

DEATHWATCH

The Emperor's Angels



Gods Walk Among Us

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Chapter 1: New Mechanics

Introduction

Hello and welcome to my newest guide for Deathwatch. This guide came about as a part of my desire to run an incredibly high powered 40k game with all three of the first systems. After running Deathwatch twice, I saw a few problems that really stood out, namely that the Devastator drops off in usefulness later in the game, the Tactical Marine and Apothecary tend to take a bit of a backseat, and that Assault Marines, Librarians, and Techmarines pack one hell of a punch.

This guide is meant to provide a few more options for Deathwatch Characters who might want to pursue other archetypes not presented in the official supplements. Several of the Alternate Career Ranks are purely fan-written, and I have denoted where lore is taken from throughout the guide. Hope you enjoy the new addition and happy gaming!

-Lodge Blackman



Fate Points: New Uses and Considerations

Source Disclaimer: These are house rules that I used when I ran Borderwatch 1 and 2, I've put them in writing for those interested. Generally they've let the games be more interesting and allowed more player choice.

New Rule: Spending Fate Points

Characters may spend their Fate Points to re-roll any number of times, but the final re-roll is the result taken, regardless of what was rolled prior. This means that a character could fail a roll, fail the re-roll, then spend another fate point to re-roll a second time, but the second re-roll would stand (provided they did not spend another Fate Point to re-roll a third time).

Awarding Fate Points: A Consideration

Fate Points are intended to be a rarity, but given the scope of the threat that Marines may face by the end of their progression, they will likely be facing titanic amounts of foes and may wind up going through them fairly often. Generally it is beneficial to award fate points when the Kill-Team achieves a superhuman feat, such a taking on an entire Tyranid Swarm, Ork WAAAGH! Or equivalent. It may also be worth it to award them at key story points, such as the rescue of an important person or the changing of the minds of a significant portion of people.

New Fate Point Usage: Heroic Endurance

Instead of Burning Fate to simply survive, you may burn a fate point to survive and stay in the action. Burning a Fate Point in this manner prevents all damage that would cause Critical Effects from the attacker, even if that Attacker has subsequent attacks that would do damage. The character who burned the fate point then heals 1d10+Rank wounds and remains fighting as though they had not taken any damage. Once they have regained these wounds, they may be targeted as normal and may fall again, which would require the burning of another Fate Point to survive. If the character who burns a fate point to use Heroic Endurance then perishes the next round and has no fate points left, they suffer the critical effects which result in their death normally.

Deeds and Distinctions

Deeds and Distinctions function very similarly to Backgrounds and Elite Advances respectively, and more information on how they work can be found in Rites of Battle on page 74 and 89 also respectively.

Included below are some training packages that reflect a bit of time training with the various different aspects of the Marine's chapter. These packages may be purchased as BOTH Deeds at character creation and Distinctions later should the a character decide to roleplay training with someone of a specific type of company after the game has begun.

These Deeds and Distinctions are meant only to reflect a basic bit of training that the character has done with their Battle Brothers, not official, more in-depth training may be obtained with Alternate Ranks in this and other supplements.

New Deed/Distinction: 1st Company Veteran Training

Source Disclaimer: Lore below is taken from wh40k.lexicanum.com

Veteran Space Marines are members of the 1st Company of a Space Marine Chapter, the so called Veteran Company. They form the Chapter's battle hardened core and have wide access to its armoury.

To be promoted into the 1st Company is a great honour for all battle-brothers. Those that have proven themselves worthy usually have centuries of service behind them and have risen to the rank of a sergeant. Sometimes a less experienced Marine may be accepted after committing several acts of outstanding heroism.

The Marines of the 1st Company bear the privilege of taking the Chapter's finest and most revered equipment to battle, as well as the duty to return with it afterwards.

Cost: 500 XP

Starting Skills: Command, Tactics (Choose One)

Starting Talents: Air of Authority

New Deed/Distinction: 2nd, 3rd, 4th, or 5th Battle Company Training

Source Disclaimer: Lore below is taken from wh40k.lexicanum.com

The 2nd, 3rd, 4th and 5th Companies are known as Battle Companies, as they generally form the main battle force deployed for engagements. All four Companies have the same organisation, split into 6 Tactical Squads, 2 Assault Squads and 2 Devastator Squads. Each Battle Company also includes two Dreadnoughts, and maintains their own motor pool of Rhino and Razorback transports, Land Speeders and Space Marine Bikes.

Cost: 500 XP

Starting Skills: Survival, Tracking

Starting Talents: Hip Shooting



Deeds and Distinctions

New Deed/Distinction 6th and 7th Reserve Company Training

Source Disclaimer: Lore below comes from wh40k.lexicanum.com

The 6th, 7th, 8th and 9th Companies are the Reserve Companies, designed as training and reserve formations, used to bolster the Battle Companies in combat when needed.

The 6th and 7th Companies are each comprised entirely of Tactical Squads, and in battle are used to bolster the main battle line, as well as carry out flanking or diversionary attacks. Like Battle Companies, the 6th and 7th include Rhino and Razorback transports, as well as Dreadnoughts. The 6th Company, however, is trained with and equipped to deploy entirely as bike squadrons, while the 7th can do the same on Land Speeders. These forces are held in reserve to be deployed at the discretion of force commanders as tactical situations evolve, often to bolster weak points or aid in breaking through enemy lines at specific locations.

Cost: 500 XP

Starting Skills: Drive(Ground Vehicle or Skimmer/Hover), Tactics (Choose One)

Starting Talents: Leap Up

New Deed/Distinction: 8th Company Assault Training

Source Disclaimer: Lore below comes from wh40k.lexicanum.com

The 8th Company is comprised entirely of Assault Squads and is one of the most mobile forces, used in battle whenever close-quarters fighting is necessary.

Cost: 500 XP

Starting Skills: Acrobatics, Tactics (Assault Doctrine)

Starting Talents: Assassin Strike

New Deed/Distinction: 9th Company Devastator Training

Source Disclaimer: Lore below comes from wh40k.lexicanum.com

The 9th Company, meanwhile, is comprised entirely of Devastator Squads and is used as a long-range fire support formation to anchor defensive points.

Cost: 500 XP

Starting Skills: Demolition, Tactics (Assault Doctrine)

Starting Talents: Rapid Reload

Both the 8th and 9th Companies include Dreadnoughts, Rhinos and Razorbacks, though only the 8th Company is equipped with bikes and Land Speeders.

New Deed/Distinction: 10th Company Scout Training

Source Disclaimer: Lore below come from wh40k.lexicanum.com

The 10th Company consists entirely of Scout Squads and has no formal size structure, as recruitment does not provide a steady flow of new recruits. As such the 10th Company is the most lightly armed and is most often used as a recon force. Scouts are sometimes mounted on Space Marine Bikes, but do not use Rhino or Razorback transports.

Cost: 500 XP

Starting Skills: Concealment, Silent Move, Tactics (Recon and Stealth)

Starting Talents: Catfall



Deeds and Distinctions

New Deed/Distinction: Armory Training

Source Disclaimer: Lore below is fan written, use or disregard as needed.

The arsenal of the Space Marine Chapters is incredibly diverse, ranging from the humble combat knife to the devastating Plasma Cannon. Those who have spent some time in the company of the Techmarines and support staff who maintain this equipment pick up a few tricks.

Cost: 500XP

Starting Skills: Common Lore (Tech), Trade (Armourer)

Starting Talents: Technical Knock

New Deed/Distinction: Librarius Training

Source Disclaimer: Lore below is fan written, use or discard as needed.

While apart from the rest of the chapter, those who spend time with the members of the Librarius tend to develop a deeper understanding of the power they wield.

Cost: 500 XP

Starting Skills: Forbidden Lore (Psykers), Forbidden Lore (Warp)

Starting Talents: Resistance (Warp)



New Deed/Distinction: Marine Battlefleet Officer Training

Source Disclaimer: Lore below is fan written, use or discard as needed.

While not as large as the Battlefleets themselves, there are still ships at the disposal of the various chapters. Those who spend time among those learning to lead them into battle pick up a bit of their skill and knowledge.

Cost: 500 XP

Starting Skills: Command, Tactics (Air Combat or Orbital Drop Procedures or Void Combat)

Starting Talents: Void Accustomed (See Below)

New Deed/Distinction: Marine Battlefleet Support Training

Source Disclaimer: Lore below is fan written, use or discard as needed.

Though there are many who lead the ships of the Astartes, so too are the a plethora of support personnel who aid in keeping the ship functioning. During the long voyages, many marines find themselves learning more than they expect from the denizens of the mobile city.

Cost: 500 XP

Starting Skills: [(Trade (Shipwright) or Pilot (Choose One))] and Tactics (Air Combat or Orbital Drop Procedure or Void Combat)

Starting Talents: Void Accustomed

New Talent: Void Accustomed

Characters with this talent do not suffer the penalties for fighting in zero-gravity and are considered able to move around without needing to make a test to avoid flying off into space (particularly risky maneuvers and extenuating circumstances still require a roll) (See Deathwatch page 210).

New Talents

New Talent: Brothers in Spirit

Cost: 500XP

Benefit: Those who are not gifted with the impressive biology of the Space Marines may still be taught their tactics. A Marine with this advance may treat a number of Non-Space Marine Allies equal to Fellowship Bonus as Space Marines for the purposes of Cohesion and Squad Mode. Cohesion may now be spent to engage the various general Squad Modes, but not Chapter Squad Modes or Solo Modes. The cost of Squad Modes when humans are included is increased by 2 Cohesion.

New Talent: Walking With Angels

Prerequisite: Non-Space Marine

Cost: 1,000XP

Benefit: After significant time spent learning the tactics and fighting alongside the Adeptus Astartes, these humans have learned to mimic them to an almost perfect degree. Those who take this advance may now benefit from the Chapter Squad modes of their Marine counterparts. They may also now benefit from Solo Modes based on their experience level as detailed in the Deathwatch Core Rulebook, but they may use them half as often as Space Marines (minimum once).

New Talent: Way of the Crusader

Cost: 1,000 XP

Benefit: Those who take this Talent have grown exceptionally adept at hunting down that which is Heretical and Unclean, channeling their fury and allowing devastating hits to land with increased frequency. Those who take this Talent no longer need to re-roll to confirm Righteous Fury on Traitor Marines and Heretics.

New Talent: Way of the Daemonslayer

Cost: 1,000 XP

Benefit: Those who take this talent have grown exceptionally adept at hunting down Immaterial threats from beyond the veil of our reality, channeling their fury and allowing devastating hits to land with increased frequency. Those who take this Talent no longer need to re-roll to confirm Righteous Fury on Daemons and other Warp Entities.

New Talent: Vanguard of Destruction

Prerequisite: Assault Marine

Cost: 1,000 XP

Benefit: So skilled in the art of assault has the Battle Brother become that they now gain the benefits of both the Angel of Death and Wings of Angels Special Abilities (Deathwatch Core Rulebook page 73).



Chapter 2: New Advanced Specialties

Using Advanced Specialties

Advanced Specialties represent additional training, specialised skills and unique roles within the Deathwatch which a Battle-Brother might achieve during his time with the Chapter. An Advanced Specialisation may be taken by a player any time (with the consent of the GM) he makes a new Rank provided he meets the requirements and experience point cost. The character then gains the special benefits of the Advanced Specialisation and access to its advance tables in addition to access to the Generic Space Marine advances, Chapter advances and the advances for his specialisation.

Normally, it is not possible for a character to gain more than one Advanced Specialties. At the GM's discretion, a character may possess more than one Advanced Specialties (for example, he may have both the Deathwatch Chaplain and Deathwatch Dreadnought Advanced Specialties), but the character must possess all the necessary qualifications and prerequisites.

Duplicate Skills and Talents

It is likely that some of the advances a Battle-Brother receives as part of taking an Advanced Specialisation he will either already have access to or will gain access to as part of his normal Specialisation, Chapter or Deathwatch advance tables. However, reflecting the focused nature of an Advance Specialisation, players will find that these skill and talent advances are cheaper than in other places, and in some cases do not carry the same prerequisite requirements as on other advancement tables. As with all advance tables, should a player-character have access to the same skill, talent or trait on multiple tables he may choose where to acquire it from.

Advanced Special Abilities

When a Battle-Brother takes an Advanced Specialisation he gains a special ability in the same way as he gains a special ability at Rank 1 when he chooses his normal specialisation. This special ability works like a talent or trait and adds a new special rule to the character, reflecting specialised training or some other perk of taking the Advanced Specialisation. Unlike standard Specialties, Advanced Specialties always provide the same special ability (rather than offering a choice), once again reflecting their specialised nature. Players do not pay a separate experience cost for these abilities as they are included in the cost of taking the Advanced Specialisation itself.



Apothecary Primaris

Source Disclaimer: Lore below is fan written, feel free to use or discard as needed. This specialty is meant to reflect an incredibly gifted student of medicine.

Those who follow the path of the Apothecary are tasked with some of the most important tasks of all. As they practice their art, their knowledge of the biology of the creatures of the galaxy grows to untold proficiencies, and so too does their ability to treat the ailments of those they fight alongside.

Those who have mastered these higher mysteries are referred to by the honorific title Apothecary Primaris. Their skills are not only

treating wounds of the body, but wounds of the mind and soul. They can bring back their fellows from even the most grievous of traumas, and are highly valued members of any Chapter or Kill-Team.

Rank: 4+

Restriction: Apothecary

Cost: 2,000

New Signature Wargear: Astartes Chainsword, 50 Requisition worth of Drugs and Consumables

Special: This specialty does not count towards the normal limit of Advanced Specialties.



Apothecary Primaris Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Lore: Forbidden (Mutants)	200	Skill	-
Lore: Forbidden (Mutants) +10	200	Skill	Lore: Forbidden (Mutants)
Lore: Forbidden (Mutants) +20	200	Skill	Lore: Forbidden (Mutants) +10
Iron Jaw	200	Talent	Toughness 40
Master Chirurgion	400	Talent	Medicae +10
Geneticae Sciolo	500	Talent	-
Medicinae Mirare	500	Talent	-
Mentis Peritum	500	Talent	-
Venenum Fortissimum	500	Talent	Create Toxins or Medicinae Mirare
Venenum Nubes	500	Talent	Create Toxins or Medicinae Mirare

New Talents

Geneticae Sciolo

The Apothecary Primaris may remove impurities from the bodies of humans. Make a Challenging (+0) Medicae test, remove a number of Corruption points equal to 1+Degrees of success from the patient. If this brings them below a Threshold for Mutations, that mutation is removed. This talent may be used once per week per patient.

Medicinae Mirare

The Apothecary Primaris gains the benefit of all three Apothecary Special Abilities (Guardian of Purity, Create Toxins, and Enhance Healing).

Mentis Peritum

The Apothecary Primaris can treat the mental trauma of those who spend their lives facing the unknowable. By making a Challenging (+0) Medicae Test the Apothecary Primaris may remove a number of Insanity points equal to 1+Degrees of Success from the patient. If this brings them beneath an Insanity threshold, they lose the Disorder that it previously called or lessen the effects of the Primarch's curse by one level. This talent may be used once per week per patient.

Venenum Fortissimum

Prerequisites: Create Toxins or Medicinae Mirare

The Apothecary Primaris has become so skilled at creating toxins that theirs have a potency unmatched by any others in the Imperium. The Toxins manufactured by the Apothecary Primaris now instill a penalty of -(5*Intelligence Bonus of creator) to all creatures attempting to resist the extra damage.

Venenum Nubes

Prerequisite: Create Toxins or Medicinae Mirare

The Apothecary Primaris has learned to distill his toxins into an aerosol cartridge that dispenses its payload on contact. The Apothecary Primaris may create a number of cartridges for ranged weapons equal to Twice his Intelligence Bonus, allowing the toxic quality to the enemy targeted plus all those within Blast(2). This effect does not stack, but may be re-applied with a second shot if resisted. If applied to a Melee weapon, the toxin affects all enemies adjacent to the wielder, then function as Create Toxins normally does for Melee weapons.

Astartes Marksman

Source Disclaimer: Lore below is fan written, feel free to use or disregard as needed. This specialty is meant to reflect those who have incredible skill with precision weaponry.

While charging forth with Chainsword revving or Bolter barking is a tactic used by many Adeptus Astartes, some prefer to return to the roots of their training in the Scout Company. Some continue to hone those skills, becoming devastatingly proficient with long range precision weaponry. The Astartes

Marksman is the pinnacle of this, able to deal out justice to the Emperor's foes with incredible ability. Be their foes a single target or oncoming army, the Astartes Marksman can pick them off with deadly accuracy.

Rank: 2+

Restriction: Apothecary or Tactical Marine

Cost: 2,000

New Signature Wargear: Astartes Sniper Rifle



Astartes Marksman Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Awareness +10	200	Skill	Awareness
Awareness +20	200	Skill	Awareness +10
Tracking	200	Skill	
Tracking +10	200	Skill	Tracking
Tracking +20	200	Skill	Tracking +10
Shadowing	200	Skill	-
Shadowing +10	200	Skill	Shadowing
Shadowing +20	200	Skill	Shadowing +10
Crack Shot	300	Talent	Ballistic Skill 40
Deadeye Shot	300	Talent	Ballistic Skill 30
Leap Up	300	Talent	-
Marksman	300	Talent	Ballistic Skill 35
Mighty Shot	300	Talent	Ballistic Skill 40
Sharpshooter	300	Talent	Ballistic Skill 40, Deadeye Shot
Linear Penetration (1)	500	Talent	-
Linear Penetration (2)	500	Talent	Linear Penetration (1)
Piercing Shot	500	Talent	-
Precise Targeting	500	Talent	-
Trick Shot	500	Talent	-

New Talents

Trick Shot

The Astartes Marksman has mastered the art of landing hits on a target, even ones around corners. They may make an appropriate difficulty Awareness Test to discern where a target is, then may make a called shot to hit them at an additional -20 penalty. On a successful hit, damage is rolled normally.

Piercing Shot

The Astartes Marksman has learned where best to hit targets en masse to fell the greatest number of them. When attacking a Horde with a weapon with the Accurate quality, the Marksman does an additional point of damage to the Horde for every two degrees of success scored on the attack roll.

Precise Targeting

The Astartes Marksman has learned how to cause damage done by their weapons by targeting weak points in armor.. When wielding a weapon with the Accurate quality, the weapon gains 3 Penetration in the Marksman's hands.

Linear Penetration (X)

Prerequisites: Previous Linear Penetration (If Applicable)

When wielding a weapon with the Accurate quality, the Astartes Marksman treats the weapon as having the Devastating (X) quality, where X is the number of times this talent has been taken.

Bastion

Source Disclaimer: Lore below is fan written, feel free to use or disregard as needed. This specialty is meant to reflect incredible skill with weapon and shield.

There are many who are skilled with melee weapons among the Adeptus Astartes, but among those are individuals who practice tirelessly the art of close quarters combat, mastering the art of seamlessly blended attack and defense. Known as a Bastion, these Astartes are invaluable in holding the front

lines of formations and preventing enemies from reaching the company's ranged support. Able to time their parries and ripostes with devastating efficiency, there are few who can stand against their might in battle.

Rank: 4+

Restriction: Assault Marine or Tactical Marine

Cost: 3,000

New Signature Wargear: One Handed Power Weapon (Choose One), Astartes Storm Shield



Bastion Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Combat Master	400	Talent	Weapon Skill 30
Counter-Attack	400	Talent	Weapon Skill 40
Leap Up	400	Talent	-
Hammer Blow	400	Talent	Adeptus Astartes
Iron Jaw	400	Talent	Toughness 40
Stalwart Defense	400	Talent	Adeptus Astartes
Thunder Charge	400	Talent	Adeptus Astartes
Master Defender	500	Talent	-
Powerful Riposte	500	Talent	Shield Bash
Shield Bash	500	Talent	-
Unbreakable Defense	500	Talent	-
Wall of Steel	500	Talent	Agility 35

New Talents

Master Defender

The Bastion has learned to treat their combat shield as an extension of themselves. The additional armor from a shield now extends to all armor locations instead of just the arm and body.

Powerful Riposte

Prerequisite: Shield Bash

The Bastion's skill has grown such that they are able to strike at the most vulnerable points of foes after parrying with their Shield. The Bastion gains an additional 3 Armor Penetration if they successfully hit with a Counter Attack.

Shield Bash

Prerequisites: Counter Attack

The Bastion has learned to follow up their strikes with devastating blows from their melee weapons. After a successful Parry with a shield, the Bastion may use the Counter Attack talent with either the Shield or their wielded weapon.

Unbreakable Defense

The Bastion learns to catch the mightiest blows on even the slightest bit of their shield. The Bastion may reroll one failed Parry attempt per round.

Centurion

Source Disclaimer: Lore below is taken from www.warhammer40k.wikia.com.

A Centurion is a Space Marine who has been equipped with a powered exoskeleton worn over his normal suit of Power Armour known as a Centurion warsuit that allows him to serve a heavy ranged or close combat assault role between that of a normal Astartes and a Terminator. A Centurion warsuit enables a Space Marine to stride into battle with the firepower of a battle tank at his fingertips. Protected by thick ablative plates of ceramite, a Centurion warsuit renders its pilot immune to all but the most powerful of weapons. Named after the Space Marine Legion leaders of old, the Centurion warsuit design was unearthed in the aftermath of the Age of Apostasy in the 36th Millennium, and after sanction by the Adeptus Mechanicus, the suits found their way into the armouries of almost every Space Marine Chapter.

Rank: 6+

Renown: Famed

New Honour Awarded:

New Honour: Centurion - Awarded to those who proved themselves incredible warriors and have undergone the strenuous Centurion Pilot training.

Cost: 4,000



Centurion Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Tactics (Assault Doctrine)	400	Skill	-
Tactics (Assault Doctrine) +10	400	Skill	Tactics (Assault Doctrine)
Tactics (Assault Doctrine) +20	400	Skill	Tactics (Assault Doctrine) +10
Berserk Charge	1000	Talent	-
Cleanse and Purify	1000	Talent	Astartes Weapon Training
Crushing Blow	1000	Talent	Strength 40
Flesh Render	1000	Talent	Adeptus Astartes
Furious Assault	1000	Talent	Weapon Skill 35
Lighting Attack	2000	Talent	Swift Attack
Storm of Iron	1000	Talent	-
Swift Attack	1500	Talent	Weapon Skill 35
Thunder Charge	2000	Talent	Adeptus Astartes
Whirlwind of Death	2000	Talent	Adeptus Astartes

Combat Pilot

Source Disclaimer: Lore below is fan written, feel free to use or disregard as needed. This specialty is meant to reflect great skill with flying craft.

One of the less acknowledged paths for a member of the Adeptus Astartes to follow is also one of the most important ones. Without skilled Combat Pilots, the Thunderhawks of the Chapter would never reach the Space Hulks they are sent to investigate. Extracting Marines from hot zones would be an impossibility, and the inability to provide reinforcement and supplies would result in

countless Battle Brothers falling to the enemies of the Imperium. Combat Pilots are in tune with the various aircraft and voidcraft of the Imperium to a degree that few can replicate. Their skills allow them to fly faster, avoid fire more reliably, and minimize the damage to their craft when struck under enemy fire.

Rank: 4+

Restriction: Pilot (Any)

Cost: 2,000

New Signature Wargear: Exceptional Craftsmanship Mind Impulse Unit



New Talents

Ace Pilot

The Combat Pilot may now combine up to two maneuvers as part of the same action without the additional -10 penalty. They no longer apply vehicle size penalties on maneuver actions.

Balls to the Wall!

The Combat Pilot excels in operating at high speeds. They may now move twice (make a full move) and attack as part of one action, turning in between as craft rules permit. Additionally, attacks made against their craft suffer a -20 Penalty due to their rapid transit.

Best Foot Forward

The Combat Pilot has learned the benefit of taking hits on the sturdiest part of their craft, and is now able to perform maneuvers to present that side first out of reflex. The Combat Pilot treats the highest

Armor rating of the craft as the Armor rating on all parts of the craft. Additionally, they add their Rank as a bonus to Armor on all locations of any craft they pilot (Not including Capital-Sized Voidships).

Do a Barrel Roll!

The Combat Pilot may now make a Challenging (+0) Pilot Check to negate any damage their vehicle suffers from one source once per round.

Stay on Target

The Combat Pilot may aid those firing onboard weapons (including themselves). By taking a half action and making a Challenging (+0) Pilot Test appropriate to the vehicle they are piloting, they may grant a 5+(5*Degrees of Success) Bonus to the next Ballistic Skill Test of one of the vehicle's weapons as they bring it into optimal firing arc.

Combat Pilot Advanced Specialty Advances

Advance	Cost	Type	Prerequisites
Navigation (Stellar)	200	Skill	-
Navigation (Stellar) +10	300	Skill	Navigation (Stellar)
Navigation (Stellar) +20	400	Skill	Navigation (Stellar) +10
Navigation (Warp)	200	Skill	-
Navigation (Warp) +10	300	Skill	Navigation (Warp)
Navigation (Warp) +20	400	Skill	Navigation (Warp) +10
Pilot (Any) (3)	200	Skill	-
Pilot (Any) +10 (x3)	300	Skill	Pilot (Any)
Pilot (Any) +20 (x3)	400	Skill	Pilot (Any) +10
Talented Pilot (Any) (x3)	400	Talent	-
Ace Pilot	500	Talent	-
Balls to the Wall	500	Talent	-
Best Foot Forward	500	Talent	-
Do Barrel Roll!	500	Talent	-
Stay on Target	500	Talent	-

Devastator Dominus

Source Disclaimer: Lore below is fan written and may be used or disregarded as needed. This specialty is meant to reflect unparalleled skill with Heavy Weaponry.

Those who have undergone the training of a Devastator are able to bring ruination upon their enemies from a great distance. Among those are Marines who truly embrace the art of dealing death from afar, resulting in an unmatched ability to bring death to the enemies of the Emperor. Able to mow down wide arcs of enemies, prevent malfunction due

to volatile ammunition, and hold their own as their position gets charged, these warriors are known by the title Devastator Dominus.

Rank: 4+

Restriction: Devastator

Cost: 2,000

New Signature Wargear: Special Ammunition worth a total of 50 Requisition (Must still meet renown requirements), Motion Predictor

Special: This specialty does not count towards the normal limit for Advanced Specialties.



New Talents

Adapted Ammunition

The Devastator Dominus has mastered the art of using volatile and dangerous ammunition. When the Devastator Dominus uses ammunition that has a drawback, they ignore the drawback but gain the benefits.

Eviscerating Shots (X)

When fighting Hordes, the ranged weapons wielded by the Devastator Dominus are treated as having the Devastating (X) Trait, where X is the number of times the talent has been taken, or increase the Devastating Trait of a weapon by the number of times the trait has been taken.

Hold The Line

The Devastator Dominus has mastered the art of wielding their Heavy Weapons, and may

now use them when engaged in Melee, albeit at a -40 Penalty. Note that if they are within the blast of the weapon (as with a Plasma Cannon) they will take damage if in the blast radius. They may also attempt to Parry with their Heavy Weapons, though they count as Unbalanced. Heavy weapons used to parry do not suffer the risk of being destroyed by Power Weapons.

Sweeping Arc

When the Devastator Dominus fells a foe with a semi-auto or full-auto burst, they may allocate the remaining hits to any target in range, no longer limited to 2 meters.

Master of Devastation

The Devastator Dominus gains the benefit of both Devastator Marine Special Abilities (Immovable Warrior and Unrelenting Devastation)

Devastator Dominus Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Hardy	400	Talent	-
Marksman	400	Talent	Ballistic Skill 35
Rapid Reload	400	Talent	-
Storm of Iron	400	Talent	-
Adapted Ammunition	500	Talent	-
Eviscerating Shots (1)	500	Talent	-
Eviscerating Shots (2)	500	Talent	-
Hold the Line	500	Talent	-
Sweeping Arc	500	Talent	-
Master of Devastation	500	Talent	-

Martial Artist

Source Disclaimer: Lore below is fan written, feel free to use or disregard as needed. This specialty is meant to reflect mastery of unarmed combat.

While all Astartes are trained in the basics of hand-to-hand combat, there are those who spend time truly mastering what their augmented physiques are capable of. Learning the proper stances to maximize their ability to apply force, strike vulnerable points, and catch limbs to avoid being struck, these Martial

Artists are as deadly without a weapon as many are wielding one. Able to turn their opponents strikes against each other, they are a great asset to any Chapter or Kill-Team.

Rank: 2+

Cost: 2000

New Signature Wargear: 2 Master Craftsmanship Pneumo-shock (Mono) Gauntlet Knuckles (Compatible with Astartes Power Armor) (+10 to hit, +2 Damage, +2 Pen to Unarmed Strikes)

Special: Should a Librarian take this Alternate Rank, these gauntlets may also count as Force Weapons in their hands.



New Talents

Catch Blows

The Martial Artist is now able to parry strikes while Unarmed by catching limbs and redirecting weapons. This does not function in Centurion Armor.

Combat Throw

Prerequisite: Catch Blows

The Martial Artist is able to catch blows and throw those who attempted to deliver them into others. When the Martial Artist successfully makes a Counterattack, they immediately make an opposed strength test with the enemy. If successful, they may make an additional attack against an enemy within Strength Bonus meters. If this successful, the additional target must make an opposed Strength test against the Marine or be knocked down. The enemy thrown this way is

automatically prone, and may simply be dropped adjacent to the Martial Artist without a test. If thrown over a precipice, they take falling damage as detailed in the Deathwatch Core Rulebook.

Devastating Form

Whenever this talent is taken, choose one weapon trait to from the list below. The Martial Artist's unarmed strikes are treated as though they have this quality.

- Balanced
- Felling (1)
- Devastating (1)
- Proven (3)
- Tearing

Piercing Blows

The Martial Artist gains additional 3 Penetration to their Unarmed Strikes.

Martial Artist Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Acrobatics	200	Skill	-
Acrobatics +10	300	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Contortionist	200	Skill	
Contortionist +10	300	Skill	Contortionist
Contortionist +20	400	Skill	Contortionist +10
Dodge +10	300	Skill	Dodge
Dodge +20	400	Skill	Dodge +10
Assassin Strike	500	Talent	Agility 40, Acrobatics
Berserk Charge	500	Talent	-
Catch Blows	500	Talent	-
Combat Throw	500	Talent	Catch Blows
Devastating Form (x5)	500	Talent	-
Piercing Blows	500	Talent	-
Hammer Blow	750	Talent	Adeptus Astartes

Master Tactician

Source Disclaimer: Lore below is fan written and can be used or disregarded as needed. This specialty reflects incredible skill with Command and battling Hordes.

Though all Space Marines are trained to see the ebb and flow of battles, there are those who are able to observe, assess, and predict the direction of a battle with unmatched precision. These Master Tacticians give any Chapter or Kill-Team a huge advantage, as their abilities allow them to direct their fellows to weather the storm

against untold numbers of foes and dangers, while simultaneously able to direct strikes of deadly precision in turn.

Rank: 2+

Restriction: Tactical Marine

Cost: 2,000

New Signature Wargear: Astartes Chainsword, Special Ammunition worth up to 25 Requisition (Must still meet renown requirement)

Special: This specialty does not count towards the normal limit for Advanced Specialties.



New Talents

Cohesive Mastery

The Master Tactician is able to issue orders with precision and expedience, reducing the cohesion cost of all Squad Modes and Solo Modes for the entire squad by 1 (minimum 1). Additionally, the Master Tactician may call for entry into Squad Mode as a Reaction by passing a Challenging (+0) Command Test.

Commanding Presence

Once per round as a free action, the Tactical Master may grant an ally of their choice a +20 to one roll for no cost. This may be used an additional two times each round for one Cohesion point per use. This talent may not be used on the Master Tactician themselves.

Endure and Retaliate

Prerequisites: Rank 4, Weather the Onslaught

The Hordeslayer may now dodge and parry Hordes with a penalty equal to $\frac{1}{4}$ the Horde's magnitude (round down) and may confer this benefit to their squad in the same manner as detailed in Weather the Onslaught.

Tactical Mastery

The Master Tactician gains the benefit of both Tactical Marine Special Abilities. (Bolter Mastery and Tactical Expertise)

Undaunted and Unbroken

Prerequisites: Rank 6, Endure and Retaliate

The Hordeslayer may now dodge and parry hordes without any penalty and confer this bonus to their squad in the same manner as detailed in Weather the Onslaught.

Weather the Onslaught

The Hordeslayer may now dodge and parry Hordes with a penalty equal to half the Horde's magnitude (round down). By taking a full round action and spending a point of cohesion they may confer this benefit to the rest of their squad. By spending 2 point of Cohesion they may confer this benefit as a Half Action. By spending 3 Points of Cohesion they may confer this benefit as a Free Action. By spending 4 points of Cohesion they may confer this benefit as a Reaction. The Squad must be in Squad Mode to benefit from this ability.

Master Tactician Advanced Specialty Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	-
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Scrutiny	200	Skill	-
Scrutiny +10	200	Skill	Scrutiny
Scrutiny +20	200	Skill	Scrutiny +10
Tactics (Choose One)	200	Skill	-
Tactics (Choose One) +10	200	Skill	Tactics (Choose One)
Tactics (Choose One) +20	200	Skill	Tactics (Choose One) +10
Combat Sense	400	Talent	Perception 40
Hip Shooting	400	Talent	Ballistic Skill 40, Agility 40
Mighty Shot	400	Talent	Ballistic Skill 40
Cohesive Mastery	500	Talent	-
Commanding Presence	500	Talent	-
Tactical Mastery	500	Talent	-
Endure and Retaliate	1000	Talent	Rank 4, Weather the Onslaught
Undaunted and Unbroken	1000	Talent	Rank 6, Endure and Retaliate
Weather the Onslaught	1000	Talent	-

Siegebreaker

Source Disclaimer: Lore below is fan written, feel free to use or disregard as needed. This specialty reflects skill with stealth and precision demolition, as well as grenade and missile use.

While a strong assault is an excellent strategy, there are often times when Space Marine are outnumbered by a large margin. When these times arise, those fortunate enough have someone with the skills of a Siegebreaker in their midst. Trained with expertise in stealth and demolition,

Siegebreakers are able to infiltrate enemy lines and cause untold devastation to their ranks. When involved in more frontal assaults, their familiarity with demolitions allows their explosive ordinance to cause great destruction among enemy ranks.

