


FABRIC OF THE IMPERIUM

ROGUE TRADERS, WOLFPACKS AND THE MERCHANT FLEETS OF MANKIND



It is a given fact that through the might and valour of the Imperial Navy, the raging tides of foul aliens and vile heretics that infest the galaxy have been stayed from overrunning the millions of worlds that over the millennia have come under the Emperor's beneficent rule. While these hulking, powerful warships are the most notable representation of mankind's command of the stars, it is actually through the millions of humble merchant freighters, lumbering heavy transports and sleek fast clippers making up nearly 90% of Mankind's interstellar spacecraft that its vast domain is held together. Only a very small fraction of the incalculable worlds upon which the children of Man tread can truly be called self-sufficient. Most rely on a brisk interstellar trade for a steady stream of foodstuffs and raw materials to maintain their productivity and way of life. A vast majority of Imperial worlds may go decades or even centuries without a single visit from an Imperial warship. On the other hand, the sight of ordinary passenger liners and cargo transports in an infinite variety of types and patterns are a common occurrence in even the most remote frontier worlds. With the Navy constantly stretched thin defending its vast domain from grave threats from within, without and beyond, it falls to the slow,

ill-equipped and poorly-armed merchant vessels to keep the lines of commerce and communication open in a vast, uncaring universe filled with many grave dangers to both the bodies and souls of Man.

All merchant vessels are operated solely under the auspices and at the pleasure of the Imperial Navy, as it is rare indeed that the Navy lightly countenances private ownership of interstellar vessels. However, the Navy is far too busy to relegate its trained officers and crews to operating such craft. While the Navy does maintain a number of transports for its exclusive use, the vast majority of transport vessels that ply the stellar main are civilian-operated. This is expressed in the form of Charters, which grant varying rights and freedoms to the trade guilds, syndicates and merchant families that own and operate merchant vessels and fleets. These hereditary Charters are granted by the Administratum and registered through the Sgementum Fortress that holds authority over the vessel's intended operating area. Though they can be revoked at any time by Imperial authority, they are hereditary in nature and in some cases date back hundreds or even thousands of years. Nearly all of the more lucrative trade routes are also managed through route licenses, purchased by merchant vessel operators for unrestricted or even exclusive rights to handle shipping to a particular world, system or small group of systems. The most valuable (and expensive) of these govern operation over long-established and highly profitable routes between primary worlds, and it is not uncommon for several competing consortia to operate simultaneously on the busiest routes.

Route Licenses and their attendant fees, while usually effective for a hundred years but in some cases for far longer and even in perpetuity, can be wildly exorbitant and firmly out of reach for many smaller operators. Most are fortunate enough to acquire less profitable licenses to operate as Chartist Captains between the more sparsely populated

secondary worlds of the many thousands of sub-sectors scattered throughout the stellar main. Still other small corporations, mercantile families and individual Free Traders operate under charter but without a route license at all, forced to eke out a livelihood operating one, or at most a very small number of vessels for cargo manifests that come what may, heading to dangerous or remote locations in the hopes of generating enough income to recover the heady expenses of operating interstellar craft. If that were not enough, Chartist Captains at any time may find their ship and its cargo conscripted by an Imperial Navy task force needing logistic support or an Inquisitor or other such notable needing conveyance, a passing inconvenience considering they may just as easily blunder into a rampaging pack of Ork brigands, Eldar corsairs, alien pirates or the foul minions of Chaos, never to be seen again, befalling fates far more terrible than the grim comfort of mere death...

