivity 1; Order 2; Piety 2.



Additionally, Ecclesiastical Colonies are especially good at weathering hard times. If an Ecclesiastical Colony's Order would decrease by any amount, its owners can choose to have its Piety decrease by that amount instead.

AGRICULTURAL

Agricultural Colonies are founded on particularly verdant worlds, to provide both fresh and processed food for growing Rogue Trader empires, and for export to the Calixis Sector. They may also produce goods made from animal or plant by-products, such as treated hides, paper, parchment, vellum, dyes, natural medicines, or other, more esoteric items intended for consumption. While Agricultural Colonies can span whole continents, or even worlds, they have relatively few inhabitants, due to the massive amount of space required for fields, plantations, pasture land, and the raising and keeping of herd animals. Additionally, due to the highly automated nature of agriculture work when performed by servitors and farming machinery, few inhabitants are necessary. Founding an Agricultural Colony requires an initial investment of $1d5+4$ Profit Factor. Newly founded Agricultural Colonies have the following starting Characteristics: Size 1; Complacency 1; Productivity 1; Order 2; Piety 1.

Additionally, thanks to their constant production of foodstuffs, Agricultural Colonies are less prone to starvation than many of their counterparts. Any time an Agricultural Colony's Size would decrease, roll $1d10$; on a result of 8 or higher, it does not decrease.



COLONIAL LEADERSHIP

The word of the God-Emperor and the founding Rogue Trader house made flesh, a Colony's governing body is essential to its survival. Tasked with handling the mundane, workaday operations of the Colony while the founder is gallivanting around the Koronus Expanse, the colonial leadership is the person, or group of people, entrusted by the founding Rogue Trader with the care and protection of their investment. These people are typically a mix of brave and hardy visionaries, loyal retainers of the Rogue Trader house, grasping, throne-pinching functionaries, sycophants, Imperial plants, hangers-on, crooks, and even the occasional trouble maker or saboteur. Upon initial settlement, the governing body of a Colony is typically a single manager or governor, hand-picked by the founding Rogue Trader, backed up by a body of other leaders and specialists. While they have a certain amount of autonomy, especially if the Colony is isolated, or the Rogue Trader who founded the Colony spends little time there, colonial governments are still beholden to their backers, and tend to hew very closely to their instructions.

As a Colony grows, so too does its governing body. New positions in the government are created as more functionaries and secretaries are required to handle the incredible amounts of bureaucracy required for a Colony, and the internal complexity slowly expands and bogs down. No matter their fine attributes or shortcomings, a Colony's leadership has a single purpose: to act as a stand-in for the leadership of the Explorers. It is they who make the day to day decisions that directly affect the colonists as the Rogue Trader is off on the other side of the sector, keeping his empire afloat. Colonial governments collect taxes, push industrial and agricultural sectors to meet or exceed their production quotas, police the populace, and carry on with the day-to-day running of the Colony.

A colonial government's effectiveness is determined by the leadership abilities of the individual in charge (see **Table 3-4: Colonial Leadership**). The colonial leader, either an Explorer or a Representative

TABLE 3-4: COLONIAL LEADERSHIP

Highest of Leader's Int, Per, or Fel Bonus	Colony Profit Factor Value Modifier
2	-2
3	-1
4	0
5	+1
6	+2

in the absence of Explorers, must make decisions for the entire community. The leader might be called upon to make a Command Test to repel a marauding band of xenos, an Intimidate Test to use the local constabulary to quell unrest among the colonists in times of disorder, a Logic Test to properly distribute resources during a time of famine, or a Scrutiny Test to avoid being swindled out of valuable resources. This individual also has an effect on the Profit Factor that a Colony generates. This reflects the fact that poor quality leaders are more wasteful, and more prone to embezzle from their employers, than more trustworthy, higher quality leaders.

Organising the colonial leadership takes place during the Mustering Resources phase of the Colonial Endeavour. While it is not typically a stated Objective, in that it does not generate Achievement Points for completion, establishing the colonial leadership does the Explorers to find or hire an NPC to run the Colony in their absence. The result of this roll sets the starting quality for the Colony's leadership. Any time the Explorers wish to install new leadership at a given Colony, they must expend the appropriate effort and resources to find someone for the job, including at the very least an Acquisition Test. Of course, even if the Rogue Trader wishes to upgrade his colonial leadership, and is successful on the Acquisition Test to lure or coerce someone into the job, there is no guarantee that the deposed leaders leave their posts willingly or quietly, which presents a whole set of new problems for the Explorers.

REPRESENTATIVES

A Rogue Trader and his immediate staff are undoubtedly potent warriors, diplomats, and intellectuals, but they cannot supervise and administer to all holdings within the Rogue Trader's domain by themselves. Able administrators and garrison commanders must be chosen, to ensure the wellbeing of Colonies and other holdings, and to guarantee that they are well-run and well-defended in what is often a hostile galaxy.

In the Koronus Expanse, most have heard of the deeds and exploits of the mightiest and most daring Rogue Traders. Upon occasion, one of the underlings of these famed figures may achieve notoriety themselves, and tales abound about cruel planetary governors, and the follies (and very occasional triumphs) of naïve colonists who work to keep a Rogue Trader's planetary domains profitable.

HIRING REPRESENTATIVES

Envoys, ambassadors, equerries, governors—all serve beneath Rogue Traders as valued servants. To gain someone with the necessary specialist training often requires more than just promoting of a lackey, although many Rogue Traders often do just that. A Representative is classed as a Very Rare Acquisition, although it should never be so simple as just rolling for one—it should take some amount of location of the right person, whether that be through roleplaying the approach of an Administratum official with an offer he cannot refuse, or using the Arch-Militant's Peer (Military) coupled with some Charm Tests to persuade an Imperial Guard officer that he would have a comfortable place in the Rogue Trader's employ. If they go this route, they can choose the Representative's background. Another option is to find a member of their dynasty to serve in the post—this requires no Acquisition Test, but comes with its own pitfalls.

Once they have successfully tempted, blackmailed, or otherwise convinced a particular individual to enter their employ, the Explorers can use a Representative in one of two ways:

The first is that representatives can be assigned to a Colony. This means that he needs to be transported there, either by the Explorers themselves via an **Outsourcing Objectives** (see page 120).

The second is that representatives can oversee Endeavours. Any Endeavour overseen by a Representative with the appropriate Objective Theme earns an additional 100 Achievement Points and, if the rules for Background Endeavours are being used, any such Endeavours that the Representative is overseeing gain +10 to the Command Test to successfully execute orders.

TYPES OF REPRESENTATIVE

Each of the following titles represents a type of governing style. Just because they are termed with a particular title, however, does not mean that a given Representative will necessarily hold that rank or position; for example, a member of the Ecclesiarchy appointed to office may be more inclined towards monetary management than tending the souls of his flock, and so may qualify as a Satrap instead of a Cardinal. Every Representative also includes a theme, which is of relevance for their being assigned to Endeavours.



Satrap: The Satrap is an administrator, someone with strong organisational skills and experience with high-stakes negotiation, and can help the Rogue Trader secure practically any item. A Satrap Representative provides a additional +5 bonus to Profit Factor to the Explorers for the purposes of purchasing goods on their own particular Colony.

Judge: Judges maintain law and order at any cost. A Colony presided over by a Judge is tightly controlled, and reduces any losses to Order by 1 (to a minimum of 1). Themes: Choose one other than Criminal

Cardinal: The spiritual nature of the Cardinal attracts pilgrims, and inspires the locals to pilgrimage, as well. A Colony run by a Cardinal is focused around maintaining the proper devotion to the God-Emperor at all times, and reduces any losses to Piety by 1 (to a minimum of 1). Themes: Creed

Colonist Representative: A local has been elevated to a position of governance by the Rogue Trader, which makes the colonists much more compliant on the premise that their complaints are being addressed by someone who understands them. A Colony run by a Colonial Representative is less likely to rebel, and reduces any losses to Complacency by 1 (to a minimum of 1). Themes: Exploration, Trade, Criminal

Military Commander: Sometimes a military presence is necessary for the safeguarding of a Colony. Martial law and an expanded garrison are just a few differences from other Colonies. Colonies under Military Commanders are often run as well-oiled machines, and reduce any losses of Productivity by 1 (to a minimum of 1). Themes: Military

Dynasty Member: There have been many occasions when a relative (by biology, marriage, alliance, or adoption) of a Rogue Trader has been awarded rule of a Colony, to judge their fitness for inheriting a Warrant of Trade. This test of character can make or break a potential Rogue Trader, as well as some results in-between. Roll on **Table 3-5: Consequences of Nepotism** (see below). Themes: Choose any one.

Due to the wide variety of possibilities available to Representatives, GMs can either create their profiles or, if they prefer, modify the Colonist profiles found on page 370 of the **ROGUE TRADER** Core Rulebook. For example, a Satrap might use the Adept example on the Colonist template, but with higher Intelligence and Willpower, as well as Scholastic Lore (Bureaucracy) (Int), the Total Recall Talent, and perhaps some appropriate equipment, such as a Remuneration Engine and a sidearm, in case his bodyguards don't prove as effective as hoped. Should a GM so wish, they may even create a Representative NPC using the character creation rules found in the **ROGUE TRADER** Core Rulebook, or any of its supplements that provide extra options or expand upon character creation. After putting together the profile, the GM or players should roll twice or choose once from **Table 3-6: Representative Personalities** (see page 109).

Representatives are not always tied to a particular Colony—there are some roving agents of a Rogue Trader dynasty, such as colonial inspectors, investigators, licensed witch-finders, assassins, recruitment agents, bounty hunters,

and all manner of other personnel who might have reason to be active and mobile on behalf of their Rogue Trader. These agents can potentially be played by a PC, if the GM so wishes, although their actions are mostly beyond the scope of these rules presented here.

Additionally, through the course of a campaign, it could turn out that a Explorer wishes to retire an Explorer. Making a former Explorer into a Representative would be a fitting end to a character who had proven himself as an able Explorer. Alternately, a GM can allow for a suitably skilled Representative to become an Explorer, and join a Rogue Trader's crew.



TABLE 3-5: CONSEQUENCES OF NEPOTISM

1d00 Roll Result

01–20	That One Has Potential! The relative is very competent at his job. The Colony prospers, and the dynasty member will gain valuable insight into leadership and management of resources. The Colony gains +1 Complacency, Prosperity, Order, or Piety (chosen upon appointment) while administrated by this individual.
21–40	One To Keep an Eye On: The relative seems to be rather good at cunning games of deception to achieve his ambitious aims. This is probably a good thing, as long as his ambition does not include one's own Warrant of Trade. The Colony gains +1 Productivity while administrated by this individual. However, so long as this individual is in charge, the GM adds +2 to the result of any roll on Table 3-9: Calamitous Events (see page 119).
41–60	Thrilling Heroics: After performing an act of unbridled heroism in the God-Emperor's name, the dynasty member has shown that he has something of a crusader's spirit. He might not always think before he acts, but more often than not, he has fought against the odds, and won—his is already building quite a reputation for himself. The Colony gains +1 Piety while administrated by this individual. However, so long as this individual is in charge, the GM adds +3 to the result of any roll on Table 3-9: Calamitous Events (see page 119).
61–80	Come On, It's Just a Grox! This dynasty member is frightened by the sneezes of his own servants. Whilst cowardice means that he puts a premium on security, it is still embarrassing to have such a pathetic creature associated with oneself. The Colony gains +1 Order while administrated by this individual. However, so long as this individual is in charge, the GM adds +4 to the result of any roll on Table 3-9: Calamitous Events (see page 119).
81–100	You Built the Palace on a Volcano?! Unfortunately, this relative is something of an incompetent—left unchecked, he could bankrupt the Colony or pick a fight with an enemy whose resources surpass that of the dynasty, to say nothing of a single Colony. Under no circumstances should he ever be allowed near a diplomatic envoy, unless one wants to start a war. The Colony gains +1 Complacency while administrated by this individual. However, so long as this person is in charge, the GM adds +5 to the result of any roll on Table 3-9: Calamitous Events (see page 119).



TABLE 3-6: REPRESENTATIVE PERSONALITIES

1d100 Roll	Result
01–05	Beloved: The Representative is a well-liked figure, and the colonists are less likely to rebel against a leader they like so much. The Colony gains +1 Complacency while administrated by this individual.
06–10	Military-Minded: The Representative is focused on martial matters, and has organised defence plans and militia rotations accordingly, with an emphasis on precision and logistics. The Colony gains +1 Order while administrated by this individual.
11–15	Corrupt: The Colony seems to be profitable, but some of it what it makes ‘mysteriously’ keeps going missing. The Representative has reassuringly launched a thorough investigation—or so he says. The Colony gains +2 Productivity but suffers –1 Order while administrated by this individual.
16–20	Idle: The Representative takes a longer time to perform tasks, because of his slothful ways. The Colony gains +2 Complacency but suffers –1 Productivity while administrated by this individual.
21–25	Ambitious: The Representative has hopes and dreams of his own, and he means to achieve them. This makes him very motivated, but not necessarily popular, as he pursues nearly any means to accomplish his goals. The Colony gains +2 Productivity but suffers –1 Complacency while administrated by this individual.
26–30	Zealous: Fanatical faith burns strongly within the Representative, and he means to prove to everyone just how devoted he is, with shrines, pilgrimages, and even small crusades. The Ministorum greatly approves. The Colony gains +1 Piety while administrated by this individual.
31–35	Patron of the Arts: Being a cultured individual, the Representative provides some of his personal income to artists of all kinds, so that they may pursue perfection within their chosen fields. This has earned the Representative a reputation as a very cultured individual, which reflects well on his Rogue Trader. This Colony gains +2 Complacency but suffers –1 Piety while administrated by this individual.
36–40	Unlucky: Unfortunately, some people are prone to bad luck. Others are prone to luck that can only be called “miserable.” Misfortune haunts them at every step, which can be catastrophic for those around them. This does, however, drive more of the Colony’s inhabitants to visit the its temple-shrines and holy sites more often than technically required. The Colony gains +2 Piety while administrated by this individual. However, while this person is in charge, the GM adds +4 to the result of any roll on Table 3-9: Calamitous Events (see page 119).
41–45	Ties With...: The Representative has some friendly links with a particular group—for example, a local religious sect, the Adeptus Arbites, or maybe just a band of mercenaries. The Colony gains +1 Complacency, Order, Productivity, or Piety based on the nature of the organisation while administrated by this individual.
46–50	Administrative Expert: The Representative is skilled at administration, and this makes for a much easier time running the Colony. The Colony gains +2 Productivity as long as its Order is greater than its Size.
51–55	Cruel: Whether cruel out of some unwholesome desire, or simply as an efficiency-improving policy, the Representative runs things in a particularly harsh manner. The Colony gains +2 Productivity but suffers –1 Complacency while administrated by this individual.
56–60	Spymaster: Knowledge is power, and power is something that this Representative wishes to retain a tight control over. He maintains informants and spies, so that he can know everything that occurs in his Colony. The Colony gains +2 Order but suffers –1 Complacency while administrated by this individual.
61–65	Generalissimo: The Representative conducts himself as though he is of high military rank, and most likely will have amassed a large standing army to better enforce his personal will rather than that of the God-Emperor. The Colony gains +2 Order but suffers –1 Piety while administrated by this individual.
66–70	Paranoid: The level of paranoia experienced by the Representative means that he is unlikely to be toppled by his own people, but the amount of time and effort he puts into being suspicious of everyone means that other areas of governance suffer. The Colony gains +2 Order but suffers –1 Productivity while administrated by this individual.
71–75	Mad: Holding lengthy conversations with servo-skulls, wandering about in robes entirely unsuited to his station, or nominating his pet grox to his war-council, the Representative doesn’t always seem to be entirely right in the head. The Colony gains +1 Complacency, Piety, and Productivity and suffers –1d5 Order.
76–80	Charitable: Either due to a kind heart, or an interest in a particular cause, the Representative can be somewhat giving and generous. The Colony gains +1 Complacency and +1 Piety but –1 Productivity while administrated by this individual.
81–85	Vainglorious: Personal accomplishment and appearance are matters of great pride to the Representative, and he loathes it when others outdo him in any regard. The Colony gains +2 Productivity but suffers –1 Piety while administrated by this individual.
86–90	Scholarly: The Representative considers himself something of an academic, and is learned in one or more fields of research, including both the administration of Colonies and the historical precedents for which their leaders where overthrown and burned in ignoble fashion. As such, he focuses his efforts on not meeting this fate, attempting to keep the Colony stable above all. The Colony gains +1 Complacency, Productivity, Order, or Piety (depending on which is lowest at the time he is installed) while administrated by this individual.
91–95	Avaricious: Wealth brings pleasure to most rulers, but this Representative enjoys it with a fervour that impresses most Rogue Traders, obsessively chasing wealth for its own sake. The Colony gains +1 Productivity while administrated by this individual.
96–100	Quite a character: Roll on this table two more times and apply both results.

SAMPLE REPRESENTATIVES

Below are a number of sample Representatives who a Game Master could introduce to the Explorers.

Prefectus Primus Marlya Sindegrosse,

Administratum Satrap

Marlya has little time for distractions, and devotes herself completely to her duty, as an overseer and assessor of Rogue Trader domains on behalf of the Administratum. In exchange for her professional oversight, the Rogue Traders must tithe a certain amount directly to the Administratum, in a mutually beneficial arrangement for both parties. She is little different from any of a dozen bureaucrats in the Koronus Expanse, and despite often being posted to far-flung corners of barely explored wilderness space, the frontiers of the Imperium hold no wonder for her—only the knowledge that she will have another audit to oversee, and more books to balance.



Prefectus Primus Marlya Sindegrosse

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	30	30	30	40	30	40	35

Movement: 3/6/9/18 **Wounds:** 12

Armour: Heavy Tunic (All 2)

Total TB: 3

Skills: Awareness (Per), Common Lore (Administratum, Imperium) (Int)+10, Literacy (Int) +10, Scholastic Lore (Bureaucracy) (Int), Speak Language (Low Gothic, High Gothic) (Int), Trade (Remembrancer) (Int).

Talents: Light Sleeper, Peer (Administratum), Pistol Weapon Training (SP), Satrap†, Total Recall.

Representative Abilities: Satrap†, Administrative Expert††.

†**Satrap:** A Satrap Representative provides a additional +5 bonus to Profit Factor to the Explorers for the purposes of purchasing goods on their own particular Colony.

††**Administrative Expert:** Any Colony overseen by this Representative increases its Productivity by +2 so long as its Order is greater than its Size.

Weapons: Good quality compact stub automatic (Pistol; 15m; S/3/-; 1d10+2 I; Pen 0; Clip 5; Reload 2 Full; Reliable).

Gear: 2 data-slates, 1 spare compact stub automatic clip, chrono, good quality clothing

High Councillor Olayo Jurchen, Colonial Delegate

While he now spends more time seeing to the running of the Colony than he does back in his old workshop, Olayo still carries a gilded (but otherwise practical) wrench, to remind him of his humble origin. He still makes regular checks, in person, of the working conditions of his fellow colonists, and has fought for a better life for them, whilst also aiming to keep his Rogue Trader employer happy with the Colony's tithe.



High Councillor Olayo Jurchen

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	38	38	30	30	35	35	40

Movement: 3/6/9/18 **Wounds:** 12

Armour: Heavy Work Gear (All 2) **Total TB:** 3

Skills: Awareness (Per), Command (Fel), Common Lore (Imperium) (Int), Drive (Ground Vehicle) (Ag), Literacy (Int), Speak Language (Low Gothic) (Int), Tech-Use (Int), Trade (Technomat) (Int).

Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive), Peer (Workers).

Representative Abilities: Colonial Representative†, Beloved††.

†**Colonial Representative:** A Colony run by a Colonial Representative is less likely to rebel, and reduces any losses to Complacency by 1 (to a minimum of 0).

††**Beloved:** Any Colony overseen by this individual increases its Complacency by +1.

Weapons: Heavy wrench (Melee; 1d10+3 I; Primitive)

Gear: Well-kept workman's clothes, data-slate, multikey.