Rank: 4+

Restriction: Devastator or Tactical Marine

Cost: 4,000

New Signature Wargear: Auxiliary Grenade Launcher, Explosives worth 50 Requisition (Must still meet renown requirement)



New Talents

Concealed in Shadow

Prerequisites: Concealment +20, Silent Move +20

The Siegebreaker has become adept at infiltrating behind enemy lines to properly place demolitions. They no longer take any penalties to Hide or Move Silently due to Power Armor. This talent does not apply to Terminator or Centurion Armor.

Channeled Blast

The Siegebreaker is incredibly skilled at maximizing the destructive potential for Demolitions. They now add +2 to the Blast of all explosives that they use (including Grenades and Missiles.)

Demolition Expert

When the Siegebreaker attacks, they may choose to deal damage directly to cover instead of those behind it. If they deal damage in excess of the Armor's AP value, it is destroyed and those behind it no longer benefit from the increased AP.

Piercing Shrapnel

The Siegebreaker has learned how to direct the results of explosions to pierce even the toughest armor. The Siegebreaker's explosives gain an additional 3 Penetration.

Wide-Reaching Devastation (X)

The Siegebreaker has become adept at placing explosives in masses of enemies to do the most possible damage. The Siegebreaker's explosives are treated as having the Devastating (X) trait, where X is the number of times that this talent has been taken.

Siegebreaker Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Concealment	200	Skill	-
Concealment +10	300	Skill	Concealment +10
Concealment +20	400	Skill	Concealment +20
Demolition	200	Skill	-
Demolition +10	300	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Silent Move	200	Skill	-
Silent Move +10	300	Skill	Silent Move
Silent Move +20	400	Skill	Silent Move +10
Channeled Blast	500	Talent	-
Demolition Expert	500	Talent	-
Piercing Shrapnel	500	Talent	-
Wide Ranging Devastaion	500	Talent	-
Concealed in Shadow	1500	Talent	Concealment +20, Silent Move +20

Tank Commander

Source Disclaimer: Lore below is fan written, feel free to use or disregard as needed. This specialty reflects an incredible proficiency with land vehicle combat.

As the Soldiers of the Astartes march to battle they often rely on various land vehicles for support and transport, entrusting their lives to the skill of the crew of the vehicle. Those tasked with operating such vehicles are known colloquially as Tank

Commanders. Able to make the various land vehicles of the Astartes work in complete unison with their crews and tactically present only their strongest armor, Tank Commanders provide an incredible benefit to any Chapter or Kill-Team.

Rank: 4+

Cost: 2,000

New Signature Wargear: Exceptional Craftsmanship Mind Impulse Unit



New Talents

Machine Spirit's Herald

The Tank Commander has grown to anticipate the flow and needs of the passengers and vehicles as a whole. At the start of their turn as a free action, the Tank Commander may make a Challenging (+0) Drive Test appropriate to the vehicle they are driving. On a success they remove any penalties the occupants might suffer with performing actions while in a vehicle, regardless of what maneuvers may be performed. On a failure the penalties stay but do not increase.

One With the Chassis

The Tank Commander has grown so familiar with the weight and handling of the various Astartes Vehicles that they no longer apply the vehicle's Size Modifier as a penalty on any maneuver actions.

Precision Collision

When the Tank Commander performs the Ram action, they are able to minimize the damage to the vehicle they are in while

dealing out more to whatever hapless victim now lies beneath the treads. The Ramming action now does an additional damage per degree of success on the Drive Test and (barring a failure) will not damage the vehicle that does the ramming.

Shot on the Fly

The Tank Commander has grown so adept with the operation of their vehicle that they may now attempt an attack roll with one of their weapons as a free action while performing a non-attack maneuver, provided they are able to get a line of sight on their target and their weapon is appropriate. This attack may be Single Shot, Semi-Auto, Full Auto.

Swerving Redirection

The Tank Commander knows that the best way to survive is to take hits on the strongest armor they have, and is able to redirect fire to it out of reflex. The Tank Commander treats all armor locations of their vehicle as having the highest armor value of the vehicle. Additionally, they add their Rank as additional Armor Value to all locations on any vehicle they drive.

Tank Commander Advanced Specialty Advances

<u>Advance</u>	<u>Cost</u>	<u>Type</u>	<u>Prerequisites</u>
Drive (Any) (x3)	200	Skill	-
Drive (Any) +10 (x3)	300	Skill	Drive (Any)
Drive (Any) +20 (x3)	400	Skill	Drive (Any) +10
Navigation (Surface)	200	Skill	-
Navigation (Surface) +10	300	Skill	Navigation (Surface)
Navigation (Surface) +20	400	Skill	Navigation (Surface) +10
Talented [Drive (Any)] (x3)	400	Talent	Drive (Any)
Machine Spirit's Herald	500	Talent	-
One with the Chassis	500	Talent	-
Precision Collision	500	Talent	-
Shot on the Fly	500	Talent	-
Swerving Redirection	500	Talent	-

Chapter 4: New Equipment

Armor Modifications

Armor Restoration

A comprehensive set of overhauls that restore untold functionality to a suit of Mark VII Power Armor. This unlocks untold abilities and records from wearers past. Armor Restoration allows the Space Marine to roll or select (GM Discretion) one additional Power Armor History and apply the benefits to their armor.

Special: One time cost, applies to armor permanently. (As with cybernetics purchased with Requisition)

Requisition: 25

Renown: Respected

Armor Synchronization

A procedure which brings forth traits in a suit of Power Armor most well suited to the Marine who wears it. Armor Synchronization allows the Space Marine to remove their rolled Armor History and select a new one of their choosing. This may (at GM Discretion) be allowed for free during character creation to allow the Marines to choose the armor history of their choice. This may be taken multiple times, (provided the GM allows it), and each time the requisition cost must be paid. This may be used to change the result from the Armor Restoration Armor Modification if it is rolled. New Armor Histories selected must make sense for the character and be tailored to their strengths.

Requisition: 25

Renown: -

Ceramite Refinement

The plates on the Space Marine's Mark VII armor are refined and perfected, granting additional protection on all locations. This upgrade increases the Space Marine's Mark VII armor to Master Craftsmanship, granting +1 armor to all locations and decreasing weight by half.

Requisition: 15

Renown: Respected

Ceramite Reinforcement

A series of plates that improve the effectiveness of the thinner plates Space Marine's standard Mark VII Power Armor. Increase the armor rating of the standard Mark VII Power Armor to 10 points on all locations (where applicable).

Special: One time cost, applies to armor permanently. (As with cybernetics purchased with Requisition)

Requisition: 25

Renown: Respected

"Explosive" Armor Release

A series of charged electromagnetic plates that, when given the command, will invert their polarity and allow a Space Marine to rapidly open the release plates of their armor and step out of it immediately. This does not damage the armor, but it must be re-equipped as normally donned. The plates are powered by the standard Power Armor Backpack Power Supply. This upgrade may be applied to any type of armor (Standard Variants, Terminator or Centurion)

Requisition: 20

Renown: -

Hexagrammatic Wards

Powerful wards, null-psy lattice circuits and prayers of protection are woven into armour carrying this upgrade, often visually represented by ornate carvings and graven icons embellishing its surface. Armour upgraded in this way serves not only to protect the wearer's body but also their soul. Armour with this upgrade provides it wearer with a +20 bonus on Tests made to resist any direct psychic attack or manipulation used against them.

Additionally, the armour provides double the Armour Points against attacks of psychic force or warp energy that directly deal Damage and keeps its value against attacks made with the Warp Weapon effect.

Requisition: 30

Renown: Respected

Centurion Armor

Source Disclaimer: Lore below is taken from www.warhammer40k.wikia.com

Centurion warsuits are one of the most deadly and powerful assets available to the Adeptus Astartes, able to punch holes through fortress walls with obscene force, flush out enemies with flame or cut down any foe's advancing lines. They are walking tanks with formidable firepower. With the wall-grinding siege drill of the Assault Centurion, and the mass-collapsing grav-weapons of the Devastator Centurion, the vehicle pools of numerous Chapters are well-stocked with both variants of these warsuits. It is much disputed by Imperial scholars as to when the Centurion warsuit first engaged in conflict. This is because its origins are to be found within that dark period of the Imperium's history known as the Age of Apostasy.

Centurion armor presented in this chapter comes in two variants, the Assault and Devastator respectively. The cost of this Armor prevents it from being attained through signature wargear, though the prerequisite Honor can be earned by taking the Centurion Advanced Specialty (See page 15).

Note: Centurion Armor comes with its own Base Requisition that does not include the Requisition cost of weapons. Calculate the total cost of the Armor and Weapons together (it can be quite a large amount) to deploy in Centurion Armor.

Centurion Armor (Assault Configuration)

Prerequisite: Centurion Honor (See page 15)

AP: 16 All

Size: Enormous (Does not benefit from Black Carapace)

Special: Strength +40, Treated as having Shield of PR 50 with no Overload (Due to robustness of armor), Cannot Run, Agility Tests suffer a -30, Unable to perform tasks that require manual dexterity, May Not Dodge

Armaments (Must be chosen from this list)

Arms (Ranged): Twin Linked Astartes Flamer (One on Each Arm) (Core Rulebook) or Twin Linked Meltagun (One on Each Arm) (Core Rulebook)

Arms (Melee): 2 Siege Drills (One on Each Arm) (See Below)

Chest: Ironclad Assault Launcher (See Below) or Hurricane Bolter (Rites of Battle)

Requisition: 100

Renown: Distinguished



Centurion Armor (Devastator Configuration)

Prerequisite: Centurion Honor

AP: 16 All

Size: Enormous (Does not benefit from Black Carapace)

Special: Strength+40, Treated as having a shield of PR 50 with no Overload (due to robustness of armor), Cannot Run, Agility Tests suffer a -30 penalty, Unable to perform tasks that require manual dexterity, May Not Dodge

Armaments (Must choose from this list):

Arms: Twin Linked Heavy Bolter (One on Each Arm) or Twin Linked Lascannon (One on Each Arm) or Twin Linked Graviton Cannon (One on Each Arm) (Rite of Battle)

Melee: Fists (Count as Unwieldy Warhammers in Clost Combat.

Chest: Hurricane Bolter (Rite of Battle) or Missile Launcher (Core Rulebook)

Requisition: 100

Renown: Distinguished

Craftsmanship Improvement

Any item gained from a Character's Deathwatch Specialty or through Signature Wargear may have its craftsmanship improved by spending granted Requisition.

This is done much in the same manner as Cybernetics, for a one time cost the item's craftsmanship is increased based on the amount spent, as denoted below.

- **Exceptional:** [(1.5 times base cost) – Item's base cost]
- **Master:** [(2 times base cost)-Item's base cost]

Functionally, this means just paying the difference between the base cost and craftsmanship increase as denoted in the Deathwatch Core Rulebook.

Note: This craftsmanship increase only applies to the one weapon/Armor. If the weapon is ever destroyed or must be re-requisitioned, it returns to its base Craftsmanship value.



New Weapon Quality: Centurion Specific

Weapons with this quality may only be wielded by Space Marines enclosed in Centurion Armor.

New Centurion Equipment

Ironclad Assault Launcher

Source Disclaimer: below from www.wh40k.lexicanum.com

The Ironclad Assault Launcher is mounted on the Ironclad Dreadnoughts or Centurions. It projects both offensive and defensive grenades.

Range: 60m

RoF: S/3/6

Damage: as Grenade

Pen: As Grenade

Clip: 12

Reload: 2 Full

Special: Centurion Specific, Comes loaded with 6 Astartes Frag and 6 Astartes Krak Grenades.

Requisition: 20

Renown: Distinguished

Omniscope

Source Disclaimer: below from www.wh40k.lexicanum.com

The Omniscope is a piece of Space Marine technology used by Centurions, which make use of Omniscope to better direct their firepower.

Omniscopes grant a +10 to all Weapon Skill and Ballistic Skill tests while in Centurion Armor

Requisition: 30

Renown: Distinguished

Special: Centurion Specific

Siege Drill

Source Disclaimer: below from www.wh40k.lexicanum.com

A Siege Drill is a weapon used on Ironclad Siege Dreadnoughts or Centurions. It drills through rock as easily as reinforced ferrocrete, which is the substance usually used when building bunkers.

Once the drill has penetrated the wall, a built in Heavy Flamer unleashes an inferno inside the bunker, killing everything within. The drill consists of three ball-shaped grinders which rotate to produce a drill effect.

Damage: 5d10 R

Pen: 15

Special: Tearing, Unwieldy, User applies 2*Strength Bonus to damage or increases Unnatural Strength modifier by 1, Centurion Specific

Requisition: 20

Renown: Distinguished



Vehicle Modifications

Source disclaimer: Lore in this section is fan written, feel free to use or discard as needed.

As I ran Borderwatch, I came across a simple and unfortunate reality. One of the fastest ways to die in Deathwatch is to get into a vehicle, and this problem only grows as the game progresses and the Marines are able to take out a Rhino in Melee with their bare hands. Below are various vehicle enhancements which will improve the performance of all of the vehicles presented in the Deathwatch Roleplaying Game. They may be applied to any kind of vehicle, land or flying, with the benefits remaining the same. Some upgrades may be taken more than once, others may be improved by increasing their Craftsmanship.

Ablative Plating

Adds an additional allotment of Wounds to the vehicle's total. This modification may only be taken once and it's effects do not stack, apply the highest number of additional wounds. This modification may be upgraded over time.

Common: +10 Wounds

Exceptional: +20 Wounds

Master: +30 Wounds

Requisition: 20

Additional Sponson

Allows for the placement of an additional sponson mounted weapon on a vehicle, including hatch to access it. Additional weapon not included.

Requisition: 20

Renown: -

Battery Enhancement

All Energy weapons connected to the power systems of the vehicle gain the Proven (3) Trait. This modification may only be taken once.

Requisition: 25

Renown: -

Enhanced Sensor Suite

This grants +20 bonus to Awareness Tests and allows the user to make a Tech-Use test to spot thing not normally detectable to the human senses, such as invisible gasses, nearby bio-signs, or ambient radiation. The Sensor Suite has a range of 250m but will encounter interference from barriers more than 1m thick and certain shielding materials can block the suite. This modification may only be taken once.

Requisition: 20

Renown: -

Gyro-Stabilized Chassis

This modification may only be taken once per vehicle, and only the highest bonus to Drive Checks applies. It may be upgraded over time.

Common Craftsmanship: +5 to Drive Checks

Exceptional Craftsmanship: +10 to Drive Checks

Master Craftsmanship: +15 to Drive Checks

Requisition: 20

Renown: -

Increased Armor

This modification may only be taken once per vehicle, and only the highest bonus to Armor applies. The Increased Armor applies to all locations on the vehicle. It may be upgraded over time by purchasing the next available Craftsmanship.

Common Craftsmanship: +10 Armor

Exceptional Craftsmanship: +15 Armor

Master Craftsmanship: +20 Armor

Requisition: 25

Renown: -

Modified Engine

Refining the parts to new tolerances and maximizing the ability of the combustion chambers to convert Promethium into Kinetic Energy allows the vehicles engine to produce much more velocity, increasing the vehicle's speed +25% (round down). This modification may only be taken once per vehicle.

Requisition: 15

Renown: -

Signum Cogitator

This modification may only be taken once per vehicle. The Signum Cogitator performs same functions as a Signum and Signum Link for the entire squad, though it requires team to stay in range of vehicle (250m)

Requisition: 30

Renown: Respected

Solar Powered Backup Drive

This secondary drive system allows the vehicle to function even without traditional fuel. The vehicle's speed is treated as 50% Base Value while using this drive, which may recharge by spending 4 hours in sunlight (or equivalent luminescence). Using this drive does not consume any stores of fuel.

Requisition: 20

Renown: -

Teleport Homer

This functions as an integrated Teleport Beacon centered on the vehicle. See page 178 of the Deathwatch Core Rulebook for more details on the function of Teleport Homers. Must be activated to send coordinates.

Requisition: 20

Renown: -

Power Field (Ryza Pattern)

As personal shields protect the individual Space Marine, so do Power Fields protect their mighty vehicles. This functions as a shield with Protection Rating 80, but may only be used for one hour of continuous operation before it needs to cool down. The field also causes the air to visibly ripple and crackle with static discharge, imposing a -40 penalty on all tests requiring Stealth to succeed. This functions against all Ranged attacks but due to the limited area of effect nature of the shield only confers a Protection Rating of 40 versus Melee Attacks. The field otherwise functions as Shields do as detailed in the Deathwatch Core Rulebook, with the same overload values (shown below).

Common Craftsmanship: Overload 1-10

Exceptional Craftsmanship: Overload 1-5

Master Craftsmanship: Overload 1

Requisition: 30

Renown: Distinguished

Remote Operation Vehicle Cogitator

This Cogitator allows the remote operation of a vehicle via standard Datapad and MIU or Signum Link at range. The Operator can perform all the normal actions of Vehicle Operation, but uses Tech-Use instead of Vehicle Operation and suffers a -20 penalty. If the Operator has both skills, the difficulty of tests does not change.

Requisition: 30

Renown: Distinguished



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Chapter 5: Astartes Battlefleets

Source Disclaimer: Lore below comes from Battlefleet Gothic Armada

When Gulliman set about the long and arduous task of preparing Codex Astartes, the role of space vessels amongst the Adeptus Astartes proved a particular sticking. For an Imperium still reeling from internecine Heresy that almost tore it apart, the division of power was a vitally important consideration. Of the most extreme options on offer, it was ventured by some that the Space Marines should be denied any vessels at all, barring intra-system transports for movement between homeworlds and attendant moons. Corax, amongst others, protested strongly that in fact had the Space Marines been better equipped with fleets of their own his own Legion might not have been so horrendously decimated when trapped on Istvaan V by Horus and the newly revealed traitors. Instead, a compromise was reached which limited the Space Marines to vessels whose primary role was that of transport, delivery and suppression designed to facilitate planetary assault. Only the smallest of vessels would be permitted to act exclusively as gunships, with the larger battlebarges and strike cruisers remaining predominantly as aids to invasion, ensuring the Space Marines would never present a threat to the Imperial Navy proper. Inevitably, the wrangling over

interpretation of a ship's 'primary role' leads to some chapters possessing rather more versatile fleets than the Imperial Navy is entirely comfortable with.

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.



Starships: Introduction

Source Disclaimer: Lore below is taken from the Rogue Trader Core Rulebook, Into the Storm, and Battlefleet Koronus, except where noted otherwise.

Anatomy of a Starship

In the 41st Millennium, a spacefaring vessel is rare and precious. Ships take decades, even centuries to build, if the builders have the required skills and knowledge base in the first place. It is rare to find a “new” starship—most are hundreds or thousands of years old, and some date back to the earliest days of the Imperium. Therefore, ships are never mass-produced, and even two ships of the same class are rarely alike. A Lunar-class cruiser produced in the shipyards of Mars will be vastly different from another Lunar hailing from the docks of Port Wrath.

However, regardless of class or configuration, all ships share certain components and design similarities. All starships, for example, require plasma drives to propel them through space, armour and void shields to protect them, and a hull to contain these systems. In Deathwatch, ships have Components, the various parts that make up the starship. Some of these are vital, such as the life support system and genatoria facilities. Without them the ship will not function. Others, such as weapons batteries or luxury passenger quarters, are useful but not essential.

A ship's components, in turn, affect the ship's Characteristics. These Characteristics are similar to the Characteristics of a Deathwatch Player Character. They represent the various abilities of a ship.

Characteristics

- **Speed:** Speed measures how fast a ship can move in realspace.
- **Manoeuvrability:** Manoeuvrability measures how quickly a ship can change direction, avoid obstacles, and evade incoming fire.
- **Detection:** Detection measures the power of a vessel's auspexes and augers, and how well they can ‘see’ their surroundings.
- **Void Shields:** Void Shields create an insubstantial energy barrier around a ship to protect it from enemy attacks.
- **Armour:** Armour protects a ship from incoming weapons fire, as well as collisions from celestial dust, rocks, and other detritus.
- **Hull Integrity:** Hull Integrity is a measure of how reinforced a ship's interior is, and how much damage a ship can take before breaking up. Isolated compartments, reinforced bulkheads, and blast doors increase Hull Integrity, while long, open passageways and substandard materials decrease it.
- **Power Generation:** Power Generation measures the energy the ship generates to run its myriad Components. If a Component is unpowered, it will not function.
- **Space:** Space measures the room in the ship for various Components. If there is not enough Space for a Component, it cannot be contained within the ship's hull.
- **Turret Rating:** A starship's turret rating is an abstract representation of how many defensive turrets it has. Turrets are small, short-ranged weapons used for shooting down small attack craft and torpedoes.
- **Weapon Capacity:** These are locations on a starship that have enough room to house the massive main weaponry of starships in the 41st Millennium.
- **SP:** This is how many Ship Points the hull, component, or upgrade costs.



Representing and Generating Characteristics

Like a character's Characteristics, a ship's Characteristics are represented using numbers. However, unlike a character, a ship's Characteristics are not rated on a scale of 1 to 100. This is because, unlike a character, a ship is an inanimate object. The best ship in the Imperium is useless without an equally competent crew to operate it. Therefore, most of a ship's Characteristics are treated as static numbers to be tested against—similar to a character's Wounds or a piece of armour's AP value. Other Characteristics, notably Manoeuvrability and Detection, are bonuses or penalties that may be added when a character on board the ship makes an appropriate Skill Test. These represent the concept that some ships are more manoeuvrable or have better augers than others, and a skilled operator is able to get more out of them.

A ship's baseline Characteristics are determined by its hull type. Some hulls, such as a transport, are roomier and able to hold more. Other hulls, such as the raider, are designed for speed and manoeuvrability, but are cramped and relatively fragile.

These baseline Characteristics can be modified depending on the Components within the ship's hull. Components can provide benefits and drawbacks. For example, larger plasma drives may make a ship faster and provide more power, but they will also take up space which could have been given over to other Components. On the other hand, reinforced adamantine armour plating can increase the ship's Armour, but its Speed and Manoeuvrability might suffer from the increased mass.

Components

Ships are made up of various Components, all contained within the ship's hull. These Components are what makes a ship a ship—without them, it would only be an empty framework.

There are two types of Components: Essential Components and Supplemental Components. Essential Components are what all ships need in order to operate. These include the bridge, plasma drives, warp drive, life support, and the like. Supplemental Components may be useful, but a ship can still operate without them. They include cargo bays, weapons, and passenger quarters.

Components use two finite resources on a ship, Space and Power. There is a limited amount of room within a ship's hull, and the ship's plasma drives only provide so much energy. A Component needs both in order to be used by the ship's crew. If a Component does not have power, it is unpowered. Unpowered Components are lightless, powerless sections of a ship, where there is no gravity and no air. Those who wish to enter them must use void-suits. Needless to say, they do not provide any of their listed benefits or bonuses to the ship.

If a Component does not have space, it is exposed. Exposed Components are mounted outside the ship's hull. They can still have power and be used—a passenger pod could be suspended on the outside of the ship and still have light, heat, and air. However, the module does not receive any benefits from the ship's armour or structural integrity. During combat, they will absorb the first hit to make it through the ship's shields, and be destroyed. Any crew unfortunate enough to occupy the Component at the time will be killed.

However, some Components will have the external trait. These Components have been designed to be mounted outside a starship's hull and are placed in protected alcoves or shielded by strange technologies. An external Component does not take up Space, and cannot be destroyed except by a Critical Hit.

Essential Components

"I don't care if the power's out in the passenger's quarters! If I don't get the main drive conduit patched, we're all sucking vacuum!"

—Bosun McCaid, on board the Vigilant Aquila

All ships have certain vital Components, without which they could not operate. These Components are included in a ship's basic design. They cannot be removed (lest the vessel turn into an expensive and useless hulk), but may be upgraded—replacing older and less useful Components with more powerful versions. These Essential Components are specifically for starships capable of warp-travel—a system defence monitor or inter-system tug, for example, would not require a warp drive or Geller Field.

A warp-capable starship's Essential Components are the following:

Hull

The framework on which a starship is constructed, a hull, more than anything else, defines a starship. This is also one of the few Components that cannot be upgraded.

Plasma Drives

Gigantic edifices of almost incomprehensible technology, plasma drives take up immense amounts of space within a starship's hull. Without one, a starship is little better than a cold, drifting tomb.

Warp Drives

The vast majority of starships are consigned to toil through space at speeds much slower than light. They have the unenviable choice of remaining trapped within a single star system, or spending centuries travelling to even the closest suns. The warp drive provide a shortcut, allowing a vessel to enter the terrifying realm known as the immaterium. If a ship can survive here, it can reach destinations within weeks or months instead of years—essential for a Deathwatch Kill-Team.

Void Shields

Void shields create barriers of energy around a starship. The weaker versions on transports exist mainly to deflect celestial debris, while a military vessel's void shield is strong enough to absorb incoming fire.

Geller Field

Though a void shield protects a starship in space, it is of no use against the nightmarish inhabitants of the warp. For that, a warp-capable ship requires a Geller Field. This technology has existed since long before the Age of Strife, and creates a bubble of normalcy in that realm of chaos, and makes sure its creatures stay outside the hull.

Life Sustainer

Without the pumps, bellows, and filters of the life-sustainer, the air of a starship would soon be toxic fog, and the water, undrinkable sludge. Life-sustainers purify the ship's atmosphere and recycle waste to produce clean water.

Crew Compartments

Even the smallest transports require thousands of crewmembers to operate. Many are menial labourers press-ganged from the depths of hives, others are skilled void-men trained to operate a starship's many systems. Regardless, they all require a place to live, be it a mouldy bunk or well-appointed cabin.

Bridge

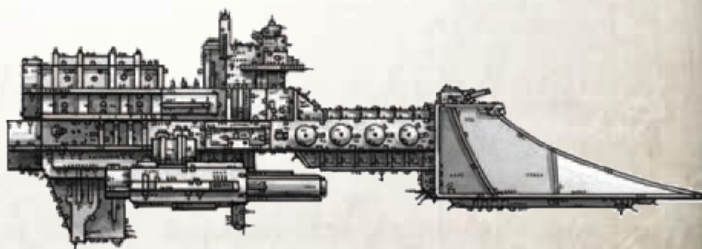
Just like every body must have a head, every starship must have a bridge. Here, from his command-pulpit, the captain directs his vessel and the actions of his thousands of crew. Here also are the advanced cogitators that direct the ship's targeting systems, sensors, and other systems.

Sensors

Sight is of little use when dealing with the vast distances of the void. Auspexes, grav-detectors, and auger arrays can spy the reflected light from a tumbling asteroid—or heat from an enemy vessel—thousands or even millions of kilometres away. More advanced sensors can even spot the warp-wake of a vessel traversing the Immaterium.

Supplemental Components

Though they are not needed for a ship to exist, many Supplemental Components are vital for a starship's operations and even survival. There are many different types of Supplemental Components, aiding in everything from combat to cargo transport. Some of the more common types are weapons, passenger compartments, armour, plating, cargo holds, and the distinctive armoured prows of Imperial warships, made up of 30 metres of adamantium or more.



Constructing a Starship

When creating a starship, players should proceed along the following steps:

The first step is to select a hull. A list of hulls is found on the next few pages, divided by class: transport, raider, frigate, light cruiser, and cruiser.

Once the players have their hull, they roll on the Complications charts, gaining one Past Histories Complication and one Machine Spirit Quirks Complication. Alternatively, the GM can select these Complications instead.

Once the Complication has been determined, the players build their ship. Based on their hull and the drive they select, they will have a certain amount of Space and Power.

Next, players must select what type of crew their vessel has. All ships start with a Competent Crew, with a Skill Level of 30. The cost of the crew is included with the cost of the ship's hull. If players wish to, they can subtract 5 Ship Points from the vessel's total cost by downgrading their Crew to Incompetent (20). Likewise, they can upgrade their crew to a Crack Crew (40) by adding 5 to their existing Ship Points total. They may even upgrade their crew to a Veteran Crew (50) by spending 15 to the total number of Ship Points.

Next, the players must select one Essential Component from each of the Essential Component categories.

Next, players may select Supplemental Components. Each Component (Essential or Supplemental) has a Space and Power requirement. The sum total of all the Component's requirements may not exceed the Space provided

by the hull, or power generated by the drive.

Once the starship's Components have been recorded, any benefits and drawbacks should be totalled and, if necessary, combined.

Note that certain Components can increase a ship's Crew Population or Morale level above 100. This is acceptable, and should set the ship's new maximum level of Crew Population and Morale. If damaged, a starship's Crew Population and Morale can be restored back up to these maximums, but not above them.

This may seem strange, since both Crew Population and Morale are abstract representations, rather than a concrete measurements of crewmembers or their loyalty. However, just consider these Components to be increasing the loyalty of the crew, or the amount of warm bodies aboard the ship, and subsequently making either value slightly more resilient to losses.

Author's Note:

The rules below are taken from the Rogue Trader Core Rulebook, and Battlefleet Koronus and present the core components for Starship Creation. There are additional and components in other supplements. Furthermore, the availability does not inherently include a Requisition cost. See the table below for the equivalent rarity, then compare it to the subsequent table to see an appropriate requisition cost per component. During construction, total the number of Ship Points for all components and multiply by 3 for the base cost of the vessel. Alternatively multiply the base hull cost by 3 and purchase components individually.

TABLE 8-8: COMPONENT COSTS AND AVAILABILITY

Components	Availability
Supplemental Components costing 1 SP, Essential Components	Scarce
Supplemental Components costing 2 SP, Essential Components costing +1 SP	Rare
Supplemental Components costing 3 SP, Essential Components costing +2 SP	Very Rare
Archeotech Components	Extremely Rare
Xenotech Components	Near Unique

TABLE 5-1: AVAILABILITY AND REQUISITION

Availability	Requisition Point Range
Ubiquitous	1
Abundant	2
Plentiful	3
Common	4-5
Average	6-8
Scarce	9-14
Rare	15-20
Very Rare	21-30
Extremely Rare	31-50
Near Unique	51-70
Unique	71+

New Starship Hulls

The hull of the vessel defines what type of ship it is, its abilities, and the Components that may be added to it. The hull has all the base Characteristics of the ship (though they may be modified by certain components) :

Author's Note: Dimensions, Mass, and Acceleration are all guesses based on comparative hull data, they may be incorrect.

Space Marine Battle Barge

Source Disclaimer: Lore below is taken from Battlefleet Gothic Armada.

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected, a battle barge, is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

Hull Type: Grand Cruiser (Uses Expanded Supplemental Components)

Dimensions: 7.4km long, 1.5km abeam approximately

Mass: 40 Megatonnes approx.

Crew: Astartes Officers, Servitors, Chapter Serfs

Accel: 2.5 Gravities max sustainable

Speed: 5

Detection: +10

Armour: 21

Space: 100

Manoeuvrability: +10

Hull Integrity: 100

Turret Rating: 3

Weapon Capacity: Port 1, Starboard 1, Prow 2, Dorsal 1

Ship Points: 100

Special Ability - Servitor Assisted Systems:

Reduce all Crew Population and Morale losses on board this vessel by 2, minimum 0.

Space Marine Strike Cruiser

Source Disclaimer: Lore below is taken from Battlefleet Gothic Armada.

While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

Strike Cruisers are fast, lightly-armed vessels which mass slightly less than the Imperial Navy's Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet.

Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.

Hull Type: Cruiser

Dimensions: 4.5 km long, .5km abeam at fins approx

Mass: 20 Megatonnes approx

Crew: Astartes Officers, Servitors, and Chapter Serfs

Accel: 4.3 gravities max sustainable acceleration

Speed: 7

Detection: +20

Armour: 20

Space: 60

Manoeuvrability: +15

Hull Integrity: 60

Turret Rating: 2

Weapon Capacity: Port 1, Starboard 1, Prow 2

Ship Points: 75

Special Ability - Servitor Assisted Systems:

Reduce all Crew Population and Morale losses on board this vessel by 2, minimum 0.



Hunter Class Destroyer

Source Disclaimer: Lore Below taken from Battlefleet Gothic Armada

The Hunter class destroyer, although based on a design long available to almost all Space Marine chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forgeworlds far more problematic than for most other chapters. As such, the Dark Angels chose the Hunter class destroyer as the most viable counterpart to the Imperial Navy's cobra and maintain large flotillas of the vessel in all their battlefleets.

Hull Type: Raider

Dimensions: 1.5 km long, .3km abeam approx

Mass: 5.7 Megatonnes approx

Crew: Astartes Officers, Servitors, Chapter Serfs

Accel: 7.6 gravities max sustainable acceleration

Speed: 11

Detection: +10

Armour: 15

Space: 35

Manoeuvrability: +30

Hull Integrity: 35

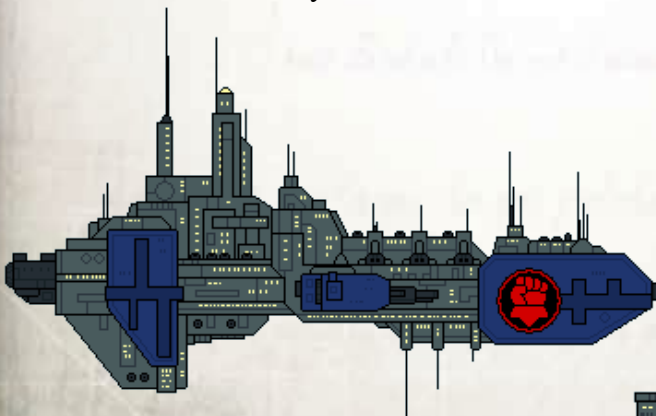
Turret Rating: 1

Weapon Capacity: Prow 1, Dorsal 1

Ship Points: 45

Special Ability - Servitor Assisted Systems:

Reduce all Crew Population and Morale losses on board this vessel by 2, minimum 0.

**Gladius Class Frigate**

Source Disclaimer: Lore below is taken from Battlefleet Gothic Armada

Invariably the Gladius is the most numerous escort within a chapter-fleet, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in us, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines who are invariably spread across its decks and control centres supervising the much more numerous chapter serfs upon whom the chapter relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.