ROGUE TRADERS: THE GOOD, THE BAD AND THE UGLY

By a vast percentage, most merchant captains rarely veer far from their established transport routes plied over generations, reluctant to take on assignments chartist masters elect to remain where profits may be slim, but the course is well travelled and at least as

relatively free of danger as can be expected from the stellar void. There are a rare few however who after a time reject this meager existence, choosing instead to embark on grand quests through wilderness space to seek out new worlds ripe for colonization, to boldly go where no human has gone before. While many of these intrepid adventurers are never heard from again, the annals of the Imperium's long history is replete with stories of merchant captains and their crews coming across worlds teeming with indescribable riches beyond compare, lush virgin prairie worlds suitable for agricultural harvest, or worlds inhabited by man lost to the Imperium for millennia, ripe for re-indoctrination into the Imperial Creed as a ready workforce of willing servants of the Emperor. Still others bring back tales of encounters with alien races and strange new technology, rare and precious artefacts presented to the Adeptus Mechanicus for bountiful reward.

These brave souls with the courage and wherewithal to undertake such adventures and live to tell the tale are known as Rogue Traders. To limit the moral pollution caused by contact with alien and non-Imperial human cultures in millennia past, the Adeptus Terra outlawed trade and dealings beyond the Imperium. Only those individuals with Warrants of Trade or similar documents are allowed to explore planets not yet under Imperial control, encounter

alien civilizations and regressed human societies, and claim barren worlds rich in minerals or other resources. Typically these are awarded to retired Naval officers, scions of noble families and the like, sometimes on the condition that a mission of particular import be undertaken with the Warrant as its reward. Operating beyond Imperial control, they are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond his beneficent rule. Others are nothing more than glorified pirates and scoundrels. Not all who claim to be Rogue Traders actually are; many Warrants of Trade are centuries old – handed down through family generations, exchanged in high-stakes gambling dens, stolen from rightful owners or have otherwise fallen into the hands of those who might abuse the power they bestow. Despite their generally well-deserved shady reputations and colorful personal histories, Rogue Traders as a whole have done much to advance the influence of the Imperium. Individually they have been known for various idiosyncrasies and excesses not normally tolerated by the more stringent Ordos. As they provide a priceless resource of information outside normal channels for agents of the Inquisition, these are normally tolerated to an extent, and in some cases even condoned by willingly blind eyes.

Rogue Traders exude confidence; they are highly charismatic, often charming and roguish, skilled diplomats (some would say confidence tricksters) and hardened killers when the situation demands. Rogue Traders will often gather an entourage of hangers on and companions much like an Inquisitor does, and this may contain alien warriors, mutants and other undesirables, which many Inquisitors would take to marking the Rogue Trader out as a heretic. Many Rogue Traders have highly unstable personalities; some have been known to destroy worlds on a whim or experiment with alien species out of macabre curiosity.



Rogue Traders often dress extravagantly and flamboyantly; like Inquisitors each one has their own style and manner. They carry the best weapons and equipment they can acquire, including all manner of alien weapons and gadgets. Jokaero digital weapons are popular; miniature lasers and needlers that are worn as rings but contain the same power as a pistol. They might be carrying C'tan phase weapons that can bypass armor, Ha'Kaidan neuro-stars, or one of a million other pieces of strange and bizarre wargear.

It is not uncommon for a Rogue Trader to have once been a high ranking member of the Adeptus Terra, perhaps ousted from power and falling back to trading and using his or her contacts to regain their position and authority. Such Rogue Traders often wear the finery of Imperial aristocracy mixed with garments from worlds beyond the Emperor's rule, often sporting a weapon from military service such as a Naval cutlass or Officer's sabre. They might also carry ornate dueling pistols in lacquered holsters, ancient looking hunting rifles slung rakishly across the shoulder, or other such items that are as lavish to behold as they are deadly effective weapons.

ROGUE TRADER FLEETS

Rogue Traders travel by a variety of means – as passengers aboard military vessels or as the guests of distant, non-Imperial cultures, but most of all they enjoy the freedom to travel of their own free will. They must journey vast distances, and hence they are granted the right to maintain their own vessels, and on occasion entire fleets numbering up to several dozen or more starships. As befits their maverick nature, Rogue Traders employ an incredible variety of vessels. Rights of Requisition allow Imperial Navy ships, while others use their vast wealth and power, and other dubious means, to acquire vessels from a variety of sources – custom-built ships, refitted merchant vessels, captured ships or even craft acquired from non-Imperial worlds. Rogue

Trader vessels are unique, exotic things, often exhibiting many signs of their colorful histories, subject to constant adornment, much of it ancient or even alien in origin.