Brigadier Barnabus Scheltrum

Needing to quickly find employment elsewhere after a practical joke went awry, Barnabus took passage to the Koronus Expanse, where he was soon put to good use as an Arch-militant for a succession of Rogue Traders, before finally being granted a role as a colonial administrator. He has found he actually quite enjoys his position, where he can experience a comfortable lifestyle, whilst also engaging in some vaguely military pursuits, such as drill and endless dress parades.



Brigadier Barnabus Scheltrum

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	38	35	35	35	35	35	38	35

Movement: 3/6/9/18

Wounds: 15

Armour: Flak armour (All 4)

Total TB: 3

Skills: Awareness (Per), Climb (S), Command (Fel) +10, Common Lore (Imperium, Imperial Guard, War) (Int), Drive (Ground Vehicle) (Ag), Intimidate (S), Literacy (Int), Navigation (Surface) (Int), Secret Tongue (Military) (Int), Speak Language (High Gothic, Low Gothic) (Int)

Talents: Air of Authority, Basic Weapon Training (Las, SP), Counter Attack, Disarm, Heightened Senses (Sight), Iron Discipline, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Quick Draw.

Representative Abilities: Military Commander†, Generalissimo††

†**Military Commander:** Colonies under Military Commanders are often run as well-oiled machines, and reduce any losses of Productivity by 1 (to a minimum of 1).

††**Generalissimo:** Any Colony overseen by this individual increases its Productivity by +2 but decreases its Piety by -1.

Weapons: Hellpistol (Pistol; 30m; S/2/-; 1d10+4 E; Pen 7; Clip 20; Reload 2 Full), chainsword (Melee; 1d10+5; Pen 2; Tearing, Balanced).

Gear: 1 spare hellpistol clip, jewel-inlaid chrono, cranial armour, augmented sense (eye), micro-bead, good quality uniform, flask of amasec.

Cardinal Karolin Szarkos

Cardinal Szarkos' exact background is unknown, but she once held a position in a powerful and influential organisation in the Calixis Sector before leaving that life behind for reasons unknown. Now, she serves as a representative of the Ecclesiarchy in the Koronus Expanse, and puts her skills to use administrating a Colony in the name of the God-Emperor.



Cardinal Karolin Szarkos

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	50	30	42	39	40	41	45	50

Movement: 3/6/9/18

Wounds: 16

Armour: Reinforced robes (All 3)

Total TB: 4

Skills: Awareness (Per), Command (Fel), Common Lore (Ecclesiarchy, Imperial Creed, Imperium) (Int), Interrogation (WP) +10, Literacy (Int), Speak Language (High Gothic, Low Gothic) (Int), Tech-Use (Int).

Talents: Pistol Weapon Training (Universal), Cardinal†, Jaded, Orthoproxy, Quick Draw.

Representative Abilities: Cardinal†, Military-Minded††, Zealous†††.

†**Cardinal:** A Colony run by a Cardinal is focused around maintaining the proper devotion to the God-Emperor at all times, and reduces any losses to Piety by 1 (to a minimum of 1).

††**Military-Minded:** Any Colony overseen by this individual increases its Productivity by +1.

†††**Zealous:** Any Colony overseen by this individual increases its Piety by +1.

Weapons: Ceres-pattern bolt pistol (Pistol; 30m; S/2/-; 1d10+5 X; Pen 4; Clip 8; Rld Full; Tearing), Mars-pattern inferno pistol (Pistol; 10m; S/-/-; 2d10+8 E; Pen 13; Clip 3; Rld Full)

Gear: Ministorum priest's regalia, prayer book.



PLAYING REPRESENTATIVES

Representatives, like other Non-Player Characters are going to have goals and desires all their own, above and beyond being the loyal and efficient servants the Explorers hope that they will be. Serving a Rogue Trader in so important an office is a prestigious position, but not all Representatives simply bow down and acquiesce to every demand of their employers. Some could genuinely have the concerns of their Colony at heart, and might even "go native," taking the needs of their Colony as being of greater import than the profit margins of the Rogue Trader's dynasty. This can lead to interesting situations, where a valued and trusted Representative might go against the wishes of the Explorers.

COLONY UPGRADES

“The colonists are requesting a water consecration facility to lower the rate of mire fever? Ignore it. The people are suffering? Yes, yes. Productivity has fallen how much? See to it that one is put in place and a benediction is performed immediately!”

—Rogue Trader Abedus Tighson

While Colonies are as broadly varied as the reasons for which they are founded, they do share some common attributes. All Colonies, no matter their nature, must have both the necessary basic infrastructure to operate, and some type of governing body to oversee their operations. Necessary or Hard Infrastructure is automatically included in a newly founded Colony, and all bonuses derived from it are already calculated in the Colony’s starting Characteristics.

INFRASTRUCTURE UPGRADES

When the Explorers are mustering their resources, the majority of the resources they are mustering are directly related to the Colony’s starting infrastructure. A Colony’s Infrastructure Improvements include all major systems and physical networks required for the basic survival of the colony. Energy generation and transmission, transportation of people and goods, management of water and food, and even the disposal of refuse fall into the Hard Infrastructure category. Hard Infrastructure is essential for the growth and survival of a colony, and must be improved and updated regularly, so that a colony may reach its full potential. Every Settlement begins with the basic infrastructure systems detailed below. However, their exact nature is left to the discretion of the Explorers and the Game Master. Not all Colonies have the same power generation system or pollution control needs.

Whenever a Colony’s Size increases, the Explorers can choose to invest in a Hard Infrastructure Improvement. The Improvement most needed by the populace is dictated by the Game Master, who can choose or roll on **Table 3–7: Infrastructure Requirement** after the Colony’s Size increases (see page 113). Once the general type of Hard Infrastructure Improvement is determined, it is up to the Explorers to decide the exact narrative nature of the Improvement that grants the bonuses described in the relevant section. Colonies that have recently experienced growth lose 1 Complacency until the newly required Infrastructure Improvements are made. Once the new Infrastructure Improvement is completed, it regains that lost point of Complacency.

Acquiring and building even a simple Improvement can be a monumental undertaking for a Rogue Trader and his companions. Even the smallest Improvement can require all of the attention and resources that a Rogue Trader can bring to bear, and many are, by necessity, incredible feats of civil engineering. Upgrading Hard Infrastructure requires the drafting and implementation of a



Lesser or Greater Endeavour, the rules for which are found on page 276 of the **ROGUE TRADER** Core Rulebook. As with all Endeavours undertaken in the process of founding and growing a Colony, these Endeavours produce no immediate Profit Factor benefit upon completion. Instead, the Colony itself generates more Profit Factor for the Rogue Trader, thanks to the improvement of the Colony’s Characteristics.

TRANSPORT INFRASTRUCTURE

At the most basic, a Colony’s Transport Infrastructure includes all roads, streets, bridges, dispenser-ways, and tunnels, along with any and all lights, signage, and maintenance for these systems. It also includes any mass transit, maglev lines, canals, port facilities (air, sea, and spaceports), and any other systems used to transport people or goods from point to point. In addition, any and all airborne, voidborne, or seaborne navigation aids, such as radio buoys, orbital signal repeaters, and the like, are all covered under Transport Infrastructure. Transport Infrastructure is very important to the growth and long-term sustainability of a Colony, as the ability to efficiently and effectively transport goods, materials, and citizens through the Colony has a vast influence on the Colony’s efficiency, and general well-being. Transportation Infrastructure increases Productivity by 1 and Complacency by 1. However, if for any reason this infrastructure is incapacitated in some way, Productivity and Order both decrease by 2 until it can be restored to full functionality.

POWER NETWORK INFRASTRUCTURE

Perhaps the most important of the Hard Infrastructure systems, a Colony's energy production and transmission network is its lifeblood, and one of the major keys to survival. The heart of a Colony's power network is its power generation plants, and the network of switching stations, sub-stations, power cables, and other transmission sources, such as energy wave transmission. Every sector of a Colony relies on clean, dependable energy, from the mighty foundries and production facilities in the manufacturing sector, to the individual habs of the Colony's citizens. Power can be generated in any number of ways, from simple, peat burning heat-exchange generators, to vast fields of solar panels or wind turbines, to massive, hab-block sized fusion reactors that power an entire city. The power network also includes any wells or pipelines used to extract and transport liquid fuels and gasses, and the transmission infrastructure needed to utilise steam power, a side-effect of many industrial and power generating processes.

Installing Power Network Infrastructure increases Productivity by 2. However, if it becomes disrupted, Productivity decreases by 3 and Complacency decreases by 1 until it is repaired.

WATER MANAGEMENT INFRASTRUCTURE

A man may survive weeks without proper food, but only days without water, and what is true of a man, is equally true of a Colony. Without a properly created and well-run water infrastructure, even the richest Colony can collapse, as its citizens succumb to disease, dehydration, and death. At its core, a Colony's Water Management Infrastructure deals with its drinking water supply, and the system of pipes, reservoirs, pumps, purification, and filtering plants, and all other systems designed to collect and distribute water among a Colony's inhabitants. It also involves drainage systems, flood controls, and the collection and treatment of a Colony's sewage. In coastal Colonies, Water Management Infrastructure also includes any coastal management systems, like seawalls and groynes.

Water management is a delicate business. Installing Water Management Infrastructure increases Order and Complacency by 1. However, if the water supply becomes tainted or is cut off in some way, Order and Complacency both fall by 2 until someone can remedy the situation.

FOOD PRODUCTION AND DISTRIBUTION INFRASTRUCTURE

Whether through large-scale agriculture, hydroponic growth facilities, or simply regular deliveries of corpse starch rations, a steady supply of food is very important to both the growth potential and the well-being of a Colony. Food Production and Distribution Infrastructure includes farms and food production facilities, as well as the transportation systems needed to move and distribute that food throughout the Colony. In cases where a Colony cannot provide food for itself, such as a mining Colony on a planet with a hostile atmosphere, this also includes the systems and facilities needed to import foodstuffs from off-world and distribute them to the colonists, either through merchants, or through distribution facilities operated by the colonial government.

TABLE 3-7:
INFRASTRUCTURE REQUIREMENT

1d5 Roll	Infrastructure
1	Transport Infrastructure
2	Power Infrastructure
3	Water Infrastructure
4	Food Production and Distribution Infrastructure
5	Communications Infrastructure

Food Production and Distribution Infrastructure improves Productivity and Complacency by 1. However, if it is disrupted in some fashion, Productivity and Complacency both decrease by 2 until things return to normal.

COMMUNICATIONS INFRASTRUCTURE

Covering both internal and external communications, a Colony's Communications Infrastructure is essential to both the day-to-day operations of a Colony, as well as to maintaining order and discipline. Communications Infrastructure includes the founding and administering of a system to deliver personal correspondence, as well as the operation of electronic telecommunications networks, media broadcasting systems, satellites, if the Colony is large or well equipped enough, and any emergency warning systems. It can also include Astropaths, and the necessary buildings and accoutrement needed to provide these powerful psykers with the environment they require to accurately and efficiently communicate, via the Warp, with far flung ships and holdings of the founding Rogue Trader's empire. While perhaps not as important as a Colony's energy or water management infrastructure, Communications Infrastructure is important as a tool to keep colonists both informed, and under the control of the authorities. Broadcast and hard-copy propaganda from both the colonial government and the Imperium at large is disseminated through a Colony's communications system. The Ecclesiarchy also uses mass communications to spread the word of the God-Emperor, and constantly remind His followers of their manifold duties in His service. Communications Infrastructure improves Productivity and Order by 1. However, if it disrupted in some fashion, Productivity and Order both decrease by 2 until communications are restored.

SUPPORT UPGRADES

Support Upgrades are upgrades that can be purchased for a Colony at any time. These upgrades are nonessential additions that, while not necessarily required for the survival of the Colony, are extremely valuable additions, which improve the health, productivity, and well-being of a Colony and its inhabitants. As with anything required for a Colony, Soft Infrastructure Improvements require inordinate amounts of time and money to acquire, and space in the Colony to build them. Like Infrastructure Upgrades, acquiring Support Upgrades requires the successful execution of either a Lesser or Greater Endeavour, depending on the scope of the Improvement. Each Improvement's Endeavour requirement is listed in its description. In addition, as with the Infrastructure

Upgrades, these Endeavours provide no additional Profit Factor for their successful execution. Instead, they reward the Explorers with the benefits of the Support Upgrade.

Along with the Endeavour required to secure the Improvement, the Size of a Colony dictates the number of Improvements that can be purchased and installed in the Colony. A Colony cannot have more Support Upgrades than its Size. Many of the Improvements listed below, such as the Arbites Precinct, can be purchased more than once to gain their benefits multiple times.

ARBITES PRECINCT

While every Colony has a set of laws codified in its founding charter, and is provided with the means to uphold and enforce those laws, often times, a firmer hand is required to keep the citizens in line. To that end, a Rogue Trader can appeal to the Adeptus Arbites for a detachment of Arbitrators to set up a precinct within the Colony. This requires a Lesser Endeavour that involves travelling to either Port Wander or Scintilla, to present their petition to the Adeptus Arbites. As the Explorers file their petition for their Arbites detachment, the Game Master should make sure to take into account any Peer (Adeptus Arbites), Good Reputation (Adeptus Arbites), or Enemy (Adeptus Arbites) Talents possessed by the Explorers, and adjust the difficulty of any encounters accordingly.

The addition of an Arbites Precinct has a very quick and definite effect on a Colony's Order. The presence of steely-eyed Arbitrators and Enforcers in the streets of a Colony reminds the citizenry of their duty to the Imperium very effectively, and increases a Colony's Order Characteristic by 1. In addition, any time the Explorers take direct legal action in their own Colony, such as rooting out smugglers, cultists, or worse, they gain a +10 bonus to all Command, Intimidate, and Charm Tests they make. This Upgrade can be purchased multiple times, and its effects are cumulative.

ECCLESIArchY MISSION

Ecclesiarchy Missions come in many shapes and sizes, and run the gamut from single missionaries, to hospitals and schools, built and administered by various orders of the Adepta Sororitas, to churches, chapels, cathedrals, and other grand works, dedicated to His name. Particularly pious Rogue Traders may, if they so choose, petition the Calixian Synod to send an Ecclesiarchy Mission to their Colony. As with all Upgrades related to the Adeptus Terra, acquiring an Ecclesiarchy Mission requires successful execution of a Lesser Endeavour. This should involve travelling to (or sending duly appointed representatives to) either Scintilla or Maccabeus Quintus to petition the leaders of the Synod there for Ecclesiarchical assets and personnel. As the Explorers file their petition and prove their piety and fealty to the Ecclesiarchy, the Game Master should make sure to take into account any Peer (Ecclesiarchy), Good Reputation (Ecclesiarchy), or Enemy (Ecclesiarchy) Talents possessed by the Explorers, and adjust the difficulty of any encounters accordingly.

The arrival of an Ecclesiarchy Mission to a Colony is an auspicious occasion indeed. It shows that both the Colony and the Rogue Trader backing it are blessed by the God-Emperor, and that the citizens of the Colony are worthy of His grace. The constant reminders

of the God-Emperor's blessings and teachings fortify the spirit of a Colony's people. The Colony's Piety Characteristic increases by 1, and Tests made to convince or cajole the citizenry into action they might not otherwise accept gain a +10 bonus so long as the Explorers themselves appear sufficiently pious. This Upgrade can be purchased multiple times, and its effects are cumulative.

MECHANICUM STATION

Much prized by scientifically minded Rogue Traders, or those who run Industrial Colonies, a Mechanicum Mission brings the blessings of the Omnissiah to even the smallest of outposts. Taking the form of research stations, forges, or other techno-arcane missions, the addition of a Mechanicum Mission to a Colony has an energising effect on that Colony's productivity. Petitioning the Adeptus Mechanicus to bring the blessings of the Omnissiah to a Colony requires successful execution of a Lesser Endeavour. This should involve travelling to (or sending duly appointed representatives to) either Scintilla or the Lathes, to petition the Magos and Enginseers of the Adeptus Mechanicus for their assets and personnel. As the Explorers make their way through the byzantine layers of bureaucracy, deflection, and dissimulation faced by those who seek the ancient wisdom of the Mechanicum, the Game Master should make sure to take into account any Peer (Adeptus Mechanicus), Good Reputation (Adeptus Mechanicus), or Enemy (Adeptus Mechanicus) Talents possessed by the Explorers, and adjust the difficulty of any encounters accordingly.

The presence of the mysterious, red-robed Priests of Mars in the streets of a Colony is a sure sign of the Omnissiah's favour. Mechanicum Stations increase a Colony's Productivity by 1, by 2 if that Colony is a Mining or Industry Colony, or by 3 if it is a Research Mission. Additionally, if a Colony with a Mechanicum Station is harvesting an Archeotech Cache Resource (see **Resources** on page 27), it can sometimes rediscover miraculous ancient secrets. At the end of every 90-day cycle in which it harvests that Resource, roll 1d10; on a result of 6 or higher, the Station uncovers and identifies unique treasures in addition to the normal finds. Generate 1d5+2 items with the **Treasure Generator** (see page 83), choosing "Ancient Miracle" on **Table 2-30: Origin** (see page 85). When the Explorers return to their Colony, these items are sequestered away, waiting to be evaluated. A Colony can only have a single active Mechanicum Station.

INFANTRY GARRISON

The strength of the standing army is not to be underestimated, and even the safest, most secure Colony can benefit from the smallest presence of soldiers. Traders Militant and other martially-minded Rogue Traders gain great benefit to their Colonies, and their dynasties in general, with the addition of a Military Garrison. From the mysterious and arcane red-robed Priests of Mars sent to assist with the Omnissiah's blessed devices to rank upon rank of square-jawed infantrymen ready to give their lives for the God-Emperor, the men and women of the Imperial Guard stand ready to repel the enemies of the Imperium of Man. Petitioning the Imperial Guard, the Adeptus Mechanicus, or another suitable force to station troops in an independent Colony requires successful execution of a Lesser Endeavour. This should involve travelling to (or sending duly appointed

representatives to) Scintilla, Port Wander, or another suitable place to petition a military power for troops and materiel. As the Explorers spend their time and thrones to move through the Departamento Munitorum's bureaucracy or a mercenary group's less regimented but more deadly tests of mettle, the Game Master should make sure to take into account any relevant Peer, Good Reputation, or Enemy Talents possessed by the Explorers, and adjust the difficulty of any encounters accordingly.

The benefits of an Imperial Guard Garrison cannot be overstated. Along with the obvious benefit of having a large group of heavily armed and highly trained professional soldiers to protect one's assets, an Imperial Guard Garrison can be called upon to give aid to a Rogue Trader's larger military aspirations. A Garrison adds 1 to a Colony's Order Characteristic, and grants a +10 bonus to any Command and Intimidate Tests made to protect the Colony from invasion or civil unrest. In addition, the Rogue Trader who founded the Colony can tap the garrison for martial Endeavours, which grants a bonus of 100 Achievement Points to any Military-themed Endeavour. A Colony can only have a single active Infantry Garrison.

IMPERIAL NAVY STATION

While small by Imperial Naval standards, and largely concentrated within its sphere of operations in the Koronus Passage, Battlefleet Koronus nevertheless takes a keen interest in the goings on in the broader Koronus Expanse. While they are spread incredibly thin, luckily, (or unluckily, depending on their point of view) Rogue Traders still encounter naval patrols from time to time. There are even some Rogue Traders operating in the Expanse whose Warrants of Trade contain numerous clauses allowing some or all of their vessels to be called into Imperial service by any Imperial Navy officer who sees fit to do so. Rogue Traders with ties to the Navy, or those blessed with the charisma, influence, or thrones to command the attention of the Battlefleet, can petition to have a permanent Imperial Navy presence at their Colony. Like the Imperial Guard Garrison Upgrade, an Imperial Navy Station, even if it only consists of a small frigate and a handful of inter-system patrol ships, is a powerful addition to a Colony's defences. To gain the benefits of an Imperial Navy presence, the Explorers must travel to Fleet Base Metis (or a similar base) and petition the naval bureaucrats there. As their bona-fides and Warrant of Trade are exhaustively scoured by Metis' scribes, the Game Master should make sure to take into account any Peer (Imperial Navy), Good Reputation (Imperial Navy), or Enemy (Imperial Navy) Talents possessed by the Explorers, and adjust the difficulty of any encounters accordingly.