Hull Type: Frigate

Dimensions: 2 km long, .3km abeam approx

Mass: 6 megatonnes approx

Crew: Astartes Officers, Servitors, Chapter Serfs

Accel: 4.4 Gravities max sustainable

Speed: 8

Detection: +15

Armour: 18

Space: 40

Manoeuvrability: +20

Hull Integrity: 40

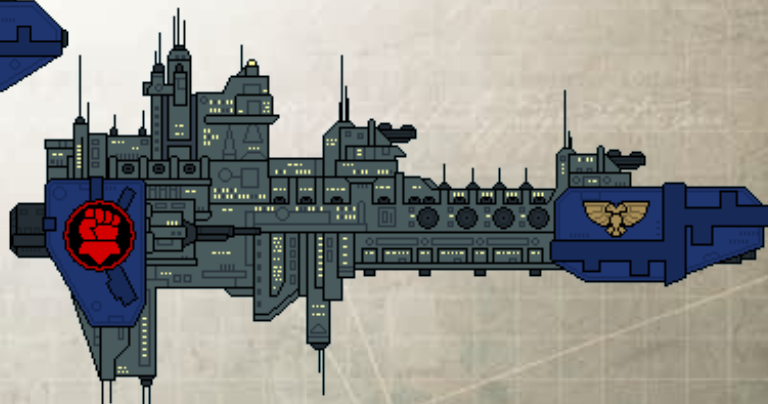
Turret Rating: 2

Weapon Capacity: Dorsal 1

Ship Points: 50

Special Ability - Servitor Assisted Systems:

Reduce all Crew Population and Morale losses on board this vessel by 2, minimum 0.



Nova Class Frigate

Source Disclaimer: Lore below comes from Battlefleet Gothic Armada

Of all the vessels in the service of the Adeptus Astartes, the Nova class frigate is commonly the single class to which the Imperial navy take the most exception. It lacks sufficient size to really fulfil the deployment and assault roles for which Space Marine ships are primarily intended and its lance armament and speed make it a menacing gunboat in its own right. As such, the Nova remains rare in most Space Marine fleets, a trend the Imperial Navy, the Inquisition and other institutions perpetually concerned by the balance of power would dearly love to see continue.

Hull Type: Frigate

Dimensions: 2.2 km long, .3 km abeam approx

Mass: 6 megatonnes approx

Crew: Astartes officers, Servitors, Chapter Serfs

Accel: 5.4 Gravities max sustainable

Speed: 9

Detection: +10

Armour: 18

Space: 40

Manoeuvrability: +30

Hull Integrity: 40

Turret Rating: 1

Weapon Capacity: Dorsal 2

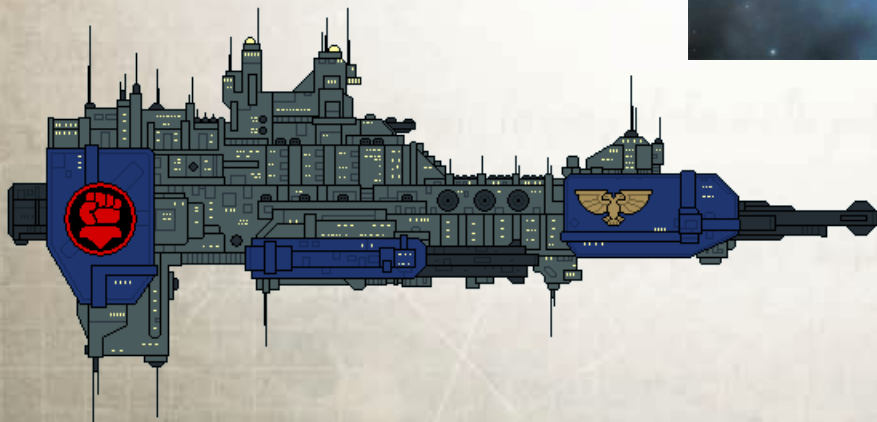
Ship Points: 50

Special Ability - Servitor Assisted Systems:

Reduce all Crew Population and Morale losses on board this vessel by 2, minimum 0.

Author's Note: In Addition to the ships here, there are several ships already given stats in the Rogue Trader books. These include the Sword Class Frigate (Rogue Trader Core Rulebook), the Cobra Class Destroyer (Into the Storm), and the Firestorm Class Frigate (Into the Storm). See those books for more details on those hulls. When crewed by the Adeptus Astartes, these hulls gain the following special ability.

Servitor Assisted Systems: Reduce all Crew Population and Morale losses on board this vessel by 2, minimum 0.



Complications

All voidships have a story. Many are thousands of years old, and some were laid down while the Emperor led humanity on the Great Crusade. In that time they have watched the millennia of history come and go, seen the tides of war ebb and flow, experienced hundreds of captains, thousands of crew.

Due to this, a ship is more than a collection of tech-systems and armour plating. Any veteran voidsman knows a ship has its quirks and vagaries. Some vessels leap eagerly at the first hint of battle, their drives burning hot and their auger arrays probing eagerly. Others falter at danger, their systems shorting and sputtering until the vessel turns tail and flees. Some ships are solid and dependable, their systems lasting long beyond their date of operations. Others play tricks on their crew, phantom returns ghosting the auspex displays and strange sounds whisper on the internal

vox. A good voidsman knows the personality of his ship, and treats it like another member of the crew.

In game, these are represented by the ship's Complications. Complications have benefits and detriments that make a ship unique. There are two different types of Complications. Past Histories offer details about the ship's construction or salvage, and the issues that may arise from its past. Machine Spirit Oddities describe the strange personality quirks the ship's machine spirit has picked up over the millennia. While not "alive" or even self-aware, anyone who has been aboard a starship will swear that they have desires and fears, and perform some tasks more willingly than others.

Before creating a ship, the ship's captain should roll once on each chart to determine which Complications his ship suffers from, and note each down on his ship's sheet.

TABLE 8-1: MACHINE SPIRIT ODDITIES

Roll	Result
1	A Nose for Trouble: Something about this ship quivers at the thought of battle, always probing the cosmos for a new victim. Add +5 to the ship's Detection, and reduce this ship's Armour by 1, due to its many battles. Occasionally, the crew may find themselves in fights they might have preferred to avoid.
2	Blasphemous Tendencies: Some unidentifiable aspect of this vessel's spirit resonates sympathetically with the Immaterium. Captains find this ship swims through the warp more easily, as if it was more at home there... All Navigation Tests made to pilot this vessel through the warp gain a +15 bonus. However, while aboard the ship, all crew suffer -5 to Willpower based Tests.
3	Martial Hubris: The ship has a glorious legacy of warfare and triumphant combats. It is always eager to fight, and unwilling to back down. The ship gains +5 to all Ballistic Skill Tests to fire its weapons, but suffers -15 on any Pilot (Space Craft) Tests made to escape combat.
4	Rebellious: This vessel does not suffer authority willingly. At times it seems to take pleasure in interfering with the plans of its masters. During no more than one space combat per game session, the GM should randomly select one of the ship's Components that becomes unpowered until repaired. However, whenever the ship suffers a critical hit (for any reason) roll 1d10. On a 8 or higher, the critical effect is ignored.
5	Stoic: The vessel behaves like a beast of burden, plodding but reliable. Due to its somewhat plodding behaviour, whenever the crew would gain Profit Factor from an Endeavour, reduce the amount gained by 1. However, whenever one of the ship's Component's becomes damaged or unpowered, roll 1d10. On a 7 or higher, the ship shrugs off the damage and it is ignored.
6	Skittish: The ship fears battle, bucking against its masters when entering the fray. When in combat, reduce the ship's Speed by 1. However, when not in danger, it runs eagerly and fast. Reduce the travel time for any long distance (between stars) voyage by 1d5 weeks, to a minimum of 1.
7	Wrothful: The ship's spirit constantly smoulders with anger. In battle, it explodes into a berserker fury, straining and exhausting its systems. During combat, the ship gains +1 Speed and +7 Manoeuvrability. Out of combat, the ship suffers -1 Speed and -5 to Manoeuvrability and Detection.
8	Resolute: There is little in the universe that can stagger this vessel. No matter the foe, it will advance slowly but surely to meet it. The ship suffers -1 Speed, but gains +3 Hull Points and grants a +10 bonus to all Repair Tests.
9	Adventurous: The vessel is eager to seek new horizons, to turn its bow from civilisation and delve into the darkness of the unknown. When participating in an Endeavour the ship gains +10 Detection, when not participating in an Endeavour it suffers -10 Detection.
10	Ancient and Wise: This ship is of a bygone age, having survived many millennia of voyages and adventures. It's hull has weakened over the centuries, but it anticipates the needs of its crew, and will move as one with a competent master. The ship suffers -4 Hull Integrity but gains a +10 bonus to any Manoeuvre Actions it performs (including out of combat and ramming).

TABLE 8-2: PAST HISTORIES

Roll	Result
1	Reliquary of Mars: Somehow, this vessel has been outfitted with ancient archaeo-tech systems from mankind's forgotten past. When constructing this vessel, players must select 1 Archeotech Component of their choice. However, any Tech-Use Tests to repair the ship suffer a -20, due to the highly complex nature of the machinery. Additionally, the tech priests of Mars regard the vessel as holy, or at least having holy components. Some may petition to visit the vessel, others may want it for themselves.
2	Haunted: Some nameless horror haunts this vessel's past, leaving voidsmen to whisper stories of ghosts wandering through the corridors and cabins. Reduce Morale permanently by 10. However, strange premonitions flicker on the auger arrays, granting a +6 to the ship's Detection. Additionally, all non-crewmembers suffer -5 to Command Tests involving boarding actions or hit and run actions against the haunted vessel. The presence of these spirits may cause many other issues, depending on their origins and how they came to haunt the vessel (something the GM should determine).
3	Emissary of the Imperator: The vessel is a veritable monument to the power and grandeur of the God-Emperor's might. Awe-inspiring and terrible, it lacks subtlety. All Intimidate Tests made by characters from this vessel gain +15, while all other social Skill Tests suffer a -5. These bonuses and penalties only apply if the character is known to be from the vessel. In addition, few will be able to see beyond the symbolism of the vessel—xenos see a threat, faithful Imperial citizens see a symbol of civilisation (or possibly chastisement), and heretics and rebels see a hated foe. Their reactions will be coloured accordingly.
4	Wolf in Sheep's Clothing: Beneath this vessel's unassuming exterior is a dangerous spacefaring predator. The captain selects three Components. When scanned or subjected to anything but a thorough internal inspection, these components will either not register on the scans, or appear to be a different Component of the same type. Thus, the ship might hide additional armour plating, or a small macrobattery may be much more powerful than it appears. However, the ship suffers -2 Power to maintain the systems creating the illusion. The ship may also have concealed smuggling compartments, unseen passageways, hidden cogitation-override programming, or other secrets.
5	Turbulent Past: Over the years this ship has been used to perform deeds dastardly to some and heroic to others. The GM selects a social group (pirates, heretics, the Imperial Navy, the Inquisition, or inhabitants of an important locale like Footfall). All ship's crew suffer a -20 to social Skill Tests when interacting with that group. The GM then selects a second group naturally opposed to the first. All ship's crew gain +20 to social Skills when interacting with that group. The additional problems that could arise from being hated by a particular group of people are limitless.
6	Death Cult: Amongst the low-decks indentured crew, strange perversions of the Imperial Creed have arisen, glorifying death to celebrate the Emperor. Reduce Crew Population permanently by 8. However, reduce all Morale loss from any source by 2, due to the crew's unwavering faith. Additionally, ship officers and members of the Ministorum will have to deal warily with the cult and its leaders. Death cults do produce skilled assassins...
7	Wrested from a Space Hulk: The ship has been recovered from a space hulk - a mass of wrecked ships that drifts intermittently through the warp and realspace. The ship is very old (and thus of high quality), but those who know of its origins whisper that it is cursed. The ship gains +1 Armour, +1 Speed, and +3 Manoeuvrability. However, every time the crew suffers a Misfortune, the GM rolls twice and chooses the worse of the two. The curse can have many other effects as well, many ill, but a truly skilled Rogue Trader can turn any situation to profit...
8	Temperamental Warp Engine: The ship suffers a flutter in its Warp Engines, an inconsistency that no amount of maintenance or supplication can eliminate. Whenever the ship travels through the immaterium, the GM should roll 1d10. On a 6 or lower, the journey takes an additional 1d5 weeks, on a 7 or higher, the travel time is reduced 1d5 weeks instead (potentially causing the ship to arrive before it left!). However, once in a great while, the ship will leave the warp to unexpectedly find itself someplace other than its intended destination. (This is at the GM's discretion, but should not happen on a regular basis.)
9	Finances in Arrears: The ship was purchased with borrowed funds. The money could have come from a criminal organisation, influential noble, or even a member of the Inquisition—but no matter the source, the debt must be repaid. Whenever the crew attempts to complete an Endeavour's Objective, they must accumulate an additional 50 Achievement Points to accomplish the Objective. However, the ship's financier supports his investment by providing aid and information. All crew can count their financier as a reliable contact. Additionally, their creditor may require the crew to perform specific missions that they are in no position to refuse.
10	Xenophilous: Through dealings with some xenos race, this vessel has been outfitted with examples of their blasphemous technology. When constructing this vessel, players must select 1 Xenotech Component of their choice. However, any Tech-Use Tests to repair the ship suffer a -30, due to the strange and blasphemous nature of the machinery. Should the character attempting the repairs have Forbidden Lore (Xenos), the penalty is only -10. Also, the forces of the Ordo Xenos have an interest in the vessel and who controls it.

Core Essential Components

Essential Components are required for a starship to function. A ship must have one (no more) Component from each of the following categories, lest the ship lose some vital function. Without a life sustainer, for instance, the vessel is nothing more than a cold and empty tomb, while a ship would be blind and deaf without an auger array.

Plasma Drives

A plasma drive does more than move a ship. It also provides power to all of a ship's other systems—the vessel's fiery heart.

Jovian Pattern Class 1 Drive

The STC standard drive for transports, compact but underpowered.

Lathe Pattern Class 1 Drive

The STC standard drive for transports has been extended to provide additional power in exchange for less available space.

Jovian Pattern Class 2 Drive

The STC standard drive for escort-grade warships.

Jovian Pattern Class 3 Drive

The STC standard drive for smaller capital-grade warships.

Jovian Pattern Class 4 Drive

The STC standard drive for cruiser-grade warships.

Warp Engines

The warp drive rips a vessel from the material world and hurls it into the warp, allowing it to cross vast distances in a heartbeat, but exposing it to the dangers of the immaterium.

Strelov 1 Warp Engine

Allows the vessel to enter and remain in the immaterium.

Strelov 2 Warp Engine

Allows the vessel to enter and remain in the immaterium.

Geller Fields

A starship's Geller Field creates a bubble of reality around the vessel when it traverses the warp, protecting it from the dangers that lurk there.

Geller Field

Protects the vessel from the myriad dangers of the Immaterium.

Warpsbane Hull

The entire hull of the vessel is covered with silver, handinscribed hexagramic wards. These reinforce a Geller Field projected from a 50 metre statue of an Imperial Saint, located just fore of the bridge.

Shield of Faith: Any Navigation Tests to pilot the ship through the warp gain a +10 bonus. When rolling on **Table 7-4: Warp Travel Encounters** (see page ##), the GM rolls twice and allows the Navigator to chose which result is applied.

Void Shields

Void shields create barriers of energy around a starship to protect it from stellar debris and incoming fire.

Single Void Shield Array

A single double-layered void shield. Provides 1 Void Shield.

Multiple Void Shield Array

Twin, multiple-layered void shields. Provides 2 Void Shields.



Ship's Bridge

The bridge is the starship's brain, where the captain commands the vessel and directs its every action.

Combat Bridge

A holdover from the ship's Navy days, this bridge was laid out and equipped with combat in mind.

Damage Control Station: As long as the bridge remains undamaged, all Tech-Use Tests to repair the ship gain +10.

Command Bridge

This bridge has been modified to give the ship's master greater control over his vessel.

Enhanced Cogitator Relays: As long as the bridge remains undamaged, all Command Tests made by the captain gain +5 and all Ballistic Skill Tests to fire shipboard weapons gain +5. If this Component ever suffers a Critical Hit, it becomes unpowered on a 1d10 roll of 3 or higher.

Armoured Bridge

The bridges of warships are often reinforced with additional armour plating, to ensure the survival of their occupants.

Reinforced Armour: If this Component takes a Critical Hit or becomes damaged or unpowered, roll 1d10. On a 4 or higher, the component is unharmed.

Ship Master's Bridge The bridge of a ship of the line is designed with one goal in mind—winning battles.

Master Plotting Table: All Piloting and Navigation tests by crew on the Bridge gain +5.

Improved Fire Direction: All Ballistic Skill Tests to fire shipboard weapons gain +10.

Life Sustainers

Life sustainers fill a vital role, providing a ship with clean air and water.

Mark 1.r Life Sustainer

The life-support system was designed for reliability and does little to remove the stink of oil and warp engine discharge.

Stale Air: Increase all Morale loss by 1.

Vitae Pattern Life Sustainer

This life sustainer is of STC origins, and is in common use in the Calixis Sector.

Crew Quarters

Even the lowliest crew require bunks and mess-halls to live in.

Pressed-Crew Quarters

The masters of this vessel have done little to improve the quarters left from this ship's Navy days.

Cramped: Decrease Morale permanently by 2.

Voidsmen Quarters

Standard living quarters for the voidsmen of a long-distance trader.

Auger Arrays

The starship's eyes, allowing it to 'see' space far beyond the range of normal eyesight.

Mark-100 Auger Array

The Imperial Navy's standard sensor array.

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

Mark-201.b Auger Array

A modified version of the Imperial Navy's standard sensor array, with boosted wideband gain.

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

Sensitive: Increased power draw provides a +5 bonus to the ship's Detection.

R-50 Auspex Multi-band

The sensors of this ship have been optimised for navigation, at the expense of the sensor's other uses.

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

Stellar Detection: Mapping protocols provide a +5 bonus to Manoeuvre Tests to avoid celestial phenomena, but subtracts -2 from the ship's Detection.

Deep Void Auger Array

These, quite simply, are some of the best sensors created by the Adeptus Mechanicus, and are reserved for their own ships and Imperial Naval scout vessels.

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

Eye of the Omnissiah: The exceptional sensitivity of the array grants +10 to the ship's Detection.

TABLE 8-3: ESSENTIAL COMPONENTS

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

Expanded Essential Components

Essential Components are required for a functioning starship. Unless specifically noted otherwise, each ship must have one of each of the following types of Components.

Plasma Drives

Plasma drives are a starship's power and propulsion source.

Jovian-pattern class 8.1 drive

The "Class 8" drives produced by the Jovian shipyards are constructed from an incomplete STC discovered less than a millennia ago. Although they burn cooler than other Jovian drives, they are far more robust, able to absorb crippling damage without performance loss. These engines are typically reserved for military vessels, and the 8.1 is designed for frigates.

Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Jovian-pattern class 8.2 drive

Second in the "Class 8" series of drives produced by the Jovian shipyards the 8.2 is designed for light cruisers.

Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Jovian-pattern class 8.3 drive

Third in the "Class 8" series of drives produced by the Jovian shipyards the 8.3 is designed for cruisers.

Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Jovian-pattern class 8.4 drive

Fourth in the "Class 8" series of drives produced by the Jovian shipyards the 8.4 is designed for grand cruisers. It is rarely produced due to the lack of new grand cruisers in the Imperium.

Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Mezoa-pattern Theta-7 drive

A logical progression of the trend towards ultra-fast clipper style engines, the Theta-7 is a massively powerful and hugely space intensive civilian plasma drive designed purely for speed. The Theta-7 is constructed using potentially unsafe techniques that involve shoehorning deliberately semi-unstable plasma chambers into the cramped confines of existing transport vessels.

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

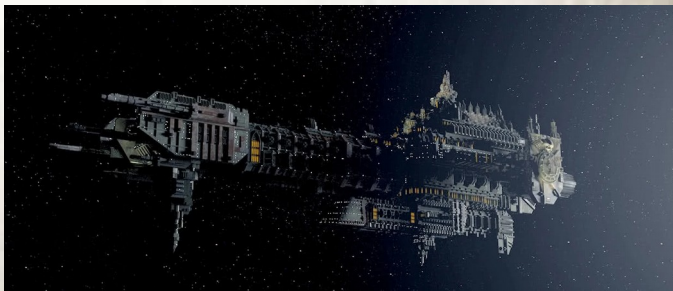
Fragile Engines: Any hits to the finely-balanced plasma drives are likely to incapacitate the entire ship. If the ship suffers a "Thrusters Damaged" or "Engines Crippled" Critical Hit, the subsequent dice roll to determine severity is always a 10.

Saturnine-pattern class 4a "ultra" drive

The popularity of the battlecruiser concept led to a general acceptance that it was theoretically possible to overload the hulls of existing cruisers with weaponry capable of challenging the grand cruisers of previous millennia. The existing power generating systems of most cruisers were simply not capable of supporting the immense demands of such upgraded systems, so cunningly redesigned plasma drives capable of being mounted within the confines of existing cruiser hulls were created by the adepts of Mars. These engines are now revered by many magi as the pinnacle of human technological achievement.

Saturnine-pattern class 5 drives

For over 10,000 years, the grand cruisers of the Imperial Navy have traversed the stars in stately majesty, huge and powerful vessels lined with banks of heavy weapons capable of destroying small moons. The power demands of these regal craft are immense, necessitating gigantic engine rooms larger than whole transport ships. These drives are not space efficient, but generate more pure power than anything save the engines of the mighty battleships.



Warp drive

Warp Drives propel starships through the Immaterium.

Miloslav h-616.b Warp engine

Many ancient vessels, particularly cruisers, heavy cruisers and grand cruisers of the early Imperium utilised a variety of highly advanced experimental technologies. Many of these technological advances have since been discredited in the eyes of the adepts of Mars, and are now regarded as unreliable and prone to catastrophic malfunction. The H-616.b warp engine sits on the border of such suspect designs, not quite heretical, but somehow tainted with the scent of the profane. Capable of great speed during warp transits, the engine is notably less secure than later designs, more prone to attract hostile warp entities and generate dissonant warp currents capable of swamping the entire ship.

Haste of the Damned: Reduce the duration of all warp passages by half. However, roll on the Warp Travel Encounters table (page ##) every three days rather than every five days.

Gellar fields

Gellar Fields protect starships from the predations of the warp.

Belecane-pattern 90.r gellar Field

The Forge world Belecane in the Calixis Sector has long been associated with the construction of protective barriers, void shields, stasis fields, and Gellar fields. The 90.r was an experimental type of warp field which offered enhanced warp-handling capabilities, allowing the ship to slip through the warp like a predatory razorfish.

Unfortunately it was prone to an inexplicable “flicker” during prolonged use which would allow daemonic entities ingress to the vessel during warp transit, meaning it is rarely used.

Tainted Field: Any Navigation Tests to pilot the ship through the warp gain a +10 bonus. However, subtract -20 from the result of any rolls made on the Warp Travel Encounters table on page ## to reflect the increased risk of warp incident using this type of Gellar field.

Void shields

As Gellar Fields protect ships from the warp, void shields defend against more mundane (though no less deadly) threats.

Triple Void shield array

The ancient grand cruisers occasionally still operated by the Imperial Navy and certain fabulously wealthy Rogue Trader Dynasties possess titanic layered banks of antique void shields that fill cavernous field decks the size of small towns. These are hellish compartments, rank with the stench of ozone and prone to unpredictably deadly arcs of lightening from copper discharge points as the onion-layered void shields are pounded by enemy ordnance. Grand cruisers are capable of mounting triple layers of void shields, making them more durable than all but battleships.

Triple Void Shield Array: This Component counts as a ship’s Void Shield, giving the ship three void shields.

Voss “glimmer”-pattern Void shield array

Void shields are an ancient standby of human defensive technology, an almost un-improvable design. Their only real flaw is the great power drain produced. Voss Forge world attempted, more than six millennia ago, to reduce power demand by reducing the phased shield pattern output. While more energy-efficient, this reduced the protective value of the shields. No longer manufactured by Voss, some of these designs are still in use in relatively safe regions where little opposition is expected.

Void Shield: This Component counts as a ship’s Void Shield, giving the ship one void shield.

Flickering Void Shield: When this Void Shield cancels a hit from any source, roll 1d10. On a 3 or lower the Void Shield suffers a localized overload and does not cancel the hit.

Voss “glimmer”-pattern Void shield array

This array can be fitted to Cruisers.

Void Shield: This Component counts as a ship’s Void Shield, giving the ship two void shields.

Flickering Void Shield: When these Void Shields cancel a hit from any source, roll 1d10. On a 3 or lower the Void Shield suffers a localized overload and does not cancel the hit.

Ship's Bridge

The bridge directs and controls the actions of the starship.

Fleet Flag Bridge

This bridge is designed to command not just a single vessel, but to oversee the glory of a fleet of vessels. Enhanced vox systems, autocogitating holopict projectors, and trophies of past victories consume the space available.

Fleet Command: As long as the bridge remained undamaged, all Command Tests made by the ship's commanding officers (any officer on the bridge) gain +10. In addition, any Piloting and Navigation Tests made by this vessel or an allied vessel within 30 Vus gain +5.

Flight command Bridge

Coordinating multiple wings of attack craft requires constant updates and extensive tactical resources. This bridge adds constantly updated read outs, plotting systems, and vox networks so that multiple attack wings may be directed at once.

Flight Command: As long as the bridge remains undamaged, all Command Tests dealing with attack craft gain +5, and tests to ready new squadrons are automatically passed.

Invasion Bridge

Adapted from designs used by the Imperial planet-razer squadrons, this bridge is built to support planetary invasions by delivering pinpoint bombardments to ground-based targets.

Improved bombardment directions: All Ballistic Skills Tests against planetary based targets gain a +10 bonus. Additionally, ground-based forces in vox communication with a ship equipped with an Invasion Bridge count as being equipped with a Multicompass.

Life Sustainers

Life sustainers purify air and recycle water.

Clemency-pattern Life sustainer

This sustainer augments the traditional water filters and air purifiers with thousands of individual emergency-oxygen tanks and void suits stored in pressure-sensitive lockers at regular intervals throughout the ship. Such extensive redundancies as well as multiple pressure bulkheads reduce the impact of hull breaches upon a ship, allowing the crew to rush to patch them before too many are lost to the void.

Lifeline: Increase Morale permanently by +1. This starship reduces Crew Population and Morale losses due to Depressurization by 4, to a minimum of 0.

Crew Quarters

Space for a ship's crew to live, eat, and rest between shifts.

Bilge-rat Quarters

Most ratings bunk near their posts. However, some captains insist upon their crew using hammocks and camp beds to sleep near the core of the vessel, where they are more protected from the vulnerable decks abutting the cold void. This somewhat reduces crew casualties in the event of hull breaches, but the squalid, rat-infested conditions are unpopular with the crew.

Living in Squalor: Reduce Morale permanently by 3. However, reduce all Crew Population losses due to depressurisation by 2, to a minimum of 0.

Auger Arrays

Augur arrays allow the ship to probe the far depths of space beyond the range of human sight.

Bg-15 assault scanners

Optimised for the support of planetary invasions, these scanners are designed to pinpoint the power sources of both planetary and orbital installations, the better to rain fire upon them.

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

Incoming!: All Ballistic Skills Tests against planetary based targets gain a +5 bonus.

X-470 ultimo array

This system of sensors provides the vessel with a broad spectrum of constant data of all events in the void beyond its hull. This is accomplished through a series of high powered emitters sending out a huge array of electromagnetic wavelengths and subatomic particles.

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

Active Scanning: The broad array of systems grants +10 to the ship's Detection, and a +15 to detect vessels on Silent Running when using Active Augury.

Signal Beacon: Due to the intense energy signature of the array, vessels targeting a ship equipped with this component gain +5 to all Ballistic Skill Tests to fire their weapons.

TABLE 1-8: ESSENTIAL COMPONENTS

Essential Components	Appropriate Hull types	Power	Space	SP
Plasma Drives				
Jovian-pattern Class 8.1 Drive	Frigates	44 Generated	11	+1
Jovian-pattern Class 8.2 Drive	Light Cruisers	59 Generated	13	+1
Jovian-pattern Class 8.3 Drive	Cruisers	74 Generated	15	+1
Jovian-pattern Class 8.4 Drive	Grand Cruisers	93 Generated	20	+1
Saturine-pattern Class 4A "Ultra" Drive	Battlecruisers	90 Generated	14	-
Saturine-pattern Class 5 Drive	Grand Cruisers	95 Generated	18	-
Warp Engines				
Miloslav H-616.b Warp Engine	Light Cruisers, Cruisers	10	12	-
Miloslav G-616.b Warp Engine	Transports, Raiders, Frigates	8	10	-
Gellar Field				
Belecane-pattern 90.r Gellar Field	All Ships	1	0	-
Void Shields				
Triple Void Shield Array	Grand Cruisers	9	3	-
Voss "Glimmer"-pattern Void Shield Array	All Ships	3	1	-
Voss "Glimmer"-pattern Multiple Void Shield Array	Cruisers	5	1	-
Ship's Bridge				
Fleet Flag Bridge	Battlecruisers, Grand Cruisers	4	4	+1
Flight Command Bridge	Light Cruisers, Cruisers	2	2	-
Invasion Bridge	Cruisers	4	3	-
Life Sustainers				
Clemency-pattern Life sustainer	Transports, Raiders, Frigates	4	4	-
	Light Cruisers, Cruisers	5	5	-
Crew Quarters				
Bilge-Rat Quarters	Transports, Raiders, Frigates	1	2	-
	Light Cruisers, Cruisers	2	3	-
Auger Arrays				
BG-15 Assault Scanners	All Ships	5	0	-
X-470 Ultimo Array	All Ships	6	0	-

Core Supplemental Components

Supplemental Components are not required for a starship to function, though they may be highly recommended. Unlike Essential Components, multiples of the same type of Component or even duplicates of the same Component may be installed on a ship, unless specifically stated otherwise.

When installing Weapon Components, they must be placed in one of the starship's Weapon Capacity slots. For example, a starship that has a Weapon Capacity of Dorsal 1 and Prow 1 can have one dorsal weapon and one prow weapon, no more.

If a lance weapon is installed on a vessel of frigate size or smaller (transports and raiders, for example), it must be installed in a prow weapon slot. Lances are large and cumbersome weapons and in respects to smaller vessels, can only be installed on ships specifically designed to carry them. If a ship of frigate size or smaller does not have a prow weapon slot, it cannot carry a lance.

Certain Weapon Components may only be installed in certain classes of ships, or in certain Weapon Capacity slots.

Macrobatteries

Macrobatteries are ranks of massive cannons or other weapons, fired in volley to overwhelm an enemy in a barrage of destruction.

Thunderstrike Macro cannons

An older version of the Mars Pattern, these macro cannons lack range and power. They are most often found on transports.

Mars Pattern Macro cannons

The most common macrobattery, these are reliable, hardhitting weapons firing kilo-tonne ordinance, mounted along the vessel's dorsal ridge

Mars Pattern Macro cannon Broadside

The most common macrobattery, these are reliable, hardhitting weapons firing kilo-tonne ordinance, mounted in a warship's extended broadside.

Broadside: These weapons must occupy a Port or Starboard Weapon Capacity slot.

Sunsear Laser Battery

These laser batteries are common on Naval frigates, providing a balance between power used and damage inflicted.

Ryza Pattern Plasma Battery

These weapons are rare and expensive examples of the ancient art of plasma-craft. Their power draw is considerable, but so is their effectiveness.

Vapourisation: When this Weapon Component rolls a 1 or 2 on the Critical Hit Chart, it effects two Components instead of one.

Lances

Lances are the rapier to the macrobatteries' hammer. They send a single beam of energy burning through their enemy's armour and deep into its vitals.

Starbreaker Lance Weapon

The Starbreaker is a recent attempt by lesser forge worlds to copy the STC Titanforge. Unfortunately, they are less powerful than the weapons they emulate.

Titanforge Lance Weapon

The Titanforge Lances are an STC standard for lance weaponry, found on naval warships throughout the Calixis Sector.

Titanforge Lance Battery

The Titanforge Lances are an STC standard for lance weaponry, found on naval warships throughout the Calixis Sector. On larger vessels, multiple lances may be mounted in a set of gargantuan turrets (not to be

TABLE 8-4: LANCES AND MACROBATTERIES

Supplemental Components	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Macrobatteries								
Thunderstrike Macro cannons	All Ships	2	2	1	3	1d10+1	6	4
Mars Pattern Macro cannons	All Ships	4	2	1	3	1d10+2	5	6
Mars Pattern Macro cannon Broadside	Light Cruisers, Cruisers	4	5	1	6	1d10+2	5	6
Sunsear Laser Battery	All Ships	6	4	1	4	1d10+2	4	9
Ryza Pattern Plasma Battery	All Ships	7	4	2	4	1d10+4	4	5
Lances								
Starbreaker Lance Weapon	All Ships	6	4	2	1	1d10+2	3	5
Titanforge Lance Weapon	All Ships	9	4	2	1	1d10+4	3	6
Titanforge Lance Battery	All Ships	13	6	2	2	1d10+4	3	6

Cargo and Passenger Compartments

Areas in the ship designed for cargo or passenger transport, presenting a captain with more ways to earn Thrones.

Cargo Hold and Lighter Bay

Warships can be converted to haul cargo, but this can often have an adverse effect on their combat performance. **Hidden Spaces:** When working toward a Trade or Reinforcement objective, the players earn an additional 1 Renown upon completion of that objective. **Unbalanced:** Starships are precisely balanced, something this modification effects, meaning they suffer -3 to Manoeuvrability.

Compartmentalised Cargo Hold

Cargo holds have been installed across the ship, spread out to minimise their effect on the vessel's handling.

Storage Area: When working toward a Trade objective, the players earn an additional 1 Renown upon completing that objective.

Main Cargo Hold

This hold was designed for moving bulk cargo. **Stowed and Secured:** When working towards a Trade or Resupply objective, the players earn an additional 1 Renown up on completing that objective

Luxury Passenger Quarters

Comfortable quarters for passengers earn Thrones—and make for jealous crew. **Paying Customers:** When transporting passengers of note, the players earn an additional 1 Renown upon completing that objective.

Class Division: Decrease Morale permanently by 3.

Barracks

For a truly enterprising Rogue Trader, a war is just another business venture. These barracks allow him to attempt just that—by filling his ship with thousands of troops.