Though their business is their own, from time to time a Rogue Trader may be accompanied by, or even granted command of, an entire fleet at the behest of the Priesthood. On such missions a Rogue Trader's authority is all, beyond the bounds of the Imperium where any could bring censure to them and in places so alien, so unknown that their uncanny leadership must be followed to the letter if any of their number hope to survive. Likewise, though a Rogue Trader himself maintains no army, he may well be granted Imperial Guard or even Space Marine forces, if it is felt that his mission warrants it. On such occasions the Rogue Trader will turn his business to battle, leading the armies of the Emperor to worlds unknown, bringing war to the enemies of Mankind, even beyond the reach of the Imperium itself. Very few Rogue Traders do so altruistically however, for even in war or death a canny Rogue Trader will find profit and prize.

LUKURIUS VANLESSA AND THE LOOT OF A THOUSAND WORLDS

Sometimes a consortium of several especially wealthy Rogue Traders will organize an expedition into wilderness space with Imperial sanction, usually with the support of the Adeptus Mechanicus. More often than not these run into trouble that is far above and beyond its worth, and little (if any) profit is made from the venture. Occasionally though such expeditions encounter unimaginably vast riches and opportunity for wealth, and even after the Navy and Mechanicus assess exorbitant fees and charges for their support, a tidy sum still remains to be had. While such tales abound in history and lore, none is more spectacular than that of Lukurius Vanlessa. While leading a fleet of eleven ships, the heavy transport *Santissima Terra* captained by Ingio

Portfell became separated in the warp and re-entered real space in an uncharted system on the Eastern Fringe. A quick survey revealed a volcanic death world of absolutely incomparable riches near the Mercurial Zone, with fist-sized rough diamonds simply littering the surface along vast, exposed veins of gold, platinum and other treasures. Over the course of four months, Portfell flew his cargo shuttles to destruction to fill his ship to capacity with gems and precious metals, resorting to cladding the exterior of his ship with gold and platinum when the holds were full. So in excess was the mass of this vast treasure that the ship required a week of successively higher orbital swings just to break free from the planet's gravity. Afraid to send any message even by astropath, it was more than another two months before they were able to re-join their fleet, which had suffered badly during an encounter with Ork pirates. Betrayed by traitors who made off in one of the fleet's escorts, Lukurius Vanlessa led a valiant struggle over the course of four years to lead his ragtag, harried and always under-gunned fleet, sometimes remaining in hiding for weeks on end orbiting remote backwater worlds with all systems shut down to avoid detection from prowling renegades and pirates of every stripe. Even an attempt to sanction aid from the Imperial Navy proved disastrous when a cruiser captain betrayed the flotilla in a play at capturing the *Santissima Terra* for himself. When the flotilla finally broke through to Terra, this time under heavy guard from every vessel that could be purchased or contracted by their guild house, Ingio Portfell still took no chances. In an unbelievably daring move, he landed the heavy transport on the hereditary lands of the guild, nearly destroying part of a city despite effecting a soft landing that left most of the vessel intact. Even after all fines, fees and other recompense was made, the guild house was so enriched by the vast hoard recovered that its stature and wealth was elevated to that of even the greatest conglomerates in the entire Imperium, ranking even among those of the vital

Corporate Sector. It is said that to this day, buried somewhere among the sprawling cities of Vanlessa Hive on Terra, much of the hull structure of the original Santissima Terra remains.