The benefits of an Imperial Navy Station are manifold. Along with the obvious benefit of having a flotilla or squadron of highly efficient Imperial Navy voidships and their officers and crews to protect one's assets, an Imperial Navy Station can be called upon to give aid to a Rogue Trader's larger military aspirations. A Navy Station adds 1 to a Colony's Order Characteristic and grants a +10 bonus to any Command and Intimidate Tests made to protect the Colony from invasion or civil unrest. In addition, the Rogue Trader who founded the Colony can tap the garrison for martial Endeavours, which grants a bonus of 100 Achievement Points to any Military-themed Endeavour. A Colony can only have a single active Imperial Navy Station.



CULTURAL IMPROVEMENT

Largely the purview of the Ecclesiarchy, which has a monopoly on what passes for culture in the majority of the Imperium of Man, Cultural Improvements can be a great asset to a growing Colony. The Cultural Improvement Upgrade is a broad category, which encompasses anything that inspires piety and loyalty in Imperial citizens. Bas relief installations of Imperial Saints, grand statues of St. Drusus, shrines dedicated to St. Yuri the Shepherd, and countless other pieces of religious art and iconography, all of these fall under the umbrella of Cultural Improvement. Reliquaries, arenas, elaborate cathedrals, and anything else a Rogue Trader can imagine to distract a citizen from his grinding existence are also included. Depending on the nature of the Improvement, Cultural Improvements increase any one of a Colony's Characteristics (of the Explorers' choice) other than Size by 1. This Upgrade can only be purchased once per Colony Characteristic, but the effects of different instances are cumulative.

INDUSTRIAL FACILITY

White-hot blast furnaces, bustling refineries, deep and sprawling mine complexes, and the constant clamour of massive foundries are all hallmarks of a healthy industrial sector. Industrial production in the Imperium of Man is undertaken on a grand scale, and whole worlds are regularly consumed and stripped bare of their resources, and even their atmospheres, by the ever-ravenous economy of the Calixis Sector. The Koronus Expanse possesses countless uncharted worlds, each one a potential untapped treasure trove for

a budding industrialist. Industrial Facilities include all manner of heavy industry common in the Imperium, and can produce anything from corpse starch rations to voidship components. Mines, refineries, and even large-scale agriculture operations are also considered Industrial Facilities, as each produces something of tangible value to the Imperium of Man and their operators. Industrial Facilities are the heart and soul of Industrial and Mining Colonies, the driving economic force behind their growth, and the main provider of wealth and power for the backers. Even those Colonies with other priorities, such as Ecclesiastical Colonies, have one or two Industrial Facilities to prop up their economies.

Due to the near monopoly on technology and industry possessed by the Adeptus Mechanicus, gaining an Industrial Facility for a Colony is nearly as difficult and time consuming as attaining an Imperial Guard Garrison or an Imperial Navy Station. Rogue Traders interested in improving their industrial infrastructure must travel to Scintilla or the Lathes, and prove their worth to the priests of the Machine God found there, in a similar fashion to attaining a Mechanicus Mission. An Industrial Facility increases a Colony's Productivity by 1. If the Game Master allows it, the Explorers can state the exact nature of what the facility produces (lasguns, for instance), which can lead to further adventures, depending on the nature of the product, which might have effects when they interact with other organisations and individuals throughout the course of the game. This Upgrade can be purchased multiple times, and its effects are cumulative.

PERSONAL LODGINGS

Rogue Traders frequently build lavish personal accommodations on their colonised worlds, even if, when visiting, they prefer to stay in their quarters aboard their ship. A colonial residence could encompass many different things, from a fortified compound to a grand palace, or maybe just a better quality prefabricated hab unit, if the Rogue Trader wishes to appear humble.

There are also other considerations for a Rogue Trader's personal lodgings on a world, beyond how grandiose they are. Security measures are one such concern. A Rogue Trader might choose to maintain certain useful facilities based in his personal lodgings, such as an extensive armoury, nigh-impregnable dungeons, a teleportarium, or just a particularly ostentatious banqueting hall, for awing visiting dignitaries. Personal Lodgings increase the Colony's Order by 1. Further, the Explorers gain a +10 bonus to Charm, Commerce, and Deceive Tests while entertaining other persons of significance in their personal accommodations. This Upgrade can be purchased multiple times, but grants no benefit after the first instance.

CONTACTS

A Colony is, of course, populated by a host of NPCs. Nominally, these individuals are all under the authority of the Rogue Trader, but that does not mean they do not have goals and ambitions of their own. Despite the countless people who simply disappear into the abyss of humanity populating a venture the size of a Colony, some individuals invariably rise above the faceless masses of humanity and offer some skill, service, or knowledge of interest to the Rogue Trader.

Each time the Explorers purchase this Upgrade and cultivate Contacts within a Colony, they meet 1d5 NPCs within the Colony, each of whom has something that makes that person stand out. This might be a relationship with a local group that has a local presence such as the Ecclesiarchy or Adeptus Mechanicus, an unparalleled knowledge of the underworld within the Colony, or even knowledge of things more forbidden and dangerous—mutant societies in the underhive, hidden cults, other inhabitants of the world unknown to the Explorers.

These Contacts grant the Explorers a +10 bonus to Fellowship-based Tests with the group with which they are affiliated, if applicable. Further, the Explorers can use them to delve into the shadowy portions of their own Colonies that they might not otherwise see, and the Game Master can use them to bring urgent matters to the Explorers' attention, giving them a chance to move proactively before crises erupt. This Upgrade can be purchased multiple times, and its effects are cumulative.

TRAPPINGS

Decorations might have little impact on the actual quality of a lowly labourer's life, but the stories they inspire can nonetheless be valuable to a Rogue Trader looking to keep the Colonists inspired and, more importantly, distracted.

Trappings are large-scale and grandiose signs of the Rogue Trader's skill, courage, and cunning, meant to inspire the downtrodden. A worthy Trapping might be the prow of a hated rival's flagship mounted as a vast monument, the skeleton or severed head of an exotic predator killed on a hunt on Burnscour, or even a massive effigy of the Rogue Trader—any of these might adorn a Colony in the Koronus Expanse, keeping the populace blinded by the shining legend of their leader. However, finding something worthy of being a Trapping is not easy, and might require an Endeavour or great act of martial heroism or cunning. Each Trapping increases Complacency by 1. This Upgrade can be purchased multiple times, and its effects are cumulative.

SPENDING TIME IN A COLONY

One reason a Rogue Trader and his retinue would spend time in one of their Colonies is that Colonies are (theoretically) welcoming of their erstwhile masters. If they visit frequently, the Explorers are well-known, and can thus order people around, get hold of certain equipment more easily, and generally have a less exacting, if less exciting, life away from the countless slaving beasts of the Expanse that wish to rend them limb from limb, to say nothing of what rival Rogue Traders attempt.

While in a Colony that they control, the Explorers gain a +5 bonus to their Profit Factor for the purposes of Acquisitions, in addition to any bonuses for attempting to acquire an item in a population centre (see **Availability** on page 110-112 of the **ROGUE TRADER** Core Rulebook).



CALAMITY AND FORTUNE

"All voidfarers know that fate is a fickle mistress. The smart ones know that this is doubly true in the Expanse."

—Jarl Hargrave, Colonist

The fickle hand of fate holds sway in the Koronus Expanse. Indeed, no amount of preparation, prayer, or piety can protect a Rogue Trader and his endeavours from every eventuality. While hard work and deep pockets may account for much, a deep reserve of luck is what's most needed when working in the wild space of the Expanse. Out on the fringes of a Rogue Trader's empire, isolated from the other outposts of civilisation in the Koronus Expanse, and from the Imperium as a whole, a Colony is even more susceptible to the vagaries of fate than most things in the universe.

Occasionally during the course of a Colony's life, calamitous or fortunate events occur, which can bring wealth or ruin to its people, and the entity or entities backing it. Whenever the Game Master feels the need for a strange or wondrous event to occur in the Explorers' Colony, he can invoke fate, and roll on either **Table 3–8: Fortuitous Events** (see page 118) or **Table 3–9: Calamitous Events** (see page 119) and let the Explorers react to the consequences of the hand they have been dealt. The choice

of which table to use can be a conscious one, or the Game Master can roll 1d10 and let chance decide, with a result of 1–5 meaning that a Calamity occurs and 6–10 meaning a Fortuitous turn for the Colony. Of course, the Game Master can, and is indeed encouraged to, generate his own events, to either challenge or reward his Explorers.

FAILURE CASCADE

Once a Colony's Characteristics start to collapse, it is typically a quick and bloody downward spiral, leading directly to failure and dissolution of the Colony, and perhaps to the deaths of numerous loyal Imperial subjects. Temporarily stabilising a failing Colony requires a **Challenging (+0) Command** or **Intimidate Test** on the part of the Rogue Trader, or, in case of his absence, the colonial leadership. This reflects the efforts of those in power to calm the colonists, restore confidence, and restart production with rousing speeches, appeals to the colonists' sense of duty and piety, and the iron-handed justice of law enforcement. The following Colony Upgrades grant a +5 bonus to the Test: Arbites Precincts, Ecclesiarchy Missions, and Imperial Guard Garrisons. Success on this Test stops the Colony from completely collapsing in the short term, but the Explorers must take action to remedy the root problem or raise the Colony's Characteristics back above 0 quickly, before things get out of hand once again.

TABLE 3-8: FORTUITOUS EVENTS

1d10 Roll Fortuitous Event

1	While preparing land for an Infrastructure Upgrade, a piece of ancient Imperial technology is discovered in some long-buried ruins. After careful examination, and many prayers to the Ommissiah for guidance, the unknown object turns out to be some manner of automated fabrication machine, of an unknown but obviously very ancient pattern. If the Colony's leader or an Explorer can refurbish and activate the fabricator with a Hard (-20) Tech-Use Test , the Colony's Productivity increases by 2.
2	A very rich and previously unknown vein of precious ore is discovered. With proper equipment and knowledge, it can be exploited to improve the output of the Colony. Add a single Mineral Resource with an Abundance of 10+1d5 to the Planet on which the Colony is based (see Resources on page 27).
3	A famous and well-respected Ecclesiarchical scholar passes through the Colony on a pilgrimage of sorts. Perhaps he is there to minister to the spiritual needs of the colonists, has come to perform some sort of research, or is simply on the planet to visit a particular shrine. If the Colony's leader or an Explorer can convince him to become a permanent resident by making it clear that this is a place of pious worship (such as by making a Difficult (-10) Scholastic Lore (Imperial Creed) Test), the Colony's Piety increases by 2.
4	Battlefleet Koronus takes an intense interest in the Colony. Perhaps the Colony is located in a highly strategic location along a shipping route, or the Imperial Navy believes that a legendary band of pirates under Corsair-Captain Jalthas Mettiere (see page 128) is operating in the subsector, and needs a base nearby from which to operate. If the Colony's leader or an Explorer can convince the leader of the expedition that their Colony is a perfect staging ground with a Ordinary (+10) Tactica Imperialis or Challenging (+0) Trade (Voidfarer) Test , the Colony gains an Imperial Navy Station Colony Upgrade for free (see page 115) and enjoys the dubious pleasure of the attention of the Imperial Navy, and its officers and voidsmen, for the foreseeable future. If the Colony already has this Upgrade, disregard this result and roll again.
5	A cruiser-size voidship plummets from space and makes a barely controlled crash landing, many kilometres away from the Colony. While the crash kills most of the officers, crew, and passengers, enough survive to make a valuable addition to the Colony's population. If the Colony's leader or an Explorer can convince the survivor's to integrate into life in the Colony with a Difficult (-10) Charm, Deceive, or Logic Test , the Colony's Size is increases by 1.
6	One of the beasts native to the planet proves incredibly valuable, for one reason or another. Either easily domesticated, easily harvested for hides and bones, or possessed of some other near magical property, either real or imagined, the exploitation and exportation of this creature brings increased wealth and notoriety to the Colony. Add a single Organic Compound Resource with an Abundance of 15+1d10 to the Planet on which the Colony is based (see Resources on page 27).
7	A Mechanicus Explorator ship from Exploratory Fleet KX557.V (see page 125) appears in orbit above the Colony's planet, and requests to speak with the colonial government. Some matter of Mechanicus business has brought Magos-Commodore Trannarch to this world. He is loathe to discuss with those of the its laity, but he offers the Colony's leader the services of his fleet in exchange for discretion regarding the clandestine affair. If the Colony's Leader or an Explorer wins an Opposed Commerce Test against Magos-Commodore Trannarch (see page 127), the Colony gains a free Mechanicus Forge with all of the inherent benefits of that Colony Upgrade, and Trannarch asks only the price of silence in return. If the Colony already has this Upgrade, disregard this result and roll again.
8	A clerical error in some far-off place works in the Colony's favour, for once. The Colony's leader or an Explorer must make a Routine (+20) Deceive Test to convince the vessel delivering a certain amount of material that this Colony is the intended recipient. If the Leader succeeds, the Colony receives one Colony Upgrade for free and has it installed immediately. While no other work is necessary to receive the bonuses supplied by this windfall, it would not be amiss to construct a monument to the God-Emperor or one of the Imperial Saints, for it was surely their influence that brought about this blessed occasion.
9	Ancient, pre-Imperial ruins are found on the opposite side of the globe from the Colony. They could be xenos or human in origin, but within their crumbling walls is a treasure trove of technology, information, and raw wealth, if only it can be secured and successfully exhumed. This delicate operation requires the Rogue Trader's immediate attention. Add a single Archeotech Cache or Xenos Ruins with an Abundance of 25+2d10 to the Planet on which the Colony is based (see Resources on page 27).
10 or higher	As work proceeds on a massive infrastructure project, strange ruins are discovered deep beneath the planet's surface. The ruins seem to be a massive, high-tech underground complex of obviously Imperial provenance. Perhaps it contains a fragment of one of the near-mythical Standard Template Constructs, or ancient slumbering cogitators that contain hitherto unknown, and very valuable, information about the world the Colony is on, its star system, and the surrounding star systems. The nature of the discovery and its highly beneficial effects on the Colony and its inhabitants are left to the Game Master's discretion, but whatever the case, it requires the Explorers' immediate attention. At the very least, if the Explorers choose to follow this up, it could provide material for an Endeavour or even a Grand Endeavour. Of course, rival Rogue Traders might also notice this grand windfall, and the Explorers must be wary that they protect their prize...

TABLE 3-9: CALAMITOUS EVENTS

1d10 Roll Calamitous Event

1	The planet's star experiences a long season of incredibly violent solar weather, flooding the system with strange and damaging radiation. Electronic communications between areas on the surface, and from surface to any orbiting ships or stations. The Colony's Order decreases by 2 as satellites and communications relay stations are destroyed. This disruption lasts for 1d5 months unless the Colony's leader or an Explorer passes an Ordinary (+10) Tech-Use Test to find a solution or a Difficult (+0) Command Test to reorganise internal communication methods.
2	Sabotage in one of the Colony's important mines or large-scale construction projects kills a large proportion of the Colony's experienced labourers, as well as sealing some of its most valuable natural resources under billions of tons of rubble. The Colony's Productivity decreases by 2 until the saboteurs can be found and dispatched, either with a Hard (-20) Command Test or a personal investigation (at the GM's discretion) into the matter by the Colony's leader or a group of Explorers.
3	Some natural resource, perhaps crucial to the profitability of the Colony, unexpectedly dries up and disappears. Perhaps a promising vein of ore was not as deep as previously thought, or a long drought or over-irrigation and the ensuing reduction of the planet's water table ruins a crop of a rare flower sold for its supposed regenerative properties. Reduce the Abundance of one Resource on the Planet by 2d10+10 (see Resources on page 27).
4	A deadly, fast-moving plague sweeps through the population, killing many colonists, and leaving the rest permanently scarred. Unless the Colony's leader or an Explorer passes a Challenging (+0) Medicae or Trade (Chymistry) Test and also secure a means to deliver the cure within short order, the Colony's Size decreases by 1.
5	Agents of Chaos infiltrate the Colony, spreading their lies among the populace. They can come in any guise, are difficult to detect, and are very, very difficult to eradicate. As these blasphemous liars worm their way into the colonists' hearts and minds, the Colony loses 1 point of Piety. The Colony continues to lose 1 point of Piety at the end of every 90-day cycle until the Explorers cleanse the taint—personally, with zeal and fire.
6	A rogue asteroid appears in the system and is on a collision course with the Colony's world. Unless the Colony's leader or an Explorer passes a Hard (-20) Command or Commerce Test to requisition the proper aid or the Explorers intervene to deflect or destroy the asteroid with their voidship, it strikes the planet, causing incredible amounts of environmental damage and killing many of the colonists, decreasing each of the Colony's Characteristics (including Size) by 1d5.
7	A freak Warp storm sweeps through the system, wreaking havoc among its worlds. The Colony's world is only brushed by the energies of the Warp, but it is enough to cause massive disruptions and disorder among the populace. Statues weep blood, spirits roam the streets, strange and terrible visions plague the people, and the sky turns the colour of a day-old bruise for 1d5 days. Unless the Colony's leader or the Explorers intervene with a grand show of faith including at least a Challenging (+0) Scholastic Lore (Imperial Creed) Test and a Hard (-20) Command Test to calm the populace, Order and Piety decrease by 1d5 as corruption and panic spread.
8	A massive, uncontrolled fire rages through one of the hab sectors, destroying everything, and leaving countless colonists homeless. While there are few deaths, the sector is completely destroyed, and the population must find temporary shelter until it can be rebuilt, if it is to be rebuilt at all. Unless the Colony's leader or the Explorers intervene in time by making a Very Hard (-30) Command Test to organise the evacuation and finding a way to extinguish the flames before they can consume the Colony, it loses 1d5 of its Upgrades (chosen at random) and its Complacency and Order decrease by 1d5+1 as crime rises among the displaced population.
9	The Colony is invaded by marauding Orks from the Freebooter Fleet of Kaptin Graffletz (see page 133). The colonial government or the Rogue Trader and his officers, if they are close enough to respond to a distress signal, must fend off the Greenskin horde or be completely overrun. The Colony's leader or an Explorer must pass an Arduous (-40) Command Test to organise the Colony's forces expunge the rampaging Greenskins; if the Colony's leader fails and the Explorers do not otherwise intervene, the Colony's Characteristics (including Size) each decrease by 1d5. If any Characteristic reaches 0 in this manner (or if the GM otherwise sees fit), Graffletz decides to set up a semi-permanent holdfast in the Colony (at least until he gets bored) and must be pushed out for the Colony to begin functioning again.
10 or higher	As work proceeds on a massive infrastructure project, strange ruins are discovered deep beneath the planet's surface. The ruins seem to be a massive, high-tech underground complex, of unknown but decidedly non-Imperial provenance. Perhaps it is full of heretical and dangerous technology, or is a small Necron tomb, or, God-Emperor forbid, home to a number of ancient and mythical Iron Men. No matter the origin of the underground complex, or what amazing secrets it may hold, the discovery is bad for the Colony. The nature of the discovery and its deadly effects on the Colony and its inhabitants are left to the Game Master's discretion, but whatever the case, it requires the Explorers' immediate attention or else the Colony will certainly meet a grizzly fate.. At the very least, it should require the Explorers to enter an Encounter Site based on the nature of the discovery and destroy the source of the threat (see Encounter Sites on page 58); in the worst case scenario, an orbital intervention might be required to make sure that the corruption cannot spread...

OUTSOURCING OBJECTIVES

"I simply do not have the time to deal with this. Get me the Seneschal."