Soldiers: When completing combat related objectives, the players earn 1 additional Renown as soldiers tell their story.

Reinforcements: If the ship is transporting troops, it gains +20 to all Command Tests involving boarding actions and Hit and Run Actions.

Augments and Enhancements

Devices and systems that will boost a starship's combat performance.

Augmented Retro-thrusters

Multiple manoeuvring thrusters draw immense power, but offer impressive performance nonetheless.

Agile: These thrusters add +5 to the ship's Manoeuvrability.

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

Reinforced Interior Bulkheads

Additional adamantine plates in key locations make this vessel hard to destroy.

Hard to Breach: Add +3 to Hull Integrity

Armour Plating

Additional adamantine plates protect this vessel from harm.

Armour: Increase this vessel's Armour by 1.

Dead Weight: Decrease this vessel's Manoeuvrability by -2.

Armoured Prow

The trademark of cruisers and battleships of the Imperial Navy, heavy sheets of adamantine 20 metres thick cover the bow of this vessel.

Imposing: A ship with this Component may not have Prow macrobatteries or lances. This ship gains +4 armour only in its fore arc. This ship also does 1d10 additional damage when ramming.

Tenebro-Maze

The interior of the ship is a maze of passageways, blind compartments, and triple-sealed pressure-hatches. Enemy boarding parties become quickly lost and separated, while the defenders spring cunning ambushes from behind hololithic bulkheads.

Hidden sally-ports: This ship gains +10 to all Command Tests when defending against boarding actions and Hit and Run Actions.

Incomprehensible Layout: When a Component on this ship is selected to be affected from a critical hit, it is chosen by the ship's controller, not the attacker.

Additional Facilities

A wide variety of Components that serve many different purposes. Any of the following components may only be added to a starship once.

Crew Reclamation Facility

The Mechanicus has no qualms about converting the grievously wounded into servitors...but the rest of the crew may differ in opinion.

Recycling: Reduce all losses of Crew Population by 3, to a minimum of 1. Increase all losses to Morale by 1.

Extended Supply Vaults

Extensive supply stowage allows the vessel to make longer journeys and better repair damage.

Extensive Stores: Double the time a ship may remain at void without suffering Crew Population or Morale loss. When making Extended Repairs, repair 1 additional Hull Integrity.

Plenty for All: Increase Morale permanently by 1.

Munitorium

Although all ships have a well-armoured room to store their munitions, this facility contains massive stockpiles of weapons, from small arms to macro-cannon warheads.

Well Armed: The players gain an additional 25 points of requisition per mission.

Ordinatus Extremus: All macrobatteries on this ship gain +1 to their listed damage.

Volatile: If this Component is damaged, it explodes. The ship takes 2d5 damage to Hull Integrity, and a Component of the GM's choice is set on fire.

Temple-Shrine to the God Emperor

A section of this ship has been set aside to offer prayer and praises to the Master of Mankind.

Inspiration: Increase Morale by 3.

Awe of the God Emperor: The players gain 1 Additional Renown when completing objective with the Ecclesiarchy or other Astartes..

Librarium Vault

An ancient collection of writings and manuscripts has been collected aboard this vessel.

Accumulated Data: Any Investigation Skill Tests made aboard this ship gains +10.

Trophy Room

Many Space Marine chapters encourage cataloguing their accomplishments. This is more than hubris—such trophies can awe competitors, or may hold secrets long lost.

Past Experiences: Crew of this vessel treat their Renown as 5 points higher for the purpose of determining notoriety.

Observation Dome

A gigantic observation dome made of diamond panes and armoured glass adorns this vessel's spine, allowing an unrestricted view of the surrounding void.

Engraved Star-charts: When working towards an Exploration objective, the players receive 1 additional Renown upon completion.

Cure for Claustrophobia: Increase Morale permanently by 1.

Murder-servitors

The ship possesses a stock of ancient, skull-faced killing machines. Sealed in cyro-stasis until absolutely required, a mere dozen can be successfully sent on hit and run raids to maim and kill on enemy vessels.

Death-dealers: When used to conduct a Hit and Run Action, this enhancement provides a +20 bonus to the opposed Command Test.

Precise: When determining the Critical Hit inflicted by a Hit and Run Action they participated in, the character conducting the raid may select any result between 1 and 6, rather than rolling.



TABLE 8-5: SUPPLEMENTAL COMPONENTS

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

[†]This component may not be selected more than once per vessel.

Archeotech Components

Archeotech is technology long-lost from the Imperium as a whole. Extremely valuable and efficient, these Components should only be available if the ship has the Reliquary of Mars Complication, the players earn them through their Warrant of Trade, or if the GM makes them available through the course of the game.

Ancient Life Sustainer

This life sustainer uses extensive conduits and purifiers to do a thorough job of cleaning the air and water through methods lost to the Mechanicus.

The Air is Sweet: Increase Morale permanently by 2, reduce all losses to Crew Population due to non-combat sources by 1.

This can be used as a ship's Life Sustainer.

Modified Drive

The STC standard drive for this vessel is much older than anything ever seen before.

Mechanicus sources believe it is unknown archaeotech. †

Overcharged: The strange and exotic nature of the materials used in the drive's containment domes allows for a hotter plasma 'burn,' while taking up less space. This adds +1 to the ship's Speed, decreases the space the drive takes up by 4, and is of extreme interest to agents of the Mechanicus.

†Rather than listing the different versions of each plasma drive with the Archeotech's benefits, it is described once. If this Archeotech is installed on a ship, apply its benefits to a standard plasma drive.

Bridge of Antiquity

This bridge is interlaced with ancient cogitator circuitry and hololithic technology, granting the Captain and bridge crew unparalleled control over their vessel.

Eyes Everywhere: Add +10 to all Command Tests or social Skill Tests any character makes while on the bridge.

Hololithic Display Tank: Increase the ship's Manoeuvrability by +5.

This can be used as a ship's bridge.

Auto-stabilised Logis-targeter

More than simply an auger array, the Logis-Targeter uses nearheretical cogitator circuitry from the Dark Age of Technology to ensure extremely accurate weaponry.

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

Image of the Void: Increase the ship's Detection by +5.

Targeting Matrix: All Ballistic Skill Tests to fire the ship's weapons gain +5.

This can be used as a ship's Auger Array.

Teleportarium

These relics from the Dark Age of Technology are highly sought after, able to send individuals instantaneously through the immaterium to appear on a ship or planet many thousands of kilometres away.

Surprise Strike: Characters may make Hit and Run Attacks without a piloting test, as they travel directly to the heart of the enemy vessel. When using the teleportarium to perform such an attack, the attacker receives +20 to his Command Test. (The teleportarium may be used in any number of other ways, such as guaranteeing escape from sticky situations on a nearby planet, at the GM's discretion.) and with the Teleportarium Beacon (see the Deathwatch Core Rulebook)

TABLE 8-6: ARCHEOTECH COMPONENTS

Archeotech Components	Appropriate Hull Types	Power	Space	SP
Ancient Life Sustainer	Transports, raiders, frigates	2	1	2
Ancient Life Sustainer	Light cruisers, cruisers	2	2	2
Modified Jovian Pattern Class 1 Drive	Transports	35 Generated	4	3
Modified Lathe Pattern Class 1 Drive	Transports	40 Generated	8	3
Modified Jovian Pattern Class 2 Drive	Raiders, frigates	45 Generated	6	3
Modified Jovian Pattern Class 3 Drive	Light cruisers	60 Generated	8	3
Modified Jovian Pattern Class 4 Drive	Cruisers	75 Generated	10	3
Bridge of Antiquity	Transports, raiders, frigates	1	1	2
Bridge of Antiquity	Light cruisers, cruisers	2	1	2
Auto-stabilised Logis-targeter	All ships	5	0	2
Teleportarium	All ships	1	1	1

Xeno-Tech Components

Alien technology is considered forbidden in the Imperium, but some Rogue Traders choose to flaunt their special status by acquiring and using xeno-tech. These Components should only be available if the ship has the Xenophilous Complication, or if the GM makes them available through the course of the game.

Ghost Field

A wondrous and terrible mechanism used on the ships of the enigmatic Eldar. To possess it is to invite damnation, but even crudely and imperfectly installed aboard a ship, the ghost field's powers create phantoms of its ship to confound enemy auger arrays.

Ghostly Echoes: All ships firing at a ship with a functioning Ghost Field suffer -20 to their Ballistic Skill Tests. If the ship is firing a lance weapon, it suffers a -30 instead. Any piloting tests to perform Hit and Run attacks suffer a -30.

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

Shard Cannon Battery

The xenos race that created these weapons has long since vanished from the galaxy. Many examples of their technology remain, however. Designated 'shard' weaponry by xenotech scholars, their shipboard cannons do not seem to require power or even ammunition. Theories abound as to how they operate but none has been proven, as every attempt to disassemble one has resulted in catastrophic failure.

Unknown energy source: This Component may not become unpowered for any reason. If it is ever destroyed, its ship takes 2d5 additional Hull Integrity damage, with no reduction from Armour or Shields.

Macrobattery: Strength 4. Damage 1d10+2. Crit Rating -3. Range - 6.

Runecaster

Another example of Eldar technology, runecasters are often housed in large, vaulted chambers. In the centre of the chamber, clusters or rune-stones float suspended above a wide crystal lens. Xeno-tech researchers have re-appropriated the devices from their previous, unknown purposes. Through some incomprehensible means, the device is almost prescient—aiding Navigators in avoiding the worst storms of the Immaterium.

Eye of the Warp: Navigators using this Component to pilot a ship through the empyrean gain a +20 bonus to all Navigation Tests. Additionally, any journeys made using this Component take half their normal time.

Fuelled by Fate: This Component never becomes unpowered for any reason.

Micro Laser Defence Grid

A vastly larger version of the digital energy weapons used by nobles and worthies of the Imperium, the grid is an interlinked network of hundreds of miniature laser turrets scattered across a vessel's hull. The lasers, while not powerful individually, act in concert to shoot down incoming ordinance and small craft.

Wall of Light: Increase the ship's turret rating by 2.

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

Gravity Sails

Not 'sails' in the traditional sense, these devices are long, blade-like fins extending from the prow of a ship. Some xenoarcheologists believe they are relics of the Yu'vath or another long-dead race. Imperial vessels are too bulky to rely on them for propulsion, but they can aid in manoeuvring, somehow 'tapping into' gravitational fields and pulling starships along them.

The Currents of Space: A starship with this Component gets +1 Speed and +5 Manoeuvrability. External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

TABLE 8-7: XENO-TECH COMPONENTS

Xeno-tech Components	Appropriate Hull Types	Power	Space	SP
Ghost Field	All ships	8	4	3
Shard Cannon Battery	All ships	0	3	2
Runecaster	All ships	0	1	2
Micro Laser Defence Grid	All ships	2	0	2
Gravity Sails	Transports, raiders, frigates	3	0	3
Gravity Sails	Light cruisers, cruisers	5	0	3

Starship Rules

Space combat is a terrifying experience. Massive batteries of macro-weaponry fling shells and munitions, torpedoes the size of hab-blocks streak through the void, and ships are consumed by fire or explode with the fury of a nova. If a void shield fails or armour plating buckles, thousands of lives can be snuffed out in an instant.

However, there will come times when a Rogue Trader has little choice but to run out his guns and prepare for battle. After all, they are not the only ones who desire the galaxy's wealth, and to take it for themselves, Rogue Traders must be prepared to fight for it.

Rounds, Turns, and Time—in Space

Space Combat in Rogue Trader is an abstract representation of warfare between spaceships. This was done to keep the game relatively simple—after all, this is not a game exclusively of ship-to-ship combat.

The rules are written so that players may use a standard 'grid' roleplaying tactical map while playing ship combats. This makes it easier for the players and GM to instantly understand the relative positions of all the combatants. Many blank tactical maps can even be written on in wet-erase pens, so that the GM can sketch out astroid belts, planets, or other celestial phenomena. The simplest way to use a tactical map is to say that each square represents one Void Unit of distance. Tokens, or playing pieces, can be used to represent ships—simply indicate which edge of the token is the 'front,' and go from there.

Alternatively, players can do away with the tactical map and simply use a flat playing surface and a tape measure. One inch on the tape measure equals one Void Unit.

If the GM prefers, he can opt for a looser, 'narrative' system of combat. In this system, information like range is less important, as are the precise positions of the starships involved. For example, the GM might announce that there is a ship coming around a nearby moon to attack the Explorers' ship. The Explorers ask how far away the ship is, and GM replies that they are out of range, but if they make a Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test with enough successes, they can close the range enough to fire on their opponent. The players make the test, and the GM determines that they are close enough to fire on their foe without penalty.

Space combat in Rogue Trader is handled in a similar manner to normal combat. Space travel is normally handled in Narrative Time. Other situations, such as dodging a hurtling asteroid at the last moment, are best broken up by the GM into the standard Turns and Rounds. However, certain situations—particularly ship-to-ship combat—require a slight adjustment to the Structured Time approach (see below).

Space warfare is very different from the close-in, personal fighting of hand-to-hand combat and short ranged firefights. Great warships can spend days chasing down their opponents and hours manoeuvring into position for single devastating volleys from their broadsides. Therefore, the GM should break up space combat into Strategic Rounds and Strategic Turns. While these function mechanically in the same fashion as the Rounds and Turns of Structured Time, the interval of time they represent is longer.

A Strategic Round lasts for roughly thirty minutes, during which, each ship involved in the scene takes a Strategic Turn. Each Strategic Turn overlaps, so the actions of each ship occur almost simultaneously. However, in game terms, each ship acts in a sequence determined by the combat's Initiative Order (see below). A Strategic Round is completed when every participant in the combat has completed their Strategic Turn.



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Space Combat Overview

When a Round of space combat begins, the GM and players follow certain steps to determine what happens. These steps are similar to those followed when regular combat begins, and the differences are specified below.

Surprise

It is certainly possible for one ship to surprise another in combat. Since Strategic Rounds last a half hour, it is highly unlikely that even a surprised crew will be completely unable to react. However, the attacker may be able to land a few crippling blows as the defender's crew struggles to prepare their ship for combat.

Surprise affects the first Strategic Round in space combat. As in regular combat, the GM must ultimately determine which vessels are Surprised, based on the actions of the players and NPCs and the environment their ships are operating in. Here are some guidelines to take into account.

Hidden vessels: The fury of a running plasma drive is almost impossible to hide in open space. However, a canny captain may use a convenient asteroid field, nebula, or even planet to mask his engine signatures.

Silent Running: Alternatively, ships can go on Silent Running to lurk in the cold darkness of space while his opponents fly right to them. A proper Scrutiny+Detection Test with the ship's detection equipment may warn of the danger. Ambush and treachery: In some situations, a friend may turn to foe in an instant. Such situations are highly dangerous if the ambusher is in close formation with his target. He may not even have to manoeuvre to place his target squarely within his sights. Although it is up to the GM, a skilled scanner operator may detect the last-minute powering up of the weapons with a Challenging (+0) Scrutiny+Detection Test.

Extenuating circumstances: Ships' scanners and detection equipment are fickle devices, and easily fooled by powerful celestial phenomena such as solar flares, magnetic storms, and unpredictable gravity fluctuations. The interference may be powerful enough to mask the approach of attackers.

Using these guidelines (and any others he deems necessary), the GM determines at the beginning of combat if anyone is Surprised.

Bonus: Any attackers firing on Surprised ships gain a +20 bonus to attack rolls against them during the first Round of combat

Initiative

At the beginning of the combat, the captain of each ship rolls 1d10 and adds his ship's Detection bonus (the tens digit in its Detection characteristic). Bonuses that apply to a character's Initiative in Structured Time (regular combat) do not apply, otherwise Initiative in space combat works the same as regular combat

Taking Turns

Starting with the ship with the highest Initiative roll, each ship takes a Strategic Turn, during which it will make a Movement and Shooting Action. Players may take Extended Actions as well.

The End of the Round

Once every ship has taken its Strategic Turn, the Strategic Round ends. Continue to play successive Rounds until the GM determines the combat is over.

Actions

During each Strategic Round, each ship receives one Strategic Turn. Like regular combat, each ship can perform Actions during this turn. The Actions a ship performs fall into two categories: Manoeuvre Actions and Shooting Actions. Each ship must make one Manoeuvre Action and may make one Shooting Action during their turn. Each of these Actions must be performed by a separate Explorer. Any Explorers who did not perform either Action may perform an Extended Action (see below) instead.

Individual characters will take their turns during their ship's Strategic Turn. They do not roll for initiative separately. At the beginning of each ship's turn, the players (or the GM, if it an NPC's ship) determine which Shooting Action, Manoeuvre Action, and Extended Actions the players will perform, and in which order. All Actions (and the order they are performed in) must be determined at the beginning of the starship's Turn.

Players may perform Actions in any order they choose, so an Extended Action may be performed before a Shooting or Manoeuvre Action in order to provide it with a bonus, or a ship may move before or after shooting.

Note: Actions often require a Combined Skill Test, such as a Pilot (Space Craft)+Manoeuvrability Test. After all, even an ace pilot must rely to an extent on his equipment. To make these tests, add the ship's ability, such as Manoeuvrability, to the character's Skill, such as Pilot (Space Craft). Then perform the test using the combined value.

Manoeuvre Actions

During space combat, opposing ships can be less than a hundred metres apart, or have many thousands of kilometres between them. The latter is far more likely—it is rare that a gunner on a ship can see his target with an unaided eye.

In space combat, the distance from one ship to another, or how far a ship moves in a Strategic Turn, is measured in void units (VUs). The distance represented by a single VU is deliberately abstract and left open to some interpretation due to space's vast size. However, a good guideline is a single VU equals roughly 10,000 kilometres. Since even a single VU represents a vast distance, it is possible for two ships to be within one VU of each other. At that range, space combat becomes truly brutal, with ramming attempts and even boarding actions.

Basic space combat begins with all ships involved at a distance from each other determined by the scenario and the GM. There may be other phenomena in the combat as well, a nearby planet, perhaps, or even a vast asteroid field (Below).

When beginning combat, the GM and players should determine the direction each starship is facing. A starship's facing is the direction it will travel when moving directly forward.

When a starship takes its Manoeuvre Action, it chooses to move directly forward a number of VUs equal to its Speed value or half its Speed value. This is the default action of a starship—since starships are huge vessels with immense momentum, players do not have the option of simply not moving their ship. Once the starship has moved forward by its Speed value or half its Speed value, it may turn. Transports, raiders, frigates, and other ships of equivalent size (i.e., Hull Integrity and Available Space) can turn up to 90 degrees to the left or right (or port and starboard). Unless otherwise stated, all other ships may turn up to 45 degrees instead.

Either version of this Manoeuvre (moving at half or full Speed value) is considered the starship's default Manoeuvre, and does not require any Skill Tests to perform. However, a skilled pilot can use more advanced Manoeuvre Actions to modify this Manoeuvre. Each Manoeuvre modifies (but does not replace) the basic Manoeuvre

action mentioned above, and only one Manoeuvre may be selected per Turn. Unless specified otherwise, a starship's turn may never be more than 90 degrees.

If a starship ever fails its Test while performing a Manoeuvre, it simply makes either version of its default Manoeuvre (it moves forward either half its Speed value or its full Speed value, then may turn).

Adjust Bearing

This is used to decrease the distance a starship must move before it can turn. First, the ship decides if it is moving half its Speed value or its full Speed value. Then, the helmsman makes a Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test. On a success, the starship may turn after moving one VU less than its Speed value. For every degree of success, it may turn after moving one less VU. A starship must move at least one VU before turning. Once the starship has turned, it must move the remaining distance so its complete movement is equal to its half or full Speed value.

Adjust Speed

This is used to adjust the distance a starship is required to move. First, the ship decides if it is moving half its Speed value or its full Speed value. Then, the helmsman makes a Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test. On a success, he may increase or decrease the number of VUs his ship moves by one. For every degree of success, he may increase or decrease that number by an additional one. The starship may not move less than 0 VUs forward (the starship may come to a stop using its retro-thrusters, but cannot move in reverse). The starship may not move double or more its Speed value using this Manoeuvre (only Flank Speed allows that).

Adjust Speed & Bearing

This is used when a starship wants to turn earlier while moving more slowly or quickly. First, the ship decides if it is moving half its Speed value or its full Speed value. Then, the helmsman makes a Hard (–20) Pilot (Space Craft)+Manoeuvrability Test. On a success, he may increase or decrease the number of VUs his ship moves by 1, and may turn after moving one VU less than its Speed Value (as above). Likewise, every degree of success awards the benefits of Adjust Speed and Adjust Bearing. However, the limitations of both Manoeuvre Actions apply.

Come to New Heading

This is used to make radical course changes. The helmsman makes a Difficult (–10) Pilot (Space Craft)+ Manoeuvrability Test. Success means the starship may turn when it has moved half its Speed value, then turn again when it has moved its full Speed value. The ship suffers –20 to any Ballistic Skill Tests to fire its weapons during this turn.

Disengage

This gives the starship a chance to flee the battle by making a radical course change and shutting off its systems, attempting to hide amongst the vastness of the void. This Manoeuvre may not be performed if the starship is within 8 VUs of any enemy. The helmsman makes a Challenging (+0) Pilot (Space Craft)+ Manoeuvrability Test against an opposed Challenging (+0) Detection+Scrutiny Test from opponents within 20 VUs. Provided their number of successes is greater than the successes of each enemy ship, the ship leaves combat, and may not reenter it. Whether it succeeds or fails, the ship may not fire any weapons this turn.

Once a starship has successfully disengaged from combat, it may not reengage its opponents unless the GM specifically allows otherwise. Additionally, the Disengage Manoeuvre cannot be used to initiate a Stern Chase. This is because the disengaging ship is shutting down all non-essential systems, including its engines, scanners, and weapons, and doing its best to pretend it isn't there. It will remain that way for several hours or even days, before restarting its systems (hoping that everyone else has already left the area).

Evasive Manoeuvres

This is used to help avoid enemy fire. The helmsman makes a Difficult (–10) Pilot (Space Craft)+ Manoeuvrability Test. Success (and every subsequent degree of success) imposes a –10 penalty to all shooting directed against the starship until the beginning of its next Turn. The starship suffers the same penalty to its own shooting during this time.

Ramming and Boarding Actions

There are desperate times in the fury of space combat when a captain's only course of action is to use his own starship as a weapon. If a starship ends its Manoeuvre Action within one VU of an enemy vessel and its bow is facing said vessel, the starship may give up its Shooting Action this turn and ram the ship instead.

The helmsman must make a Hard (–20) Pilot (Space Craft)+ Manoeuvrability Test. If he succeeds, the ship crashes into its target, doing damage based on its hull size—1d5 for transports and raiders, 1d10 for frigates, 2d5 for light cruisers, and 2d10 for cruisers. The ship adds the die roll to its prow armour value for total damage inflicted. This damage ignores void shields. The ramming ship then takes damage equal to the defending ship's Armour plus 1d5 to their prow armour, also ignoring void shields.

However, sometimes, the best course of action is to crash into the enemy, send across parties of armsmen and ratings, and take their ship by storm. This is called a boarding action.

If a starship ends its Manoeuvre Action within 1 VU of its target, it may give up its shooting action to Board the target. The helmsman must make a Hard (–20) Pilot (Space Craft)+ Manoeuvrability Test. If he succeeds, the two ships crash together and the boarding action begins. While two ships are involved in a boarding action, neither of them can take Manoeuvre or Shooting Actions (meaning the two ships remain stationary), although individual characters may still take Extended Actions. The ships are locked together, and the only way a ship can break free is by making a Hard (–20) Pilot (Space Craft)+ Manoeuvrability Test at the beginning of its turn. If a ship attempts to break free and fails, however, it will suffer a –20 to the subsequent opposed Command Test (see below).

The two ships take their Strategic Turns simultaneously, dropping to last in the initiative order. During their turns, two characters, one from each ship (whoever is leading the ship's warriors), make an opposed Command Test. The ship with the larger Crew Population value will receive a +10 bonus to its character's Command Test for every full 10 points difference in Crew Population between the two ships. The ship with the higher remaining Hull Integrity provides a +10 bonus to its character's Command Test for every full 10 points difference in Crew Population between the two ships. Each ship's turret rating also provides a bonus (see below).

For each degree the winner wins by, he may choose to inflict one of the following options on his opponent. The loser may either suffer 1d5 Crew Population and 1d5 Morale damage (representing the crew cutting through the enemy), or 1 point of Hull Integrity damage (representing the crew setting charges and doing as much damage as possible). Damage to Hull Integrity will also result in damage to Crew Population and Morale as normal (see below).

The ship that has lost the opposed Command Test must then roll a d100 and compare it to their current Morale. If they roll an equal or lower number than their Morale, their crew continues to fight. During the next Strategic Turn, both ships will make opposed Command Tests again. If, however, the losing ship rolls higher than their current Morale, their crew routes and surrenders to their captors. If the ship is an NPC vessel, it surrenders. If it is the Explorers' vessel, the characters face a grim choice—surrender to their foes, or try and flee as best they can...

Stern Chase

In some situations, a starship may prefer to flee from opponents, rather than stand and fight. Perhaps a smuggler wishes to run a naval blockade, or a privateer is chasing a valuable prize. Perhaps a ship simply wishes to flee combat, and her captain is doubtful of his chances of successfully disengaging under the enemy's guns. In such situations, players have the options of using the rules for a stern chase—a flight and pursuit between two ships that might last hours, or even days.

Stern chases may begin in combat, or outside it. If two ships are not in combat and one ship flees, the other ship may elect to pursue it, beginning a stern chase. If the ships are in combat, a ship may flee the combat if it ends its turn out of range of the guns of any enemy ships. If it does so, it must make a Routine (+10) Pilot (Space Craft) +Manoeuvrability Test (if it fails, it must remain in the combat and forfeit its next Strategic Turn). Then, all other participants in the combat have the options of pursuing the fleeing vessel. If they chose to do so, they leave the combat on their next Strategic Turn and the stern chase begins.

If the Explorers are the pursuers, the stern chase is treated in a similar manner to an Exploration Challenge where the various Explorers will use certain Skill Tests to accumulate a number of successes that must equal a predetermined total for the chase to succeed. The total required for success is based largely off the type of ship the Explorers are pursuing.

- Transport, Cruiser: 3 Degrees of Success
- Light Cruiser, Frigate: 5 Degrees of Success
- Raider: 7 Degrees of Success
- If the pursued ship's Speed is greater than the pursuer ship's Speed: +2 Degrees of Success
- If the pursuer ship's Speed is greater than the pursued ship's Speed: -2 Degrees of Success

If the pursuit takes place in asteroids, nebula, or other obscuring stellar environments: +1 Degree of Success To obtain these, the Explorers may test the following Skills as if they were participating in an

Exploration Challenge: Tech-Use, Pilot (Space Craft), Command, and Scrutiny (at the Game Master's discretion other Skills may apply, and the required successes may vary). As with Exploration Challenges, each Explorer may test each of these Skills once, with the default difficulty being Challenging. Success on a Skill Test will reduce the difficulty of subsequent Tests by one step. Degrees of success add an equal number of degrees of success towards successfully completing the stern chase. Conversely, failing a Skill Test makes subsequent Tests one degree more difficult, and each degree of failure removes one degree of success from the total.

If the Explorers manage to accumulate enough degrees of success to accomplish the stern chase, they bring their quarry to heel. The fleeing ship may surrender, or combat begins as the ship desperately tries to fight its pursuer (follow the rules for space combat). If they fail, their quarry escapes into the vastness of the void.

It is possible, of course, that the Explorers are the ones being pursued. In that case, the same rules are used (the Explorers must still accumulate a certain amount of successes to successfully escape from their pursuers), with several minor changes. The pursuing ship is now what sets the base number of successes, meaning the Explorers are still the ones attempting the Skill Tests. Also, if the Explorers (the ones being pursued) have a faster ship, they make the Challenge easier, and if they have a slower ship, they make the Challenge more difficult (reverse the penalties and benefits listed above). In addition, if the Explorers use celestial phenomena to their advantage, by fleeing through asteroids or nebulas, they make the Challenge one degree less difficult. If the Explorers succeed, they are the ones who escape into the vastness of space, and if they fail, they are the ones who must make the difficult choice to fight or surrender.

In either version of the stern chase, the time it takes to accomplish a stern chase roughly equals two hours per degree of success required to successfully accomplish it. This time will be spent whether or not the chase is successful.

Remember, a while a Stern Chase takes place, both ships are visible to each other, but out of range of each other's weapons.

NPC Actions

It is entirely possible that the players will want to perform more actions than there are players in a group. In this case, the GM should remember that the players' characters command a ship with thousands of crewmembers. If the players want to have a crewmember perform any of the following Actions, they can. If they do so, the GM will roll to see if the Action is successful, counting the crewmember's appropriate characteristic (see Table 8-9 below).

However, the GM should be careful not to let the players delegate too many tasks to their NPCs. In general, the GM should only allow the NPCs aboard a vessel to perform three Actions per Strategic Round. Alternatively, the GM can allow the NPCs aboard a vessel to perform a number of Actions per Strategic Round equal to the tens column of the NPC crew's Skill rating. So, for example, a Competent crew could perform three Actions, while a Veteran crew could perform five. Either option is valid, and the GM should select one to use when setting up his game.

Players should keep in mind their NPC crewmembers are rarely as skilled as they are. Also, GMs should use common sense when dealing with the delegation of tasks to NPCs,

and are encouraged to require the Explorers to perform certain, more important, actions personally. The idea is to keep the players involved in a combat, and not have it come down to a series of NPC activities and dice roles.

Table 8-9 can also be used to generate statistics for the crews of enemy or NPC vessels. Enemy vessels can perform a number of Extended Actions (or other actions such as firefighting) equal to the number of Actions other NPC vessels can perform.

TABLE 8-9: NPC CREW RATINGS

Crew Rating	Skills and Characteristics
Incompetent	20
Competent	30
Crack	40
Veteran	50
Elite	60

Shooting Actions

After completing its Manoeuvre Action, a ship has the option of firing its weapons. Each Weapon Component may be fired once per Strategic Turn, and all Weapon Components must be fired at once, although they may be fired at different targets. A Weapon Component may only be fired at a target within its firing arc. Firing weapons and resolving damage is covered later in this chapter.



Extended Actions

Extended Actions are only available to characters who have not taken part in Manoeuvre or Shooting Actions this turn. They represent characters doing other activities to aid the ship, such as making repairs, caring for the wounded, and even raiding enemy vessels.

Note: The modifiers listed for Skill Tests may be modified at the GM's discretion. Although each player may only perform one Extended Action per Strategic Turn, it may or may not take the entire 30 minutes, depending on the action.

Active Augury

The character makes a Challenging (+0) Scrutiny+Detection Test to scan the area surrounding the ship. If the scan is successful, the GM should reveal basic (and important) information about celestial bodies, phenomena, and ships within 20 VUs of the vessel. If there is a vessel on Silent Running within scan range, it is immediately detected. For every degree of success, the character can extend the range of his scan by five VUs.

Aid the Machine Spirit

The character must make a Challenging (+0) Tech-Use Test to commune with the craft's machine spirit and aid it in its calculations. On a success, the character may add +5 to the ship's Manoeuvrability or Detection for the remainder of the turn. For every two additional degrees of success, the character may add an additional +5 to the same system.

Disinformation

The character makes a Difficult (–10) Deceive or Blather Test. If he succeeds, he can increase the crew's Morale by 1d5 for every degree of success for the duration of the combat.

Emergency Repairs

The character makes a Difficult (–10) Tech-Use Test to direct and aid repair crews. If he succeeds, he repairs one unpowered, damaged, or depressurized Component. Repairs normally take 1d5 turns, however, this can be reduced by one turn per degree of success, to a minimum of one turn. Emergency Repairs cannot fix destroyed Components.

Flank Speed

The character must make a Challenging (+0) Tech-Use Test to nurse the ship's engines and push them to their limits. Success means the ship may move an additional VU this turn. Every degree of success allows an additional VU of movement. Failure by 2 or more degrees means the ship immediately suffers an Engines Crippled critical hit as the engines are strained too hard.

Focused Augury

The character makes a Challenging (+0) Scrutiny+Detection Test to scan a particular ship within extreme range of his vessel. A successful scan reveals a number of Components aboard the enemy ship.

Basic Success: All Essential Components except Auger Arrays and Void Shields

One Degree of Success: All Weapon Components

Two Degrees of Success: Auger Arrays, Void Shields, and any combat related Components.

Three Degrees of Success: All Components aboard the target ship.

Hail the Enemy

This action is unique as it can be performed by characters who have participated in Manoeuvre Actions or Shooting Actions during the turn. The character contacts one enemy ship using his ship's vox systems. He may use Interaction Skills to accomplish certain goals, such as the Intimidation Skill to convince an opponent to surrender. The exact details of how this works is left up to the GM (See Interaction Skills)

Hit and Run

This allows a character to raid an enemy ship, sabotage it, then retreat. The character makes a Challenging (+0) Pilot (Space Craft) Test, attempting to reach one enemy ship within 5 VUs in a boarding craft, accompanied by a team of raiders. This test can be modified by the target vessel's Turret Rating. If he fails the test, he is forced to return to his ship. If he fails by four or more degrees, his craft is shot down. The character either survives stranded in a crippled craft or is killed at the GM's discretion. If he succeeds, he must make an opposed Ordinary (+10) Command Test against the commander of troops aboard the enemy ship. If he succeeds, roll 1d5 on the Critical Hit chart twice and select one result to apply to the enemy ship, plus 1 point of damage to Hull Integrity for every degree of success. If he fails, his force is forced to retreat back to his boarding craft, unsuccessful in causing mayhem.

Hold Fast!

The character must have Air of Authority (or a similar Talent at the GM's discretion) and make a Challenging (+0) Willpower Test. If he succeeds, he inspires the crew and reduces any damage to Morale by 1, plus 1 for every degree of success to a minimum of 1. Hold Fast! may only cancel out Morale damage suffered during the previous turn.

Jam Communications

The character makes a Difficult (–10) Tech-Use Test, targeting a ship within long range of his vessel. If he succeeds, that ship is unable to use vox-transmitters or other technologies to communicate with other ships. Psychic communicators—such as an astropath—are unaffected.

