

ROGUE TRADER

CORE RULEBOOK

WARHAMMER
40,000
ROLEPLAY

RIFTS OF HECATON

THAINEAL ECHOES

Here is Demons

ACCURSED DEMESNE

UNREHOLDEN
REACHES

Beware the Siren Star

ALENIC DEPTHS

Proceeding of the Damned

THE KORONUS
EXPANSE
OF THE
HALO STARS





Warp Shoals

Barusian

Zayth War

Vattem's Salvation

Egarian Dominion

Burthorpe Dawn

WINTERSCALE'S REALM

Basraon

Yalmyr

YALMYR'S ASSAULT

Dolanum

THE CAULDRON

Rein

FOUNDLING'S WORLDS

Graw

GOD-EMPEROR'S SCOURGE

Yalmyr

SCREAMING VORTEX

VOID DANCER'S ROIL

RAGGED WORLDS

THE KORONUS PASSAGE

The Tomb

POPCORN

FOOTFALL

Orbit

The Tomb

Winterscale's Heritage

World



SCREAMING

God-Emperor's Scourge

Yalmyr



ENJOY.

ROGUE TRADER



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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www.FantasyFlightGames.com

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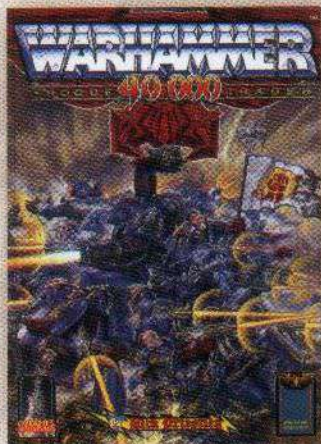
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FOREWORD

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



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

The resulting success prompted speculative design work on other projects seeking to link Citadel's miniatures to wargame rules. Sadly, most of these efforts proved stillborn, but one idea kept resurfacing. This idea was to create a spaceship combat game; tentative rules were written and playtested, a background universe sketched, and a name chosen. The only drawback was we didn't have a range of spaceship models to sell! Undaunted by this minor detail—and convinced the Games Workshop/Citadel design staff would rise to the challenge—an advert was placed in 'The First Citadel Compendium' (also 1983) for "Citadel's SF Role Play System ROGUE TRADER." Clearly things had taken a new turn!

Not content with a game restricted to a handful of spaceship models (that didn't exist), we decided to expand the idea to embrace the sf models starting to appear in Citadel's expansive model ranges.

A certain Rick Priestley was set to work on

the project, and immediately redirected it back towards being a tabletop miniatures game rather than a roleplaying game.

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

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

May all your endeavours bear profit!

Alan Merrett,
Games Workshop



It is the 41st Millenium...

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

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

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



AMBITION KNOWS NO BOUNDS

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

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

WHAT IS A ROLEPLAYING GAME?

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

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

result in your character falling into the alley below.

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

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

WHAT YOU NEED TO PLAY ROGUE TRADER

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

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

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

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





WHAT'S IN THIS BOOK?

ROGUE TRADER is divided into fifteen chapters. They are:

INTRODUCTION

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

CHAPTER I: CHARACTER CREATION

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

CHAPTER II: CAREER PATHS

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

CHAPTER III: SKILLS

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

CHAPTER IV: TALENTS

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

CHAPTER V: ARMOURY

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

CHAPTER VI: PSYCHIC POWERS

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

CHAPTER VII: NAVIGATOR POWERS

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

CHAPTER VIII: STARSHIPS

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

CHAPTER IX: PLAYING THE GAME

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

CHAPTER X: THE GAME MASTER

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

CHAPTER XI: THE IMPERIUM

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

CHAPTER XII: ROGUE TRADERS

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

CHAPTER XIII: THE KORONUS EXPANSE

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

CHAPTER XIV: ADVERSARIES & ALIENS

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

CHAPTER XV: INTO THE MAW

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



GAME DICE

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

In the game rules, one ten-sided die is referred to as “1d10” while two ten-sided dice are referred to as “2d10” and so forth.

ROGUE TRADER also often requires players to generate a random number from 1–100. This is known as a percentage roll and is often abbreviated as “d%” or “1d100.”

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

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



EXAMPLE

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

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

EXAMPLE

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

TABLE A-1: PERCENTAGE ROLL EXAMPLES

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