—Katya Yefremova

No Rogue Trader, no matter the number of ships they possess, or the size of their holdings, can be involved in every single decision made in his empire. Not even Aspyce Chorda or Calligos Winterscale, powerful though they are, can be everywhere at once. This is why Rogue Trader dynasties employ thousands of scribes, functionaries, serfs, and litigants, to assist them in the daily work of running their businesses. As stated elsewhere, the founding of any Colony is a great undertaking, requiring massive outlays of wealth, resources, and vast amounts of labour. To aid them in their colonisation endeavours, the Explorers may Outsource some of the work required to found their Colony.

At its most basic, Outsourcing means that the Explorers use their numerous minions, lackeys, proxies, and functionaries to do the heavy lifting of their colonial endeavour. This frees the Explorers up to perform the more glamorous or exciting tasks involved in founding their Colony while their underlings handle the drudge work. While on the surface, getting potentially boring or undesirable tasks off of the Explorers' plate sounds all well and good, there are certain inherent dangers in trusting key jobs to others. First and foremost, since hired help never has the same kind of immediate, near to hand resources and vast real world experience as the Rogue Trader who employs them, it takes more time and effort to complete what would typically be an easy task, by Rogue Trader standards. This means that any Objective of the Colonial Endeavour that is Outsourced to hirelings produces half of its stated Achievement Points, meaning that the Explorers must make up the difference in their own Objectives, by going above and beyond what they planned, so as to ensure the success of the Colonial Endeavour. This reflects obstacles and setbacks experienced by the hirelings, such as travel and weather interference, time-delays in receiving shipments or support, garbled orders from the Explorers, as well as general laziness, malingering, theft, and embezzlement by the hirelings, as they go about executing their employers' orders.

Secondly, whenever the Explorers entrust their allies with important tasks, no matter how devoted, experienced, or handsomely paid they are, there is always the chance that they fail. Add to this the fact that many of the tasks commonly Outsourced by Rogue Traders are either boring, menial, or both, and that the work is carried out largely unsupervised, outsourcing is very often a recipe for complication, if not outright disaster. This is not to say that the effects of an underling's failure cannot be mitigated, especially if the Explorers catch the mistake in time. More often than not, however, the mistake goes undetected until it is too late to correct, and the Explorers are forced to deal with it after the fact.

WITH GREAT POWER...

While some, or even most of a Colonial Endeavour's Objectives can be Outsourced to the Explorers' agents, a Rogue Trader can never abdicate all of his responsibility when founding a Colony. Due to the complex nature of colonisation, the Rogue Trader and his cohort must be involved, at some level, in every phase of the Colonial Endeavour. Even if it's simply spreading money and influence around the salons of the Calixian noble houses, or transporting delicate, much needed material in their own ships, the Explorers must take part in the Colonial Endeavour. This means that the founding of a Colony can never be wholly Outsourced, for to do so would obviously invite total failure on every level.

MUSTERING RESOURCES

Making the decision to Outsource some or all of the Explorers' work is done during the Mustering Resources phase of founding a Colony. During this phase, the Explorers decide which Objectives they want to handle themselves, and which Objectives, if any, they care to assign to their lackeys. They then take stock of what they need to complete the Colonial Endeavour, and what men and materiel they have at hand to commit to it. After all the required Acquisition Tests are made to gather their resources, the Explorers then decide who among their underlings they can entrust with the Objectives they decide to Outsource. Typically, since the Explorers have the (not insignificant) resources of the Rogue Trader's dynasty at their disposal, many, if not all, of their requirements may be found in-house. The Game Master has the final word on both the availability and quality of any personnel attached to the Rogue Trader's house.

When attempting to acquire mercenaries, surveyors, intermediaries, or other hired help from outside the Rogue Trader's house, the difficulty of the Acquisition Test is modified by the quality of the hirelings. A hireling's quality can be poor, common, good, or best, and is roughly analogous to an item's Craftsmanship. Use the modifiers for craftsmanship on **Table 9-35: Acquisition Modifiers**, found on page 272 of the **ROGUE TRADER Core Rulebook**, for the Acquisition Test made to acquire hired help. Explanations of a hireling's quality can be found in **Table 9-37: Acquisition Quality**, on page 274 of the **ROGUE TRADER Core Rulebook**.



TABLE 3-10: HIRELING QUALITY MODIFIERS

Quality of Hireling	Command Test Modifier
Poor	-20
Common	+0
Good	+10
Best	+20

TABLE 3-11: SEVERITY OF FAILURE

1d100 Roll	Mishap	Achievement Points Lost
01-49	Minor	Half of the Achievement Points required for the Objective.
50-65	Nuisance	All of the Achievement Points required for the Objective.
66-90	Grim	One and a half times the number of Achievement Points required for the Objective.
91-100	Catastrophe	Two times the number of Achievement Points required for the Objective.

ISSUING ORDERS

Once the Explorers have gathered the necessary personnel for their outsourcing, one Explorer makes a Command Test to issue his orders, and sets the underlings free to do the Explorers' bidding. This Command Test is modified by two factors: input from other Explorers, and the quality of the underlings set to the task. Other Explorers may help the character executing the Endeavour, by making relevant skill tests and adding bonuses to the Command Test, such as a Void-Master making a Common Lore (War) Test to determine the best way of clearing troublesome natives from a settlement site. Each successful Skill Test made by a supporting character adds a +10 bonus to the Command Roll. The quality of personnel hired to carry out the Endeavour also has an effect on the Command Test. See **Table 3-10: Hireling Quality Modifiers** for the appropriate bonuses and penalties.

After all modifiers are applied and the Explorer makes the Command Test, the Explorer making the Test then tallies up his success or failures, to see how well he has communicated the orders, and how well the underlings carry them out. If they succeed, roll 1d10; on a result of 6 or higher, the Outsourcing succeeds. Every Degree of Success the Explorers score on the Command Test, add +1 to the result of the 1d10 roll to see if the Outsourcing succeeds. If the Explorer fails his Command Test, the Outsourcing still goes forward as planned, but every Degree of Failure imposes -1 on the result of the 1d10 roll to see if it succeeds. It is important to note that a failure on this Test does not necessarily mean the Outsourcing fails, although it does increase the chances of disappointment. Instead, it simply means that there was some sort of miscommunication or misunderstanding, which will make failure more likely.

OUT OF SIGHT, OUT OF MIND

The secrecy of the Outsourcing success roll is important for maintaining a certain level of suspense and drama within the game. When a Explorer sends underlings or hired help to complete a task in their name, they are essentially entrusting those NPCs with a portion of their livelihood. No matter how good the help is, and no matter how well briefed and well equipped they are for the task at hand, there is always a chance, no matter how slim, of disastrous failure. While Outsourcing does allow the Explorers to have their cake and eat it too, the fact that the whole thing could go completely sideways at any moment should never be far from their minds. Even while the Explorers are off doing something more exciting than hauling ore or surveying planets, questions such as these should never be far from their minds: What are they doing? Are they following my orders? Are they robbing me blind? Have I made the right decision in sending them?

In this position, the Explorers can trust in fate, the abilities of their hired help, and the blessings of the God-Emperor, or they can take a more proactive role in making sure things are going well. Good communication and scheduled check-ins are always prudent, but Machine Spirits are fickle, space is vast, and there will be times when a group of hirelings simply cannot be reached. A plant loyal to the Rogue Trader is also a wise addition to any group of hirelings, but even loyal spies are still beholden to the vagaries of interstellar communication. There is no foolproof method for the Explorers to ensure a positive outcome for Outsourcing parts of their Colonial Endeavour, but there are ways to stay on top of the situation, and, at the Game Master's discretion, to even head off a problem before it is too late.

SUCCESS, FAILURE, TIME, AND MISFORTUNE

Once the Command Test is made and the chance of success is tallied, the Explorers' role in the Outsourcing are largely at an end. The responsibility for the rest of the Outsourcing now falls to the Game Master. There are a number of rolls that the Game Master needs to plot out the events of the Outsourced venture, and all of them take place out of the sight of the Explorers.

The first and most important roll that the GM has to make is the Outsourcing Success Roll. After the Explorers make their Command Test, the Game Master rolls 1d10 plus any bonuses or penalties that the Explorers incurred with their Command Test or other conditions; a final result of 6 or higher means that the underlings tasked with the Outsourcing complete their orders successfully. A final result of 5 or lower means that their lackeys failed, and the Outsourcing is a bust. The Game Master then rolls on **Table 3-11: Severity of Failure** to see just how catastrophically the hired help fails their employer. Once the severity of the failure has been established, the Game Master then either designs a scenario that explains the failure

TABLE 3-12: OUTSOURCING COMPLETION TIME

1d100 Roll	The Endeavour takes
01–10	One quarter of the stated time
11–25	One half of the stated time
26–50	Three quarters of the stated time
51–70	The stated time
71–80	One and a half times the stated time
81–90	Double
91–100	Triple the stated time

as it fits in within the context of the overall narrative, or, if he has no explanation, or wishes to just determine it randomly, rolls on **Table 9-42: Misfortune Details**, found on page 284 of the **ROGUE TRADER** Core Rulebook.

Whether the Explorers' underlings succeed or not, the Game Master must make a roll to see how long it took for them to carry out their orders. Since they are designed similarly to Lesser and Greater Endeavours, Colonial Endeavours have a set length of time that they should take to complete. Underlings who are tasked with Outsourcing can rarely, if ever, be counted on to complete a task in the time allotted. To see how long it takes the underlings to complete their task, the GM rolls on **Table 3-12: Outsourcing Completion Time**. This roll is simply a reflection of how quickly a Rogue Trader's underlings follow his orders, and not necessarily indicative of the quality of their work. An underling can just as easily cut corners and finish early and still succeed, as he can take twice as long as the stated time to make sure that everything is just right, and still fail miserably.

CONSEQUENCES OF INACTION

Now that rolls have been made, success or failure has been determined, time has passed, and the Explorers have done what they could to ensure that their orders were followed to the letter, the time has come to enjoy the fruits of someone else's labour—or to suffer the consequences of their abject failure. This final phase of Outsourcing the Colonial Endeavour typically takes place months after the initial rolls were made, and while the Explorers were off doing something they considered more worthy of their time. The final result of the Outsourced venture is revealed to the Explorers, and they now either reap their rewards, or deal with the consequences of their hireling's failure.

If the Outsourced task was successful, the Explorers simply note down that the Outsourced objective is achieved, tally their Achievement Points, and go about the business of completing the founding of the Colony. The successful completion of an Outsourced Colonial Endeavour Objective also has the possibility of providing the Explorers with useful contacts, which they can use in the future. For example, the foodstuffs get delivered to the Colony undamaged, and ahead of schedule. The captain and crew of the merchant ship hired to move the foodstuffs have proven themselves as

solid and reliable. The relationship between the Explorers and the merchant ship has been extremely amicable and profitable for both sides, and the merchant captain states that he would be more than happy to work with the Explorers in the future, whenever they need him.

If the hirelings failed in their task, however, a whole new set of problems for the Explorers arises. First, they need to figure out what has been lost on the Outsourcing. An Outsourced Objective that fails always fails to generate enough Achievement Points to complete the Objective. Depending on the severity of the failure, some or all of the Achievement Points could be lost. In extreme cases, the Explorers could even lose Achievement Points already accrued from other, successfully completed Objectives, a situation that could put the whole of the Colonial Endeavour at risk. At this point, the Explorers have the option of attempting to fix the problem by carrying out the Objective themselves, or to create a new Objective, to make up for their lost Achievement Points. This is a perfect opportunity for good roleplaying, and for the characters to use every bit of skill and luck to try to get some benefit from a bad situation.

FURTHER COMPLICATIONS

Should the Game Master allow it, the Command Test can be further modified by the acquisition of ships or equipment specifically designed for the task at hand. For example, hiring a ship specifically built for hauling perishable cargo to haul loads of fresh foodstuffs to the colony would grant a +10 to the Outsourcing Command Test. The number of items and the modifiers they provide, if any, are left solely to the GM's discretion.





FACTIONS OF
THE EXPANSE

EXPLORATOR
FLEET KX-557.V

CORSAIR-CAPTAIN
JALTHAS METTIERE

THE FREEBOOTER
FLEET OF KAPTIN
GRAFFLETZ

THE FORSAKEN
KINDRED

CHAPTER IV: FACTIONS OF THE EXPANSE

"Countless ships and innumerable worlds await us in the Expanse, home to untold populations of men and xenos. Each could be our greatest ally, or our deadliest foe."

—Captain Shaddel Jenk of the *Interminable Questor*

On a regular basis, a Rogue Trader and his crew encounter sights and creatures undreamt of by the vast majority of Imperial citizens. In fact, from stellar phenomena to hideous xenos, the Koronus Expanse abounds with spectacles and nightmares that would shatter the sanity of any who are not seasoned void travellers. And though a Rogue Trader and his crew may cross vast reaches of space without catching sight of another living soul, the Koronus Expanse is far from devoid of travellers. Indeed, Explorers often encounter others when—and where—they least expect. Even the simplest Endeavours can be complicated by unexpected interference from “interested” parties.

Within the bounds of the Imperium, numerous factions and groups, both official and unofficial, open and secret, dictate the delicate balance of power. Even the monolithic organizations of the Adeptus Terra are riven with internal discord and factionalism. Despite radically different approaches, fundamental similarities do unite the noble houses, Planetary Lords, and the servants of the Priesthood of Earth. Outwardly, at the least, these groups all serve their function in the name of the Emperor, and for the good of mankind. Even the most jaded noble can appreciate the fact that, without the grim presence of the Adeptus Arbites, or the food shipments arranged by the Administratum, his own power could easily slip away in the fires of revolt and anarchy. Things are quite different in the Koronus Expanse, where the Imperium can seem very far away. A social faux pas or indignant threat could ignite full-scale war—and this is when dealing with fellow Imperial citizens. Countless groups and factions exist in the depths of space—alien races with millennia-old treaties, kingdoms devoted to Dark Gods, and errant human cultures, hidden from the light of the God-Emperor. A savvy Explorer must know when to fight, and when to parley. Far from the void docks of Footfall and Port Wander, a single skirmish could spell doom for a ship. Dealing with the factions of the Expanse is no simple task, however. Even the most basic common ground of a shared genetic heritage is lacking when dealing with xenos races.

The groups presented in this chapter have the potential to become valuable allies or dangerous foes for a group of Explorers. Each is a powerful faction in their own right, with resources that are likely to rival or outmatch even the wealthiest Rogue Traders. Each group has its own goals and objectives, which might align

WHERE ARE THEY?

The whereabouts of the factions presented in this chapter have intentionally been left vague, so that GMs can insert them easily into the campaign, regardless of the Explorers' location. All of the following factions are highly mobile, with goals that could feasibly bring them to almost anywhere in the Expanse, or even beyond. In fact, the Explorers could potentially encounter a faction repeatedly in the course of their travels, particularly if their goals align or directly conflict. This makes the factions here well-suited for use as long-term foes or rivals. Of the following factions, all count their ships as home, and only the corsair fleet has fixed holdings. Still, these are widely dispersed, and not intended for long-term lodging. Further, all four factions have goals that regularly take them into unknown and unexplored areas—such as those that the GM might create, using the rules given in **Chapter I: World Generator**.

with those of the Explorers as easily as they might bring them into conflict. Each of these groups includes many thousands of individuals, but the vast bulk of these are mere servants and foot soldiers, akin to the thousands of ratings, crew, and armsmen that populate the Explorers' own vessel. Details are provided on particular NPCs with whom the Explorers might interact. These notable NPCs can be thought of as the Explorer's counterparts—leaders, officers, or otherwise notable personalities, who present a formidable opponent in negotiation or on the field of battle. Likewise, these individuals could be a great boon as allies, owing to the personal abilities and vast resources they bring to the table.

GMs have a number of options when integrating these factions into their campaigns. They provide a ready-made option to “fill out” the worlds and adventures GMs create using the tools in the preceding chapters of this book. For instance, a resource or treasure generated using the rules in Chapter I, which captures the interest of the Explorers, might already be marked for study by the Tech-Priests of Explorer Fleet KX-557.V. Likewise, a fledgling colony founded by the Explorers, using the rules in Chapter III, could come under attack from the Ork Freebooterz of Kaptin Graffletz. In the former example, the Explorers could potentially forge an alliance with the Explorers, so long as their plans are not diametrically opposed. The latter will almost certainly require a violent solution, and if the Explorers are ill-equipped to fight off the invaders themselves, an alliance with yet another faction may be necessary. The natures of these factions are such that they could conceivably be encountered in any region of the Expanse. As such, they can be used to quickly add further depth to a region newly created by the GM. On the other hand, if the Explorers need a little “encouragement,” these groups are mobile enough to bring trouble straight to the Explorers' doorstep.

All NPCs presented in this section are considered to be trained in the use of any weapons they possess. Strength Bonuses have been included in all weapon profiles.

EXPLORATOR FLEET KX-557.V

"We have determined with 27.439% accuracy that the xenos dwellings are built atop a human city, pre-dating the Age of Strife. The virus bombs are being consecrated as we speak. Cleansing can begin upon your order."

—Technomancer-at-Arms Gryfe to Magos-Commodore
Gnothis Trannarch, translated from binaric cant.

The Adeptus Mechanicus is a secretive organization, conducting a never-ending search for forgotten knowledge and ancient technology to hoard for itself. At the forefront of this ceaseless quest are the Explorator Fleets. While research outposts and Explorators attached to Rogue Trader crews are integral cogs in the Mechanicus' efforts to uncover forgotten knowledge from mankind's past, it is in the Explorator Fleets that the full resources and might of the Machine Cult are pressed toward this end. While Explorators who accompany Rogue Traders have many opportunities to explore ancient ruins and uncover forgotten secrets, their mission is ultimately secondary to that of the Rogue Trader's eternal mission for profit. Not so, in the Explorator Fleets. There, Tech-Priests live amongst their own kind, not to be disturbed by the insignificant desires of those who lack the blessing of the True Flesh. Commanding countless serfs, servitors, and adepts, the Magi of the fleets hold supreme power, just as they do on the forge worlds of the Mechanicus. These fleets are, like the forge worlds, the sovereign domain of the Adeptus Mechanicus. Even within the bounds of the Imperium, the Mechanicus is fiercely independent of the Imperial power structure. In the Koronus Expanse, Rogue Traders are well-advised to treat with the Explorator-Magi as they would a fellow Rogue Trader, or other equal. To do otherwise could be a fatal mistake.

The vessels that make up the Explorator Fleets are amongst the most sophisticated in all of the Imperium, as they are invariably constructed in the orbital dockyards of forge worlds, or even salvaged from ancient pre-Imperial hulks. The Tech-Priests apply their full knowledge and ability in crafting (or repairing, as the case may be) these ships, incorporating alchemical alloys and esoteric processes that are unavailable elsewhere. Even the newest vessels constructed by the Adeptus Mechanicus far surpass those available to all but the most powerful of Rogue Traders. However, many Explorator Fleets include vessels that are many millennia old. Explorator Fleet KX-557.V is one such fleet. Tasked with exploring the Halo Stars, the route of Explorator Fleet KX-557.V brought it into the Koronus Expanse many decades ago—possibly without traversing the Koronus Passage. Since that time, however, interactions between the Explorator Fleet and the Rogue Traders who ply the Expanse have been almost nonexistent, so far is their route from the almost civilised regions of Footfall and Winterscale's Realm. Year after year, the fleet continues its ponderous journey of exploration, a community of Tech-Priests and gene-locked servants, isolated from mankind.



Contact between the Adeptus Mechanicus of the Calixis sector and Explorator Fleet KX-557.V is sporadic, to say the least. Thanks to the venerable technologies of the Priesthood of Mars, the fleet is capable of operating for extended periods of time without the need to refuel or resupply. Apart from the occasional astropathic message—many of which never reach their intended destination—Explorator fleet KX-557.V has had no known encounters with other Imperial forces in over a decade. The fleet's mission is one of ongoing exploration, into the deepest reaches of the Koronus Expanse. While the Tech-Priests of the fleet take an appropriate interest in unusual stellar or geologic phenomena, their primary goal is the pursuit of the Quest for Knowledge in the form of a search for archeotech, driven by the possibility of recovering STC fragments left behind by the ancient human inhabitants of the Expanse.