Lock on Target

The character makes a Challenging (+0) Scrutiny+Detection Test to use the ship's augers and calculate exact firing solutions on an enemy vessel. If successful, he adds a +5 bonus to the Ballistic Skill Test to fire one Weapon Component during this turn. Every two additional degrees of success add an additional +5 to the same Test.

Prepare to Repel Borders!

This character must make a Challenging (+0) Command Test in order to organise and arm a portion of the crew. If he succeeds, he may add +10 to any opposed Command Test he performs against enemy borders during subsequent turns of combat, plus an additional +5 for every degree of success. Although the character is not required to make additional tests on subsequent turns, he will be occupied rallying the defenders for as long as he wants to maintain the bonus.

Put Your Backs Into It!

The character makes a Challenging (+0) Intimidate or Charm Test. If he succeeds, he can choose to add +5 to a Ballistic Skill Test to fire a Weapon Component, an Emergency Repairs Action, or an attempt to put out a fire made during this turn. He may aid an additional Ballistic Skill Test, Emergency Repairs Action, or firefighting attempt for every three degrees of success.

Silent Running

A ship may attempt to avoid notice by going on silent running, shutting down non-essential systems and attempting to drift, unnoticed, past its opposition. When on silent running, a ship makes Manoeuvre Actions as normal, except the starship's Speed value is halved, and the difficulty of all related Skill Tests increases by one step. The default Manoeuvre Action requires a Ordinary (+10) Pilot (Space Craft)+Manoeuvrability Test. If the helmsman fails these tests, his ship performs the Manoeuvre as normal, but some power surge or engine flare betrays their presence, and any ships within sensor range become aware of them. Enemy ships may detect a ship on silent running by using the Active Augury Extended Action (see below). Needless to say, if the ship fires any weapons, it is immediately detected as well.

Triage

The character makes a Difficult (–10) Medicae Test. If he succeeds, he reduces any damage to Crew Population by 1, plus 1 for every degree of success to a minimum of 1. Triage may only cancel Crew Population damage suffered during the previous Turn.



Weapons and Shooting

Starship weapons in the 41st millennium are as varied as the ships that carry them. Lasers, plasma projectors, macrocannons, rocket launchers, terra-watt beam weapons, and more esoteric weaponry such as grav-culverins and gamma emitters, all can be found in a starship's broadside. In game terms, the weapons found in Rogue Trader can be divided into two distinct classes; macrobatteries and lances.

Macrobatteries form the main armament of most ships, filling the broadsides of vessels with rank upon rank of gigantic weapons. Each requires a crew of dozens, if not hundreds, to operate. Whether they fling kilo-tonne warheads across the void or roast their targets with high-intensity energy, macrobatteries fire in volley. Their salvos are designed to blanket the space around a target, hopefully catching it in a maelstrom of destruction and overwhelm their defences by the sheer number of shots.

Lances are rare and potent weapons that fire incredibly high-powered beams of energy capable of burning through the hull of a warship, or cutting a smaller vessel in half. Unlike macrobatteries, lances are often mounted on gigantic turrets where multiple energy projectors focus to create a single, titanic beam.

In Rogue Trader, the weapons on starships are Supplemental Components. Each Weapon Component does not necessarily consist of one weapon—a single macrobattery, for example, can have dozens of individual macrocannons arrayed in broadside. Instead of these weapons being treated separately, they are grouped together into a single Weapon Component and treated as a single weapon that can score multiple hits when fired. Although most Weapon Components are classified as macrobatteries or lances, this simply means they follow the same general rules. Specific weapons may have different rules and unique abilities.

In Rogue Trader, each Weapon Component has the following statistics:

- **Strength:** This is the maximum number of hits a macrobattery can land on an enemy ship.
- **Damage:** This is the Damage each hit deals.
- **Crit Rating:** This is the number of successes the shot must have to score a critical hit on the target.
- **Firing Arc:** This determines which direction a starship weapon may be fired in.
- **Range:** This is the range of the weapon. Starship weapons may be fired at targets no farther away than twice the weapon's range.

When firing a Weapon Component, the character directing the fire makes a Ballistic Skill Test, adding in any appropriate modifiers. Characters may direct the fire of more than one Weapon Component (either macro-batteries or lances). This means that one character may direct all of a ship's weapons fire, although different Weapon Components may be fired by different characters if the party chooses. A ship's weapons may be directed against multiple targets. The gunner (or gunners) may select targets for their macrobatteries in turn, unless they are combining the fire of several macrobatteries into a single salvo (see below)

Whether or not a Weapon Component may be fired at a target is determined by its firing arc: front (fore), port (left), starboard (right), and rear (aft). Firing arcs extend in a 90 degree arc from the centre of the vessel. For a visual representation of firing arcs, see Diagram 8-1. If the combat is being fought on a grid-map, you can use Diagram 8-2 and 8-3 instead (depending on which way the ship is facing). If there is any question between whether a target is in a ship's fore or aft arcs or in its side arcs (such as if you use the example from Diagram 8-1 on a grid-map), the target is considered to be in the side arc. What arcs a weapon may fire in are determined by the location the Weapon Component occupies on a starship: Dorsal, Prow, Port, Starboard, or Keel.

Diagram 8-1

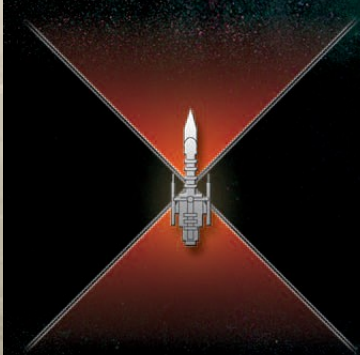


Diagram 8-2

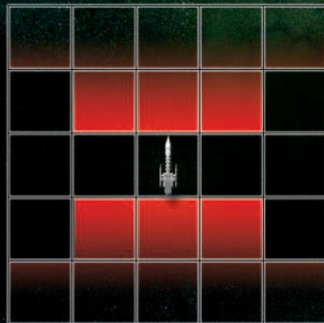
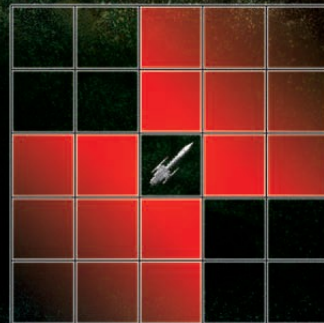


Diagram 8-3



Dorsal Weapon Components are mounted on the starship's spine or up most decks. They have a wide firing arc, but less weapons can be installed in the relatively limited space. Dorsal weapons may fire to the fore, port, and starboard.

Prow Weapon Components are packed into the starship's forward spaces, and are often weapons that must run along much of the length of the hull. Prow weapons on transports, raiders, and frigates may fire to the fore. Prow weapons on light cruisers, cruisers, or larger vessels may fire to the fore, port, and starboard.

Port and Starboard Weapon

Components are installed in broadsides along the left and right sides of the starship, respectively. Port weapons can fire to the port firing arc, Starboard weapons to the starboard firing arc.

Keel Weapon Components are often on long masts or fins below the starship's belly, and are rare on Imperial vessels. Keel weapons may fire in any direction.

The range of the shot can affect its accuracy. When firing at a target further away than the range of the weapon (up to the maximum of twice the range), the shot suffers a -10 penalty to the Ballistic Skill Test. However, when firing at a target at half the range, the shot gains a +10 bonus to the Ballistic Skill Test.

When firing a macrobattery, a successful roll scores one hit, plus an additional hit for each degree of success, to a maximum of the macrobattery's strength. Essentially, a more accurate hit means the character was able to land more shots on the enemy ship. After the ship calculates the amount of hits it has scored, apply the effects of the defender's void shields (see "Damage and Defences" below). Once the final number of hits has been determined, roll the weapon's indicated Damage once for each hit, adding the totals together. The final total is the amount of damage dealt to the target.

If a ship fires multiple macrobatteries at a single target, before rolling to hit and the determining the damage total for each macrobattery, the character directing the firing has the option of adding the totals together and applying the new, larger total to the target ship once, rather than applying each damage result separately. This represents a ship combining its weapon fire into a single, devastating salvo. If he chooses to do this, however, he can only inflict a maximum of one Critical Hit (see below).

Lances operate in a similar fashion, but with several distinct differences. When firing a lance, a character makes a Ballistic Skill Test with any appropriate modifiers. A successful roll scores one hit, plus one additional hit for every three degrees of success.

Unlike macrobatteries, the damage from each lance hit is never combined. Each damage total is resolved against the target's defences separately. However, when resolving a lance hit against the target, ignore the target's armour (see "Damage and Defences," below), but not void shields. Lances deal damage directly to Hull Integrity.

When firing a weapon, if the character rolls a number of successes equal to the weapon's Crit Rating, the shot has caused a Critical Hit. If the shot does not do any damage to Hull Integrity, inflict 1 automatic point of damage. Then roll 1d5 on the Critical Hit chart and apply the result to the target.

If the damage of two or more macrobatteries is combined into a single salvo, those macrobatteries can only inflict a maximum of one Critical Hit. Even if all of the macrobatteries cause Critical Hits on their Ballistic Skill Tests, only one Critical Hit is applied to the target vessel.

Unless multiple macrobatteries are being combined in a salvo, each Weapon Component should be resolved against the target separately, not simultaneously. (This is important due to the manner in which void shields work.) Righteous Fury does not apply to shipboard weapons.

Turrets

The hull of a starship is often covered with short-range, rapid-firing weapons. These could be rapid-cycling multi-lasers, quad-barrelled auto-cannon, or even vulcan megabolters. All are collectively referred to as turrets and are designed to shoot down torpedoes and assault craft, as well as help defend the ship in the event of a boarding action.

If a starship has defence turrets, it has a turret rating. The turret rating does not correspond to the actual number of turrets—a starship with scores of defence turrets might only have a turret rating of 1. For each point of a starship's turret rating, the ship imposes a -10 penalty on the piloting tests of any Hit and Run Attacks directed against it. Additionally, each point of a starship's turret rating adds +10 to its side's Command Test during a boarding action.

Destroying Ships

Most of the Critical Hit results will not destroy a ship outright. Rather, they will instead damage it in some way. This is indicative of the nature of space combat in *Rogue Trader*—ships are rarely completely destroyed, and often even badly damaged hulks can be dragged back to port for salvage and refit.

However, a GM should never feel constrained by the Critical Hit chart when dealing with an NPC vessel. If he prefers a simpler space combat, he can modify the Critical Hit Chart in the following manner. When the starship is reduced to zero Hull Integrity, the Critical Hit Chart changes so the 1-9 results are the enemy vessel drifting away as a shattered, completely worthless hulk, and the 10-12 results are the ship violently exploding. If a 10-12 critical result is rolled, treat the ship as if it suffered a Catastrophic Overload. This means an NPC vessel will suffer the effects of Critical Hits as normal while its Hull Integrity is above zero. Once it hits zero, any Critical Hit—whether from doing damage past Hull Integrity or from a Weapon Component's Crit Rating—will destroy the vessel. Of course, this modification means the players will have no enemy ship to board and explore...

Damage and Defences

There are two principle defences for starships in the 41st millennium, void shields and armour.

Void Shields create an invisible energy barrier around a starship. Miracles of lost technology, these barriers serve two purposes. First, they brush aside swaths of dust and detritus adrift in the void that would otherwise scar, befoul, and even destroy a starship (though they offer little protection against especially large objects like asteroids). Their second purpose is to absorb the terrific energies of incoming fire. If it absorbs too much energy too quickly, however, the void shield collapses, and must bleed off the accumulated energy before it can be raised again.

Armour can take many forms, but is often layers of adamantine and ceramite many metres thick, covering the outer hull of the vessel.

Void shields function by absorbing incoming hits before they can be resolved against their target. Whenever a ship chooses to fire on another ship during its turn, the

target ship's void shields (assuming it has any!) will cancel a number of incoming hits equal to the strength of the shields. In other words, if a ship has one void shield, after an attacker determines the total number of hits going against the ship, that number of hits is reduced by one. It does not matter if the hits are from lances or macrobatteries.

However, void shields can be overloaded. Once they have reduced their strength in hits, they overload and shut down. Any remaining hits in that salvo will hit the target, and any further shots fired against the target by the attacking ship will also hit the target unimpeded by void shields. If the attacker combines the damage of multiple macrobatteries against the defending ship, the attacker chooses which hits are discarded by the void shields. This represents the attacker timing his salvos to overwhelm the enemy's shields with his lighter weaponry.

It is important to note that void shields reduce hits from all ships firing on them. If one attacker fires on a ship, the ship's void shields reduce the hits as usual. Even if they overload and another attacker fires on the ship in the same Strategic Round, the void shields will be restored in time to protect against that attacker's fire as well.

Once void shields have been taken into account, and the damage for the remaining hits is rolled and added together, it is compared to the target's Armour. The Armour value is subtracted from the damage total. If the result is zero or less, the target's Armour has successfully protected the vessel. If the result is more than zero, the target loses that many points of Hull Integrity.

Hull Integrity can be considered similar to a ship's Wounds. It is a measure of how tough the vessel is, and how much damage it can take before being blown open. For every point of Hull Integrity a ship loses, it loses 1 Crew Population and 1 Morale as well.

Crippled Ships

When a ship reaches 0 Hull Integrity, it becomes Crippled. Apply a -10 penalty to its Manoeuvrability and Detection, and reduce its Speed to half. In addition, reduce the strength of all weapon Components by half (round up). A ship will remain Crippled (and continue to suffer these effects) until it has regained at least 1 Hull Integrity.

When a Crippled ship takes damage past its Armour, it takes a Critical Hit. Compare the value of the damage that exceeded the Armour to the Critical Hit chart. The ship suffers this Critical Hit result.

Critical Hits

Oftentimes, an especially lucky or well placed blow will do more than boil off armour or consign some unlucky pressmen to the void. Shells and beams may tear deep into a starship's gut, ripping out her insides, crippling her systems, and leaving her bleeding air.

The following is the Critical Hit chart for ships, and should be used when a weapon's attack roll has met its Crit Rating, or when a

crippled ship takes damage. Some Critical Hits require an attacker to know about Components on the target ship. The attacker can know what Components their target has in one of two ways. The first is through using Active Augury to scan the enemy vessel. The second is that if the enemy vessel uses a Component to attack or otherwise effect the attacker, the attacker obviously knows of its existence and can target it with a Critical Hit.

TABLE 8-12: CRITICAL HITS

Roll	Result
1	Holed: A lucky hit has wrenched open the ship's hull, exposing it to space. The attacker selects one Component (only choosing ones he knows of) that is not the bridge or plasma/warp drives. Emergency bulkheads slam into place to seal off the compartments, but this Component is depressurized.
2	Internal Damage: The force of the hit ruptures bulkheads and smashes machinery. The attacker selects one Component (only choosing ones he knows of) that is not the bridge or plasma/warp drives. This Component is damaged.
3	Sensors damaged: The ship's auspex arrays have been knocked out, leaving the vessel blind. Until the damage is repaired, all shooting tests suffer a -30 to hit, and all sensory tests to detect anything beyond the ship's immediate engagement range automatically fail. Additionally, as the arrays are located outside the hull, any repairs must be attempted in the void.
4	Thrusters damaged: The ship's manoeuvring thrusters are smashed, venting randomly and leaking fuel. Roll 1d10. On a 1-7, the ship can still manoeuvre, albeit slowly. Reduce the ship's Manoeuvrability bonus by -20. On an 8-10, the thrusters are completely damaged. The ship cannot turn. This damage can be repaired.
5	Fire! Alarms scream through the hull as hungry flames roar through passageways and compartments. The blaze must be contained before it devours the entire ship! The attacker selects one Component (only choosing ones he knows of) that is not the bridge or plasma/warp drive—this Component is now on fire. The fire follows all the rules for shipboard fires.
6	Engines Crippled: Something pierces the immense drive tubes in the ship's stern, bleeding plasma into the void and leaving the vessel drifting in space. Roll 1d10. On a 1-7, the plasma drives are still usable, though heavily damaged. Reduce the ship's Speed by half. On an 8-10, the drives are completely wrecked. Reduce the ship's Speed to 1. This damage can be repaired.
7	Surly Techsprites: Something has jarred and shocked the ship's machine spirits, awakening their anger. Massive electrical surges knock out systems across the ship. Roll 1d10 for every Component. On a 4 or higher, the Component now counts as unpowered. Each Component must be repaired individually before it can receive power again. Morale takes 1d5 damage from the spooky atmosphere.
8	Decapitation: A lucky hit strikes the ship's bridge, sending shrapnel scything across the compartment and opening it to space! All crewmembers on the bridge must make a Dodge reaction or be hit by shrapnel doing 2d10 Explosive damage. If the damage result is 12 or higher, the bridge Component is also depressurized. If the damage result is 16 or higher, the Component is damaged.
9-10	Hull Breach: The hull of the ship is ripped asunder by tremendous force, opening compartments to the void and doing massive structural damage. The attacker selects 1d5 Components (only choosing ones he knows of, and not including the bridge). Roll a d10 for each; on a 1-7 the Component is damaged and depressurized. On an 8-10 the Component is destroyed, and all crew inside are killed. Instead of rolling for Crew Population and Morale damage separately, the ship reduces both of its current values by half.
11	Catastrophic Damage: A succession of powerful blows and explosions rip through the ship, causing horrendous damage. Roll 1d10. On a 1-7, the ship is hulked. On a 8-9, the ship's plasma drive explodes. On a 10, the ship's warp drive explodes instead (if the ship does not have a warp drive, it suffers a plasma drive explosion).
Space Hulk	Catastrophic damage leaves the ship a drifting, smouldering wreck. Uncontrolled fires burn in some compartments, others are open to space, and the rest are choked with the dead and dying. Roll 1d10 for each Component. On a 1-2, it is miraculously untouched, but is unpowered. On a 3-7, it is depressurized and damaged. On a 9-10, it is completely destroyed, and all crew inside are killed. Reduce Crew Population to 1d10.
Plasma Drive Explosion	The starship's plasma drive explodes in a single, cataclysmic explosion. All starships within 1d10 VUs of the stricken craft must make a Hard (-20) Pilot (Space Craft)+Manoeuvrability Test or be struck by the flaming debris of the destroyed vessel. Treat this as 1d5 macrobattery hits doing 1d10+4 damage each, that void shields and armour will protect against normally.
Warp Drive Explosion	The starship's warp drive overloads and explodes, rending a seething hole in space, a maelstrom into the realm of chaos. Any starship within 2d10 VUs of the stricken craft must make a Hard (-20) Pilot (Space Craft)+Manoeuvrability Test or be struck by the chaos-storm, taking the equivalent of one lance strike doing 1d10 damage that void shields will not protect against. Additionally, every starship within 1d5 VUs of the stricken vessel must make a second Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test , or be sucked into the rift. What happens next is up to the GM, but should be suitably horrible. Mass possessions and manifesting demons are the norm, while the crew frantically tries to activate the Geller Field. The survival of those onboard the ship should by no means be guaranteed.

A Question of Scale

Players may notice that the shipboard weapons roll similar amounts of damage dice as their handheld weapons, and may be tempted to lean out their ship's airlock with their trusty lasgun.

Obviously, ship-to-ship combat is measured on a completely different scale than any other form of fighting even if the dice are the same. Handheld or vehicle mounted weapons are unable to harm a starship, and the trusty lasgun wouldn't even scratch the paint of an enemy vessel.

Conversely, if a player or vehicle were ever hit by a starship's main weapons, the results would be as horrifying as they would be fatal. Most starship weapons are not precise enough to target something as small as a person, but if it happens, that unfortunate is instantly destroyed.

Fire, Depressurization, and other Hazards

"The flames licked across the bulkhead, moving like skin-dancers in the null-gee. Emperor save me, it was the most beautiful thing I ever saw. Then they reached us, and the screaming began..."

—Pressman Tizak, survivor of the *Gilded Lady*

Quite a number of things can go wrong on a starship. Crippling blows from enemy guns can depressurize compartments, failing generators can plunge cabins into darkness, and a careless galley-steward can light entire decks ablaze. These problems have an adverse effect on the ship as well as unfortunate characters caught in them. A ship's Component is either intact, unpowered, damaged, or destroyed. Intact Components are fully functional, damaged Component are non-functional but can be repaired, and destroyed Components are nightmare mazes of twisted metal, raging infernos, and the bodies of the crew that once occupied them. Needless to say, a damaged Component cannot be used and will not provide any bonuses to the ship until it is repaired. A destroyed Component cannot be repaired, only replaced at a forge world or stardock.

Unpowered Components have no gravity, no lights (besides emergency stablights), and any powered hatches and the like will not operate. A damaged Component is unpowered, but also contains other hazards, such as shorting electrical lines, ruptured bulkheads, and leaking pipes and air-lines. These can also create noxious vapors and, combined with failing air-purifiers, mean that

character in the Component without a breathing aid such as a gas mask will suffer from suffocation.. Other environmental effects may exist in a damaged Component as well.

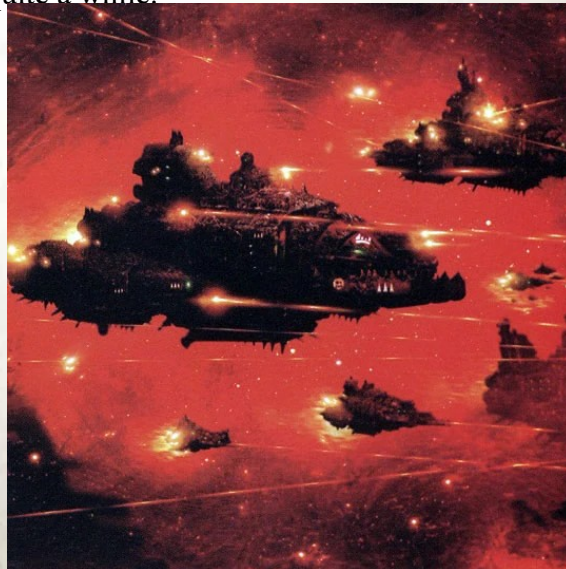
Destroyed Components are extremely hazardous, with nothing more than twisted, jagged metal shards, live electrical lines, no air, or raging fires. In game terms, the Component is considered to no longer exist, though the GM is free to invent a suitably nightmarish environment for any character who must enter the space the Component used to occupy. Components may also have hazards present on them that may be mildly inconvenient, or are a danger to any characters exposed to them and possibly the entire ship.

Depressurisation

If a Component is depressurised, the air violently vents over a number of Rounds (the GM should determine a time depending on how big the hole—was it a micro-meteor or a lance strike?). Any characters attempting to exit the Component treat it as Difficult Terrain as they battle high winds within the compartment. Once all air has vented, all characters inside the Component suffer the effects of vacuum. It is assumed airtight hatches will keep depressurisation confined to a single Component.

Depressurisation deals 1d10 damage to Crew Population, and 1d5 damage to Crew Morale, but does not make the Component Damaged (although a depressurised Component may be damaged for other reasons, and vice-versa). The Component may even be used, provided the crewmembers wear void-suits.

Depressurisation may be repaired by patching the hull, although the effects of vacuum on little details like the plumbing may linger for quite a while.



Fire

If a Component catches fire, it immediately deals 1d5 damage to Crew Population and 1d10 damage to Crew Morale (few things are as horrifying as a shipboard fire) and spreads through the entire Component (the GM should determine how long this takes, but it should be within 30 minutes or one Strategic Turn). Anyone occupying the Component is exposed to fire and suffers all of the appropriate adverse effects (see page 260). If the fire is not brought under control in one Strategic Turn, it consumes the Component (it now counts as damaged), and moves on. The GM selects a new Component, and treats it as catching fire (including the Crew Population and Morale damage). The GM should randomly select the new Component from among what he determines are a set of logical options—it is more likely a fire would spread from the plasma drives to the warp engines than to the prow weaponry.

To put out a fire, a character must organise a firefighting team of crew and make a Difficult (–10) Command Test. This counts as an Extended Action and therefore may only be attempted once per Strategic Turn. However, multiple characters may organise firefighting teams and attempt to put the fire out, and only one needs succeed. Alternatively, the ship's captain can choose to vent the burning compartments into the void. If he does so, the fire is immediately extinguished. However, the burning Component now counts as depressurised. Instead of the normal damage to Crew Population and Morale, the

ship suffers only 1d5 Crew Population damage (most of the Crew already fled the Component) but 2d10 Morale damage (nobody likes seeing their comrades vented into the void deliberately).

Needless to say, if every Component is consumed by fire, the ship is reduced to a burned-out hulk and counts as destroyed.

Zero Gravity

Few forces are more essential to the everyday lives of humanity, yet gravity is something most take for granted. Those aboard starships do not have that luxury. Humanity developed the grav-plate during the mystical Dark Age of Technology, allowing them to simulate the effects of gravity in the chambers and passageways of their starships. However, these systems are fickle. Poor maintenance or battle damage can shut grav-plates off at inopportune times, leaving crewmembers stranded and drifting in mid-air. Additionally, if someone is forced to exit a ship and step into the blackness of the void, he will leave the effects of the grav-plates behind. It is imperative that every able-bodied void-man knows how to handle himself in such situations.

Zero gravity is considered Difficult Terrain, meaning that the movement of characters is halved while in it, and if they attempt to charge or run, they must succeed with a Hard (–20) Agility Test or drift out of control (treat as falling prone). Certain factors may mitigate this—a Void Born character, for example, does not treat zero gravity as Difficult Terrain and therefore ignores the above penalties. Additionally, a character beginning a movement action in zero gravity must be adjacent to a floor, wall, ceiling, or other secure object, so he has something to push off from.



Crew Population and Morale

“Regulation 284.7: Mutiny. Any and all crew and officers found to be involved in the plotting of treason, sedition, or wilful disobedience of their superiors shall be jettisoned from the ship’s airlock.”

—Imperial Navy Code of Conduct: Calixis Sector edition

The health and well-being of a starship’s crew is measured in two ways—its Crew Population and its Morale. Crew Population measures how many people are aboard a starship, indicated by a percentage of 100. Therefore, if a Crew Population was 98, that means 98 percent of the ship’s original crew complement is still alive. All ships’ Crew Populations begin at 100, though they may be modified by situations or the ship’s Components.

Morale is also measured on a 1 to 100 scale, starting at 100 and dropping as the starship encounters situations that test its crew’s loyalty and commitment. With both Morale and Crew Population, higher values are better.

As both values drop, they affect their starship adversely, as depicted in the following charts. The charts list a threshold number and the effect when the value drops below that number.

The effects of Crew Population loss and Morale are unavoidable, but the effects are reversible if the Crew Population or Morale are later brought above the threshold. All effects are cumulative, even Crew Population and Morale effects. The effects of Crew Population loss represent the ship becoming harder to operate as there are fewer hands to crew it, while the effects of Morale loss represent the crew actively malingering or doing other activities to hamper the ship’s operations.

In addition, whenever Morale drops below 70, 40, and 10, the Captain must make a Command Test. If he fails, some portion of his crew rebels against his rule and a mutiny begins.

Note: If the ship is in combat when Morale drops below a threshold, wait until after the combat ends to test for a mutiny. If it drops below multiple thresholds during a single combat, only test once.

To represent the mutiny, the GM should choose one NPC crewmember to lead the mutiny (or invent basic stats for a general crewmember). The mutiny can be fought or suppressed through opposed Command, Charm, or Intimidation Tests, chosen by the players. One character (who does not have to be the captain) should be chosen to suppress the mutiny and make the selected opposed Skill Test.

If the characters chose to use Command, they are leading armsmen to suppress riots, posting guards at critical spaces, and generally waging war against the mutineers directly. If the characters win the opposed Skill Test, the ship suffers 1d5 Crew Population damage and 1d5 Morale damage, but the mutiny ends.

If the characters use Charm, they are meeting with the mutiny’s ringleaders, addressing their demands, and trying to placate them. If the characters win the opposed Skill Test, the ship suffers 1d10 Morale damage (the characters are viewed by the crew as weak), but the mutiny ends. If the characters use Intimidate, they are threatening to open crew quarters into space, shooting ringleaders, holding hostages, and generally showing the crew the dire consequences of their actions. If the characters win the opposed Skill Test, the ship suffers 1 Crew Population damage and 1d10 Morale damage (the crew fears and mistrusts their ruthless commanders), but the mutiny ends.

If the mutineers win any of these tests, another opposed Skill Test is performed. If the mutineers win again, the cycle continues. If, however, the mutineers ever win one of these tests by three or more degrees of success, the mutiny succeeds. The characters lose control of their ship, and will likely be forced to flee quickly lest they be killed by their former crew.



Replenishing Morale and Crew Population

Restoring a ship's Morale is often surprisingly simple. The lowdecks dregs that make up the majority of a starship crew are an easily satisfied lot, often content with life's simple pleasures—or the promise of Thrones in their pocket.

If the starship is currently involved in attempting to complete an Endeavour, the captain can bribe the crew with gelt (or the promise of gelt). At any point during a shipboard journey, the ship's captain—or another authority figure—can attempt to restore Morale by losing 1 Renown and making a Routine (+20) Charm Test. Success means he has quieted the crew's concerns (or distracted them with their greed). Frigates, transports, and raiders regain 1d10 Morale, while light cruisers and cruisers (being larger) regain 1d5. The captain may do this as many times as he wishes, however the difficulty of the test should increase by one degree each time he does. After all, Thrones are only so good when you have no place to spend them.

A captain or another authority figure can also make a Difficult (–10) Charm or Intimidate Test to rally the crew, regaining 2 Morale for every degree of success. This will only work once per game session, however.

Of course, the best way to restore a crew's Morale is to put into port. If a starship reaches a habitable planet with no traces of civilisation, the ship can spend three weeks at orbital anchor, replenishing supplies and allowing the crew to travel to the surface. This will restore a ship's Morale to maximum. If the planet (or asteroid settlement) is inhabited by a human civilisation, this process will only take two weeks. If the captain is willing to spend some gelt, (making a Routine (+20) Acquisition Test to represent money distributed and reimbursements for damage caused to local drinking dens and brothels), he can restore his ship's Morale in a single week, and completely restock his supplies as well.

Restoring Crew Population can only occur at a planet inhabited by humans. The captain can make an Acquisition Test to restore his Crew Population to maximum, hiring on new crew members from among the locals. The availability of the crew should be considered Common (+20), though this can depend on the world. A hive world may have a large enough population that crew are considered Abundant (+50), while an isolated outpost may put a premium on manpower (Scarce or even Rare). The GM can choose to add bonuses or penalties due to the scale and quality (craftsmanship) of the crew being hired as well. Failure, of course, means the Explorers must look elsewhere for their crew.

However, if he prefers, he can send teams of press-gangs into the planet's less savoury locales (be they slave camps, slums, or the underhive) to 'recruit' new crew members. If he does this, a character who is skilled in subterfuge and has contacts with the criminal underworld must make arrangements if the press-gangs are to be successful. The details are up to the GM, but at the very least a Common Lore (Underworld) Test will be required to find the right contacts, and a Barter Test must be made to secure the deal. Failure could mean that other criminal elements take violent exception to the rogue trader's plans, the local magistratum might step in to arrest all of the characters, or the planet's general population might violently rise up against the Rogue Trader and his party. The benefits, of course, are paying a few press-gang crews will not cut into a Rogue Trader's finances.

A third option is to strike a deal with planetary authorities that will allow the rogue trader to empty their prisons to serve as his crew. If he does this, he restores his Crew Population without cost. However, he immediately loses 1d10+10 points of Morale—which cannot be restored while he remains at this planet.

No attempts to restore a starship's Crew Population or Morale can increase these values above the starship's maximum Crew Population or Morale values. Any Acquisition Tests made to restore Crew Population or Morale do not count against the number of Acquisitions an Explorer may make in a game session.

TABLE 8-13: CREW POPULATION

Crew Population	Threshold/Effect
80	The ship increases all travel times by 1d5 days.
60	All Tests involving Boarding Actions, repulsing Hit and Run attacks, fighting fires, and making Emergency Repairs suffer a -5 penalty.
50	The ship suffers a -10 penalty to its Manoeuvrability.
40	The ship loses any bonus to Achievement Points it would normally receive for its Components.
20	In combat, the ship counts as Crippled. If the ship actually becomes Crippled, it may only take a Strategic Turn on every other Strategic Round.
10	The ship may not perform Boarding Actions or Hit and Run attacks. Anyone attempting to repulse a Boarding Action or Hit and Run attack, fight fires, or make Emergency Repairs suffers a -20 to his Test.
0	The ship becomes an empty tomb, populated only by the dead. If any still live within its bowels, their only hope is to escape the vessel before they slowly suffocate or freeze. The ship cannot operate again without at least some crew to run it.

TABLE 8-14: MORALE

Morale Number	Effect
100	Normal operations.
80	All Command Tests involving the ship or its crew suffer a -5.
60	All Ballistic Skill Tests made to fire the ship's weapons suffer a -5.
50	All Command Tests involving the ship or its crew suffer an additional -10 (-15 total).
40	The ship suffers a -10 penalty to Manoeuvrability. All Ballistic Skill Tests made to fire the ship's weapons suffer an additional -5 (-10 total).
20	The ship may no longer perform Boarding Actions or Hit and Run attacks (too few of the crew can be trusted to follow orders or wield weapons). The ship may still attempt to resist Boarding Actions as normal. Whenever the ship reaches a port, lose 1d5 Crew Population to deserters.
10	All Command Tests involving the ship or its crew suffer an additional -15 (-30 total). The ship also suffers an additional -10 penalty to Speed, Manoeuvrability, and Detection.
0	The ship's crew rises up like a single, enraged organism, killing anybody in authority they can catch. Unless every single crewmember is put to the sword, they will take control of the ship and elect new officers from amongst their ranks.

Space Travel Outside of Combat

Outside of combat, space travel should be treated abstractly. The distances between a planet and one of its moons can be farther than a man in a land-crawler can drive in a year—the distance between two planets (or two stars) can be orders of magnitude further. An Imperial starship can generally travel the distance between a planet such as Holy Terra and its moon in little more than an hour, while that same starship could take two weeks to travel between the same planet and its star. In general, it shouldn't take much longer than that to get from one location in a star system to another; however, faster starships should take less time, while mass conveyors and other bulk transports may take far longer. In the end, travel times should be left up to the GM.

Enemy vessels are only one hazard a starship may encounter in its travels. Asteroid fields, gravity tides, ice rings, and nebula are all potential threats to be avoided—or in some cases, exploited.