LIVING THE ADVENTURE: THE EXPLOITS OF SIMONIES KNOCKE

While undreamt-of riches can be found in the depths of space, treasure quests in their various forms are not the only way (or even the most common way) to make a lucrative profit in the void between the stars. Many Rogue Traders that by chance or necessity acquire one or a small number of armed vessels find themselves now and again hired not for the capacity of their cargo ships but for the aim of their guns. With the Navy stretched as thin as it is, it is not uncommon for more reputable Rogue Traders to be taken under contract to escort transport convoys through wilderness space, taking an escort squadron in tow detailed from regional fleet authority while freeing capital ships for more pressing duties. Others may function as privateers, operating with a Letter of Marque to harass enemy shipping behind the lines, once again freeing regular Navy units for active combat operations. Some Rogue Traders develop quite a knack for this kind of work, and a few rely almost exclusively on it to cover their expenses and earn a profit.

Simonies Knocke was renowned for his loyalty and courage from the Eastern Fringe to the border worlds of Segmentum Obscurus, and after a short stint as an explorer and transport vessel operator, he amassed a vast fortune as a hired gun for the various trade guilds that operate the lucrative Laurentina-Heraklion route. It has been speculated by some that he pre-arranged much of the Ork activity that harassed shipping lanes in the system along the route less than two years before he became renowned for his convoy escort services, though this is for the most part dismissed as little more than disparaging slander by envious competitors and guild houses

unwilling or unable to meet the stiff fees for his services. What brought him Inquisitorial attention however were not his activities in this regard, but his association with an alien race Ordo Xenos records identified as the Pthuxutl.

While aboard his light cruiser *Knocke Bootës*, the Rogue Trader expedition he was accompanying was caught in a fierce warp storm near the Hell-Stars of the Garon Nebula in Segmentum Tempestus that foundered and destroyed most of the fleet. After a valiant struggle that killed his best Navigator, his ship was tossed back into real space with only two transports, two of his own escorts and a single Firestorm frigate in attendance. They came upon a previously undiscovered system and blundered into a firefight between Ork raiders and an unidentified Xenos fleet of escort-class vessels. The battle was going poorly for the strange aliens, and the remains of Knocke's fleet was in no condition for battle, but they were discovered by the Orks before they could make good their withdrawal. With the only option for survival being in a hasty alliance at the end of a gun with the unknown Xenos and unable to even communicate his intent to them, he maneuvered his tattered flotilla behind the alien escorts and fired into the Ork fleet. Together they were able to defeat the Orks, and Knocke was able to forge the unlikely partnership into a lasting one.

Continuing contact revealed this race to be called the Pthuxutl, a race of traders that while warp-capable, did not have any interest in extensive colonization and appeared content to subsist as nomadic traders. In gratitude for his support, Knocke was welcomed to accompany them long enough to effect full repairs of all his remaining ships, and he invited the aliens to detach a number of their vessels to join his fleet. In successive decades, Knocke has expanded his fleet to include two full cruisers, all it is said from profits gained almost entirely on his various convoy-escorting enterprises. While he has a number of quite powerful ships at his disposal, it is extremely rare to

ever see him abroad without at least two or three vessels of the Pthuxutl accompanying his starships.

WOLFPACKS: FROM PRIVATEER TO PIRATE

The difference between a privateer and a pirate is sometimes only in the eye of the beholder, and as often as not Rogue Traders are little more than pirates that manage to keep getting away with it. On occasion these individuals will take on contracts to harass shipping not from competent authority, but from a rival shipping magnate or other interested party. While such operations are patently illegal, the floating debris of blasted hulks tell no tales, and it can be years or decades before such privations are brought to the attention of the Imperial Navy. Indeed, the best means by which to draw near their intended targets is in the façade of decency. Roguish privateers may well and often do engage in sanctioned, lawful activity as the mood takes them, only to use the freedom of movement this gives them to expand their raiding activities. The Tau in particular are masters of such duplicity, and many a human Rogue Trader has heeded well this lesson and taken it onboard for his or her own after furtive dealings with this mendacious Xenos race, taking on letters of marque from them to attack, cripple and claim bounty from any vessel they can find for reward and protection from their so-called "commerce protection fleets." However, many Imperial agents with little contact with the Tau behave little better, and outright piracy visited upon each other between merchant families and trade guilds is certainly no rare thing. These activities can also be good for business; a carefully-orchestrated "attack" on merchant shipping interrupted by the timely arrival by a Rogue Trader cruiser with its guns blazing can do much to generate contracts for escort and protection by grateful transport guilds and vessel owners.