Explorator Fleet KX-557.V comprises seven vessels of cruiser class, accompanied by numerous escorts. Additionally, this stellar caravan tows several orbital sensoriums, that it might leave a Mechanicus presence to observe any particularly worthy phenomena or systems. These orbitals are designed to be entirely self-sufficient, accommodating a single Tech-Priest and a servitor crew almost indefinitely. Without an Astropath to transmit messages, however, the findings of such an installation can only benefit the Adeptus Mechanicus should a vessel return to retrieve the data at a later date. Thus far, Explorator Fleet KX-557.V has seeded four such orbital stations in the depths of the Koronus Expanse, but has yet to make further contact with any of them. These sensorium

platforms feature formidable automated defences, as the augury arrays and other sophisticated systems with which they are equipped would prove a tempting target to pirates or even unscrupulous Rogue Traders. The fleet has no way of knowing if these stations are even still intact, or if the Tech-Priests left to monitor them are still alive. Some of these stations have been in operation for decades, all the while collecting data, to fill extensive cogitator banks. All manner of secrets may be held by these isolated stations, perhaps never to be shared with the Mechanicus—particularly if someone else collects them first.

Explorator Fleets, as with the fleets of Rogue Traders, stand to encounter any number of perils in their journeys, not least of which are ravenous xenos and piratical raiders. As befits the holders of the rarest weapons and technology known to mankind, the Adeptus Mechanicus does not send their envoys into the cold of space unprepared. While warfare is not the function of Explorator Fleet KX-557.V, it is fully capable of defending itself, and of demolishing those xenos and heathen creations which are so great an affront to the Omnissiah that they cannot be permitted to exist. The cruisers and escorts of the fleet mount a fearsome array of plasma batteries, lances, and even more esoteric weapons. The disciples of the Machine God are loathe to allow their works to fall into the hands of unbelievers, and so mount a formidable defence against boarding actions, in the form of combat and murder-servitors, and even the infamous Crimson Guard of the Lathe Worlds. Large numbers of these warriors are retained, to ensure an insurmountable defence. Additionally, should the Explorator Fleet encounter an enemy in possession of sanctioned voidships that need be returned to the fold, waves of assault boats, carrying advanced murder-servitors, allow for the Tech-Priests of KX-557.V to acquire control of a vessel without risking its destruction through ranged fire. In the case of a truly hopeless scenario, the masters of the fleet would destroy their vessels, rather than let them fall into the hands of heretics or aliens. By the grace of the Omnissiah, the Tech-Priests pray that these self-destruct features need never be tested.

MASTER OF THE FLEET

For nearly half a century, Explorator Fleet KX-557.V has been under the overall command of Magos-Commodore Gnothis Trannarch. In the name of the Omnissiah, Trannarch leads the fleet in its mission of discovery, commanding from the bridge of the Lathe-class monitor-cruiser *Eternity Bell*. During its extensive travels in the Koronus Expanse, Explorator Fleet KX-557.V has encountered many wonders, from semi-sentient nebulae to heretofore unknown xenofoms. Despite this, the Magos' attention has long been fixated on a world that exists as little more than rumours and legends. At some point in the Explorator Fleet's journey, Magos Trannarch heard tales of a world somewhere in the Expanse that is devoid of life, yet where great edifices and technological artefacts from mankind's distant past are maintained, through purely automated means. Further scraps of evidence—ancient legends, corrupted data-journals, and the ravings of savant-hermits—lent further credence to the story.

The Magos became obsessed with stories of this self-sustaining, artificial world, eagerly

following up on any evidence or rumours of its existence. In recent years, the Magos has conducted his fleet with a newfound sense of purpose, as if he possesses some new, vital information as to the whereabouts of this phantom machine-world, and his obsession has become the driving force behind the fleet's route and activities. If the world can be found, it would provide a trove of insights into the miraculous works of the Dark Age of Technology. How such a world might have survived the Age of Strife virtually intact is, in itself, a vexing question, and to find the answer would be a great discovery. Recently, Trannarch has come into possession of information regarding the machine world that has brought him into conflict with Eldar pirates of the most depraved sort. Despite the loss of life, and the atrocities inflicted by these sadistic xenos, Trannarch shows no regret, and is more driven than ever.

FORBIDDEN LURES

Many Tech-Priests of varying ranks serve in Explorator Fleet KX-557.V, some ceaselessly conducting experiments in forgotten holds, some commanding entire ships. Tech-Priest Ulmir Arvein is one of the ranking members of the Cult Mechanicus serving aboard the Synford-class light cruiser *Cogitus Rex*, holding considerable sway in the fleet. Well-respected by his peers, and widely considered to be a loyal and devout servant of the Omnissiah, Arvein is, in fact, hiding a dark secret. The Tech-Priest is fascinated, even obsessed, with xenos technology. While Explorator Fleet KX-557.V has encountered and studied numerous examples of such forbidden technology under highly controlled, guarded conditions, Arvein longs to go much further. Ulmir Arvein secretly supports the replication, adaptation, and utilization of xenos technology. In his mind, all knowledge comes from the Omnissiah, and so there is no inherent taint in the works of the alien. As an extension of this heretical doctrine, Arvein holds that all technology is equally holy, and supports the integration of xenos technology into Imperial systems, believing that such hybrid systems are a logical—even necessary—step, in order to unlock the full mysteries of the Omnissiah.

Were his beliefs to be discovered by his peers and superiors, Arvein's life would be forfeit. The necessity of concealing his theology and corresponding work has hampered his progress with numerous setbacks. In order to obtain the samples he needs, Arvein has honed his interpersonal communication skills, ensuring that he is selected for diplomatic exchanges and meetings with other Imperial forces, as well as external cultures. While unaltered humans find Arvein easier to associate with than many high-ranking Tech-Priests, his learned and somewhat exaggerated gestures, facial expressions, and inflections often come across as somewhat comical. Regardless, Arvein's talents ensure that he is often selected for initial meetings with outsiders, putting him in a unique position to bargain for xenos technology with heathen human populations, Rogue Traders, and even the occasional xenos. The Tech-Priest is willing and able to trade generously for xenos artefacts, and even a moderately skilled negotiator with such items to offer could easily make a favourable deal. Arvein would willingly trade rare Imperial weapons or other items—

TOUCHED BY THE FATES

The NPCs presented in this chapter are individuals of some import, their destinies perhaps tied to that of the Expanse. These characters could prove to be steadfast allies or hated nemeses of the Explorers. As such, some possess the following Talent.

TOUCHED BY THE FATES (TALENT)

Prerequisites: Non-Player Characters only, must have free will

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.

even patterns and schematics held secret by the Mechanicus. Parting with such wondrous items is no trifling matter, however, and to do so risks detection by the authorities of the Explorator Fleet. Such discovery would bring down the full wrath of Magos Trannarch and Explorator Fleet KX-557.V on the apostate Tech-Priest, and on his illicit trading partners. Even a Rogue Trader would be unable to defend such actions in the eyes of the Adeptus Mechanicus.

FORGOTTEN SINS

A vessel of primary importance to the fleet, the Deimos-class monitor-cruiser *Light of Rhea* predates the formation of Explorator Fleet KX-557.V by many centuries, or even millennia. Like all ships of its age, the *Light of Rhea* holds many secrets in its darkened holds and forgotten corridors. The indentured labourers and lowly Tech-Adepts who maintain the ancient systems of the great vessel shun the dark, forgotten corners. Under the flickering glow of electro-candles and gas lamps, out of sight of their cybernetic overlords, the servants of the Mechanicus whisper of monstrous abominations that haunt the bowels of the mighty vessel, the remnants of unhallowed experimentation conducted in ages past. The Tech-Priests frown on such tales, to say the least. For a worker to suggest that a Tech-Priest would ever violate the tenets of the Cult Mechanicus is not only insubordination, but heresy in itself. Consequently, anyone suspected of propagating such stories is reassigned to a more productive career as a servitor.

Despite their harsh dismissal of the stories, the Tech-Priests assigned to the *Light of Rhea* know full well of the abnormally high number of missing servitors, the inexplicable auspex-anomalies, and other bizarre happenings that plague the mighty ship. Some few have gleaned from the datastacks and ancient cogitator banks that the *Light of Rhea* was, at one time, home to the subsequently excommunicated Klanstap Violaab. Though posthumously stripped of his rank of Magos-Explorator, Violaab was once a respected member of his order. Sometime in late M39—the original records have been lost for centuries—Violaab was found guilty of performing forbidden genetic experimentation. Despite undergoing the most brutal

interrogation and memo-purges, Violaab never disclosed the location of his accumulated lore and forbidden works. Violaab was executed by having his bionics wrenched from his living flesh, and in the decades and centuries since, the story of his sins has been largely forgotten, just as his name has been purged from the records. Searches were abandoned in favour of more pressing matters, and the arch-heretek’s treasure-trove of forbidden science was never found.

MAGOS-COMMODORE GNOTHIS TRANNARCH

As with most of the upper echelons of Cult Mechanicus leadership, Gnothis Trannarch is many centuries old, and possesses only a small amount of his original flesh, having replaced the rest with superior metal and silicate, either due to necessity or spirituality. Though not a fighter, Trannarch often leads expeditions personally, the better to ensure that excavations are carried out properly. Explorators face all manner of dangers in their work, from ravaging xenos to heretek pirates. Consequently, Trannarch is quite capable of defending himself. The True Flesh of his bionic frame can resist damage that would destroy a mortal man, and his automated systems allow for survival in the most inhospitable of conditions, from airless moons to toxic sumps. The Magos’ staff of office doubles as a devastating power axe, which he does not hesitate to employ when logic deems necessary. With no lungs to disrupt his aim, and perfectly calibrated servos to hold his arm steady, Trannarch is also an excellent shot.

Magos-Commodore Gnothis Trannarch

WS	BS	S	T	Ag	Int	Per	WP	Fel
42	48	47	51	30	62	37	56	35

Movement: 3/6/9/18

Wounds: 18

Armour: Machine Trait (All 4)

Total TB: 5

Skills: Awareness (Per), Common Lore (Adeptus Mechanicus, Tech) (Int) +20, Common Lore (Imperial Navy, Imperium, Navis Nobilitate, Koronus Expanse) (Int), Forbidden Lore (Adeptus Mechanicus, Archeotech) (Int) +20, Speak Language (Explorator Binary, Low Gothic, High Gothic, Techna Lingua) (Int), Literacy (Int), Logic (Int) +10, Tech-Use (Int) +20.

Talents: Ambidextrous, Binary Chatter, Chem Geld, Disturbing Voice, Ferric Summons, Heightened Senses (Sight), Luminen Shock, Mechadendrite Use (Manipulator, Utility), Orthoproxy, Paranoia, Swift Attack, Technical Knock, Touched by the Fates (3), The Flesh is Weak (4).

Traits: Machine (4), Mechanicus Implants.

Cybernetics: Calculus Logi Upgrade; Good Craftsmanship Bionic Left and Right Arms, Legs, Respiratory System, and Eyes; Vox Implant; Manipulator Mechadendrite; Utility Mechadendrite.

Weapons: Hellpistol (Pistol; 35m; S/2/-; 1d10+4 E; Pen 7; Clip 40; Reload 2 Full), Ommissian axe (Melee; 2d10+8 E; Pen 6; Power Field, Unbalanced).

Gear: Adeptus Mechanicus robes, sacred unguents, dataslate, combi-tool.

TECH-PRIEST ULMIR ARVEIN

A senior Tech-Priest aboard the *Corpus Ferrum*, Ulmir Arvein is esteemed by his peers, and respected by his subordinates. Arvein's traditional behaviour and apparent adherence to Cult Mechanicus dogma hides a radically curious mind. Explorators, much more so than other Tech-Priests, are exposed to the insidious technologies of the alien. In some cases, this exposure poisons the minds of able Tech-Priests. Ulmir Arvein's journeys have brought him into contact with many artefacts of xenos origin—some buried beneath the dirt of dead worlds, others in the hands of their alien artisans. While he feigns an appropriate disdain for xenos technology, he is, in fact, fascinated by it. Arvein takes every opportunity to study xenos technology, even secreting it away in hidden chambers and forgotten compartments aboard the ship.

Tech-Priest Ulmir Arvein



WS	BS	S	T	Ag	Int	Per	WP	Fel
42	44	38	48	32	60	41	42	25

Movement: 3/6/9/18

Wounds: 16

Armour: Mesh-lined robes (All 4)

Total TB: 4

Skills: Awareness (Per), Common Lore (Adeptus Mechanicus, Tech) (Int) +20, Common Lore (Imperium, Koronus Expanse) (Int), Forbidden Lore (Adeptus Mechanicus, Archeotech, Xenos) (Int) +10, Speak Language (Explorator Binary, Low Gothic, High Gothic, Techna Lingua) (Int), Literacy (Int), Logic (Int) +10, Tech-Use (Int) +20.

Talents: Ambidextrous, Binary Chatter, Chem Geld, Disturbing Voice, Ferric Summons, Luminen Shock, Mechadendrite Use (Utility, Weapon), Orthoproxy, Paranoia, Swift Attack, Technical Knock, Touched by the Fates (2).

Traits: Mechanicus Implants.

Cybernetics: Bionic Right Eye, Bionic Left Arm, Manipulator Mechadendrite, Weapon Mechadendrite.

Weapons: Inferno pistol (Pistol; 10m; S/-/-; 2d10+8 E; Pen 13; Clip 3; Full), power axe (Melee; 1d10+10 E; Pen 7; Power Field; Unbalanced).

Gear: Adeptus Mechanicus robes, combi-tool, dataslate, sacred unguents.



CORSAIR- CAPTAIN JALTHAS METTIERE

"Pirate? Aye, that he is, but there's something more to the man. True, he took me for everything I owned. And true, he personally shot me through the shoulder. Yet, in the end, he had his own medicae patch me up, before sending me off in a salvation pod. What's that? Oh, no—if I ever see him again, I'll kill the bastard."

—Rogue Trader Mordred Volk

There is no shortage of pirates, corsairs, and privateers prowling the depths of the Koronus Expanse. The majority of these brigands are relatively unknown—just another scoundrel in a sea of sharks. Other pirates are known far and wide, their names whispered either in fear, or in admiration, from the drinking halls of Port Wander to the galleys of voidships. Corsair-Captain Jalthas Mettiere most decidedly falls into the latter category.

Mettiere's reputation has grown markedly in the years since he first became known to the captains and explorers of the Koronus Expanse. The first verified predations of Corsair-Captain Mettiere occurred in late 787.M41. However, a number of earlier events have been subsequently attributed to Mettiere, in some cases going back centuries. To the scribes and seneschals of the Expanse, Mettiere seems to have appeared from nowhere to menace Rogue Traders, colonists, and seemingly any other vessel that crosses his path. Mettiere's origin is unclear, and many conflicting stories have been reported. As the pirate lord's reputation has grown, these stories have become ever more outlandish. Some say that Mettiere is a renegade from the Imperium, perhaps even a Rogue Trader. Others claim that he hails from an unknown world in the Heathen Stars, and some whisper that he is not even human. Further clouding his background is the fact that Mettiere's corsair fleet includes Imperial ships, as well as human vessels of unknown provenance, and even—some say—xenos vessels. It is known that Mettiere holds no deference to the Imperial Cult or the tenets of the Adeptus Mechanicus. Tech-Priests who have encountered Mettiere's fleet report grave offenses against the Machine God in the form of unsanctioned modifications, blasphemous inventions, and the integration of xenotech.

Corsair-Captain Mettiere is something of an enigma. His methods and attitude present a stark contrast to the myriad reavers and marauders that menace the Koronus Expanse. Mettiere abides by a personal code of honour, leading to behaviour that often baffles his targets. Mettiere's code precludes his firing on a defenceless ship, which, considering his arrogance, is actually a rather broad category. He has no qualms about threatening such a vessel, however, and since few would risk the wrath of the notorious pirate, this eccentricity is far from common knowledge. It is well known, however, that Jalthas Mettiere takes few prisoners. This in itself would not be remarkable, save for the fact that he keeps fatalities to a minimum, as well. This is a far cry from the Chaos reavers



who butcher entire crews, or the piratical Eldar, whose captives face a fate worse than mere death. Even the less sadistic pirates typically see slaves as an additional source of revenue. And while many Wolfpack raiders attack without warning, Mettiere is known to hail his intended targets and first offer them the chance to surrender, without exception. Those who accept Mettiere's mercy are relieved of their cargo and valuables, but allowed to depart with their full complements of crew, craft, and whatever weapons they initially possessed.

Jalthas Mettiere's success is due in part to the devotion and loyalty of his crew. Mettiere shares a considerable amount of loot with his men, and allows them great leeway in accomplishing their duties. Mettiere spends a great deal of time travelling the length and breadth of his flagship, the *Lux Invictum*, and even between vessels, greeting crewmen and inspiring a spirit of camaraderie amongst them. In fact, when the crew of the Rogue Trader Solumas Veyk's vessel *Indissoluble Hate* learned of the treatment received by Mettiere's crew, in contrast to their own, they mutinied and defected to the corsair's fleet.

LUX INVICTUM

Lux Invictum is the name of Corsair-Captain Jalthas Mettiere's flagship, a powerful vessel that has yet to be defeated. A grand cruiser of unknown pattern, through its exploits *Lux Invictum* has earned a reputation almost as great as that of its captain. From its figurehead, with the body of a lion and the head of a woman, to the armour-glass command dome, *Lux Invictum* is as ostentatious as it is dangerous. Intricate macro-murals

adorning the sides of the *Lux Invictum* depict Mettiere's personal flag—a skull with a rose threaded through its eye sockets. Surprisingly nimble for a vessel of its size, many a foe has been put off-guard long enough to feel the brunt of *Lux Invictum*'s plasma broadsides. One of the most impressive features of this mighty ship is its teleportarium. A relic of the Dark Age of Technology, Mettiere has often used the teleportarium as a key to secure victory, or, in some cases, merely to show off. Famously, Rogue Trader Nikolai Ladd responded to Mettiere's initial hail by calling him a "base thief and a coward." Mettiere's response was to teleport directly to the bridge of Ladd's ship, the *Resolute*, and challenge him to a duel. Ladd feigned acceptance before ordering his armmen to attack; Mettiere's plan may have backfired, had he not brought a belt of hallucinogen grenades. Thus vindicated, Mettiere ensured that the *Resolute*'s bridge crew survived the ensuing battle, in order to spread the story.

PATHOX

It is clear that a fleet the size of Mettiere's requires significant resources to maintain, and a safe harbour to repair and resupply. Numerous stories of Mettiere's base of operations have circulated throughout the Expanse. While the details vary, the name Pathox is generally attributed to Mettiere's fastness. According to many of these stories, the pirate lord has taken a large asteroid, a moon, or even a planet as his sovereign domain, outfitting it with docks, facilities,

and great vaults, to store his stolen wealth. Others claim that Pathox is an ancient and immense void station. These stories quite probably have some basis in fact—Mettiere’s fleet has never been sighted at Footfall, and he has no known associates amongst the Rogue Traders or criminal elements present in the Expanse. Mettiere is generally thought to operate out of an undiscovered heathen world, somewhere in the Expanse. If this is the case, it is unclear if Pathox refers to a bastion, a world, or even a star system. Despite the lack of information regarding Mettiere, many have been intrigued by these stories. If there is a single repository for Mettiere’s wealth, such a treasure trove would be immense. This has led several other groups of pirates to search for Pathox, as well as a number of Rogue Traders. Most Rogue Traders would feel more than justified in relieving Mettiere of his ill-gotten wealth. After all, as long as the wealth is funnelled back into the Imperium, some say, it matters little if it is returned to its previous owner.