Asteroid Field

The shattered remains of planets or the leftover debris from stellar nurseries, asteroid fields are vast expanses of drifting rock. A successful Routine (+10) Pilot (Space Craft) +Manoeuvrability Test is required to navigate an asteroid field. Success means the ship passes through the asteroid field unharmed, but for every degree of failure errant chunks of space rock strike the ship, doing 1d5+1 damage. The damage is cumulative, so if there are four degrees of failure, the ship will take 4d5+4 damage, ignoring void shields. Any Tests using a ship's auger arrays within an asteroid field are made one step more difficult.

Gravity Tides

Though planet-dwellers consider gravity a universal constant, experienced voidsmen know that it can be a harsh and fickle force. In systems with multiple stars or large gas giants, gravity can behave strangely—sometimes in seeming defiance to the laws of physics. The most feared phenomena are the gravitational rip-tides found near gas giants during the conjunction of their larger moons, or at the midpoints of binary star-systems. Most avoid them, but a skilled—or insane—helmsman may try and use the flux to his advantage.

It takes a Hard (–20) Scrutiny+Detection Test to spot a gravitational rip-tide on the ship's auger arrays, and a Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test to avoid one. If a helmsman chooses, however, he can

pilot his ship into the tide's gravity well while making a Hard (–20) Pilot (Space Craft) +Manoeuvrability Test. Success means the helmsman has built up enough speed for his vessel to “shoot the rapids”—using the speed generated by the tide's pull to shoot out the other side at tremendous velocity. For every degree of success, the GM should subtract a day from the travel time to the starship's destination. If the helmsman fails the test—or the starship fails to spot and avoid the tide—the ship takes 1d5 damage to its Hull Integrity ignoring armour or void shields, and must make a Hard (–20) Pilot (Space Craft)+Manoeuvrability Test to break free. If it fails it takes another 1d5 damage and must make another test. This continues until the ship escapes or is destroyed.

Ice Rings

The rings of gas giants are especially dangerous for ships, as they combine the aspects of an asteroid field and a nebula. To navigate them, a ship must make a Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test and a Challenging (+0) Navigation (Stellar)+Detection Test. Failing the first test by two or more degrees means the ship has blundered upon a particularly large chunk of ice—it takes 3d10 damage ignoring void shields. Failing the second test means the ship is delayed by a day. Any Tests using a ship's auger arrays within an ice ring are made two steps more difficult.

Nebulae

A nebula is a vast, dense cloud of gas and dust drifting in space. A successful Difficult (–10) Navigation (Stellar)+Detection Test is required to pass through a nebula on a proper course. Success means the ship makes its way through the nebula quickly, but failure means the ship is delayed. For every degree of failure, the ship must spend an extra day getting to its destination. In addition, the maximum weapon range for ships in a nebula is limited by the nebula's density (roll 3d10 at the start of battle, this is the furthest that all ship's sensors and weapons will operate). A ship making a Silent Running Manoeuvre gains +30 to its Manoeuvre Tests. Any Tests using a ship's auger arrays within nebula are made three steps more difficult.

Stellar Phenomena in Combat

Although a GM can simply use the rules as presented above to represent stellar phenomena in combat, a simpler way to do it is to simply increase the difficulty of all Manoeuvre Tests by one step (and making the helmsman perform a Routine (+10) Pilot (Space Craft)+Manoeuvrability Test whenever his starship makes the default Manoeuvre Action). Failure imposes the penalties already listed for each phenomenon, meaning that a simple ship duel in an asteroid field can suddenly become even more dangerous for those involved.

The Deep Void Run

"We set out from Footfall the day after the Sanguinala, well stored and stocked for a long run spinward to Lucien's Breath. Then the warp-storms blew up and left us lost, blind, and adrift in an unnamed nebula. We ate our stores, the cargo, and were down to boot leather when ol' Three-Eye spotted the Astronomicon's glow. Good thing too, 'cause my mate Grax was starting to look mighty tasty!"

—Gunner's Mate Paytor Zoln of the trader-transport Reliant

Though the Imperium of Man claims that vast swaths of the galaxy are subservient to the Golden Throne of Terra, it would be more accurate to describe mankind's dominion as tiny islands adrift in an enormous ocean. The space between stars is so huge that any claim of control is laughable, and so the majority of the Imperium remains safe, huddled around the fires of their stars.

However, it is through these uncharted depths that mankind's ships must travel. Even with the help of warp drives—and the immaterium is a fickle ally at best—travel between star systems can take as long as months, or even years. Beyond the bounds of the Imperium, where the fires of civilisation are even farther apart, the journeys could even take decades.

Generally, a starship stocks at least six month's food and supplies in its lockers—although some vessels may cram an extra month's supplies on board if they anticipate a long journey. These stores can be stretched to last longer, although at a cost to the crew. As rations dwindle, fresh water grows scarce, and even the very air becomes thick and stale, sickness spreads easily and the tempers of the crew flare. The consequences of long journeys are varying, and the GM is encouraged to invent hardships appropriate to the situation.

Generally, for each month spent beyond the six month limit, the ship loses 2 Morale, and should suffer a misfortune such as the ones listed below:

Shipboard Sickness: The stale air and water ensure the easy spread of disease. A successful Medicae Test (difficulty at the GM's discretion) can contain sickness; otherwise the ship will suffer 1d5 damage to Crew Population and Morale as it runs its course.

Scurvy: Scarce food makes for poor nutrition. Little can be done about the lack of proper nutrients, and the loss of some of the weaker and sicker members of the crew will do 1d5 damage to Crew Population.

Weary Machine Spirit: Long voyages strain the systems of a starship, sometimes to the breaking point. Without a full shipyard, repairs are often temporary. The GM should select a Component. For every month the ship spends at space without visiting a shipyard or civilised planet for proper repairs, a character must make a Tech-Use Test or the Component becomes damaged. These tests should become progressively harder.

Starvation: Few things are as worrying as a starship's food stores running low, both because of the threat of starvation and because it is likely to make the crew desperate and rebellious. Starvation is not something that should happen unless a ship has been at space for longer than a year or had its food stores drastically reduced for some reason.

Once it begins, however, the ship will suffer 1 damage to Crew Population and 2 to Morale every day it does not find a habitable planet or other means to refill its food stores. Of course, the threat of mutiny is also present when crews are confined within iron bulkheads without the warm sun or fresh air for months or years on end. This is represented by the Morale loss a ship suffers, but the GM should feel free to expand on this, inventing mutinous low-decks plots or even treacherous mid-rank officers scheming to take the starship away from the characters.

To survive amongst the deep void, starships must be largely self-sufficient. Nowhere is this more apparent than in the case of repairs and maintenance. Any true void-faring vessel has bunkers full of fuel and storage holds with additional supplies and ship components, from delicate cogitator circuitry to massive adamantine plates to weld over hull breaches. Though the supplies are seldom enough to completely repair a starship (especially if it has just come through a truly nasty engagement), they are enough to let the crew patch up the worst of their ship's injuries.

Extended Repairs

To perform extended repairs, a starship should locate a suitable anchorage, perhaps high orbit around a gas giant in a deserted star system or nestled against a large asteroid to avoid detection. It's crew will then spend several weeks on the repairs, determined beforehand by the ship's captain. For each week at repairs, the member of the crew directing them must make a Tech-Use Test, tallying the degrees of failure and success. If the degrees of failure outnumber the degrees of success at the end of the specified time period, the repairs have failed. If the reverse is true, however, the repairs succeed, and the ship regains 1d5 points of Hull Integrity. This cannot take the ship's Hull Integrity above its maximum. In addition, a successful repair attempt restores all damaged, depressurised, and unpowered Components to full working order. Destroyed Components must be repurchased and replaced.

For a more thorough repair job, the starship will need to find an inhabited planet or space station —preferably a world with a reasonably advanced level of civilisation (cavemen or feudal peasants will not be much help in repairing a starship). Once a suitable world has been located, the crew can pay to have their starship repaired. If any Hull Integrity is repaired, any damaged, depressurised, and unpowered Components are restored to working order a well.

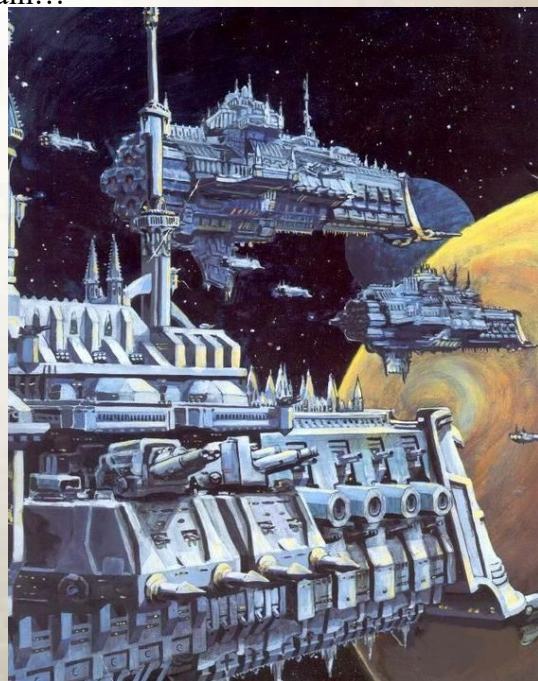
For every full five points of Hull Integrity restored, the Explorers must make an Very Hard or Extremely Hard Requisition Purchase (GM's Discretion, this takes into account the rarity and quantity of materials and supplies). These tests are made sequentially – once out of available Requisition, the the Explorers have temporarily exhausted their available funds and must either wait 1d5 weeks until more money is available or seek repairs elsewhere (preferably where there is a better deal). Any Acquisition Tests made to repair Hull Integrity do not count against the number of Acquisitions an Explorer may make in a game session. For every point in Hull Integrity restored, the ship must spend one day being repaired. New Components (whether to upgrade existing Components or replace destroyed Components) are purchased as normal, and require 1d5 additional days to install per Component.

Adventuring Aboard Ship

Most of the rules provided in this chapter treat the actions performed aboard a ship in abstract terms. For example, a boarding action or hit and run attack is resolved with a few Command Tests, as are mutinies. Repairing a damaged Component requires a single Tech-Use Test. This is done because the characters are leading whole cohorts of their crew to accomplish actions, and because to break it down into individual actions would greatly slow down the game.

If the GM wants to, however, he can expand on these, turning them into adventures in their own right. Perhaps the players have encountered a heavy cruiser, and have no conceivable way of destroying it. Instead of throwing themselves at the mercy of their foes, they hatch a daring plan to board the opposing ship in a shuttle, haul an ordinator shell from one of their macrocannons to the ship's warp engines, and attempt to destroy it from the inside.

If the GM chooses to do this, however, he should have a clear-cut goal defined, and the characters should understand how to accomplish it. It is also be a good idea to refrain from trying to have the characters fight large-scale battles, or have the players slog through the entire crew of an enemy ship (which, remember, numbers in the thousands). To suppress a mutiny, for example, the players could sneak through the ship's lower bilge decks and assassinate the mutineer leader, or fight their way to the life sustainer controls and vent the rebelling compartments into space. Perhaps they could even establish communications with the mutineers and strike a deal with them, though such capitulation should stick in the craw of any true captain...



Expanded Supplemental Components

Supplemental Components are not required for a starship to function, but are very useful to have around. Unless noted otherwise, ships may have multiples of the same type of Supplemental Component—or even duplicates.

Macrobatteries

The baseline starship weapons, macrobatteries are ranks of large cannons or other weapons, destroying their targets through volume of fire.

Disruption Macrocannons

This macrocannon variant fires a “shell” of highly charged, ionized deuterium atoms. These particles cause minimal physical damage to their targets. Instead, they are intended to overload and shut down power transfer systems throughout the target vessels. These weapons are particularly useful for vessels that need to capture their prey intact.

Short the Flow: Disruption weapons compromise the circuitry and wiring required to transfer power from the ship’s engine to her other components. For every five damage that exceeds the target’s Void Shields, one randomly selected Component on the target ship becomes Unpowered. This weapon’s damage is not affected by Armour.

Ionic Blast: These weapons never cause critical hits, nor do they deal damage to Hull Integrity. These weapons may only be combined into a salvo with other Disruption Macrocannon weapons.

Disruption Macrocannon Broadside

These larger variants of the Disruption Macrocannon must be mounted on a warship’s extended broadside.

Short the Flow: Disruption weapons compromise the circuitry and wiring required to transfer power from the ship’s engine to her other components. For every five damage that exceeds the target’s Void Shields, one randomly selected Component on the target ship becomes Unpowered. This weapon’s damage is not affected by Armour.

Ionic Blast: These weapons never cause critical hits, nor do they deal damage to Hull Integrity. These weapons may only be combined into a salvo with other Disruption Macrocannon weapons.

Broadside: These weapons must occupy a Port or Starboard Weapon Capacity slot.

Hecutor-pattern plasma Battery

The Hecutor Pattern plasma battery is an ancient variant of plasma macroweaponry that refocuses the power of the plasma “blast,” concentrating it into a compressed photonic packet that can be fired over extremely long distances. It is rare to see these on any but the oldest vessels, meaning many are found on heretic vessels lost to the forces of Chaos millennia ago.

Vapourisation: When this Weapon Component rolls a 1 or 2 on the Critical Hit Chart, it effects two Components instead of one.

Hecutor-pattern plasma Broadside

Few ships can match the power requirements necessary to equip a full broadside of these weapons, so these weapons are almost exclusively the providence of battlecruisers and larger warships.

Vapourisation: When this Weapon Component rolls a 1 or 2 on the Critical Hit Chart, it effects two Components instead of one.

Stygies-pattern Bombardment cannons

As the name suggests, these devastating weapons are designed to reduce planetary defences to rubble and support military landings. Most often they use linear accelerators to launch massed salvoes of heavy magma bomb warheads, and though relatively short ranged can also be used in naval combat. Often the rumour that orbiting vessels carry them is enough to force a quick surrender.

Destructive: If this weapon generates a crit, add 1 to the result rolled.

Death from Above: Bombardment Cannons act as macrobatteries and can only be mounted in a Prow, Dorsal, or Keel weapons slot. When in orbit, the players gain +20 towards any Intimidate tests against planetary based characters. When used as part of a planetary bombardment, bombardment cannons double the affected area, do an additional 20 damage to large units, and deal an additional 10 damage to individuals and vehicles.

Stygies-pattern Macrocannon Battery

This variant of the macrocannon is designed to fire heavier ordnance than the Mars Pattern. These alternative shells contain an adamantium core that cuts through the heaviest armour.

Penetrator Rounds: When calculating damage dealt by a salvo that includes shots from a Stygies pattern Macrocannon that were not absorbed by Void Shields, reduce the vessel’s armour by 3. This reduction is not permanent, and only takes place while calculating that particular salvo’s damage.

Lances

Using focused beams of energy, lances burn through any hull armour to wreak havoc within a vessel.

Godsbane Lance

The Godsbane lance is a near archeotech relic-weapon. The lengthened focus apertures and quad lense-arrays give the weapon extreme range, to the point that beam dispersion becomes a problem. The technological demands of these weapons is intense, and only the older grand cruisers or the most powerful warships possess the structural requirements to mount them. In fact, similar weapons are more often found amongst the forces of the Archenemy, as they tend to possess older vessels.

Beam Dispersion Effect: When firing at targets over 20 VUs away, the damage of this weapon decreases to 1d10.

Godsbane Lance Battery

Battlecruisers and grand cruisers tend to mount their lances in paired turrets for increased firepower. This is especially true for the Godsbane, as a single hit tends to do insufficient damage.

Beam Dispersion Effect: When firing at targets over 20 VUs away, the damage of this weapon decreases to 1d10.

Las-burners

Las-burners are a scaled down version of true lances, utilising focused, high power las beams to cut through a ship's armoured plating. Though these weapons do far less damage, the turrets are smaller as well, allowing smaller ships to carry them. However, their relatively small size also allows them to be used in boarding actions, cutting open the outer adamantium hull to allow armsmen access to an opponent's vitals.

Small Weapon: Las-burners may be installed in Dorsal or Keel weapon capacity slots in ships of frigate size or smaller.

Versatile: A ship with Las-burners gains +5 to the opposed Command Test made to resolve boarding actions.

Mezoa pattern hybrid Lance Weapon

This recent development from Mezoa remains highly controversial. It substantially sacrifices range, but increases damage potential by integrating an emitter into the lance design. Some ship's captains have complained that the reduced range requires a change to ship's tactics.

Mezoa pattern hybrid Lance Battery

The hybrid lances can also be installed in batteries.

Voidsunder Lance Battery

Commonly mounted on the Dauntless-class light cruisers constructed in the Calixis and neighbouring sectors, the Voidsunder Lance Battery sacrifices flexibility for raw power. Mounted in massive housings hanging off a ship's prow and rear fins, these weapons provide a light cruiser with a ship-breaking punch. However, only grand cruisers are large enough to potentially mount these weapons on dorsal turrets instead, limiting their usefulness.

Heavy Weapon: This Component may only be mounted in a Prow Weapon Capacity Slot unless the ship is a grand cruiser or larger, in which case it may be mounted in a Dorsal slot as well. In Prow slots, the weapon may only fire forward.



Landing Bays

Huge warp-capable vessels are the focal point of nearly every space battle. However, smaller craft can often provide the assets to completely turn the face of an engagement. In order for a vessel to carry a wing of attack craft and launch them quickly enough to affect a combat, the vessel must be equipped with a landing bay. In addition to housing, launching, and landing those craft, a Landing Bay will also carry spare craft, parts, and equipment necessary for routine maintenance.

When acquired, a Landing Bay comes equipped with one squadron per point of strength (these may be fighters, bombers, assault boats, Aeronautica, or shuttle craft). However, the GM may decide that the players have to Acquire the small craft separately, or, if he prefers to offer his group more versatility, he can have the landing bays come with two squadrons per point of Strength. The types of craft in these squadrons must be designated when the bay is acquired. Any replacement or additional small craft must be Acquired separately.

Generally, Imperial landing bays' structural designs require them to be included along the port or starboard flanks of a ship. Certain patterns may allow otherwise, but unless specified in the entry, a Landing Bay must be installed on a Port or Starboard Weapon Capacity Slot.

Lathe-pattern Landing Bay

Lathe-pattern Landing Bays are characterised by the huge opening that offers an unobstructed view of the void. Only the occasional crackle of an energy field disrupts the view of the yawning black. Prior to entering the warp, a vessel equipped with this Component must engage the huge security hatches to seal off this opening from any view of the warp.

Energy Field: The security hatches on this bay must be open during the Strategic Turn when small craft are landing or taking off. If this Component ever loses power when the hatches are open, this Component becomes Depressurised.

Hold Landing Bay

When a transport hull is repurposed for exploration or needs additional security, its captain may take the extreme measure of adapting the Main Cargo Hold to carry attack craft. Though the massive carrying capacity of a transport is not entirely eliminated, it is substantially reduced.

Jury-Rigged: These adaptations are less than ideal for the craft launched and landed in the makeshift bays. Attack craft launched from a Hold Landing Bay reduce their movement on the turn launched by -2 VU. Craft attempting to land in a Hold Landing Bay must pass an Ordinary (+10) Piloting+Manoeuvrability Test to land safely (squadrons should make one test per squadron). Success means they land safely. Three degrees of failure or less means they veered off to make another attempt. Failure by four or more degrees indicates that the craft has crashed into the bay (or one craft for every degree of failure, in the case of squadrons). The Component is immediately considered Damaged. Outside of combat, craft can spend more time landing. In this case, there is no a Test, but it takes a half hour for each squadron to land.

Retrofit: This Component may only be installed to replace an integral Main Cargo Hold on a transport (which is why it does not have a Space requirement, it takes up the space normally reserved for the Main Cargo Hold). Only one Hold Landing Bay may be equipped on a starship. It does not take up a Weapon Capacity Slot. Structural Impact: The Hold Landing Bay installation requires cutting massive holes in the exterior of the transport's hull. The vessel's Hull Integrity is permanently reduced by 5 when this Component is added. In addition, the ship suffers a -5 penalty to its Manoeuvrability.

Jovian Pattern Landing Bay

Jovian-pattern Landing Bays are equipped with dedicated launch ports for launching attack craft and magnetic guidance coils for steering them safely back on board after a mission. The absence of an outer exposed landing bay is believed to make the Jovian pattern less prone to damage or catastrophic depressurization than other patterns such as those preferred by the Lathe worlds.

Jovian Pattern Escort Bay

Jovian-pattern Escort Bays are designed specifically for light cruisers. Their smaller capacity keeps them from supporting as many fighters and bombers, but also allows them to be fitted onto a smaller warship's frame.

Using Landing Bays in Combat

“Gryphon, this is Meteor wing. Attack runs complete, target well struck.”

—Squadron Leader Sinclair, defence of Port Wander against WAAAGH! Gulgrog

Often ill-favoured by the command staff of Battlefleet Calixis due to a preference for “true” warships, carrier vessels like the Dictator-class cruiser are nonetheless a valuable strategic asset for the Imperial Navy, simply due to their versatility. The average launch bay on a cruiser—few smaller vessels can spare the internal volume needed to support attack craft operations—carries an assortment of craft, from an abundance of cargo lighters and personnel shuttles, to larger troop dropships, atmospheric craft (sometimes in storage containers, sometimes with limited void-capability for orbital deployment) to anti-ship heavy bombers, assault boats and fighters. This sheer abundance of different craft allows carriers to undertake a wide variety of missions either directly or in support of other vessels.

While they are only grudgingly tolerated by many Imperial Navy Battlefleets, numerous Rogue Traders find carriers to be ideal for their purposes, able to as easily serve mercantile interests as military ones. The only factor limiting their spread amongst such eclectic individuals is cost; maintaining dozens of light craft and the skilled crew needed to maintain and operate them is beyond the resources of all but the wealthiest individuals.

Room in the Launch Bays

It is entirely possible that a Rogue Trader won’t have a myriad types of small craft available in his launch bay. Such vehicles are extremely expensive, and a Rogue Trader may not see the value in maintaining squadrons of assault boats when all he wants are starfighter interceptors to protect his vessel.

Each point of Strength in a launch bay equates to enough room for one squadron of starfighters, one squadron of bombers, and one squadron of assault boats, support craft, or Aeronautica. These berths can be refurbished to handle different types of small craft, so a launch bay with one point of Strength could be modified to hold two squadrons of fighters and one squadron of support craft, or any number of other combinations. However, for every point of Strength in a launch bay, the bay can hold three squadrons total. The sizes of squadrons listed on Table 1-3 give an idea of how many fighters, bombers, and assault boats may be stored within a launch bay. For support craft and Aeronautica, use the following guidelines:

In general, Aeronautica can be grouped by type in the same way spaceborn attack craft are—fighters, bombers, and transports. However, Aeronautica are generally smaller than their spaceborn cousins. A squadron of Aeronautica can be up to twice the size of a corresponding spaceborn attack craft—so a wing of 40 Thunderbolt fighters would take up the same space as a squadron of 20 Fury Interceptors. In general, support craft take up the same space as assault boats.

Ships Without Launch Bays

Not every starship has dedicated launch bays to host whole squadrons of attack craft and shuttles. However, most starships have some sort of landing bay with room for shuttles and small craft. Generally, Imperial ships are too large to easily land on a planet’s surface, and small craft become vital for loading crew and cargo, and resupplying the vessel. The size of these small bays can vary wildly based on a ship’s size and class. However, if GMs or players wish to determine how many shuttles a ship may have room for, a useful guideline is that a ship has room for one lighter, shuttle, or heavy lifter for every 5 points of Space its hull has. In general, these vehicles shouldn’t be larger than 50 metres. However, if a ship has a cargo hold component (such as the Cargo Hold and Lighter Bay), they should be able to hold an additional four vehicles.

The craft contained within a launch bay can be grouped into five categories for this purpose: Support Craft (small craft designed to support diplomatic and mercantile operations).

- Aeronautica (small craft designed to support planetary military operations, including atmospheric fighters, bombers, and troop transports).
- Fighters (void-capable craft designed to combat enemy attack craft and ordnance).
- Bombers (large void-capable craft designed to attack enemy starships).
- Assault Boats (void-capable armoured shuttles designed to deliver boarding parties onto enemy vessels).
- The specifics of using Support Craft and Aeronautica are not given here, but at the GM's discretion may provide an addition 1 Renown at the end of a mission.

Squadrons Below Full Strength

Depending on the fortunes of war, ships may lose attack craft, and be forced to fight with squadrons that are at less than full strength. Determining how many craft a squadron is missing depends on how losses to attack craft squadrons are being tracked. (see below). In any case, squadrons that are half strength or lower only provide the +5 bonus (whether attacking with fighters, bombers, or assault craft) for every two additional squadrons, rather than every one.

Eliminated Squadrons

Throughout these rules, there is a possibility a squadron may be "eliminated." This means the squadron has lost some of its craft, and others may have been damaged. For game purposes, an "eliminated" squadron cannot operate in the remainder of the Space Combat they were involved in. (At the GM's discretion and in cases of particularly long combat, this can be changed to a period of two hours, while repairs are made and new craft are activated). Once the combat is over, eliminated squadrons can be restored to active duty (see below).

Fighter Operations

Often seen as glory-obsessed and reckless, fighter pilots are nonetheless skilled at their profession, putting their relatively light craft into the maelstrom of combat to take down massively destructive torpedoes and lumbering bombers capable of damaging immense starships. In the broadest of terms, fighters are used in three roles during space combat. These are described below:

Interception: As an Extended Action, any number of fighter squadrons currently ready within a ship's launch bays may launch and commence an intercept operation. The fighter squadrons may be grouped up into one or more wings consisting of two or more squadrons, or may operate as independent squadrons, in any combination, as desired. Upon launch and again at the beginning of their parent vessel's subsequent Strategic Turns, the fighter wings may move freely a number of VUs up to the speed of the slowest squadron in the unit. They may continue to remain away from their carrier in this manner for no more than four Strategic Turns, as fuel and life support supplies begin to run low and the fighters are forced to return to their carrier. Squadrons on intercept operations may attack any enemy torpedoes or attack craft within 1VU of their position (whether they enter this range during their movement or enemies enter range during their own turns). Fighter attacks are described later in this section.

Combat Void Patrol: Commonly referred to as CVP, squadrons of fighters patrol the space around a vessel to protect it from enemy attack. As an Extended Action, any number of fighter squadrons currently ready within a ship's launch bays may commence a CVP operation. A CVP operation may be assigned to the fighters' own carrier or any friendly vessel within a distance equal to the speed of the slowest squadron in the patrol of the carrier, which must remain within that distance while the patrol continues. A patrol can remain in effect indefinitely, as squadrons return to their carrier to resupply periodically as a normal part of the operation. While the CVP remains in effect, any enemy attack craft or torpedoes that move within 5VUs of the patrolled ship are immediately attacked by half of the squadrons performing the patrol (rounding up). The remaining squadrons are either rearming at the time, or are elsewhere on the patrol route. Unlike intercept operations, attacking does not force squadrons to return to their carrier to rearm; such activities are a normal part of CVP operations, and thus the patrol continues even after it has attempted to repel an attack. Spent fighters return to the carrier, rearm, and re-launch on a continuous basis.

Escort: Instead of operating alone, fighters can be assigned to support bombers or assault boats, protecting them from enemy fighters and harassing defensive turrets to allow their larger brethren to deliver their payloads. Fighter escorts are launched as part of normal bombing or assault boat operations, and move at the same speed as the attack craft they escort. Should the bombers/assault boats be attacked by enemy fighters, then the escorting fighters may attack the enemy fighters. The enemy fighters must engage the escort fighters (see “Attacking with Fighters” below). Against defensive turrets, each squadron of escorting fighters impose a –10 penalty on the turrets’ Ballistic Skill Test, and will be shot down before any of the escorted bombers/assault boats.

Attacking with Fighters

In all cases, where fighters are required to attack enemy small craft, both sides make a **Challenging (+0) Command+Craft Rating Test** (this will either be from a character aboard the carrier, or from a character leading the fighters personally), with the enemy small craft. Both sides gain a +5 bonus for every squadron of friendly fighters after the first. Both sides also gain a +5 bonus for an additional squadron of bombers or assault craft after the first, plus an additional +5 for each additional two squadrons of bombers or assault craft (as neither bombers nor assault craft are as good at dogfighting as fighters, but are armed and dangerous in numbers). This counts as an Opposed Skill Test, but is not resolved in the same way. For every degree of success scored on the Test, one opposing squadron or torpedo is “eliminated;” destroyed, damaged or forced to expend their remaining fuel and ammo reserves, and must return to the carrier for rearming and refuelling by the most reasonable direct route. Any remaining squadrons remain in play and can act in later turns, either breaking off and heading for their original target, or staying and engaging. However, if one side scores at least four degrees of success more than their opponent did, none of that side’s squadrons are eliminated no matter what their opponent rolled. The tactical acumen and impressive piloting skills of the squadron leader’s pilots means they scythed through their opposition effortlessly. Craft Rating is covered below, but is essentially an abstract representation of the combat effectiveness of a fighter craft, in terms of weapons, armour, manoeuvrability, and speed.

Follow My Lead!

In some instances, Explorers, particularly Void-Masters, will want to lead attack craft operations themselves. This adds a little additional complication to the process, but also allows these operations to be significantly more successful. These rules are intended to be a slightly more abstract option than the vehicle rules found in *Into the Storm*, allowing dogfights and piloting to take place in the large context of starship combat. Through a mixture of personal skill, outrageous daring and sheer luck, the Explorer leads his subordinates against the enemy, providing a powerful example for them to follow. While piloting a fighter, bomber or assault boat (as appropriate for the squadrons he is leading), the Explorer makes an **Opposed Challenging (+0) Pilot (Space Craft)+Craft Rating Test** before the Command Test for the squadrons’ attack (using the Pilot (Space Craft) Skill of the opposing squadrons, which for NPCs is usually their ship’s Crew Rating). If this is successful, then he grants a +5 bonus, plus an additional +5 for every two degrees of success he wins by, to the subsequent Command Test. Additionally, each two degrees of success indicates that the Explorer has shot down one enemy craft, turret, or torpedo personally in the ensuing combat. This has no specific additional effects, but gives the pilot something to brag about. However, if he loses by four or more degrees, then a costly mistake disables his vessel and leaves him stranded in the void. The character suffers 2d10+5 damage, reduced by Toughness Bonus and Armour as normal, from the damage to his craft and cannot participate in any further actions until he has been rescued and brought back to the ship. If using the vehicle rules from *Into the Storm*, then the vehicle takes 4d10+25 damage, reduced by armour as normal, and with a normal chance of critical hits, instead of the Explorer taking damage (damage may result if the vehicle is damaged or destroyed). Alternatively, if the enemy flight is led by a particularly skilful or notorious pilot, the Explorer can elect to duel with him in the void. This is an Opposed Pilot (Space Craft)+Craft Rating Test. The winner gains a +5 bonus, plus an additional +5 for every two degrees of success, to the subsequent Command Test. In addition, if the Explorer wins by three or more degrees, he shoots down the opposing pilot. If he loses by three or more degrees, he suffers the penalty for failing as listed above.

Defensive Turrets

While Void Shields are a more than adequate defence against macrocannon shells and lance beams, they are useless against slower-moving attacks such as torpedo salvoes and bombers. Consequently, most vessels possess a number of small, lightweight defensive weapons, collectively known as turrets, incapable of harming a full starship but more than able to destroy enemy torpedoes and attack craft. A ship's turrets work identically whether defending against torpedoes or attack craft. Before the attacker rolls to score hits the defending vessel may attempt a Ballistic Skill Test using the crew's Skill Rating, with a +5 bonus for every point of Turret Rating the vessel has (the ship must have a Turret rating of at least 1 to attempt this). If successful, then the turrets hit once, plus one additional hit for every two degrees of success, with each hit shooting down a single torpedo or attack craft squadron, reducing the number of torpedoes in the salvo or attack craft squadron in the wave before the attack roll is made. Torpedoes shot down are destroyed harmlessly. Attack craft shot down may have merely been disabled or driven off instead of destroyed—see below—but, one way or another, can no longer attack.

Bomber Operations

Massive and lumbering compared to other attack craft, bombers carry vast arrays of energy weapons, missiles and bombs designed to damage the thick armoured hulls of starships. With a skilled crew, a bomber can be devastating, using deft manoeuvring to deliver their payload to the weakest parts of a vessel with a degree of precision that cannot be matched by longer-ranged weaponry. As an Extended Action, all bomber squadrons currently ready within a ship's launch bays may begin a bombing operation. The bomber squadrons may be grouped up into one or more wings consisting of two or more squadrons, or may operate as independent squadrons, in any combination, as desired. Upon launch and again at the beginning of their parent vessel's subsequent Strategic Turns, the bomber wings may move freely a number of VUs up to the speed of the slowest squadron in the unit. They may continue to operate away from their carrier for no more than six Strategic Turns (four if the wings include fighters), as fuel and life support supplies begin to run low and the bombers are forced to return to their carrier.

Upon moving within 1VU of an enemy vessel, the bombers may commence an attack run, closing quickly upon their target to deliver their payload before retreating back to the carrier. Make a Challenging (+0) Command+Craft Rating Test (this will either be from a character aboard the carrier, or from a character leading the bombers personally), gaining a +5 bonus for every squadron of friendly bombers after the first. A successful test causes a single hit upon the enemy vessel, with an additional hit for every degree of success. This is up to a maximum of three hits, plus one additional maximum hit for every additional bomber squadron after the first. If the bombing run scores at least four degrees of success, the target also suffers a Critical Hit. Roll 1d5 on the Critical Hit chart (See Void Combat, Above). Each hit deals 1d10+4 damage. Add together the damage rolled from each hit, and then subtract from that the armour value of the target ship. Bomber attacks ignore void shields. If, for any reason, the target ship has multiple armour values (such as from the Armoured Prow Component), then the lowest armour value is always used. The final total is the number of points of Hull Integrity the target ship loses. After delivering their payload, the bombers withdraw to their carrier to refuel and rearm.