By the very nature of their business, pirates must stalk near to their prey's most common haunts. The immeasurably vast, desolate void of space offers little to a pirate who chooses simply to wander blind through it in the hope of coming upon some potential target entirely unawares. Such a pirate will almost certainly find nothing at all and be as unsuccessful as a lone predator in a barren wilderness. However, to simply prowl brazenly through the richest of hunting grounds – the bejeweled docks and ports of the most vibrant trading regions – would invite nothing more than swift destruction by the guns of the Imperial Navy. So it is that like the foul Xenos raiders they emulate, pirates must be cunning and come upon their intended targets at their most vulnerable.

Sometimes the quest for profit and adventure takes a dark turn. On the opposite extreme of cunning rogues who engage in piracy only by contract or when the opportunity presents itself, there are the opportunistic wolfpacks who stalk cargo-laden merchant vessels at all the most vulnerable points of their journey. There are recorded instances of Rogue Traders bending individual ships or even their whole fleets toward purposes that are not in the interest of Mankind. Casting off their sacred vows of duty and service to the Imperium, they freely hunt down and capture any hapless transport convoy that may come their way, sharks hungrily prowling well-traveled routes to plunder transports, keeping or selling off their cargoes and crews as booty, slaves or worse in a manner emulating such infamous Xenos pirate

scum such as the inhuman Eldar raider Yriel or the notorious and savage Jolly Ork freebooter Grubsnikk. Human pirates have an advantage over Xenos reavers in that they can easily emulate their prey, unlike the strange, alien forms Eldar vessels take or the cumbersome, rattletrap and easily-identifiable attack ships favored by the Orks. Particularly unsavory characters hide under the guise of being Rogue Traders only as a ruse, assuming the title of such an august personage under dubious (and typically illegal) means simply as a cover for their primary "trade." Such Rogue Traders no longer deserve the title, subsisting solely as pirates and gathering around themselves a ragtag fleet and whatever Xenos they can ally themselves with. Such vermin are little more than a pack of raiders skulking

ORDO XENOS DOSSIER: THE PTHUXUTL

The Pthuxutl hail from a remote system in Segmentum Tempestus extremely difficult to reach via the warp. They are fiercely isolationist, and by nature they are extremely reclusive and prefer to completely shun contact with other races. Despite this, they have made themselves known to the Imperium of Man, and it is only by subtlety, their relatively unimpressive level of technology and the limited threat they represent that they have managed to escape close Imperial scrutiny. Until encountered by the Rogue Trader Simonies Knocke, it is widely believed that their only contact with other races has been with the Orks, with whom they maintain a nearly incessant state of conflict. It is speculated by some that they have had or currently maintain contact with both the Demiurg and the Eldar, though this has not been confirmed.

While they refer to their combat vessels by a term that roughly translates to "space cruiser of war," their largest warships are in a displacement range similar to most Imperial frigate classes. Continuing Ork raids have fostered a siege culture among the Pthuxutl, and they maintain a significantly large number of these vessels throughout their home system. Their ships are nominally warp-capable, but they rarely venture out into the greater galaxy beyond the small number of systems they inhabit, typically using small flotillas of their war-cruisers on patrols against threats their homeworld may face. This has increased significantly since encountering Imperial Rogue Traders, which may be an attempt by them to determine the sphere of influence of Mankind's domain. They have been known on occasion to provide their services to Rogue Traders as particularly effective "flak escorts" protecting against enemy ordnance, and the Rogue Trader Simonies Knocke in particular retains a number of their unique and strangely designed vessels as a permanent part of his fleet. The Adeptus Mechanicus has expressed a passing fascination for these vessels, but as they possess no new technological advances of real significance, demand for them has not proven lucrative enough to warrant an expedition to capture more.