In fact, Jalthas Mettiere is far too clever to stash his ill-gotten wealth in a single locale. Pathox actually refers to a number of hiding places scattered across the Expanse, ranging from forgotten keeps on feudal planets, to abandoned orbitals, to lightless asteroids in the deep void. Referring to his hideaways collectively in this way is a deliberate attempt to mislead those who might seek to find Pathox—and it does seem to be working, so far. In addition, the ever-diplomatic Mettiere has struck bargains with a number of human, and perhaps even non-human factions, throughout the Expanse, paying generously for lodging and ship components, and sometimes even vowing protection for these communities from other pirates, who might wish them harm. It is possible that Mettiere may even count Rogue Traders amongst these allies—though only the most arrogant would shelter such an infamous enemy of the Imperium.

THE ABOMINATION

Though the origins of the Navis Nobilitate are shrouded in mystery, Imperial scholars believe that the Navigator Gene first developed sometime during the Dark Age of Technology, greatly increasing Mankind’s capacity for space travel. Though many Navigator families met their demise during the Age of Strife, with the survivors forming the Navis Nobilitate of today, some theorize that other family lines possessed of the Navigator Gene may have survived amongst the far-flung colonies of the galaxy, beyond the reach or knowledge of the Imperium. Such a possibility is of grave concern to the Navis Nobilitate, as the discovery of such “rogue Navigators” could be highly damaging to their own power. Even worse, such a discovery could be a great boon for the enemies of the Imperium, including seditious Planetary Governors, or even the servants of the Ruinous Powers.

Disturbing reports have reached the ears of the Navigator Houses of the Calixis Sector of a possible unsanctioned Navigator in service to the pirate prince Jalthas Mettiere. If true, this could help to explain the corsair’s success, as the longer Warp jumps afforded by a Navigator would be invaluable to a pirate fleeing Imperial justice. At great risk of death and damnation, agents of the Navis Nobilitate have allegedly confirmed

+++ [Transcript of Voxcast recording recovered from hulk of the merchant freighter *Blessed Lady*] +++

[Begin Transcript]

Unknown Vessel: Ahoy! I would speak to the captain of your fine vessel.

Blessed Lady: I am Captain Krex of the *Blessed Lady*. Why do you block our path?

Unknown Vessel: I am Captain Jalthas Mettiere of the *Lux Invictum*. Surrender your cargo, and I swear on my honour that no harm will come to you or your crew.

Blessed Lady: [Hushed, urgent voices can be heard in background] This cargo is the property of the Emperor, and it is my holy duty to see that it reaches its destination. I refuse your terms.

Lux Invictum: A pity, that. It is my cargo now; you would do well to accept this fact and avoid unnecessary loss of life. From my understanding, your Emperor has quite a lot of property—I’m sure he won’t even miss it.

Blessed Lady: Blasphemy! Ensign, raise the alarm and prepare for [Voxlink severed] +++ [End transcript] +++

such stories—though this information is tightly controlled by the Navigator Houses, lest it be used against them. According to reports, Mettiere does possess a “Navigator,” though it bears almost no resemblance to those of the Imperium. The creature, which is only barely recognizable as descending from human stock, is a hideous mutant, and an abomination in the eyes of the Navis Nobilitate. Said to possess six atrophied limbs, sprouting from an elongated and grotesquely thin body, the being has no mouth to speak of, nor any other facial features save its Warp eye—the only characteristic which identifies it as a descendant of the ancient Navigators of Mankind. This Navigator is apparently not even viewed as human by Mettiere and his crew, but more as a useful beast, or an organic tool. Treated poorly, the mutant is permanently slaved to a complex mechanical apparatus, its skin punctured by numerous pipes, cables, and tubes, which, among other purposes, deliver nutrients and remove waste from the wretch’s body. A miserable existence—providing the creature still possesses a human mind.

The existence of this creature is intolerable to the Navigator Houses of Calixis, who have placed a grand bounty on the destruction of Mettiere and the *Lux Invictum*. Presumably, the reason for this bounty is the damage Mettiere has done to the Navigators’ interests in the Expanse, including the deaths of a number of Navigators. Of course, this reasoning could equally apply to numerous pirates and xenos of the Expanse, yet only Mettiere has received such censure by the Navis Nobilitate.

Of grave concern is the chance that there are others like this wretch of a Navigator, somewhere in the Expanse. This is a possibility the Navis Nobilitate Calixis is investigating, for, if true, such creatures must be purged without mercy. To this end, the masters of the Calixian Navigator Houses have entrusted this knowledge to a number of Navigators serving Rogue Traders in the Koronus Expanse. Further, these Navigators have been tasked with gathering any related information that they discover in their travels, with explicit instruction to pursue and engage Mettiere if possible, and discover the truth by whatever means necessary.

CORSAIR-CAPTAIN JALTHAS METTIERE

Corsair-Captain Jalthas Mettiere is charming, intelligent, and extremely dangerous. Evoking the adoration of his crew and the fear of his enemies in equal measure, Captain Mettiere makes a dangerous opponent—or powerful ally—for any Rogue Trader. Compared to many of the pirates and scoundrels to be found in the Expanse, Jalthas Mettiere can be quite reasonable, and even prefers to solve matters without violence. Of course, for Mettiere, solving matters tends to mean getting what he wants, but a savvy opponent may be able to work out an agreeable compromise. However, Mettiere has a flair for the dramatic, and any perceived slight on his honour is met with a challenge to duel. Mettiere is a consummate swordsman, and an excellent shot—he has yet to be bested in honourable single combat.

Captain Mettiere's dress is extravagant and colourful, bedecked with decorative patterns and rare jewellery. Mettiere's right eye is a sophisticated bionic, while his left is usually covered by a patch, embroidered with a sinister skull motif. Presumably the bionic sufficiently fulfils Mettiere's optical needs, and most think it rude to inquire about such things. Should Mettiere notice anyone paying particular attention to it, however, it pleases him greatly to tell the elaborate story of how he lost both eyes. For his officers and confidantes, such a tale might grow stale, did it not change wildly with each telling. Mettiere has varyingly claimed that he lost his eyes duelling an Ork Kaptin, fighting off a Daemonic incursion during a Gellar Field failure, and that he lost the use of his eyes upon glimpsing an alien princess bathing in a stream, too beautiful for man to witness.

Armour: Best Craftsmanship xeno mesh.

Weapons: Archeotech laspistol (Pistol; 90m; S/3/-; 1d10+3 E; Pen 2; Clip 70; Reload Full; Accurate, Reliable), digi-melta (Pistol; 3m; S/-/-; 2d10+4 E; Pen 12; Clip 1; Reload Full), Best Craftsmanship power sword (Melee; 1d10+9 E; Pen 5; Balanced, Power Field), baleful eye concealed behind eyepatch (Pistol; 10m; S/2/-; 1d10+4 E; Pen 7; Clip 40; Rld 2 Full).

Gear: Dispersal field†, 2 smoke grenades, 2 clips for archeotech laspistol, micro-bead, extravagant hat and coat.

†**Dispersal field:** Each time Mettiere is hit by an attack, roll 1d100. On a roll of 50 or lower, the attack is stopped by the field and has no effect. On a roll of 01, the field shorts out after stopping the attack, and ceases to function for until repaired.

CYMIAN

Usually perched on his shoulder, Mettiere possesses a small bio-construct of unknown origin, which has been referred to as “Cymian.” It is not clear if this is the name of this individual creature or a general term. The Cymian is a highly cybernetic, monkey-like creature, standing no more than a half-metre in height. Though it shares some characteristics with the cyber creatures constructed by the Adeptus Mechanicus, Cymian appears to possess a much higher degree of intelligence, and displays the propensity for acting independently of its master. It is not uncommon for crew aboard the *Lux Invictus* to overhear Mettiere cursing his “pet” for some prank or another, such as hiding the captain's digital weapons, or wiping a data-slate, or hurling all manner of unspeakable things across his cabin's viewport. Cymian has been blamed for hundreds of missing items over the years, and many crewmen believe that the creature has a hiding place somewhere in the depths of the ship, inaccessible to others, where it has collected these myriad trinkets. Although generally of little consequence, some of these thefts are far from minor. Although unknown to the general crew population, a few of Mettiere's trusted officers are kept awake during night-cycle by fearful musings on the whereabouts of a deadly virus grenade, which disappeared from the captain's personal armoury.

While Mettiere seems to think of Cymian as a pet, its actual usefulness is somewhat questionable. Strangely, however, Mettiere seems able to understand the cyber-creature's squawks and binary chirps, while Cymian understands much more Low Gothic than the basic commands that are the limit of most such creatures. This, along with its small size, makes Cymian an excellent spy. Mettiere's crew has learned to watch what they say, lest the bionic primate report their words. Though clearly not built for combat, Cymian is quick to defend its master, screeching and clawing as it leaps upon the aggressor. Though unlikely to inflict serious harm, the nimble creature can be hard to pin down, providing annoyance and distraction that Mettiere can use to his benefit in battle.

Corsair-Captain Jalthas Methere



WS	BS	S	T	Ag	Int	Per	WP	Fel
53	50	38	43	56	47	45	50	57

Movement: 5/10/15/30

Wounds: 20

Armour: Jauntily adorned carapace (All 4) **Total TB:** 4

Skills: Awareness (Per) +10, Barter (Fel) +10, Blather (Fel) +10, Carouse (T) +20, Charm (Fel) +20, Command (Fel) +20, Commerce (Fel) +10, Common Lore (Koronus Expanse, Tech) (Int), Deceive (Fel) +20, Dodge (Ag) +10, Drive (Ground Vehicle, Skimmer) (Ag), Evaluate (Int) +20, Forbidden Lore (Pirates) (Int) +20, Forbidden Lore (Xenos) (Int), Inquiry (Fel) +10, Literacy (Int), Navigation (Stellar, Surface) (Int), Pilot (Flyers, Spacecraft) (Ag) +20, Scholastic Lore (Astromancy) (Int) +10, Secret Tongue (Cymian), Scrutiny (Per) +10, Speak Language (Low Gothic) (Int), Tech-Use (Int) +10.

Talents: Air of Authority, Ambidextrous, Basic Weapon Training (Universal), Blademaster, Combat Master, Counter Attack, Deadeye Shot, Decadence, Disarm, Exotic Weapon Proficiency (Digi-Melta), Heightened Senses (Sight), Into the Jaws of Hell, Iron Discipline, Lightning Attack, Lightning Reflexes, Master & Commander, Master Orator, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Polyglot, Quick Draw, Sharpshooter, Swift Attack, Touched by the Fates (3), Two-Weapon Wielder (Melee, Ranged), Wall of Steel.

Cymian



WS	BS	S	T	Ag	Int	Per	WP	Fel
25	10	35	32	61	21	39	21	18

Movement: 8/16/24/48 **Wounds:** 6
Armour: Machine Trait (All 2) **Total TB:** 3
Skills: Acrobatics (Ag), Awareness (Per) +10, Climb (Ag) +20, Concealment (Ag) +20, Dodge (Ag), Silent Move (Ag).
Talents: Assassin Strike, Frenzy, Furious Assault.
Traits: Dark Sight, Machine (2), Natural Weapons (Teeth and Claws), Quadruped, Size (Puny).
Weapons: Teeth and claws (Melee; 1d5+3 R; Pen 0).

YANVEB DRALLAT

Yanveb Drallat is Captain Mettiere’s fiercely loyal first mate and bodyguard. It is clear that Drallat feels she owes a great debt to Mettiere, and she is more than willing to risk her life for that of her Captain. In fact, she has done so on several occasions, and sports extensive bionics to show for it. Drallat’s background is as murky as that of her Captain, but in contrast to his erudite manners, her behaviour betrays a feral heritage. Drallat is typically gruff and straight to the point, sometimes putting off even seasoned voidsmen with her callousness.

Yanveb Drallat



WS	BS	S	T	Ag	Int	Per	WP	Fel
55	38	51	47	42	32	37	37	28

Movement: 4/8/12/24 **Wounds:** 18
Armour: Light carapace (All 5) **Total TB:** 4
Skills: Awareness (Per), Chem-Use (Int), Climb (S), Dodge (Ag), Navigation (Surface) (Int), Shadowing (Ag), Survival (Int), Swim (S).
Talents: Basic Weapon Training (Universal), Blind Fighting, Bulging Biceps, Die Hard, Disarm, Double Team, Exotic Weapon Training (Eldar Shuriken), Hardy, Heavy Weapon Training (Universal), Hip Shooting, Iron Jaw, Jaded, Melee Weapon Training (Chain, Primitive), Mighty Shot, Nerves of Steel, Pistol Weapon Training (Universal), Rapid Reload, True Grit.
Cybernetics: Bionic legs, bionic left arm, implanted respirator.
Weapons: Shuriken catapult (Basic; 60m; S/3/10; 1d10+6 R; Pen 6; Clip 100; Reload 2 Full; Reliable) *or* heavy bolter (Heavy; 120m; -/-/10; 2d10+4 X; Pen 5; Clip 60; Reload Full; Tearing), naval pistol (Pistol; 20m; S/3/-; 1d10+6 I; Pen 0; Clip 6; Reload Full; Tearing), chainsword (Melee; 1d10+7 R; Pen 2; Tearing, Balanced).
Gear: 2 reloads for naval pistol, 1 reload for shuriken catapult *or* 1 heavy bolter clip, 3 frag grenades, 2 krak grenades, photovisor, micro-bead.

KANRAK

Captain Mettiere is often accompanied by a creature of unknown origin, called “Kanrak.” This strange beast is considerably larger than a man, with slabs of muscle and a reptilian countenance. Little division is apparent between the creature’s torso and its broad head, which leaves negligible room for shoulders. Kanrak’s limbs are bulky, and even a little cumbersome, though what it lacks in swiftness and agility is made up for in strength and resilience. Kanrak’s unusual frame does not easily accommodate armour, and in fact, it wears none, instead relying on its tough hide and robust physiology. Instead, Kanrak is adorned only with leather bandoliers of ammunition, further festooned with skulls and other trophies from a half dozen races. Kanrak generally accompanies Mettiere in any situation which might be dangerous, including negotiations and meetings. The fearsome guardian is not only quite capable in a fight, but its mere presence acts as a deterrent against violence. Kanrak is generally stoic and silent, responding to Mettiere’s good-natured questions and jokes with the occasional growl or grunt of approval. When provoked, however, Kanrak becomes hyper-aggressive, which is a frightening display, indeed. Mysteriously, Jalthas Mettiere appears to be the only person capable of calming the raging creature—a few words from the Captain can return Kanrak to its usual demeanour.

Kanrak



WS	BS	S	T	Ag	Int	Per	WP	Fel
47	41	58	⁽⁸⁾ 47	29	34	34	45	19

Movement: 3/6/9/18 **Wounds:** 30
Armour: Natural armour (All 2) **Total TB:** 8
Skills: Awareness (Per), Climb (S), Survival (Int), Swim (S).
Talents: Basic Weapon Training (Universal), Blind Fighting, Bulging Biceps, Combat Sense, Crushing Blow, Die Hard, Duty Unto Death, Frenzy, Furious Assault, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Resistance (Heat, Psychic Powers), Swift Attack, Thrown Weapon Training (Universal), True Grit.
Traits: Natural Armour (2), Natural Weapons (Teeth and Claws), Size (Hulking), Toxic.
Weapons: Xenos autogun (Basic; 90m; S/3/10; 1d10+3 I; Pen 2; Clip 40; Reload Full), 3 xenos throwing axes (Melee/Thrown; 8m; S/-/-; 1d10+9 R; Pen 1; Unbalanced), chainaxe (Melee; 1d10+11 R; Pen 2; Tearing).
Gear: 2 reloads for autogun, 3 frag grenades, 3 stun grenades, 2 krak grenades, assorted grisly trophies.

THE FREEBOOTER FLEET OF KAPTIN GRAFFLETZ

"Awrite, you 'unie gitz—prepare to get boarded and stomped wot good! And don't try da 'surrenda,' da boyz won't have nonuvvit!"

—Kaptin Skelkap Graffletz

The Orks are a rampant threat in the Koronus Expanse, as was so painfully illustrated by the siege of Port Wander in 422.M41. While such a concerted attack by the greenskins is, fortunately, quite rare, isolated raids by Ork pirates, known as Freebooterz, are an all-too-common occurrence in the Expanse. Many of these Ork raiders hail from the Undred-Undred Teef, but the Koronus Expanse is an immense tract of space, and the Orks are seemingly omnipresent. One of the largest Freebooter fleets outside of those of the Undred-Undred Teef is that of Kaptin Skelkap Graffletz. With each recorded sighting of Kaptin Graffletz's fleet, it grows in size. Indeed, many of the ships that have fallen victim to the Kaptin later reappear in his fleet, albeit with suitable, Orky modifications. As further ships fall to the predations of Graffletz' pirates, his reputation grows, and his name is whispered more and more by fearful voidsmen.

One of the first recorded encounters with Skelkap Graffletz occurred in 794.M41, when the Ork Kaptin ambushed Rogue Trader Ardemith Kulvell's flagship, the *Lord Bheroth*. As the *Lord Bheroth* and two accompanying Sword-class frigates of the Kulvell Dynasty translated into realspace to get their bearings, just to the galactic south of the generally accepted border of Winterscale's Realm, Graffletz's Freebooterz fell upon them without warning. Kulvell was unprepared for the ferocity of the Ork assault, and the Sword-class *Errant Dawn* was swiftly holed and left adrift by a salvo from the "gunz" of Graffletz's Kroozer, *Voidchoppa*. The *Lord Bheroth* and the remaining frigate, *Moonchild*, quickly regrouped, crippling two Ork attack ships in a daring "helix" pincer movement. With the *Moonchild* disabled by Ork saboteurs, Kulvell fled the battle, the damaged *Lord Bheroth* eventually limping back to Footfall. Thus was the name of Kaptin Graffletz first cursed by the explorers of the Koronus Expanse.

GREEN VENDETTA

Kaptin Graffletz became a threat to the Rogue Traders and Imperial presence in the Koronus Expanse after being driven from the Undred-Undred Teef, in the wake of a humiliating defeat at the hands of Snaga Morbad. Since his ouster, Graffletz has plied the Expanse, ambushing convoys of starships and raiding isolated settlements, making off with any materials and prisoners which might be of use. In the aftermath of an attack by Graffletz, settlements are stripped down to almost nothing, the raw materials put to new uses by the Freebooterz. Graffletz's motivation for such thorough raids is a desire for weapons, ships, even warriors—anything that might bolster his fleet and give an advantage against his rivals, when he eventually returns to the Undred-Undred Teef.



Kaptin Graffletz is an ambitious Ork, who hopes to one day defeat his rival Kaptins, and unite the Orks of Undred-Undred Teef under his own banner. Graffletz shows an uncanny level of patience for an Ork, and knows that for his plan to succeed, he must take the time to build his own resources. In a moment of insight, which occurred while thrashing a mob of boyz into shape, Graffletz realized that the fleets of his rival Kaptins are also growing in size, through the simple expedient of fighting and conquest, in which all Orks are driven to engage. Graffletz decided at that moment that he must take a different approach, taking great pains to ensure that his own forces grow at a faster pace.

While all Orks crave destruction, Graffletz is more careful than most Ork leaders in how he defeats his enemies, preferring to take ships, and even prisoners, mostly intact. To this end, he relies heavily on his Kommandos, who specialize in ship-to-ship actions. They are adept at sabotaging enemy vessels, allowing the Boyz to board a ship and overpower its crew. As unusual as Kaptin Graffletz's strategies are, his boyz are still Orks, after all, and boarding actions are a bloody affair. The Kaptin is fully enthusiastic, however, to take captive any crew who do survive. In addition to providing a resource for trade with other xenos (and even some humans), in the form of slaves, Graffletz has found that having the crew present for "questioning" enables his Meks to get a captured ship up and running much sooner. In those cases when the number of boyz available is insufficient to operate a newly captured vessel, Graffletz is not above putting the ship's surviving crew back to work. In the Kaptin's opinion, "umies", like grots, are tricky little buggers, best kept in line with frequent and unexpected beatings.