Torpedo Bombers

Certain rare vessels have been known to carry a variant of normal bombers known collectively as torpedo bombers. Each torpedo bomber forgoes its normal payload in favour of a single comparatively small torpedo, which it can launch at any point. While seldom as destructive as a true bombing run, the technique can allow for torpedo attacks to come from an unexpected angle. Instead of performing bombing runs, Torpedo Bombers may, at the start of any turn instead of their normal movement, launch their torpedoes. The torpedoes immediately move directly forwards in whatever direction the bombers were facing, following all the normal rules for torpedoes. Each torpedo bomber can launch one torpedo. A squadron of torpedo bombers is comprised of three torpedo bombers. Torpedo bombers can launch any type of torpedo, however any torpedo launched from a torpedo bomber has its range halved, as the bombers cannot haul torpedoes with a full load of fuel. In addition, due to their rarity, Acquisition Tests to acquire bombers with torpedo fittings suffer a -5 penalty in addition to any other modifiers.

There is also the matter of storing the torpedoes if the starship does not have the stowage that comes with a Torpedo Tube Component. A typical Munitorium can store nine torpedoes on a ship of light cruiser size or larger, or six on a smaller vessel. One could also store a comparable number in a cargo hold, but the lack of safe storage means the torpedoes have a 25% chance of detonating should that Component become damaged or destroyed.

Assault Boat Operations

Blunt and unsubtle-looking craft, assault boats are a form of heavily-armoured shuttle designed to carry large boarding parties onto enemy ships. Assault boat prow is typically fitted with an array of high-energy cutting devices, explosive charges, mechanical drills, claws and other tools for breaching the hull of an enemy vessel, behind which are bulky blast doors leading into a transport compartment filled with eager armymen. As an Extended Action, any number of assault boat squadrons currently ready within a ship's launch bays may begin an assault operation. The assault boat squadrons may be grouped up into one or more wings consisting of two or more squadrons, or may operate as independent squadrons, in any combination, as desired. Upon launch and again at the beginning of their parent vessel's subsequent Strategic Turns, the assault boat wings may move freely a number of VUs up to the speed of the slowest squadron in the unit. They may continue to remain away from their carrier in this manner for no more than four turns, as fuel and life support supplies begin to run low and the assault boats are forced to return to their carrier. Upon moving within 1VU of an enemy vessel, the assault boats may commence an attack run, closing quickly upon their target to deliver their payload before retreating back to the carrier. Make a Challenging (+0) Command+Craft Rating Test (this will either be from a character aboard the carrier, or from a character leading the assault boats personally), gaining a +5 bonus for every squadron of friendly bombers after the first. A successful test means that a single assault boat squadron has reached the ship and breached the hull, with an additional assault boat landing for every degree of success, up to a maximum equal to the number of assault boat squadrons attacking that survived any defensive fire. The character leading the boarding parties (if an Explorer is piloting an assault boat, he may not also lead the boarding parties) then begins a Hit and Run Action (see above) against the target, ignoring the Pilot (Space Craft) Test and gaining a +10 for every assault boat squadron that successfully landed. After delivering their payload, the assault boats withdraw to their carrier with any survivors by the shortest expedient route.

Craft Ratings

The types of fighter craft are many and varied. Each spacefaring race approaches fighter craft design differently, and often a single race has several different types of attack craft for different duties. The Imperium, for example, uses the Fury for space superiority, the Starhawk for anti-ship attacks, and the Shark for hit and run raids. All of these small craft have different capabilities, performance tolerance, and effectiveness. In space combat, this is represented by Craft Rating. Craft Rating is a way to represent the performance of a type of attack craft. It is an abstract value representing an attack craft's manoeuvrability, firepower, and durability. This value is represented by a bonus added to certain Tests made when fighters, bombers, and assault boats make attacks. Table 1–3: Common Attack Craft Ratings (Below) covers some of the most common attack craft and their ratings. This table also includes general squadron sizes—how many attack craft are in a squadron. These numbers should be treated as guidelines, to be modified if the GM feels it necessary. If the GM wants to use an attack craft that does not have a Craft Rating, he can use its Manoeuvrability instead.

Replenishing Fighters

As with torpedoes, starships carry a finite supply of small craft, although they often are equipped with large stocks of spare parts, and may even scavenge damaged and derelict interceptors and bombers after battles to refit and reuse them. However, being an attack craft pilot is an extraordinarily dangerous job. The number of possible ways a pilot may meet his end is considerable, and it is no surprise that the Navy's pilots are a superstitious lot, adorning their craft in lucky trinkets, holy relics and non-regulation paint-jobs all intended to bring fortune and longevity to their pilots. There are two ways to track the losses in starship squadrons—the Abstract Method and the Detailed Method. Abstract Method: If the GM and players don't want to track numbers and losses, they can simply elect to make an Upkeep Test for each eliminated attack craft squadron at the end of the battle, using normal Acquisition Test rules. If they fail the Upkeep Test, the squadron counts as half strength. If they fail the Upkeep Test for a half strength squadron, it has been destroyed—the one or two remaining attack craft and their pilots distributed amongst other squadrons to bolster their numbers.

Detailed Method: If the GM and players prefer to keep detailed track of their starships, they can use the following method. For every attack craft squadron eliminated, by whatever means, roll 1d10, then subtract the first digit of the squadron's carrier's Crew Rating. The result is how many attack craft were destroyed, up to the maximum number in the squadron. The remainder are simply damaged or out of ammunition. For example, if a carrier with a Crew Rating of 30 had one of its squadrons eliminated, the Explorer commanding the wave rolls 1d10. He gets a "5," then subtracts "3" (the first digit in the carrier's Crew Rating). The result, "2," is how many fighters were actually destroyed. The remainder made it back to base safely. Once a squadron has lost half its ships, it counts as half strength. Once all ships are lost, it is destroyed. Losses can be replaced using Acquisition Tests.

TABLE 1-3: COMMON ATTACK CRAFT RATINGS

Type	Craft Rating	Speed (VUs)	Squadron Size	Special Rules
Imperial Craft				
Fury Interceptor	+10	10	20	Durable: When checking for Squadron losses, a Fury squadron reduces its losses by one to a minimum of zero or gains a +5 bonus on the Upkeep Test.
Starhawk Bomber	+0	6	10	Durable: When checking for Squadron losses, a Starhawk squadron reduces its losses by one to a minimum of zero or gains a +5 bonus on the Upkeep Test.
Shark Assault Boat	+5	10	8	
Chaos Craft				
Swiftdeath Fighter	+10	11	30	Fragile: When checking for Squadron losses, a Swiftdeath squadron increases its losses by one to the squadron maximum or suffers –5 penalty on the Upkeep Test.
Doomfire Bomber	+0	7	15	Fragile: When checking for Squadron losses, a Doomfire squadron increases its losses by one to the squadron maximum or suffers –5 penalty on the Upkeep Test.
Dreadclaw Assault Boat	+5	11	15	
Eldar Craft				
Darkstar Fighter	+15	12	12	Master Pilots: Eldar Darkstar squadrons do not suffer a penalty if their squadron is below half-strength.
Eagle Bomber	+6	9	6	Master Pilots: Eldar Eagle squadrons do not suffer a penalty if their squadron is below half-strength.
Rak'Gol Craft				
Bloodflyer	+8 (+4)	9	15	Multi-purpose craft: The Bloodflyer is designed as both an interceptor and an assault craft, but is far better as an assault craft. The Bloodflyer can be launched as a fighter or assault craft, but when used as a fighter, its Rating drops to +4.
Ork Craft				
Fighta-bommerz	+8 (+5)	8	25	Multi-purpose craft: The Fighta-bomma is “designed” as both an interceptor and bomber. When used as a bomber, its Rating drops to +5.
Assault Boats	+8	10	15	

Nova Cannons

Very few weapons are capable of creating a blast effect that can encompass multiple warp-capable starships. These rare and massive bore weapons are distinguished by that capacity. Nova Cannons must be installed in a Prow Weapon Capacity Slot.

Mars-pattern nova cannon

Though Nova Cannons are quite rare, even by standards of starship construction, the Mars pattern is the most common construction template. These massive cannons—hundreds of meters in length—fire an enormous shell that echoes a traditional explosive shell, though on a much larger scale. These shells are accelerated to near relativistic velocities, causing an explosion that detonates with more force than dozens of plasma warheads.

Core Architecture: This weapon Component is always revealed by successful Active Augury—it is too large to be concealed.

Ryza-pattern nova cannon

This variant replaces the massive explosive shells with a highly unstable plasma-based macro-bomb. These weapons are even more power-hungry than a Stygies pattern, but are believed to be slightly more effective as well. With this additional power does come some additional questions of stability, as weaponising such a huge quantity of plasma carries its own danger.

Core Architecture: This weapon Component is always revealed by successful Active Augury—it is too large to be concealed.

Overheating Systems: For every five degrees of failure on a test to fire a Ryza-pattern Nova Cannon, the firing vessel suffers one Critical Hit. If a Component is affected by the critical hit, it is always the Nova Cannon.

“If one weapon could be said to exemplify the righteous fury of the God-Emperor’s wrath, it would be the Nova cannon.”

—Captain Laurent Strophes

Nova Cannons are a classification of exceptionally powerful weaponry that can only be mounted upon capital ships. Mounted below the heavily armoured prows of Imperial Navy cruisers and battleships, Nova Cannons have few equals in terms of their range or destructive power. While variation exists, a typical Nova Cannon consists of an array of potent gravimetric impellers designed to accelerate a projectile to a fraction of the speed of light. These projectiles vary more than the nature of the cannons themselves, ranging from sophisticated plasma warheads which burn with the ferocity of a small star for a fraction of a second, to implosive devices which exert destructive gravitational forces upon all those caught within several thousand kilometres of the detonation. In any case, a well-used Nova Cannon is a terrifying thing to face, as much a psychological tool as a weapon.

The weapons however are often ill-favoured by the Imperial Navy, with most captains preferring to utilise the more traditional torpedoes. Those few who favour the weapon understand that it is difficult to use and often rendered useless at close ranges.

Firing The Nova Cannon

Nova Cannons are extremely powerful weapons, easily able to wreak vast destruction upon enemy vessels at great range, but are inaccurate and require a stable vessel to fire effectively. Due to the lethal nature of their warheads, nova cannon shells are not armed for a fraction of a second after firing, allowing them to travel many tens of thousands of kilometres through the void before they become truly deadly. For these reasons and several others, nova cannons follow a number of specific rules when firing which do not apply to other weapons.

If a ship performs a Manoeuvre Action with a total modifier of greater than Challenging, it may not fire its Nova Cannon in the same turn. Similarly, a Crippled ship may not fire its nova cannon. Once a Nova Cannon has fired, its crew must spend the subsequent turn reloading and preparing the weapon for a second firing. This means a Nova Cannon may only fire once every other turn.

When firing a Nova Cannon, nominate a single point anywhere within the weapon’s maximum range that is more than 6 Void Units from the ship and in the vessel’s Fore firing arc. That is the target point. The difficulty of targeting with a nova cannon is such that all attack rolls with the weapon suffer an additional –20 penalty. Otherwise, the attack roll is resolved normally using a character’s Ballistic Skill during a Shooting Action, including the normal modifiers for range.

A successful attack roll means that the shot was on target and detonates at the desired point. A failed attack roll means that the shot was not on target and has instead detonated too soon or too late. However, such is the power of these weapons that even an inaccurate shot may still damage the enemy. For every degree by which the attack roll failed, the target point moves 1VU away from the firing ship if the attack roll was an even number (i.e. a number ending in 0, 2, 4, 6 or 8), or 1VU towards the firing ship if the attack roll was an odd number (i.e. a number ending in 1, 3, 5, 7 or 9).

In either case, any vessel within 1 VU of the target point will be hit by the shell’s detonation, causing 1d5 hits (which can be negated by void shields as normal) dealing the weapon’s normal damage. Damage from a Nova Cannon shell ignores armour. Any damage dice that roll a 10 cause one Critical Hit. If a Critical Hit is scored, then roll 1d5 on the Critical Hit chart and apply the results as normal. Such is the power of the Nova Cannon that it may cause multiple Critical Hits in this way, rather than a maximum of one as is the case for most weapons.

An accurate Nova Cannon shell can potentially deal far more damage. If the attack roll succeeds by two or more degrees, then a single vessel within 1 VU of the target point (chosen by the firer) suffers 1d5+2 hits instead of 1d5. As noted above, damage dice rolling natural 10s cause Critical Hits.

Torpedo Tubes

Torpedoes offer a vessel the opportunity to inflict tremendous damage at extreme range. They are particularly effective in enabling a squadron of smaller ships to overcome much larger warp-capable vessels. Torpedo Tubes are required to store and launch torpedoes. Vessels armed with these are capable of firing torpedoes. Unless specified in the entry, a Torpedo Tube must be installed in a Prow or Keel Weapon Capacity Slot. Different types of torpedoes are detailed in the next chapter.

Gryphon-pattern Torpedo Tubes

The most common template used for destroyers, raiders, and other smaller missile boats is the Gryphon pattern. They are almost always mounted as a primary prow weapon. This Component is capable of firing four torpedoes in each salvo. It can store 24 torpedoes, plus an additional four if the ship's captain does not mind keeping four "in the tubes."

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded in its tubes, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

Voss-pattern Torpedo Tubes

The Voss Forge world is known for the "Voss Triumvirate"—three different designs of light cruisers designed as heavy escorts for ships of the line and large convoys, as well as the smaller Falchion-class escort. Most Voss-pattern ships are armed with a pair of Torpedo Tubes to complement their other weaponry. These tubes are capable of firing two torpedoes in each salvo. It can store 12 torpedoes, plus an additional two if the ship's captain does not mind keeping two "in the tubes."

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

Mars-pattern Torpedo Tubes

Larger vessels are capable of supporting far more massive installations of torpedo tubes. In addition to a larger ammunition capacity, these Components are also capable of firing six torpedoes in each salvo. It can store 42 torpedoes, plus an additional six if the ship's captain does not mind keeping six "in the tubes."

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

Fortis-pattern Torpedo Tubes

A modified variant of the Mars pattern, the Fortis pattern has comparable ammunition storage and rate of fire. Vessels with this Component are designed to fire their torpedoes towards targets at an accelerated rate. This pattern has been copied and is now used on refits at the Mars and Jovian shipyards. This Component is capable of firing six torpedoes in each salvo. It can store 42 torpedoes, plus an additional six if the ship's captain does not mind keeping six "in the tubes."

Enhanced Magnetic Coils: These torpedo tubes grant an additional +2VU speed to the torpedoes during the turn they are launched. Next turn, they return to their normal speed.

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.



“...the torpedo salvo plunged towards the Bale Childer, and in a moment what had been a tight formation of warships dissolved into a panicked mass, each ship evading as best it could.”

—Excerpt from “Treatise on Naval Tactics against the Hated Yu’vath During the Angevin Crusade”

The Imperial Navy makes extensive use of massive selfpropelled ship-to-ship missiles known collectively as torpedoes, as do many of its enemies. While expensive to maintain, these weapons possess considerable destructive potential, and many captains use an enemy’s tendency to avoid torpedoes to dominate a battle, forcing enemies to move in particular directions. The most common form of torpedo is over 60 metres long and contains both a powerful warhead and a short-lived plasma reactor similar to, but less stable than, those used in starships and Titans. Each torpedo is built to accelerate quickly from its launching tube into the void, hurtling in a straight line towards the enemy. While many torpedoes are fired to deter enemy movement and thus may never strike, each individual weapon can do significant damage to a voidship, and thus are feared by many captains.

Guided by a crude and murderous machine spirit and the calculations of a ship’s Master of Ordnance, a torpedo uses basic augury techniques scanning for the heat from plasma drives, target silhouette, electronic output, and even an enemy ship’s mass to locate enemy vessels. Once the machine spirit acquires its target, powerful manoeuvring thrusters to adjust course to intercept. Upon impact, the forward momentum drives the torpedo’s body deep into the vessel’s structure before the warhead and plasma reactor both detonate, inflicting damage far greater than that of a single lance strike or macrocannon shell.

Launching Torpedoes

Torpedoes differ from macrobatteries and lances in a number of ways, particularly in the manner they are fired. For the sake of clarity, the entire process of launching and attacking with torpedoes is described here and does not refer to the rules for shooting above.

In all cases, torpedo tubes, torpedo launchers and other equivalent Components must always be mounted in either a Prow or Keel weapon location. The forces exerted upon a vessel when firing a salvo of torpedoes are such that only certain mounts can properly contain them. For this reason, on any vessel of Grand Cruiser size and smaller, torpedoes may only fire into the Fore arc, regardless of where the weapon Component is located.

Before the weapons can be fired, the launchers must be loaded. Normally, it takes a full Strategic Turn in combat to reload any empty tubes on a vessel, at which point the torpedoes may be fired in subsequent turns. However, to reload faster, an Explorer may perform an Extended Action in which the Explorer makes an Difficult (–10) Command or Tech Use Test. If passed, all empty launch tubes on the vehicle are loaded successfully, and may be fired during the same Strategic Turn, rather than a subsequent turn.

As with macrobatteries and lances, a single torpedo launcher weapon Component actually comprises several launch tubes. This is, as with other weapon Components, denoted as the Component’s Strength. All the other properties of an attack using torpedoes are determined by the torpedoes themselves, which have a number of characteristics that define them:

Speed: The distance in VUs the torpedoes can travel in a single Strategic Turn.

Damage: The damage each Torpedo causes on a hit.

Critical Hit: The value needed on the damage dice in order to score a critical hit on the target.

Range: The number of VUs the torpedoes may travel in total, before the reactor becomes dormant and the Torpedo ineffectual.

When firing torpedoes, the launcher’s entire Strength value of torpedoes is launched as a single group, referred to as a Salvo. No attack roll is needed at the time of firing, but a single Explorer or NPC must be assigned to launch the Torpedoes, as his skill at readying them for launch will determine their success when they reach their target. This character may still fire other weapons during that Shooting Action as normal—the only difference is that “firing” the torpedoes does not require a test until the torpedoes reach their target.

Torpedoes are different than macrobatteries, lances, and Nova Cannons, because the weapons are largely self-contained. Due to this, Explorers cannot perform extended actions to boost the accuracy of torpedoes. No matter how quickly or competently the crew loads a torpedo, it does not affect the weapon's machine spirit's ability to hit a target. In the same way, bonuses from shipboard Components does not boost the Ballistic Skill Test to hit with torpedoes (see following page).

Upon firing and at the start of each of the parent ship's subsequent Strategic Turns before any other actions are performed, a Salvo travels directly forward a number of VUs equal to its Speed. The torpedoes continue to travel in this manner until they have travelled a total number of VUs equal to their Range, at which point their reactors' limited fuel is depleted and the torpedoes shut down, cold and inactive.

If, at any point during movement, a Salvo passes within 1 VU of another vessel (friend or foe; a torpedo's machine spirit is unable and unwilling to make such a distinction), then the character who launched the Torpedoes makes a Challenging (+0) Ballistic Skill+Torpedo Rating Test (for Torpedo Rating, see page 9). On a successful test, one torpedo strikes the target ship, plus an additional torpedo for every Degree of Success. No more torpedoes may hit than the number present in the salvo. Torpedoes are not stopped or hindered by void shields.

Note, if using a grid map, torpedoes hit any target in the same grid square as they are travelling, or the grid squares on either side (effectively giving them a 3 VU coverage).

Once the total number of torpedo hits has been determined, roll the torpedoes' listed damage value once for each torpedo that hit, comparing each damage result to the target's armour. For every point that exceeds the target's armour, deal one point of damage to the target's hull integrity.

All torpedoes also have a unique rule: Terminal Penetration (X). When a torpedo rolls damage, re-roll any dice results equal to or lower than the value given in parentheses. The results of the re-roll stand, they are not re-rolled again.

Unlike macrobatteries, the damage from multiple torpedoes in a salvo is not combined then compared to starship armour.

Likewise, some canny Explorers may want to launch a wider "spread" of torpedoes, saturating a wider area to make the salvo harder to evade. This decreases the chances of multiple strikes, but likewise decreases the chances of enemy ships getting out of the way. If an Explorer wants to fire a "wide salvo," he announces it on firing. These behave in the same way as normal salvos, except that the torpedoes attack any targets passing within two VUs, instead of one. However, the Ballistic Skill Test to hit becomes Hard (-20) instead of Challenging (+0), and the maximum number of hits the torpedoes can score is equal to half the salvo's current size. A ship must be able to launch at least two torpedoes to fire a wide salvo.

Torpedoes and Critical Hits

Torpedoes resolve Critical Hits differently than almost every other attack available to a vessel in Rogue Trader. This is for one very obvious reason—accuracy. While macrobatteries, lances and attack craft can all guide their attacks to various degrees, the final approach of a torpedo is largely automated and fairly clumsy by comparison. Consequently, the chance of a torpedo scoring a Critical Hit is determined by damage and random chance rather than operator skill.

When a torpedo rolls damage, if at least one of the dice values equals or exceeds the value listed in the Crit Rating of the torpedo's profile, the torpedo causes a Critical Hit. If the torpedo has not done damage to Hull Integrity, it does 1 point of damage. Then roll 1d5 on Table 8-12: Critical Hits in the core rulebook on to generate the Critical Hit result.

Warheads

Although variant warheads are not common, different types of torpedoes can fulfil very different tactical roles. Even when different options are available, a ship's master must carefully choose those armaments that are most consistent with the ship's fighting style.

Plasma Warheads

These explosives are the standard armament for Imperial torpedoes. These systems are designed to blast through a spaceship's armoured hull, using their high speed to punch deep into the target vessel. The plasma reactor that powers a torpedo's drive forces it deep into the bowels of the ship and then overloads, contributing to the fury of the warhead's detonation. This reduces complexity, making their manufacture comparatively simple. Thus, these torpedoes are the staple of Imperial Navy warships.

Terminal Penetration (3): When rolling damage for this weapon, re-roll any dice results of 3 or lower. The results of the second roll stand.

Boarding torpedoes

More manned spacecraft than torpedo, these fulfil a comparable role to assault boats. However, boarding torpedoes are less manoeuvrable and less armoured than assault boats. To offset these flaws, they are also much smaller targets. The crews of a boarding torpedo are able to make minor adjustments to the torpedo's flight path. Consequently, these are always considered Guided torpedoes, though no additional Acquisition cost is required for this feature. Note that boarding torpedoes do not have a Detection rating. No additional guidance systems may be added to boarding torpedoes.

When a boarding torpedo successfully hits a target craft, roll the weapon's damage as normal. If the damage exceeds the target's armour, the torpedo does not inflict damage to Hull Integrity. Instead, it immediately inflicts a Hit-and-Run attack.

Terminal Penetration (2): When rolling damage for this weapon, re-roll any dice results of 2 or lower. The results of the second roll stand.

Melta Warheads

These Weapons are even more feared by starship captains than standard torpedoes. Mercifully rare and extremely brutal, melta warheads detonate a precisely-organised series of melta charges upon impact with a target, burning through hull plating and consuming sections of the vessel's interior in a roiling conflagration.

A hit from a Melta Torpedo that deals damage automatically causes a Fire! Critical Result, in addition to any other Crits it may cause. Carrying these extremely volatile weapons is nearly as dangerous for a vessel as it is for its targets. If Torpedo Tubes armed with these warheads are destroyed, one additional Component of the GM's choice is set on fire.

Terminal Penetration (4): When rolling damage for this weapon, re-roll any dice results of 4 or lower. The results of the second roll stand.

Virus Warheads

In cases when a vessel must be captured intact, but the target's crew are considered expendable, virus warheads are considered an ideal solution. Pirates more interested in inert cargo, salvage, and the possibility of expanding their fleet lust after these rare and unstable armaments.

When a torpedo armed with a Virus Warhead successfully hits a target vessel, roll damage. Provided the result exceeds the target's Armour, the vessel immediately suffers 3d10 damage to Crew Population and 2d10 damage to Morale. The ship does not, however, suffer damage to Hull Integrity. A character must immediately make a Difficult (-10) Command Test to isolate survivors from the infected crew. If this test succeeds, the spread of the virus is halted. However, if the test is failed, the vessel will suffer the same damage again each strategic turn until the test is passed. Note that this test must be taken for each successful warhead strike in a salvo.

The danger imposed by Virus Warheads is not entirely onesided. If a Torpedo Tube armed with these weapons is Damaged, the vessel counts as being affected by a virus warhead.

Terminal Penetration (1): When rolling damage for this weapon, re-roll any dice results of 1. The results of the second roll stand.

Vortex Warheads

Only a few remaining Forge worlds still maintain the technological craftsmanship to manufacture these rare weapons. The Vortex Warhead is not a crude explosive charge, but an arcane device that tears open a rent in the very fabric of reality, consigning vast chunks of its target into the warp. The swirling energy within this tear in the fabric of reality immediately draws all matter in its blast radius through it, leaving gaping wounds in the target vessel.

When attacked by these torpedoes, word of these horrifying weapons spreads like wildfire through the target crew. In addition to the Hull Integrity damage and the Critical Hit from each Vortex warhead, each successful vortex warhead strike also causes 1d5 damage to Morale. Vortex warheads ignore Armour when calculating damage.

Maintaining and safeguarding these weapons requires rituals that have been lost to most engineers. If torpedo tubes armed with these warheads are Damaged, the torpedo tubes are immediately destroyed. Further, the vessel is immediately subjected to three additional Critical Hits at locations of the GM's choice. In addition, when an upkeep test to resupply Vortex torpedoes is failed by two or more degrees of failure, the new Vortex torpedoes are defective. These torpedoes will detonate damaging (but not destroying) the torpedo tubes at a time of the GM's choice.

Terminal Penetration (5): When rolling damage for this weapon, re-roll any dice results of 5 or lower. The results of the second roll stand.

Guidance Systems and Modification

All torpedoes are equipped with a guidance system, a machine spirit that detects targets and steers them into a terminal embrace. Most torpedoes use similar guidance systems, but some rare weapons possess advance systems. These specialised systems often enable a torpedo to cleanly avoid the lion's share of a target vessel's defences, making every torpedo a much more effective weapon. In addition, some torpedoes might have guidance systems designed specifically to work at higher speeds due to boosted engines. Guidance systems are purchased for torpedoes. They may be purchased separately at their Availability, or purchased with a torpedo using combined Acquisition rules.

Standard Guidance Systems

Most torpedoes possess these machine spirits, which use augury systems to scan their flight path for ship sized mass readings, radiation output, heat, and other identifiers. All torpedoes come with a standard guidance system normally, this does not modify their Availability. Standard Guidance Systems grant the torpedo a Torpedo Rating of +20.

Guided Torpedoes

Tight beam communications from the vessels that launched them continuously control the flight paths of guided torpedoes. This enables a talented pilot to redirect these weapons up until the very last moment before impact. The additional navigational thrusters and communications equipment are rare, but the patterns are still in production at a number of Forge worlds.

At the beginning of the torpedo's movement, one Explorer or NPC on the launching ship may make a Challenging (+0) Tech Use+Detection Test. Success means he may change the direction the torpedoes are moving by up to 45 degrees. For every degree of success, he may slow the torpedoes movement speed that Round by 1 VU.

If an enemy vessel has previously used a Focused Augury Test to identify the torpedo tubes on the launching vessel, they will have identified the hallmarks of the guided torpedo system. In this case, a character on the target vessel may make a Arduous (-40) Tech Use Test. If this test succeeds, the target vessel seizes control of the guided torpedoes and may redirect them towards any target within their remaining flight range. Guided Torpedoes grant the torpedo a Torpedo Rating of +20.

Seeking Torpedoes

Only a very few of the major Forge worlds maintain the capacity to manufacture seeking guidance systems. Torpedoes equipped with these systems employ adaptive cogitators and logic engines that continuously analyse their target's defensive actions. The combination of their rarity and combat effectiveness has granted these torpedoes a near-legendary status. Seeking Torpedoes grant the torpedo a Torpedo Rating of +30.

Short-Burn Torpedoes

These torpedoes are equipped with an engine that burns much hotter, but for a significantly shorter length of time. This change in the engine dynamics leads to an increased acceleration that grants these torpedoes a higher velocity, at the expense of a shorter flight time. This, however, has a tendency to overload the augurs of a standard guidance system's machine spirit, meaning a quicker and more aggressive machine spirit must be used instead.

These torpedoes move at a speed of 15 VU per turn, rather than the 10 VU of all other types. However, their massive fuel consumption reduces their maximum range to 30 VU. In addition, Short Burn Torpedoes grant the torpedo a Torpedo Rating of +15.

TABLE 1-1: TORPEDOES

Torpedoes	Speed	Damage	Crit Rating	Range
Plasma	10	2d10+14	10	60
Boarding	10	2d10+11	–	60
Melta	10	2d10+15	9+	60
Virus	10	2d10+10	–	60
Vortex	10	2d10+5	6+	60

TABLE 1-2: TORPEDO AVAILABILITY

Torpedoes	Availability
Plasma	Rare
Boarding	Very Rare
Melta	Extremely Rare
Virus	Near Unique
Vortex	Unique
Guidance Systems	
Guided	Rare
Seeking	Extremely Rare
Short Burn	Rare
Standard Guidance System	–

TABLE 1-9: STARSHIP WEAPONS

Supplemental Components	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Macro Batteries								
Bombardment Cannons	Light Cruisers, Cruisers	5	5	3	3	1d10+6	2	4
Disruption Macro cannons	All Ships	4	2	2	3	1d10+1	–	5
Disruption Macro cannon Broadside	Light Cruisers, Cruisers	6	5	2	6	1d10+1	–	5
Hecutor-pattern Plasma Battery	Light Cruisers, Cruisers	8	3	2	3	1d10+2	4	11
Hecutor-pattern Plasma Broadside	Battlecruisers, Grand Cruisers	12	5	2	5	1d10+2	4	11
Stygies-pattern Macro cannons	All Ships	4	3	1	3	1d10+2	5	5
Lances								
Godsbane Lance	Battlecruisers, Grand Cruisers	9	4	3	1	1d10+2	3	12
Godsbane Lance Battery	Battlecruisers, Grand Cruisers	13	6	3	2	1d10+2	3	12
Las-burner	All Ships	7	3	2	2	1d5+1	3	3
Mezoa Lance Weapon	All Ships	9	4	3	1	1d10+5	4	4
Mezoa Lance Battery	Light Cruisers, Cruisers	13	6	3	2	1d10+5	4	4
Voidsunder Lance Battery	Light Cruisers, Cruisers	15	8	3	1	1d10+4	3	6
Nova Cannons								
Mars-pattern Nova Cannon	Cruisers	3	7	3	†	2d5+4	†	6–40
Ryza-pattern Nova Cannon	Cruisers	4	7	4	†	2d5+5	†	6–36
Torpedo Tubes								
Fortis-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	3	6	–	–	–
Gryphon-pattern Torpedo Tubes	Raiders, Frigates, Light Cruisers, Cruisers	2	6	1	4	–	–	–
Mars-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	2	6	–	–	–
Voss-pattern Torpedo Tubes	All Ships	1	5	1	2	–	–	–
Landing Bays								
Hold Landing Bay††	Transports	1	–	2	2	–	–	–
Jovian-pattern Escort Bay	Light Cruisers, Cruisers	1	4	1	1	–	–	–
Jovian-pattern Landing Bay	Cruisers	1	6	2	2	–	–	–
Lathe-pattern Landing Bay	Cruisers	1	5	2	2	–	–	–

Cargo and Passenger Compartments

These are areas devoted to cargo, passengers, or simple stowage.

Brig

Though almost any ship has a brig, some vessels have more elaborate facilities. Some brigs are filthy, open chambers where prisoners sit enchained in squalor, their jailers only visiting every few days to hose down the gutters and release the dead bodies into the void. Others are spotlessly efficient walled off oubliettes where the occupants live in maddening solitary confinement for years at a time.

Stern Discipline: Increase Morale permanently by 1. In addition, any Intimidate Tests made during Extended Actions gain a +5 bonus.

Prison Space: When working towards any objective in which the capture, storage, or transport of prisoners could be useful (such as the creation of a penal colony or holding prisoners of war during a military campaign) the players earn 1 additional Renown upon completing that objective.

Ship's Stores

When Rogue Traders venture into areas beyond even the forsaken Expanse, especially on long duration exploration voyages, the lack of proper repair facilities can become a serious issue. As shipboard systems become damaged beyond repair or outright destroyed, only spare parts can help. If the ship has sufficient storage, a wise crew can stow backup

Components for just such emergencies **Spare Parts:** A Ship's Stores Component may hold additional Components (acquired separately) up to their combined Space value, allowing the crew to use them as replacements if the Component is Destroyed. Replacing a Component is accomplished in the same manner as making Extended Repairs, except that success also replace any desired Components. In addition, when making Extended Repairs, repair two additional Hull Integrity.

Augments and Enhancements

Augments and Enhancements are the category of Components that boost a starship's performance in and out of combat.

Defensive countermeasures

The vessel is equipped with a package of false auspex reflectors, thermal buoys, vox screamers, and other devices designed to keep an enemy vessel from accurately firing on it.

Single Use: When deployed, the countermeasures apply a -20 penalty to all Ballistic Skill Tests made to attack the ship for the next 1d5+1

Strategic Turns. Torpedoes suffer a -30 penalty instead. Once used, the countermeasures must be refilled and refurbished with a successful Upkeep Test outside of combat (and at a technological system with void yards) before it can be used again.

Flak Turrets

Designed to dump as much ammunition into the space surrounding a vessel as possible, Flak Turrets dump a steady barrage of explosive shells that strike incoming craft by chance more than by design. Because of the massive ammunition expenditure and the flak-wall's interference with ship sensors, these batteries are not always used. The ship's commander must decide at the start of each strategic turn (as a Free Action) if the Flak Turrets are in use or inactive that turn.

Scattershot: When in use, Flak Turrets increase the ship's Turret Rating by +1.

Wall of Fire and Steel: When the ship's flak turrets are in use, it suffers a -10 penalty to Detection.

Field Bracing

The ship's hull and structural supports are ribbed with powerfield generators, which can greatly reinforce the vessel's structural integrity as long as they are powered.

Hull Support: As long as Power is supplied to this Component, the ship's Hull Integrity is increased by twice the Power supplied, up to +6. Should this Component be Damaged or supplied with less Power, the hull loses this bonus value proportionally. This cannot bring the ship's Hull Integrity below 0. The amount of power supplied to this Component may be increased with a Challenging (+0) Tech Use Test (this counts as a Free Action in starship combat) and may Unpower other Components at the GM's discretion.