A detailed survey of a Pthuxutl "war cruiser" revealed that while they possess a unique disruptor cannon as their primary weapon, it is complex and inefficient when compared to Imperial plasma lance designs of similar range and destructive power. However, their attempts to counter Ork attacks resulted in a turret design fully integrated with its primary laser batteries that is the most comprehensive ever encountered in a vessel of its displacement. It is speculated that based on their level of technology, this particular system may have been developed with unknown Xenos influence.

PTHUXUTL WAR CRUISER – 50 Points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	3
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		45cm	2		Left/ Front/ Right
Disruptor Cannon		30cm	1		Front

Notes: The Pthuxutl disruptor cannon is an inefficient and cumbersome but easily-duplicated weapon system. It functions as a standard lance in all respects. Pthuxutl war cruisers cannot be used in any fleet allied with the Orks.

from the dark corners of remote systems, seeking only to pillage all those unfortunate enough to cross their path. Unfortunately, many Xenos races flock to such disruptions as flies to carrion, and it is quite common to find human pirates operating in close association with one or even several Xenos races acting in concert.

Ships translating from warp must do so in deep space, for to do so within the confines of a system is unimaginably hazardous for all but the most skilled pilots and navigators. From these far reaches they must follow a long journey fraught with risk to the destination planet or outpost, the entire time at sub-light speed, and it is during this time that wolfpacks frequently strike. The vagaries of the warp can lead to a merchant convoy and its armed escort (if any) emerging from the warp some time apart. Indeed ships within the same convoy may re-enter real space anywhere from minutes to hours apart in normal space-time, and if caught undefended in this manner, merchant vessels will prove easy pickings for roving pirates. Likewise, ships are only able to enter the warp with any degree of safety some distance outside systems, and routes leading from manufacturing worlds, mining colonies and other sources of great wealth to the nearest warp gate are tempting targets to most pirates. Commensurate with that, such routes are usually heavily defended, but as with all resources, the protection of the Imperial Navy is an expensive luxury which the badly overstretched Imperium cannot afford to offer all. Many places of mineral or other material wealth lie

in the loneliest and most desolate regions of the galaxy, and without nearby colonies to supply men or provide a genuine need for security, many of these distant mines, colonies and outposts must fend for themselves. Here too privateers profit, and pirate may well turn protector if the merchant families operating the shipping lanes or the guilds operating the mining worlds, manufacturums and refineries decide it is in their interest to employ the would-be raiders rather than face them.

Even having safely made it to warp and once under sail, merchant vessels are far from safe. Locating other starships within the warp is exceptionally difficult, and few pirates would attempt to unleash their ambushes amidst the hideous, roiling confusion of the immaterium, but few ships are able travel directly to their destination via the warp. In many cases a viable warp route simply will not exist, and ships must translate to real space and travel some distance through connecting regions of space, perhaps many hundreds of light years from their destination in order to avoid some of the greater vagaries of warp travel. Where such departure or transit points become known, pirate wolfpacks inevitably flock to them as flies around carrion.

RESPONSES TO PIRACY

By their very nature, pirates risk defeat and capture with their every action. Space is a vast gulf where billions of cubic miles of space lie undisturbed by even a single speck of matter. Pirates cannot simply

roam through this void in search of prey; they must lurk close by the haunts of their targets and wait there ready to strike. What is means is that pirates must, for the most part, linger in a region for many months or years, and once pirate activity is noted in an area, the Administratum can be almost certain the threat will remain for quite some time to come. Under such conditions, pirates and those who would seek them out and destroy them are constantly engaged in a dangerous game of brinkmanship with gutsy pirate captains remaining in a lucrative region for as long as their possibly can all the while aware that dallying there too long may well allow local forces the time they need to muster and defeat them.