A GROWING THREAT

Like all Orks of the Deathskulls clan, Skelkap Graffletz has no qualms about using the technology of other races. In his case, this extends to using captured Imperial ships, with surprisingly light modification. For many voidfarers, it is quite unsettling to see a recognizably Imperial ship adorned with crude Ork glyphs and jagged armour. Even more so than other Deathskulls, Graffletz seems to be motivated by greed, rather than violence. While all Freebooterz strive to obtain loot, many Kaptins are equally likely to destroy any potential treasure in their typical, Orky enthusiasm for violence. Graffletz, however, displays an unusual level of restraint. The fact that this restraint extends, at least on some level, to the Orks under his command, speaks highly of his abilities as a leader. Since Ork “kultur” recognizes only the strongest as leaders, Graffletz must be able to enforce his orders through violence, or at least the very credible threat of it.

Since his ouster from the Undred-Undred Teef, Kaptain Graffletz has become a grave threat to the commercial interests and explorers of the Expanse. His surprise attacks have overcome many freighters and transports, costing untold monetary damages for a number of Rogue Traders and other Imperial citizens. The Skaelen-Har Hegemony, in particular, has placed a high bounty on Graffletz’s head, for reasons which are unclear. This, together with the bounty offered by the Imperial Navy, has led a number of captains to seek out Graffletz. On more than one occasion, the vessel of such a bounty hunter was subsequently sighted as the newest addition to the Ork fleet.

SKABGOB’S BOYZ

The key to Kaptin Graffletz’s success may very well lie in his extensive use of Kommandos, in particular, those led by Skabgob Nekbreaka. Kommandos are rare amongst the Orks, which makes their extensive use by Graffletz quite notable, in itself. In support of Kaptin Graffletz’s goals of acquisition and expansion of his fleet, he has fostered the propensity to become Kommandos among the Blood Axes that make up a significant part of his force. In contrast to the brutally destructive tactics often utilized by Freebooterz, Graffletz uses his Kommandos to take ships more-or-less intact, so that they can be up and running as part of his fleet in as short a time as possible. Of course, Ork nature being what it is, even the Kommandos sometimes have trouble restraining themselves. As with most Kommandos (and Orks in general), those in Graffletz’s fleet have a fondness for explosions, which fits in quite well with their assigned purpose. From breaching bulkheads to disabling enginariums and shield generators, all manner of explosive devices built by the Meks find their use in the hands of Skabgob and the other Kommandos. Of course, Ork-built explosives are not completely reliable, nor are the demolitions skills of Orks particularly suited to the careful work of sabotaging a starship.

As such, it is not uncommon for such missions to result in more collateral damage than intended. One notable example occurred during an engagement between Graffletz’s fleet and a patrol group of Battlefleet Koronus. In the midst of battle, a “skwad” of Kommandos boarded the Navy cruiser *Just*



Cause, under orders to “blow stuff up, wot so we can bash da ‘umies and take der ship.” As part of a long-simmering rivalry with another “skwad,” the Kommandos went for the flashiest act of sabotage they could. Perhaps mistaking it for a different system, or perhaps merely failing to consider the consequences, the Orks used their entire payload to rig the vessel’s Warp drive. The explosion was indeed spectacular, and the resulting Warp rift swallowed two additional Navy escorts, as well as three of Graffletz’s own ships, including the Kroozer *Ardest*. As much as “da boyz” enjoyed the show, Graffletz has since been more careful about both the potency of explosives and the specificity of orders granted to his Kommandos.

The most infamous of Graffletz’s Kommandos, Skabgob epitomizes the Ork concept of “kunning,” and consistently devises new, and ever more outrageous, plans of attack. One tactic that has bred a degree of enmity between the Kommandos and Flyboyz of the fleet involves taking a functional Fighta, or other small craft, and purposefully destroying it. In the midst of a fleet engagement, disguised by the masses of debris generated by battle (and which Ork ships tend to generate, regardless), a crude rocket launches the seemingly scrapped vehicle toward the enemy, carrying a payload of Kommandos. Though risky, a ship’s defensive turrets often target more obvious threats, allowing the Orks to safely “dock” with the target ship. Mek Hozzagad has offered to build mock Fightas, expressly for Skabgob’s use. Skabgob has consistently rejected the idea, much to the chagrin of the Meks and Flyboys alike, believing that the vehicle must be “offentik” for the plan to work.

DA MAD BOMMAZ

At the opposite end of the spectrum from the “kunning” of Skabgob’s Kommandos are the exuberant strategies of the Fighta-Bomma “skwadron” known as “Da Mad Bommaz.” These Flyboyz, under the leadership of Rizzmat Daffguz, also known as “Baren Krashenbern,” hurl their craft toward the enemy at lightning speed, unleashing hails of lead and powerful “bommz,” with little regard for their own safety. While the “skwadron” has a high attrition rate, their bold tactics are useful to Kaptin Graffletz, who uses Da Mad Bommaz to drop shields and absorb turret fire, effectively covering the Kommandos as they make their hit-and-run attacks. This is, of course, a side effect of the Flyboys’ natural tendencies, rather than a deliberate move on their part. Da Mad Bommaz are far too focused on the thrill of velocity, throttling amidst the chaos of battle at top speeds, indiscriminately bombarding whatever targets are most obvious.

DA ‘POKKALEPS KANNON

In recent years, Kaptin Graffletz has become obsessed with something he calls “Da ‘Pokkaleps Kannon,” which he believes to be a weapon of almost incomprehensible destructive power (destruction being one of the few concepts Orks don’t have trouble comprehending to begin with). For an Ork to show such dedication to a goal certainly speaks volumes about the Ork, the power of the weapon, or both. Graffletz is convinced that this weapon is exactly what he needs to gain an advantage over the Kaptins of the Undred-Undred Teef, and allow him to take his rightful place as Warlord. The fact that Graffletz has little inkling of what form the weapon takes is inconsequential. With typical Orky enthusiasm, the Kaptin plans to mount it on his flagship, *Voidchoppa*, regardless of whether or not the weapon is intended for (or even capable of) being used in space. That’s what Mekboyz are for, after all.

Generally, the men and women of the Imperium put little stock in the ravings and half-formed plans of Orks—though any wise man knows better than to underestimate the pure destructive capacity of the greenskins. Knowledge is power, but in the 41st Millennium, communication often presents a barrier to knowledge. This is especially true in the Koronus Expanse, where uncharted voids can strand messenger ships, and astropathic messages are lost in the depths of the Warp. Additionally, the myriad factions of the Expanse often see little reason to share their hard-won information, at least without a considerable gain for themselves. Thus, the Navy and Rogue Traders who regularly come into conflict with Graffletz’s Freebooterz are ignorant of the records recovered by Explorator Fleet KX-557.V, which speak of a weapon of unfathomable power. Found amidst the ruins of a moon somewhere on the border of the Heathen Stars and Accursed Demesne, these incomplete records, culled from pre-Imperial datacubes and crumbling electro-parchment, speak of a weapon that left dead systems and civilizations in its wake, a weapon representing the pinnacle of destructive works that mankind reached during the Dark Age of Technology. Though this weapon, sometimes dubbed the “Apocalypse Gun” in the records, has caught the interest of the Tech-Priests, the records are considered unreliable, and so its pursuit has been

given a lower priority than Magos Trannarch’s search for the Machine World. If this information has even been transmitted to the Lathe Worlds, it has yet to make its way back to the ears of Battlefleet Koronus and the denizens of Footfall. As such, Graffletz is free to pursue his quest without competition. The Kaptin is confident that, by the grace of Gork and Mork, his rampage across space will eventually bring him to the ‘Pokkaleps Kannon, and he will fulfil his destiny.

KAPTIN GRAFFLETZ

Skelkap Graffletz is as dangerous as any Ork Boss, and almost impossible to stop once in combat. As with many Freebooterz, Graffletz’s armour is tailored—and accessorised—to mimic that of the Imperial Naval tradition. Whether this is a true imitation, or another example of the Orks’ instinctive knowledge, no one can say. Like any good Ork, Graffletz prefers to lead from the front, ripping enemies apart with his power klaw, or lopping heads off with his crude, yet effective, chain axe. Graffletz gets a particular kick out of slaying enemy Captains, generally making such deaths as messy as possible, to remind “da boyz” why he’s in charge.



Kaptin Skellkap Graffletz

WS	BS	S	T	Ag	Int	Per	WP	Fel
58	25	65 ⁽¹²⁾	67 ⁽¹²⁾	35	38	34	45	29

Movement: 4/8/12/24

Wounds: 50

Armour: Body 7, Arms 4, Legs 4

Total TB: 12

Skills: Awareness (Per), Barter (Fel), Carouse (T) +10, Climb (S), Command (Fel) +10, Common Lore (Koronus Expanse, War) (Int), Intimidate (S) +20, Navigation (Stellar) (Int), Pilot (Flyers, Spacecraft) (Ag) +10, Speak Language (Low Gothic, Ork).

Talents: Air of Authority, Basic Weapon Training (Primitive, SP), Berserk Charge, Bulging Biceps, Combat Master, Crushing Blow, Exotic Weapon Proficiency (Ork), Fearless, Furious Assault, Hardy, Into the Jaws of Hell, Iron Discipline, Iron Jaw, Lightning Attack, Melee Weapon Training (Chain, Primitive, Power), Resistance (Cold, Heat, Radiation), Talented (Intimidate), Swift Attack, Touched by the Fates (2), True Grit, Two-Weapon Wielder (Melee, Ranged), Void Tactician.

Traits: Brutal Charge, Fear (1), Make it Work†, Might Makes Right††, Mob Rule†††, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Armour: Kustom ‘eavy armour.

Weapons: Power klaw (Melee; 2d10+20 R; Pen 9; Power Field, Unwieldy), chainaxe (Melee; 1d10+16 R; Pen 2; Tearing), kustom slugga (Pistol; 25m; S/3/-; 1d10+5 I; Pen 0; Clip 24; Reload Full; Inaccurate, Tearing, Unreliable).

†**Make it Work:** Unreliable Ork weapons are not considered Unreliable when wielded by an Ork.

††**Might Makes Right:** When dealing with other greenskins, an Ork may substitute the Intimidate Skill for the Command Skill.

†††**Mob Rule:** Orks receive a +10 to resist Fear and Pinning for each additional Ork within 10m.

SKABGOB

Skabgob has a deserved reputation amongst the Freebooterz as a “roight sneaky git,” but he also has the brute strength and warrior skill to thrash any Ork that gets on his bad side. When on a mission, Skabgob camouflages himself by strapping pieces of scrap and debris over his armour, and festooning himself with frayed wires and cables. The Kommando is particularly proud of his helmet, fashioned from an Imperial cogitator terminal. Though it’s questionable if this tactic actually contributes, Skabgob is an undeniably effective saboteur. In battle, Skabgob favours a weapon he calls “Da Nek Cutta,” a vicious, double-ended chain knife looted from a forsaken world upon which no sane being would tread.



Skabgob								
WS	BS	S	T	Ag	Int	Per	WP	Fel
52	30	¹⁰ 53	¹⁰ 51	45	33	39	37	22

Movement: 5/10/15/30

Wounds: 30

Armour: Sneakin’ suit (All 3)

Total TB: 10

Skills: Awareness (Per), Climb (S) +10, Command (Fel), Common Lore (Koronus Expanse) (Int), Demolitions (Int), Dodge (Ag) +10, Intimidate (S) +20, Concealment (Ag) +10, Navigation (Surface) (Int), Pilot (Flyers, Spacecraft) (Ag) +10, Silent Move (Ag) +10, Speak Language (Low Gothic, Ork).

Talents: Basic Weapon Training (Primitive, SP), Berserk Charge, Bulging Biceps, Combat Master, Crushing Blow, Exotic Weapon Proficiency (Ork), Fearless, Furious Assault, Hardy, Iron Jaw, Lightning Attack, Melee Weapon Training (Chain, Primitive, Power), Resistance (Cold, Heat, Radiation), Swift Attack, Touched by the Fates (2), True Grit, Two-Weapon Wielder (Melee, Ranged).

Traits: Brutal Charge, Make it Work†, Might Makes Right†, Mob Rule†, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: “Da Nek Cutta” (Melee; 1d10+14 R; Pen 3), shoota (Ranged; 60m; S/3/10; 1d10+4 I; Pen 0; Clip 30; Reload Full; Inaccurate, Unreliable).

Gear: 3 clips for shoota, 4 smoke grenades, 3 frag grenades, 8 kg of “demulishun wotsits.”

†See *Kaptin Graffletz’s* entry on page 135.



USING GRAFFLETZ AND THE FREEBOOTER FLEET

Kaptin Graffletz and his Freebooter fleet can be incorporated into a campaign in a number of ways. As with most Ork raiders, the Freebooterz make for an excellent obstacle, showing up unexpectedly to scuttle a Rogue Trader’s well-laid plans. Graffletz often preys on isolated colonies, seeing them as an easy source of scrap and slaves. If a GM and players have used the colony creation rules in Chapter III of this book, the arrival of Graffletz makes for an excellent complication. A distress call may force the Explorers to choose between abandoning their current mission, or abandoning their laboriously built colony. On the other hand, the Kaptin and his fleet are a force to be reckoned with, and their presence could form the basis for an adventure in itself. If the Explorers are forewarned of Graffletz’s impending attack, perhaps by hearing of Ork raids nearby their colony, an adventure could take the form of a race against time, to prepare a suitable defence for the colony—formulating battle plans, erecting fortifications, and even training the militia. Alternatively, a group of Explorers may return to find a colony or other holding razed, and pursue a mission of vengeance against the responsible Orks. Since Graffletz is fond of enslaving his enemies and reusing human technology with only small modifications, it may be possible for the Explorers to rescue their loyal subjects, and the better part of their missing habs, vehicles, and other devices.

Kaptin Graffletz possesses a “kunning” seldom seen amongst Orks. This makes him a particularly dangerous opponent, but also leaves a slim window for negotiation. His bloodlust may sometimes get the better of him, but in the end, his driving motivation is to build his own power base. However, Graffletz would not be able to hold on to his power and authority were he to get a reputation amongst the boyz as being soft, and the violence of the Ork fleet can only be redirected, not halted.

A savvy Rogue Trader may be able to avoid conflict with Graffletz by offering a substantial payment of weapons, or other useful gear. To ensure that such weapons are not subsequently turned against him, such a man would need to offer a replacement foe to the greenskins. Of course, this could well work to the Rogue Trader’s advantage. By appealing to the mercenary tendencies of Freebooterz, a Rogue Trader might save his own holdings, while redirecting the green tide toward a rival or enemy of his own, potentially eliminating two problems at once.

Graffletz’s fleet includes dozens of ships. To defeat the Freebooterz and claim the bounty on Graffletz’s head could easily be an Endeavour in itself, requiring the Explorers to first locate the Freebooter Kaptin, and then deal with him, and his minions. Unless the Explorers possess a sizeable fleet of their own, they most likely need allies to pull off such a task. In fact, any of the other factions presented in this chapter could potentially fulfil this role. The Kroot Mercenaries of the Forsaken Kindred are ferocious warriors, able to go toe to claw with the greenskins in the close-quarters combat of boarding actions. Corsair-Captain Jalthas Mettiere could also be persuaded, as Graffletz’s defeat would mean the elimination of a major rival in piracy.

THE FORSAKEN KINDRED

"Though we turn to our ancestors for guidance and protection, we never forget that they are also the source of our curse."

—Shaper Te'logk

The Kroot presence in the Koronus Expanse is well known, although those versed in such matters of xeno-astrography are at a loss to explain how the race came to establish such a population so far from the Kroot home world of Pech, located in the Eastern Fringe. There is no shortage of mercenary bands available in the Expanse, but those of the Kroot are considered particularly preferable, due to their loyalty to employers and ferocity in battle. A number of Rogue Traders and less reputable persons have engaged the services of the Kroot, despite the moralistic prohibitions of the Ministorum, and the laws of the *Lex Imperialis*. The Kroot Kindred known as the Forsaken is unusual amongst the Kroot, however. Defying expectations, this Kindred has been known to renege on contracts, abandoning their employers—and payment—in the apparent pursuit of some unknown goal. For the mercenary Kroot to forsake a forthcoming payment goes against everything xenos scholars thought they knew about this strange race.

The Forsaken operate from a Kroot Warsphere called *Keth*, over 12 kilometres in diameter—large, even by the standards of these mighty vessels. Those few non-Kroot who have been aboard, however, speak of abandoned arbour-habs, and echoing, lightless corridors, signs of a surprisingly small population, relative to a vessel of such gargantuan proportions. Despite such a diminished population, the Kindred includes many hundreds, even thousands of Kroot. Even by the standards of the Kroot, the Forsaken are said to be tight-beaked and secretive in their dealings with employers. The Forsaken are also known to fight with horrifying ferocity, shocking even those experienced in dealing with the cannibalistic xenos. Yet, paradoxically, these Kroot mercenaries are known to hesitate before consuming corpses, even going so far as to leave their fallen enemies untouched.

SINS OF THE PAST

None outside of the Kindred know the dark past of the Forsaken, and few non-Kroot could hope to grasp the severity of their situation, even if they did. At some point in the past, a Shaper of the Kindred failed utterly in his duties, dooming subsequent generations. The Shapers, leaders both temporal and spiritual of the Kroot, hold the sacrosanct responsibility of guiding the evolution of their race, utilizing the Kroot's unique capacity to absorb the genetic traits of their prey, and incorporate it into the physiology of the next generation. This is the reason, unknown to all but those learned in the ways of xenology, for the Kroot's unsavoury habit of



consuming the corpses of their vanquished enemies. It is the Shapers who direct their Kindred as to which enemies to consume, which to avoid, and which traits to nurture in their evolution. It is the ultimate failing for a Shaper to guide his Kindred to an evolutionary dead end, or for his direction to have an otherwise deleterious consequence for the Kindred's gene pool. Just such a grave error was made by a previous Shaper of the Forsaken Kindred.

The tragedy befell the Kindred sometime prior to its arrival in the Koronus Expanse. In fact, the Forsaken may have made the journey in hope of finding new prey, the eating of which might undo, or at least counteract, the effects of their curse. The dark secret is that the genetic heritage of the Kindred is unstable. In each successive generation, more Kroot are born with aberrant traits. These uncontrolled mutations often take the form of physical abnormalities, but others result in outwardly normal Kroot, who are dangerously insane—feral creatures, who cannot function in the confines of Kroot society. Such individuals are typically euthanised for the good of the Kindred. These deaths serve both to protect the Kindred's secret, and to guard against further corruption of the gene pool. Those whose mutations are subtle, or whose madness can be kept in check, play their part in the Warsphere's community, though they are typically hidden from outsiders. In the deep confines of the Warsphere, these misshapen creatures toil, the shameful secret of the Kindred.

REPRESENTING THE FORSAKEN

To represent a Kroot Carnivore of the Forsaken kindred, use the Kroot Mercenary profile from page 377 of the **ROGUE TRADER CORE RULEBOOK**, with the addition of the Berserk Charge, Fearless, and Frenzy Talents. Additionally, Kroot Mercenaries of the Forsaken Kindred each have one Mutation, generated randomly from **Table 14–3: Mutations**, on page 369 of the **ROGUE TRADER CORE RULEBOOK**.

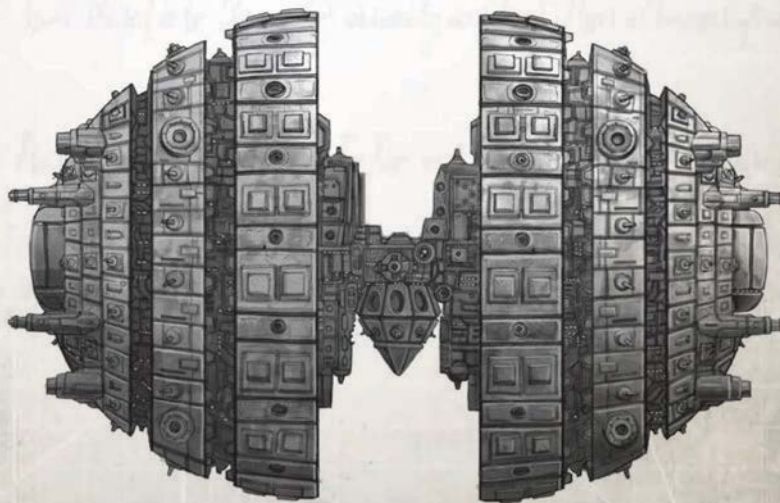
Yet, with each generation, more and more of the Kroot show signs of genetic instability. In the best cases, these carnivores are prone to disease, and live short, pained lives. The worst cases are frothing monsters that pose a threat to the entire Kindred. This ever-worsening situation has led to a hopeless, nihilistic outlook for the Forsaken. With future generations seemingly doomed by the sins of their ancestors, the Forsaken have little to strive for. This existential despair affects the Carnivores in battle, driving the warriors of the Kindred to fight without fear of death, or any regard for their own lives. As such, they are more than willing to take on suicidal missions, which other mercenaries might disdain. This extends even to assignments that are guaranteed to be fatal; in such cases, Kroot whose mutations have already earned a death sentence are given the task, the Kindred solemnly accepting payment on their behalf. The Forsaken's unwillingness to back down from a fight and flagrant disregard for their own survival is seen as a boon by some Rogue Traders, who are willing to risk the Forsaken's fickle reputation.