Fire suppression systems

The vessel is equipped with additional systems such as specialised extinguisher gases all designed to combat flames and keep them from spreading.

Flame Extinguisher: If the Bridge is powered and undamaged, a character may activate this system to extinguish one Component on fire by making a Difficult (–10) Tech-Use Test (this counts as an Extended Action in starship combat). If successful the fire is extinguished. This Component may be used once per Strategic Turn.

Lux Net

Not all Rogue Traders are able to make their way back to proper port facilities to repair damages from combat, and often they must make do in safe asteroid fields or backwater systems—quiet areas to afford them uninterrupted time to complete essential refurbishment. In order to hasten their repairs, they call on auxiliary power sources such as Lux Nets. These huge solar energy collectors use micro-thin sheets spread across hundreds of square kilometres to generate additional power. They are especially useful when the main drives are damaged, but can draw unwanted attention to a crippled vessel.

Power Source: Lux Nets are only functional (as in, they only generate Power) on stationary vessels inside a solar system, taking 2 hours to deploy and 10 to retract. If the ship has to move for any reason during its operation, the Lux Net is Destroyed as the fragile material rips apart. The net also counts as exposed when deployed. When conducting extended repairs, a deployed net adds +1 to the number of degrees of success on each week's Tech Use Test.

Minelayer Bay

An often-used tactic among pirate fleets is to strew a heavily trafficked shipping lane with mines, and then pounce on any unfortunate ship crippled by their massive explosions. Starship mines are huge and can explode with catastrophic effect. Most are automatically triggered via an on-board passive auspex to home in on nearby vessels, but some can be remotely operated to achieve greater effectiveness. For starships plying common transit lanes through a system, they are a frequent worry that requires constant vigilance.

Minefield Ahead!: When acquired, the Minelayer Bay Component contains enough mines for 3 deployments, with an Upkeep Test at a suitable port required to re-equip with a new complement of mines. A successful Routine (+20) Tech- Use Test can deploy mines in a spread covering an area 4 VUs wide, deep, and high behind the ship; this can also be done as an Extended Action while in combat (such as in a Stern Chase!). To prevent mines from accidentally setting each other off, the fields cannot be set to overlap.

A minefield reacts to a vessel inside its boundaries by making a Scrutiny Test with a Skill of 40 with +10 modifier for every full 20 Space the vessel has (the larger the ship, the more mines it activates). The mines suffer a –40 to the Test if the vessel is on Silent Running. If the mines detect a vessel, they strike it with 1d5+2 explosive hits, with this test being done each round the vessel is in the field. Each hit deals 1d10+2 damage, and the hits are combined as though from a macrobattery salvo. Armour and void shields protects against mines as normal. Mines are too small to be located via normal Detection; an Active Augury Extended Action reveals any minefields in within 10 VUs but immediately causes 1d5 detonations if the vessel is already within a field. Ships can attempt to navigate a minefield in the same manner as for an asteroid field, with a Hard (–10) Pilot (Space Craft) +Manoeuvrability Test instead of a Routine Test and each impact dealing 1d10+2 damage. Mines can also be detonated remotely with a Challenging (+0) Tech-Use Test if the activating ship is no more than 10 VUs distant. This instantly causes all mines to explode, causing 1d10 hits to any vessel within 1 VU of the minefield and emptying the field, but revealing the activating vessel even if the test fails. If the Minelayer Bay contains unused mines and is Damaged, there is a 50% chance the bay is Destroyed. The vessel takes one Critical Hit; roll 1d10 to determine the result.

Power Ram

Whereas some traders desire the obvious intimidation of a huge armoured prow, others prefer a more subtle approach and sheath an otherwise unremarkable ram beneath their ship's prow with power-field generators. When activated, the ship's ram glows with hazy light and is often the last thing an enemy captain will see before impact.

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

Power Field: This Component allows a starship to do an additional 1d10 damage when ramming.

Additional Facilities

A wide variety of Components that serve many different purposes. Each of the following Components can be added to a starship once.

Cloudmining Facility

The ship is equipped with specialised tethering grapples and distillation holds, so that it can process valuable comets discovered in their lonely orbits surrounding a star. The resulting waters and minerals can be used to replenish the crew and ship, or more profitably left as frozen chunks and sold to connoisseurs who value the luxury of pure cloud ice.

Gelt in the Clouds: This Component allows the ship to conduct ice mining in a suitable comet field far outside a solar system. Comets must be first located with a Challenging (+0) Scrutiny + Detection Test via the ship's augur arrays. Mining then takes 1d10+5 days and once complete the additional fresh water and air restore 1d5 Morale as well as extending deep void operations one additional month. Hydrathurian KL-247 Jamming system This device creates a violent and constantly shifting energy field that interferes with the scanners of nearby ships.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit. White noise: While this Component is active, this ship may not perform Silent Running, but any Focussed Augury Tests made to scan it suffer a -20 penalty.

Manufactorum

These small construction facilities are capable of synthesising additional parts required to perform Extended Repairs for a damaged starship. These parts are synthesised from raw materials—generally obtained by mining a nearby asteroid.

Manufacturing: If attempting extended repairs, each Manufactorum adds a +10 bonus to the weekly Tech-Use Test. If paying for repairs, each Manufactorum adds a +10 bonus to the Acquisition Test to restore Hull Integrity.

Additional Templates: In addition, the Manufactorums may be able to manufacture small numbers of personal items. The GM is final arbiter of what can and cannot be manufactured, but generally it should not be more than a few dozen of a Common item.

Medicae deck

A life of exploration invariably leads to encounters with unexpected life. This unexpected life can lead to unexpected injuries as well as novel diseases. Every living quarters includes a basic infirmary, but those are not equipped for every variety of injury or disease. Similarly, an infirmary is not equipped to treat the number of badly injured survivors from a badly damaged ship or planet-wide epidemic. A Medicae Deck offers the facilities and staff to address both of these possibilities.

Diagnostics and Treatment: The Medicae Deck adds a +20 bonus to all Medicae Skill Tests performed within this Component. The number of patients that may be treated without penalty is increased to three times the character's Intelligence Bonus.

Melodium

For the Rogue Trader who desires only the finest in shipboard accoutrements, a Melodium is ideal. Most are fashioned as grandiose chambers covered with all manner of gilded pipes, horns, and other instruments which can produce an endless variety of musical tunes. The room itself alters shape via clever brass sidings and panels as it plays, the better to accompany the melodies and vox-repeaters throughout the ship carry selected tunes into its farthest depths. A Melodium provide uplifting tones designed to instil feelings of duty and loyalty throughout the vessel, from the lowly ratings and voidmen to the officers. That sometimes this is due to subliminal infra-harmonics lacing the melodies is kept a guarded secret. The hall itself can be configured in a variety of ways to produce the desired internal music and background effects, greatly aiding in many a difficult negotiation.

Songs in the Void: Increase Morale permanently by +1 and gain +10 to all social Skill Tests.

Plasma scoop

These devices are usually only found on the specialised mining vessels designed purely for entering the atmospheres of gas giants to collect fuel for plasma drives. They can be fitted on other craft with suitable hull bracing to withstand the additional strain they place on atmospheric entry.

Fuel Gathering: A ship equipped with a Plasma Scoop may conduct attempt mining operations on gas giant planets. This requires a Challenging (+0) Pilot (Space Craft)

+Manoeuvrability Test; failure means the ship takes 1d5 hull integrity damage for every degree of failure, ignoring Void Shields (the deadly embrace of gravity does not care about shield barriers!). Success grants the ship a month's operations without needing to refuel.

Foolhardy Manoeuvre: This Component may not be equipped on ships of Grand Cruiser size or larger.

Pilot Chambers

There is a special kind of esprit de corps for those that fly the myriad attack craft on a starship. From hotshot Fury interceptors to steadfast Starhawk bomber crews to Shark attack boat daredevils, their skills and readiness can mean life or death for the entire ship. Launch bays equipped with ready rooms allow them to maintain constant readiness for the next mission. Training sensoria systems allow them to constantly hone their skills and Ministorum chapels allow them to ready their souls, all making them into relentless and deadly weapons.

Combat Ready: Pilot Chambers grant a +2 bonus to the Attack Craft Rating of all squadrons aboard a starship.

Salvage systems

Many Rogue Traders encounter the crippled remnants of starships as they travel through uncharted systems, mighty vessels that once strode across the void but are now only ruined shells of their former glory (and oftentimes, of course, the trader's vessel itself is the cause of the devastation). Ships fitted with massive Salvage Clamps can anchor to the wreckage and strip away useful hull sections or other Components using colossal mechanical arms, mega melta-beams, and other devices. Those salvaged Components can then be sold for profit or even added to the ship, where they can better enhance to the fame of trader and crew.

Salvage Operations: This Component allows a ship to attach itself to vessel which has been reduced to space hulk status. The clamps can strip apart the wreck; for every week spent in salvage the crew may make a Difficult (-10) Tech-Use Test to attempt to safely remove a named Component from the hulk (a Focused Augury Extended Action to scan the wreck is needed to determine Components). If successful, a single working Component can be removed and stored on the host vessel if there is Space for it (or externally secured to hull for towing); if it fails then that Component is lost. Successfully salvaged Components can be sold as part of a constructed Trade Endeavour or even refitted to the ship at a stardock as if it had been acquired normally. Salvage Clamps are gigantic and unwieldy affairs, however, and a vessel equipped with them suffers -5 Manoeuvrability.

Small craft repair deck

Every launch bay has the capability to perform routine maintenance and basic repairs upon the vessels for which it is used. However, combat vessels are regularly subjected to damage that far exceeds the scope of basic repairs and routine maintenance.

Spare Parts: After any starship combat in which fighters, assault boats, or bombers are lost, a character may immediately make a Difficult (-10) Tech Use Test. For every degree of success on the test, two of these craft are recovered.

Spacedock piers

Larger vessels are often expected to act as mobile fleet headquarters as a Rogue Trader's squadrons move into regions unknown. Specialised fittings and gigantic deployable piers are even added to some, allowing it to act much like a regular space station and allow smaller vessels to dock. These support vessels can refurbish and resupply the other vessels in the fleet, allowing them to venture further and longer in pursuit of profit. Each also acts as a visible symbol of the Rogue Trader's power and control over a sector.

Mobile Spaceport: When not moving, the huge attachments covering the ship allow up to four smaller vessels to dock. The stationary ship acts as a space station for purposes of making full repairs or replenishing Morale, and grants a +10 to the Acquisition Test when making full repairs. Due to their size, station fittings prevent any weapons with the Broadside rule from being installed (although smaller weapons may still be installed in Port and Starboard weapon capacity slots).

TABLE 1-10: SUPPLEMENTAL COMPONENTS

Supplemental Components	Appropriate Hull Types	Power	Space	SP
Macrobatteries				
Bombardment Cannon	Light Cruisers, Cruisers	5	5	2
Disruption Macro cannons	All Ships	4	2	2
Disruption Macro cannon Broadside	Light Cruisers, Cruisers	6	5	2
Hecutor-pattern Plasma Battery	Light Cruisers, Cruisers	8	3	2
Hecutor-pattern Plasma Broadside	Battlecruisers, Grand Cruisers	12	5	2
Stygies-pattern Macro cannons	All Ships	4	3	1
Lances				
Godsbane Lance	Battlecruisers, Grand Cruisers	9	4	3
Godsbane Lance Battery	Battlecruisers, Grand Cruisers	13	6	3
Las-burner	All Ships	7	3	2
Mezoa Lance Weapon	All Ships	9	4	3
Mezoa Lance Battery	Light Cruisers, Cruisers	13	6	3
Voidsunder Lance Battery	Light Cruisers, Cruisers	15	8	3
Nova Cannons				
Mars-pattern Nova Cannon	Cruisers	3	7	3
Ryza-pattern Nova Cannon	Cruisers	4	7	4
Torpedo Tubes				
Fortis-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	3
Gryphon-pattern Torpedo Tubes	Raiders, Frigates, Light Cruisers, Cruisers	2	6	1
Mars-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	2
Voss-pattern Torpedo Tubes	All Ships	1	5	1
Landing Bays				
Hold Landing Bay	Transports	1	—	2
Jovian-pattern Escort Bay	Light Cruisers, Cruisers	1	4	1
Jovian-pattern Landing Bay	Cruisers	1	6	2
Lathe-pattern Landing Bay	Cruisers	1	5	2
Cargo and Passenger Compartments				
Brig	All Ships	1	1	1
Ship's Stores	Light Cruisers, Cruisers	1	5	2
	Transports, Grand Cruisers	1	10	2
Augments and Enhancements				
Defensive Countermeasures†	All Ships	1	1	2
Flak Turrets†	All Ships	1	1	1
Field Bracing	All Ships	1-3	1	2
Fire Suppression System†	Transports, Raiders, Frigates	1	1	2
	Light Cruisers, Cruisers	2	2	2
	Grand Cruisers	3	3	2
Lux Net	All Ships	10 generated	2	2
Minelayer Bay	Transports, Light Cruisers, Cruisers	1	4	1
Power Ram†	Light Cruisers, Cruisers	2	0	2
Additional Facilities				
Cloudmining Facility†	Transports	3	4	1
Hydraphuran Jamming System†	All Ships	4	0	1
Manufactorum†	Light Cruisers, Cruisers	2	1	2
Medicae Deck†	All Ships	2	1	1
Melodium†	All Ships	1	1	1
Plasma Scoop†	Raiders, Frigates	2	3	3
	Light Cruisers, Cruisers	3	4	3
Pilot's Chamber†	All Ships	1	1	1
Salvage Systems†	Transport, Light Cruiser, Cruiser	5	3	3
Small Craft Repair Deck†	Light Cruisers, Cruisers	2	2	1
Spacedock Piers†	Transports with 50+ Space, Grand Cruisers	7	14	4

† This Component may not be added to a vessel more than once.

Navigating the Warp

Author's Note: Lore below comes from the Rogue Trader Core Rulebook and heavily references the Navigator Career Path from that game. You may allow Space Marines with the appropriate skills to make the same checks and assume they are using technology to assist or an alternate means of performing the various stages of Warp Navigation are included at the end of the chapter.

"Into the jaws of hell lads, that's where we're going. The warp will as soon as burn your soul from your bones as look at you. Be thankful we have a Navigator to guide us, but you had better damn well hope he knows his trade!"

—Deck Master Derkan Grym of the Sanguineous Saint

The primary role of all Navigators is guiding ships into, through, and out of the warp. Whilst the rest of the ship's crew and the ship's captain maintain the systems of the ship, keeping the vessel's plasma and warp drives functioning and its Gellar Field strong, the Navigator carefully studies the currents and fluctuations of the warp as well as the distance and strength of the Astronomican. Using this

information, he tells the captain to make course corrections and when it is wise to leave or enter the warp.

The actual Translation—as entering and exiting the warp is known—from real space to warp space or vice versa is relatively simple and does not require the skill of a Navigator, though his input can be invaluable lest the vessel find itself immediately assailed by an empyreal storm, warp rift, or worse. Once the vessel is in the warp, however, not having a Navigator would leave a captain with no idea as to the vessel's position relative to real space, the distance they have travelled, or where they will end up when the ship exits the warp except crude guesswork based on existing warp charts.

The Fundamentals of Warp Navigation Navigating the warp in game terms consists of a number of stages at which the Navigator must test to perceive the nature of the warp and then steer a course through it. These stages are:

- Stage One: Determining Duration of Passage
- Stage Two: Locating of the Astronomican
- Stage Three: Charting the Course
- Stage Four: Steering the Vessel
- Stage Five: Leaving the Warp

Each of these stages and the tests requires are detailed below.



Stage One: Determining Duration of Passage

The duration of a voyage is measured in subjective time; time as experienced by the Navigator and the crew of the vessel in days and hours of “untroubled passage.” This calculation assumes that the vessel is following a favourable warp current and operating under good conditions. If all goes well the voyage will pass in this time.

The base time of a voyage through the warp is determined by the Game Master and then modified by how well the Navigator steers the course of his craft (see Table 7-2: Example Durations of Passage). The figure is selected by the Games Master and kept secret from the Navigator and other players, though a Navigator may attempt to estimate the duration of passage based on what he knows of the course he must steer (see below); he might be right or he may be wildly incorrect based upon actual conditions in the warp when the passage is attempted. The duration of passage set by the GM is used as the base value for all of the subsequent stages of travel.

The Navigator’s Estimate

A Navigator preparing a passage he is familiar with, or for which he has good navigational information, (such as a chart or navigational cipher), will have a good sense of how long it should take to arrive at his destination. In order to determine this, the Navigator can make a Navigation (Warp) Test (although what modifiers for difficulty apply and whether this is passed or failed should be kept secret by the GM). If he passes, the GM should give him a roughly accurate estimate of how long the voyage should take under the expected conditions.

If he fails, then his estimate will be inaccurate, although just how much it is off by is up to the GM to determine, based on how badly the test was failed.

Going Into the Unknown

It is quite possible that a Navigator must plot a course to a location with which he is not familiar, in which case he may have no real idea of easy it will be to reach or how long it will take. In these circumstances, the GM should not give the Navigator an estimation of how long the journey may take beyond the roughest “educated guess.”

The Passage of Time in Real Space

The subjective time experienced by those travelling through the warp is different from that that passes in the physical world. The amount by which time experienced within the warp and real space varies is not fixed, but if it is necessary to calculate how much time has passed in the real world whilst a ship was in the warp, use a ratio of one day of passage in the “open warp” to 12 days passing in real space on average. The Game Master should, however, feel free to vary this ratio as he sees fit and on the most stable warp routes this should be less (even in 1 to 1 parity in some places), and in turbulent areas potentially much worse. Factual accounts of ships arriving at their destination centuries late are thankfully extremely rare, but known (and should never “randomly” occur during the game). There have even been accounts of ships that have actually arrived at their destination before they have left!

TABLE 7-2: EXAMPLE DURATIONS OF PASSAGE

Passage Within the Warp	Example Voyage
1 day	Short passage between two close systems by a well-travelled stable warp route.
5-10 days	A journey between systems in the same sub-sector using accurate navigational information.
30-60 days	A journey across the body of a full Imperial sector (such as Calixis) using accurate information and known warp routes.
100+ Days	A perilous journey across a Segmentum at best speed avoiding only the worst known hazards.
Several Years	An odyssey across the galaxy.

Stage Two: Location of the Astronomican

The Astronomican

It is only through the blessings of the Emperor and his blazing presence in the Immaterium that warp travel is made possible across the breadth of the Imperium. Known as the Astronomican, a beacon lit by the Emperor's will projected out from the Golden Throne and fuelled by the psychic choir of martyrdom, this guiding star shines across the galaxy through the churning darkness of the warp. It provides both a point of reference and a psychic lifeline to Navigators, allowing them to find their way in the nightmare confusion of the Immaterium.

When a vessel Translates into the warp, a Navigator must gauge the strength of the Astronomican, to judge just how far and in what direction he is from Terra so that he may then plot a course. To do this, he makes an Ordinary (+10) Awareness Test. For every degree of success achieved, add +10 to any Navigation (Warp) skill tests for this voyage, whilst for every degree of failure a -10 modifier is imposed instead. If the test is failed by three or more degrees of failure, the Astronomican cannot be located—the Halo Stars are notorious for difficulties in finding the beacon's signal.

In some rare cases, the Astronomican cannot be found—especially turbulent warp storms and other unnatural phenomena may obscure its signal, or the Navigator's vessel may simply have travelled beyond the Astronomican's reach. If the Navigator cannot locate the beacon of the Astronomican, he must pass a Hellish (-60) Navigation (Warp) Test in order to chart a successful course. Without the Astronomican, the Navigator must rely upon his own experience, skill, and ancient charts of real- and warp-space (some especially accurate charts may, at the GM's discretion, grant a bonus to this Test). If he fails the Test, the Navigator may not try again unless at the GM's discretion, or if a transient event (such as a warpstorm) ends.

Stage Three: Charting the Course

Once the Navigator has a point of reference, he must then use his extraordinary perceptions to determine any turbulence, strange phenomena, or storms laying in wait in the Empyrean that will affect the passage of the vessel as it travels. This is another Ordinary (+10) Perception Test, whose results are kept secret by the GM. Success means that if there is any significant warp disturbance along the route then the Navigator has likely detected it, failure means that he has not. In either case, should the Navigator fail this roll, he will be ignorant of any dangers that lay ahead. The effects of this test will influence the chance of avoiding serious warp encounters during the voyage (see below). See table 7-3: Navigation Chart below for the effect this has on the duration of travel.

TABLE 7-3: NAVIGATION CHART

Degrees of Success/ Failure	Result
3+ Degrees of Success	Destination reached in a quarter of the duration set by the GM in Step 1
2 Degrees of Success	Destination reached in half of the duration set by the GM in Step 1
1 Degree of Success	Destination reached in three quarters of the duration set by the GM in Step 1
Success	Destination reached in the duration set by the GM in Step 1
Failure	Destination reached in twice the duration set by the GM in Step 1
1 Degrees of Failure	Destination reached in three times the duration set by the GM in Step 1
2+ Degrees of Failure	Destination reached in four times the duration set by the GM in Step 1

Stage Four: Steering the Vessel

With the Astronomican located and the local state of the warp gauged, the Navigator now makes his Navigation roll to determine both the accuracy of his voyage and travel time. This is a Navigation (Warp) Skill Test modified by the Navigator's perception of the Astronomican (see Stage Two) and the general difficulty of the passage. Refer to the Navigation Chart to see the results of this test.

Off Course

If a Navigator fails his Navigation (Warp) test and rolls a 9 on either dice, he is thrown off course, the vessel will appear in the wrong system or part of space (as determined by the GM).

Encounters in the Warp

Warp travel is seldom a routine and dull affair, and the Navigator must maintain constant vigilance lest the vessel become lost or imperilled. This peril increases the longer the vessel spends in the warp and the further it travels. To reflect the perils of warp travel, the Navigator should make a roll on Table 7-4: Warp Travel Encounters (see below) once for every five full days of travel within the warp. If a journey takes under five days to complete, one roll on the Warp Travel Encounters table is still made. Each of the rolls for warp encounters gains a +20 bonus if the Navigator succeeded in the Perception test whilst Assessing Warp Conditions in Stage Three.

For the GM: Difficulty of Passage

The Game Master should choose a duration of passage based on how difficult the voyage is and how far away the intended destination. Travel through "open warp" where no unusual phenomena or turbulence occur should be a Routine (+20) Navigation test. If the Navigator is using an established warp route or corridor, or has detailed information such as the secret charts found in a Navis Prima, the test should be considered Easy (+30). Where passages are attempted into the unknown, or where general conditions in the warp are known to adverse (prone to storms, etc.), tests should be Difficult (-10) or worse. Alternatively, if the route is very well established and the Navigator has previously travelled it many times, the GM may decide that the Navigator need not make a roll at all nor test for Warp Travel Encounters (see Encounters in the Warp in this section).

Gellar Field Failures in Game

How to represent a Gellar Field failure is left up to the GM's imagination, but it should be an utterly horrifying experience for players. They must quickly restore the Gellar Field if they hope to survive, and even if they accomplish this, they will still be faced with a ship full of monstrous entities. The GM should feel free to pit them against all manner of daemonic adversaries, in any monstrous and terrible forms he chooses. Even if the players triumph, damage to their ship's Morale should be severe, and depending on the severity of the failure, there could be severe damage to Crew Population as well. If the battles were particularly ferocious, certain ship Components could be damaged, depressurized, or even in flames. For the players, killing the daemons may be just the beginning...

TABLE 7-4: WARP TRAVEL ENCOUNTERS

Roll	Event
01-03	Reality Erosion: The very fabric of the vessel is altered in some way. Walls might melt, statues and picture come to life or gravity itself may become twisted.
04-09	Plague of Madness: A general madness infects the crew, and without swift action bedlam can ensue. It will target the weakest of will first but can be spread by contact.
10-18	Incursion: A daemonic entity slips aboard the vessel and sets out to wreak havoc. Particularly insidious warp creatures can hide on a ship for years masking their actions as bad luck and careless accidents.
19-26	Lost Time: Time contracts and expands during the voyage, and though it may take but a few days, the crew will feel as if months or more has passed, fraying their sanity.
27-33	Ghost Ships: The ship's sensors detect phantom ships that appear and vanish randomly. Wise captains ignore such things, though if they are real, a vessel lost in the warp can still hold valuable cargo.
34-39	Shoals and Reefs: The vessel runs afoul of a warp shoal or reef that threatens to break it open on a jagged fragment of false reality. A good helmsman and skilled Navigator are required to pass unscathed.
40-48	Visitations: One or more of the crew find themselves visited by warp shades of lost friends or family. These lost souls might offer helpful advice and comfort or have darker motives.
49-53	Gellar Field Fluctuations: Alarmingly, the Gellar Field that keeps back the baleful energies of the warp begins to fluctuate. Hasty prayers to the Machine God or a return to realspace may be required.
54-67	Warp Storm: A terrible warp storm strikes the vessel and may cause damage or throw it off course. Only the skills of the ship's Navigator will decide the outcome.
68-75	Whispers and Dreams: Everyone on board suffers from strange dreams and even hears hushed whispers when awake. These might hold hidden truths or portents should the GM wish, or merely be mad ramblings from beyond.
76-100	All's Well: A safe journey that wise captains will savour.

Stage Five: Leaving the Warp

Once the Navigator's destination has been reached, he must make a Hard (-20) Perception Test to determine the accuracy of his entrance point in real space, which in general terms the Navigator can perceive from the warp in a shadowy and indistinct fashion. Succeeding at this test means that the vessel exits the warp where the Navigator intended. A failure means that the ship exits off target (dangerously close to a planetary body rather than in the outer reaches of a system for example), with degrees of failure indicating a more extreme deviation.

Warp Travel Encounters

The warp is a deeply strange and terrifying place filled with things not meant for the mind of man. As Rogue Traders, the players will spend a great deal of time within the warp travelling from one place to another. The Warp Travel Encounters table can be used in conjunction with the rules for navigating the warp, or simply to spice up sojourns in the immaterium and remind the players that there is no such thing as completely safe travel in the void...



Alternate Rules for Space Marines

The rules below present alternate skill rolls to be made in lieu of traditional Navigator based ones. These infer that the Marines are utilizing particularly powerful Archeotech of some sort to perform the same functions as a Navigator on board their vessels. The various steps remain the same but the type of roll for each step uses the rolls described below

Stage 1: Challenging (+0) Navigation (Warp)

Stage 2: Challenging (+0) (+/- 10* Stage 1 Degrees of Success/Stage 1 Degrees of Failure) Scrutiny + Detection

Stage 3: Challenging (+0) Navigation (Warp)

Stage 4: Challenging (+0) (+/- 10* Stage 2 Degrees of Success/Stage 2 Degrees of Failure) Navigation (Warp)

Stage 5: Hard (-20) Scrutiny + Detection



Chapter 5: Legendary Astartes

Beyond Rank 8

Source Disclaimer: Lore in this section is fan written, feel free to use or disregard as needed.

There are those among the Astartes whose skill surpasses almost all their fellows. They have transcended to a level of skill that few can claim to have reached, and have learned skills from multiple disciplines.

This chapter is designed to provide rules for playing Astartes characters beyond their maximum rank. Once a member of the Adeptus Astartes has reached their maximum XP as dictated by the rank table, they now advance using the following rules:

Beyond Rank 8 Space Marine
Characters may continue to purchase advances as normal from the Deathwatch, General, and Specialty tables. They may also continue to purchase from any Alternate Rank(s) they may already have. In addition to this, they may also purchase an Alternate Rank if they have not already.

In addition to these advances, Space Marines may purchase additional specialties beyond their normal limit once they have spent more than the maximum XP detailed in the Deathwatch Core Rulebook. When deploying for a mission, they must select gear from only one of their specialties, they may not mix and match. They may purchase advances and use Talents from any Advanced Specialty they have purchased. They still gain Specialty Wargear and Advanced Specialty Wargear if the Alternate Rank taken is approved by the GM or does not count towards the usual limit. This choice is not permanent, but decided on a mission by mission basis, meaning the Marine can choose one set of Wargear for one mission and a different set for another.

At the GM's discretion, the Space Marines may instead utilize all the gear from all their Advanced Specialties. This results in an impressive number of tactical options available to the Kill-Team and the GM should be prepared for an incredible amount of power in their player's hands. Should specialties chosen for the mission lead to the marine having the same wargear from two sources, (ex Signature Wargear and Alternate Rank) it is instead increased to Master Craftsmanship.

Example: Tiberius Archhammer is a Tactical Marine. He took the new Master Tactician Alternate Rank and the Deathwatch Watch Captain Alternate Rank. He receives the standard starting gear for a Space Marine, a Bolter for being a Tactical Marine, Special Ammo and a Chainsword for Master Tactician, and a Chainsword and Iron Halo from Deathwatch Watch Captain. As the campaign progresses to beyond the scope of Deathwatch, he decides to take the new Bastion Advanced Specialty. Now when he deploys he will still get the Bolter from Tactical Marine, Special Ammo and Chainsword from Master Tactician (as it states it does not count towards the usual limit), but must choose between the Chainsword and Iron Halo from Watch Captain and the Power Weapon and Storm Shield from Bastion. Regardless of which gear is chosen, he may still use the Talents from both Watch Captain and Bastion.

Later on he decides to take the Deathwatch Keeper Advanced Specialty. Now he has to choose between the Chainsword and Iron Halo, Power Weapon and Shield, or Clavis and Power Weapon.

With the Chainsword selected, Tiberius increases the craftsmanship for it to Master due to it coming from both Master Tactician and Watch Captain.

Regardless of his Wargear choices, Tiberius may use talents from Master Tactician, Watch Captain, and Bastion as normal.

Note: If multiple specialties were allowed prior to advancing beyond Rank 8, they may still have access to gear at GM discretion, but must choose one set to swap out. This is not a permanent choice and may be switched between missions.

Example: Tiberius has once again passed to beyond the scope of Deathwatch. This time he has taken Master Tactician, Bastion, and Watch Captain beforehand with the GM's permission. He elects now to take the Deathwatch Keeper Advanced Specialty. He must now choose between the Wargear granted by Bastion, Watch Captain, and Keeper. (Master Tactician does not count as normal). They may select the gear from 2 of these Advanced Specialties, and this may be selected differently for future missions.

Regardless of Wargear selected, Tiberius may use talents from Master Tactician, Bastion, Watch Keeper, Watch Captain as normal.

Chapter 5: Legendary Astartes

New Class, Talent, Solo and Squad Mode Rules

Librarian

Librarians may purchase a new Psychic Power at the listed cost for every 10,000 Experience above 50,000 Experience

Eye of Vengeance

Eye of Vengeance now ignores Shields and causes a penalty to dodge equal to 5*Degrees of Success on the Attack Roll.

Note: This rule may be applied before legendary ranks to make the talent more potent.

Using Solo Modes in Squad Modes

Spending a point of Cohesion to activate a Specialty Based or Chapter Based Solo Mode makes the Solo Mode last until the end of the encounter or until Squad Mode is left (if applicable).

Example: Tiberius Archammer spends a point of Cohesion to activate his Bolter Mastery Solo Mode ability from Tactical Marine to mow down some Heretics with his Bolter. He gains that benefit for the rest of the encounter, even if he switches to Melee Weapons and fires again later.

Note: This rule may be used before legendary ranks to provide more flexibility.

Additional Attributes Advances

When advancing beyond 50,000 Experience, Space Marines get the opportunity to improve their Attributes beyond what is normally presented in their Specialty. The cost of advancing the Attributes is listed below.

Space Marine Additional Attribute Advances

<u>Advance</u>	<u>Heroic</u>	<u>Master</u>
Cheap	2000	2500
Average	2500	3000
Expensive	5000	5000

Cheap Advances are those that have a cost of **Simple: 200, Intermediate: 500, Trained: 1,000, Expert: 1,500.**

Average Advances are those that have a cost of **Simple: 500, Intermediate: 1,000, Trained: 1,500, Expert: 2,000.**

Expensive Advances are those that have a cost of **Simple: 750, Intermediate: 1,500, Trained: 2,000, Expert: 5,000.**

These advances are available to all specialties presented in Deathwatch and otherwise behave as normal Attribute Advances as detailed in the Deathwatch Core Rulebook.



Author's Note

And so my next big foray into Deathwatch is now complete as of 8-10-2018 (US Date Notation.) This guide adds an enormous amount of options to the Deathwatch Roleplaying Game, and has a lot of homemade content based on observations from when I ran the system. The Alternate Ranks presented here are designed to bring a bit more power to the three Specialties I saw fall behind in all of my games, the Apothecary, Devastator, and Tactical Marine. The other Advanced Specialties are meant to fill roles that seemed to be missing in the other Deathwatch Supplements, as there really is no way to specialize in vehicle operation, unarmed combat, or demolitions. The new Upgrades are also meant to address some odd imbalances I found. In Rites of Battle the sheer degree that Corvus Armor is better than Aquila Armor always befuddled me, so the Armor Upgrades here are meant to bring a bit more equality to them in functionality.

The biggest and perhaps most hilarious thing that I noticed was probably that one of the core tenants of Deathwatch is that getting in the vehicles is one of the fastest ways to die. With the new upgrade options here I'm hoping that it becomes just a BIT harder for the various craft to be destroyed in one hit, but not so much that they become unstoppable.

Finally, the largest chunk of the guide is dedicated to something that many people have asked for. I've ported over the Starship rules from the Rogue Trader Core Rulebook and Battlefleet Koronus. Using Battlefleet Gothic and Battlefleet Gothic: Armada I've put together stats for the various Space Marine starships. Also included are the various other components that can affect them from Rogue Trader and Battlefleet Koronus. There are more options than what are here, but the various core elements are all present within this guide. You may wish to double check with the Rogue Trader Errata to ensure that the information here is up to date.

An enormous thank you goes out to Games Workshop and Fantasy Flight Games for creating the Warhammer 40k Roleplay system. Hope you enjoy the guide and get good use from it! If you find your artwork here and would like it credited, please email me and I'll create an artist page with your name and a link. If you have any questions, notice any typos, or feel that there are any balance issues, feel free to email me at lodgeblackman99@gmail.com or visit my site at www.lodgeblackmangames.jigsy.com. Happy gaming and thanks for the support!

-Lodge Blackman