The Kroot are a prideful race, and the shameful secret of the Forsaken Kindred goes straight to the very heart of what it means to be Kroot. It represents a failure on a spiritual level, as well as a biological level. This shame weighs heavily on the hearts of the entire Kindred, affecting every aspect of their existence. In combat, the Kroot of the Forsaken fight with a furious abandon, born of desperation and nihilistic rage. Perhaps the warriors would prefer death, than to see what horrors are birthed amongst the next generation.

HIRED CANNIBALS

The Warsphere Keth travels unceasingly, for the Kindred's overarching goal is to search out new races, whose genetic code may hold the key to their salvation. When accepting mercenary assignments, the Forsaken have more important considerations than mere payment. Master Shaper Te'logk seeks out work for his Kindred that will bring them into contact with previously unknown life forms. If faced with multiple prospective employers, the Kroot invariably accept assignments of this sort, even forgoing jobs that offer much higher pay. Te'logk is extremely cautious when determining whether the Kroot should eat certain corpses, and what genetic traits they should absorb. As dire as the Forsaken's situation already is, Te'logk realizes that his Kindred stands on the brink of a precipice—any further evolutionary mistakes could doom the Kindred beyond any hope of salvation.

Ironically, though the Kroot are peerless masters of genetic manipulation on an instinctual level, they possess little, if any, understanding of the science of chromosomes. Had they this knowledge, perhaps they would view the promise of technology as the cure for their condition. In 808.M41, Carnivores of the Forsaken Kindred launched a dirt-side assault against an expedition from Explorator Fleet KX 557.V. It was a bloody affair, but in the end, the Tech-Priests' combat servitors and Crimson Guard retinue proved too much for the feral Kroot. In the aftermath of the battle, Tech-Priest Ulmir Arvein—himself badly wounded—observed the physical deviancy amongst the Kroot attackers. After many months of studying the specimens and further research, Arvein arrived at a remarkably accurate theory regarding the Kindred's situation. Arvein continued his research in secret, conducting all manner of forbidden genetic experimentation on Kroot tissue samples. Though his understanding of Kroot physiology is far from complete, Arvein has begun to make some progress. The Tech-Priest hopes that, by devising a means of stabilizing their genome, he can earn the trust and alliance of the Kroot. His ultimate goal in this plan is to discover, and perhaps even meet, the inventors of the sophisticated pulse weapons sometimes employed by the Kroot.



MASTER SHAPER TE'LOGK

Te'logk, current Shaper of the Forsaken Kindred, is a forlorn and stoic individual, weighed down by the heavy burden he carries due to the failings of a predecessor. Te'logk outwardly preaches a message of resolve and perseverance, but with each passing year, the mutations grow more rampant, and the Kindred's hopes falter, in spite of his best efforts. In contrast to most of the Kindred, Te'logk is relatively calm and composed, even in battle, seeking to set an example of resolve for his Kindred. Te'logk is, nonetheless, a dangerous opponent, bringing the strength and agility of the avian Kroot and decades of mercenary combat experience. Te'logk, along with certain other notable members of the Kindred, carries one of the sophisticated "pulse" plasma weapons that are sometimes seen amongst the Kroot. Though not unknown in the Expanse, these weapons are extremely rare. Some believe that all examples of such weaponry in the Expanse were, in fact, brought there by the Kroot. The question of how the Kroot acquired them in the first place, is another matter.

Te'logk is a wise leader, and a gifted Shaper. Had he the fortune to lead any other Kindred, it would surely prosper and bring great honour to the Kroot. As it is, Te'logk's leadership may be the only thing keeping the Forsaken from devolving into mindless savages.



Master Shaper Te'Logk

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	40	(8) 47	45	52	47	(8) 46	49	32

Movement: 5/10/15/30

Wounds: 20

Armour: Hides (Body 2, Primitive)

Total TB: 4

Skills: Acrobatics (Ag), Awareness (Per), Barter (Fel), Climb (S) +10, Command (Fel) +20, Commerce (Fel) +10, Concealment (Ag) +20, Dodge (Ag) +20, Forbidden Lore (the Warp) (Int), Intimidate (S), Silent Move (Ag) +20, Speak Language (Low Gothic, Kroot, Tau) (Int), Survival (Int) +20, Tracking (Int) +10.

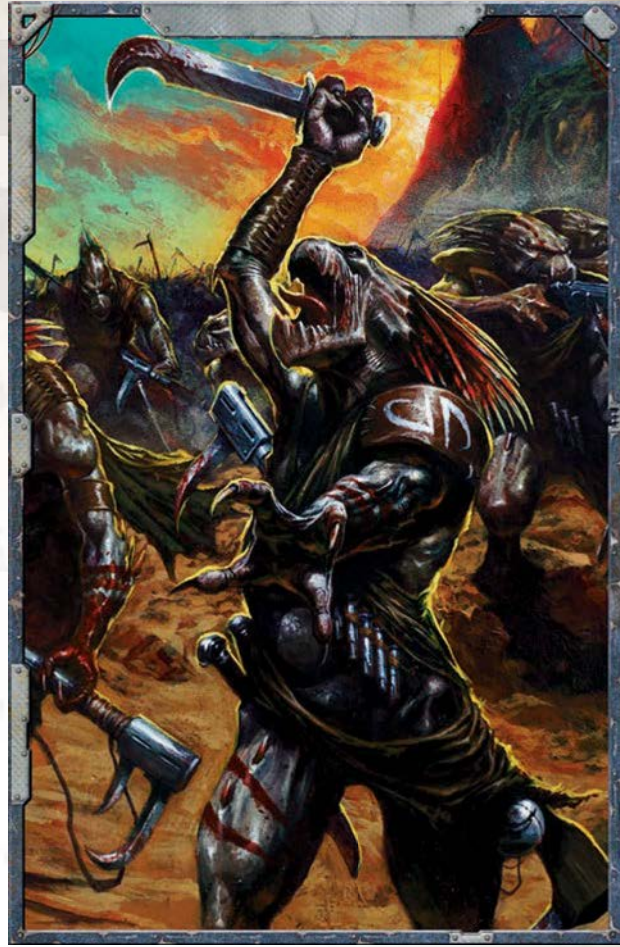
Talents: Air of Authority, Basic Weapon Training (Universal), Berserk Charge, Combat Sense, Exotic Weapon Training (Kroot, Pulse), Furious Assault, Heightened Senses (Hearing, Sight), Iron Jaw, Leap Up, Lightning Attack, Lightning Reflexes, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Nerves of Steel, Resistance (Fear), Sprint, Step Aside, Swift Attack, True Grit.

Traits: Fieldcraft†, Natural Weapons (Beak), Unnatural Perception (x2), Unnatural Strength (x2).

Weapons: Pulse carbine (Basic; 60m; S/-/3; 2d10+2 E; Pen 4; Clip 24; Reload Full; Gyro-Stabilised) and integral grenade launcher (Basic; 80m; S/-/-; Special; Pen 0; Clip 1; Reload Half), eviscerator (Melee; 1d10+22 R; Pen 5; Tearing, Unwieldy), beak (Melee; 1d5+8 R, Primitive).

Gear: Bandoliers with 5 photon flash grenades for launcher and 2 clips for pulse carbine, fetish pouch, assorted charms and trophies.

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



IV: FACTIONS OF THE EXPANSE

KROOT TALENTS

GMs who possess **INTO THE STORM** might wish to consider adding the following Talents to the Kroot NPCs presented in this section. The rules for these Talents can be found on page 50 of **INTO THE STORM**.

Shaper Te'logk: Ancestral Blessing, Blood of the Stalker, Hyperactive Nymune Organ, Kroot Leap, add Prophetic Dreams.

Stalker Hrrithck: Hyperactive Nymune Organ, Kroot Leap.

STALKER HRRITHCK

Stalker Hrrithck is one of many Kroot of the Forsaken Kindred who manifest a unique and unanticipated mutation. Hrrithck also belongs to a significantly smaller group: those for whom such mutation is actually beneficial. Psykers are not unknown amongst the Kroot; such powers are sometimes manifested by the shamanistic Shapers, and by Kindreds who have consumed the remains of Eldar, or other psychically attuned creatures. Hrrithck displays a very different sort of connection to the Warp. Hrrithck's physical body straddles the division between realspace and the Warp, and over time, he has learned to consciously shift his being further into the Warp, while maintaining a tenuous hold on reality. In Hrrithck's role as a Stalker, this ability has proven invaluable. In this ghost-like state, Hrrithck can move in complete

silence, hide within solid objects, and even pass through solid walls. Many of the Kindred's targets over the years have been at a loss to explain how their defences and security could have been compromised, for why should they expect an incorporeal phantom, when faced with the avian mercenaries of the Kroot? Hrrithck's unique ability, combined with the Kroot's mercenary nature, makes him an ideal assassin. Indeed, the Kindred has earned something of a reputation for excelling at the elimination of individual targets, due primarily to Hrrithck's work.

Hrrithck's build is slight, even by the standards of the Kroot. His brute strength is also somewhat less impressive than typical for his race. Fortunately, he seldom has the need to engage in a straight up fight. Hrrithck leads a solitary life, only interacting with his fellow Kroot on matters of business, and the most sacred of rituals. The Stalker often disappears for days at a time. If he has simply hidden away in the depths of the largely empty Warsphere, or vanished for a more nefarious reason, none can say. Many of the Kindred are put ill at ease by Hrrithck, whose bizarre behaviour and empty stare are disturbing, even to the Kroot. Despite the many differences between the psychology of Kroot and humans, it seems a universal rule that familiarity with the Warp breeds madness.



Stalker Hrrithck

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	8 47	45	52	47	8 46	49	32

Movement: 5/10/15/30

Wounds: 16

Armour: Hides (Body 2, Primitive)

Total TB: 3

Skills: Acrobatics (Ag) +10, Awareness (Per), Barter (Fel), Climb (S) +10, Concealment (Ag) +20, Dodge (Ag) +20, Forbidden Lore (the Warp) (Int), Silent Move (Ag) +20, Speak Language (Low Gothic, Kroot, Tau) (Int), Survival (Int) +20, Tracking (Int) +10.

Talents: Basic Weapon Training (Universal), Exotic Weapon Training (Kroot, Pulse), Fearless, Frenzy, Furious Assault, Hard Target, Leap Up, Lightning Attack, Lightning Reflexes, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Sprint, Swift Attack, Two-Weapon Wielder (Melee, Ranged).

Traits: Fieldcraft†, Natural Weapons (Beak), Phase, Unnatural Perception (x2), Unnatural Strength (x2).

Mutations: Shadowkin.

Weapons: Kroot pistol (Pistol; 30m; S/-/-; 1d10+5 E; Pen 1; Clip 3; Reload 2 Full), pulse rifle (Basic; 150m; S/2/4; 2d10+3 E; Pen 4; Clip 36; Reload Half; Gyro-Stabilised), mono-knife (Melee; 1d5+4 R; Pen 2), beak (Melee; 1d5+4 R; Primitive), bolas (Thrown; 10m; S/-/-; Damage —; Pen 0; Clip 1; Rld —; Inaccurate, Primitive, Snare).

Gear: Cut meat, bandolier of 30 spare charges for pistol, fetish pouch, kill trophies.

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

ENCOUNTERING THE MERCENARIES

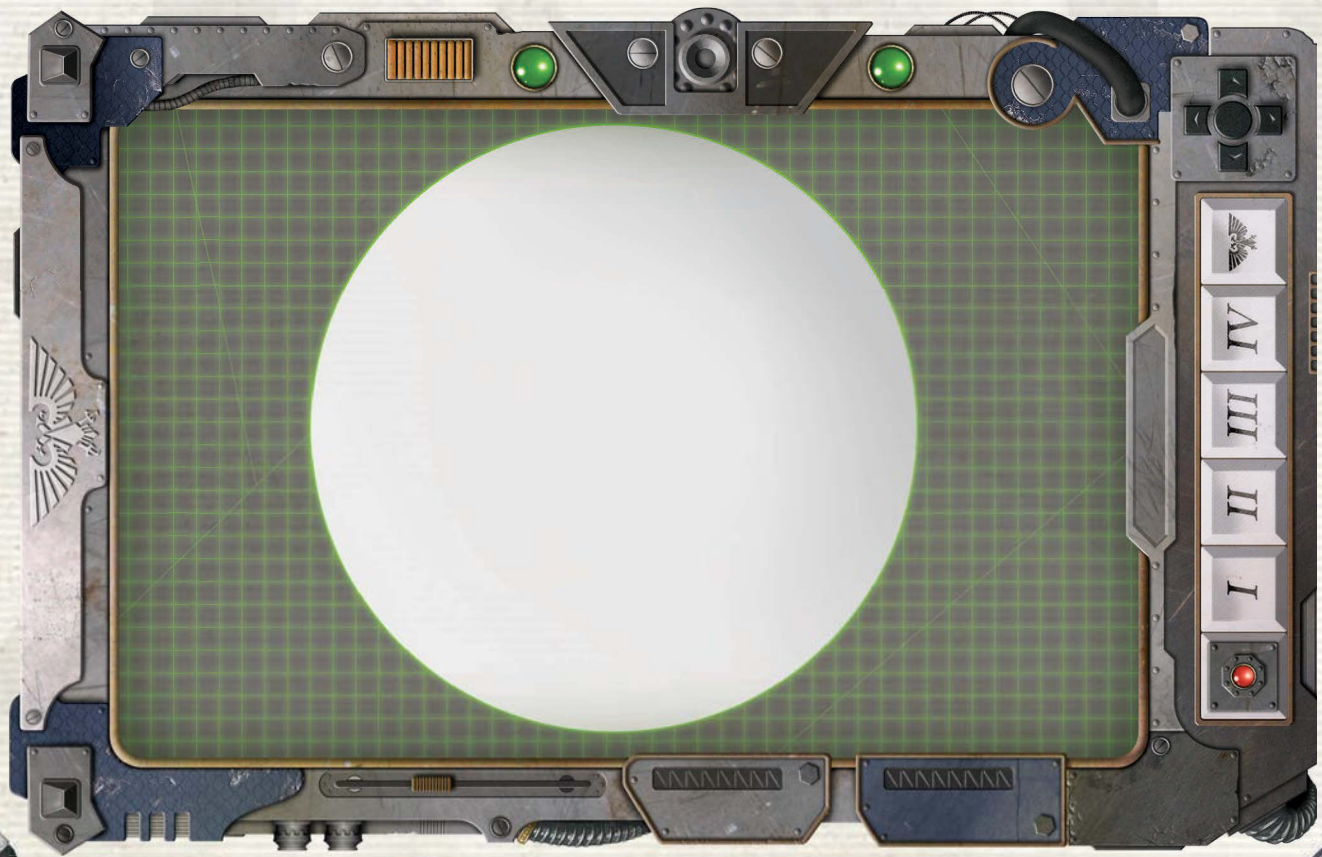
There are a number of ways a GM might incorporate the Forsaken Kindred into his campaign. Due to their mercenary nature, the Explorers might encounter the Kroot as foes, hired by a long-term rival or enemy. Conversely, there are any number of reasons why the Explorers might wish to hire mercenaries of their own. The Forsaken could be recommended to the Explorers by a contact, and they are likely to hear stories of the Kindred's effectiveness. Additionally, the Kroot might be encountered in the deep reaches of the Expanse, far from Footfall and the other pockets of civilization near to the Maw. Of course, dealing with aliens is morally and legally perilous, in the best of cases. Explorers may discover more than they bargained for in the Forsaken, should they witness the random mutations amongst the Kroot. Kroot nature is ill-understood even by xenobiologists savants. Most Explorers would be completely justified to reach the conclusion that such rampant and unchecked mutation could have only one explanation—the touch of Chaos. Even for the most jaded of Rogue Traders, and those with no qualms about treating with xenos, the prospect of colluding with the forces of the Dark Gods is unconscionable. Such a situation could easily be exacerbated by the fact that Kroot have little or no concept of Chaos and corruption. These cultural differences, along with the Forsaken's secretive nature, could make it extremely difficult to reach a mutual understanding.



ROGUE TRADER

PLANETARY CHARACTERISTIC SHEET

NAME	_____
SYSTEM TYPE	_____
STAR TYPE	_____
BODY	_____
GRAVITY	_____
ORBITAL FEATURES	_____
ATMOSPHERE	_____
CLIMATE	_____
HABITABILITY	_____
LANDMASSES	_____
TERRITORIES	_____
NAME	TERRAIN TYPE
RESOURCE	ABUNDANCE:
RESOURCE	ABUNDANCE:
RESOURCE	ABUNDANCE:
LANDMARKS	_____
NATIVE SPECIES	_____
INHABITANTS	DEVELOPMENT LEVEL
NAME	TERRAIN TYPE
RESOURCE	ABUNDANCE:
RESOURCE	ABUNDANCE:
RESOURCE	ABUNDANCE:
LANDMARKS	_____
NATIVE SPECIES	_____
INHABITANTS	DEVELOPMENT LEVEL
NAME	TERRAIN TYPE
RESOURCE	ABUNDANCE:
RESOURCE	ABUNDANCE:
RESOURCE	ABUNDANCE:
LANDMARKS	_____
NATIVE SPECIES	_____
INHABITANTS	DEVELOPMENT LEVEL



ROGUE TRADER™

COLONY

REPRESENTATIVE

NAME _____

COLONY TYPE _____

SIZE

1 2 3 4 5 6 7 8 9 10

BASE PROFIT FACTOR VALUE

1 2 3 4 6 8 10 12 14 18

TOTAL PROFIT FACTOR VALUE

COMPLACENCY

ORDER

PRODUCTIVITY

PIETY

INFRASTRUCTURE UPGRADES

UPGRADE _____ EFFECT _____

UPGRADE _____ EFFECT _____

UPGRADE _____ EFFECT _____

UPGRADE _____ EFFECT _____

UPGRADE _____ EFFECT _____

SUPPORT UPGRADES

UPGRADE _____

EFFECT _____

UPGRADE _____

EFFECT _____

UPGRADE _____

EFFECT _____

UPGRADE _____

EFFECT _____

UPGRADE _____

EFFECT _____

NOTES _____



Name: _____

WS	BS	S	T	Ag	Int	Per	WP	Fel

SKILLS _____

TALENTS _____

WEAPONS/GEAR _____

REPRESENTATIVE TYPE _____

PERSONALITY _____

NOTES _____

Colony Charter, Abbreviated form

This colony, founded under the name of _____, has been lawfully chartered in the name of the most august _____ dynasty, representing the interests of the God-Emperor in the Koronus Expanse, which is His rightful domain by divine manifest.

This colony is chartered with the holy toil of _____, as ratified by the agents of the Imperium (_____)

The inhabitants of this colony agree, by their presence, to uphold the will of the God-Emperor through His instrument, the Rogue Trader of the _____ dynasty, or that Rogue Trader's duly appointed representative, _____. Any acts of sedition against the Rogue Trader are to be treated as acts against the God-Emperor's interests, and dealt with accordingly at the discretion and mercy of the Rogue Trader.

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