Pirates cannot be dealt with as soon as their presence becomes known, however. The galaxy is a dangerous place, and piracy is far from the greatest threat faced by the societies which occupy it. Pirates may operate relatively undisturbed for considerable lengths of time if war or a greater or more urgent threat continues to occupy available forces nearby. Conversely, however, pirate activity cannot be overlooked entirely, even in times of war, since to do so invites disruption and breakdown, the like of which could very well prove fatal to even the largest of forces. Again, it is a contest. The wiliest pirates know full well that limiting their predations can keep the eyes of their enemies averted, but in doing so may well limit their own ambition. The opposing forces must also attempt to maintain a risky balance – valuable fleet and army assets must be used where they are most needed, without allowing apparently



minor threats like piracy to escalate to the point where piracy itself becomes the greatest threat. This was especially apparent when the disarray caused during the Accursed One's 12th Black Crusade made the entire Gothic Sector particularly ripe for plunder. Pirates of all kinds crawled out from every moonlet and hole in space to take advantage of the precarious situation the Imperial fleet found itself in at the start of the war. To make matters worse, a few Imperial units assigned to some Rogue Traders willingly threw in their lot with their charges, not in any support for the Chaos hordes that assailed the sector, but purely for personal gain at the expense of others. At first these pirate scum limited their predations to the occasional single transport or remote monitoring station, but as the war dragged on, even the most heavily trafficked trade routes went without military patrols for longer and longer periods of time. Soon individual pirates and renegade captains began to form small bands and then even larger groups, each lending to the cause only as long as it was to each own's personal advantage. These raiders held allegiance to no one and freely hunted the ships and convoys of anybody and everybody. Only a dedicated search and destroy campaign by a large battlefleet led by Admiral Mourndark was able to set a trap for and root out the worst of these scourges, at one point engaging and destroying three pirate cruisers and over fifty raiders during a single battle in the Barbarus Costa system.

To prevent piracy from becoming so widespread that it impedes a war effort or threatens to destabilize an entire region of space, threats are monitored by a

series of Sector Stabilis Mandates which define at what point a threat becomes so great it must be dealt with. When used effectively, these mandates become a trigger mechanism by which the most prominent and dangerous of pirates are dealt with, both eliminating the problem and serving as warning to aspiring troublemakers in a region. Under the Sector Stabilis Mandates, separate attacks from different sources increase the sector's threat level only minimally, since a sector may well be assailed by a variety of smaller enemies, such as a cluster of alien races around its borders, without its stability really suffering (as long as those enemies themselves do not unite, that is). Repeated or coordinated attacks thought to be the work of a single group or alliance are used as a factor of multiplication when calculating threat levels, and so pirates responsible for multiple attacks are far more likely to find themselves brought to the attention of the authorities than those whose strike only irregularly or without a coordinated plan.

Threat levels are measured in both degree and urgency, so certain factors may mean a relatively minor threat has to be dealt with immediately, while the tackling of other, seemingly much greater, threats maybe safely be delayed until proper preparation is made. When a threat exceeds the maximum level of tolerance prescribed by that own sector's Stabilis Mandate, action must be taken. Of course, individual commanders, planetary governors or other officials can act within their power well before this point, but are certainly not obliged to do so. Once the maximum threat level is exceeded,

however, there are few servants of the Imperium who can ignore the call. Indeed, only the Adeptus Astartes and the Inquisition are entirely free of standing obligations in the Mandate.

Even once a decision is taken to tackle a particular nuisance, responses will of course vary. Some regions will simply be granted increased patrols in light of privateer activity, while in more serious cases a battlegroup may be assembled with express orders to hunt down the pirates and undertake no other duties until they have done so. Even with such steps as these to tackle piracy, it remains the case that most privateers find their ultimate end to be of their own doing. Cocky rogues become reckless or greedy, preying upon targets far beyond their means to overcome, or wantonly attacking the Emperor's forces to prove their might. Others find themselves the slightly unfortunate, if not undeserving, victims of mishap or ill timing. Privateers taking advantage of a strife-ridden area of the galaxy (perhaps engulfed in war or fallen under the shadow of an encroaching hivefleet) frequently find themselves swept away alongside their intended victims as events quickly escalate and attract vast forces, a foe well beyond the measure of even the mightiest privateer.

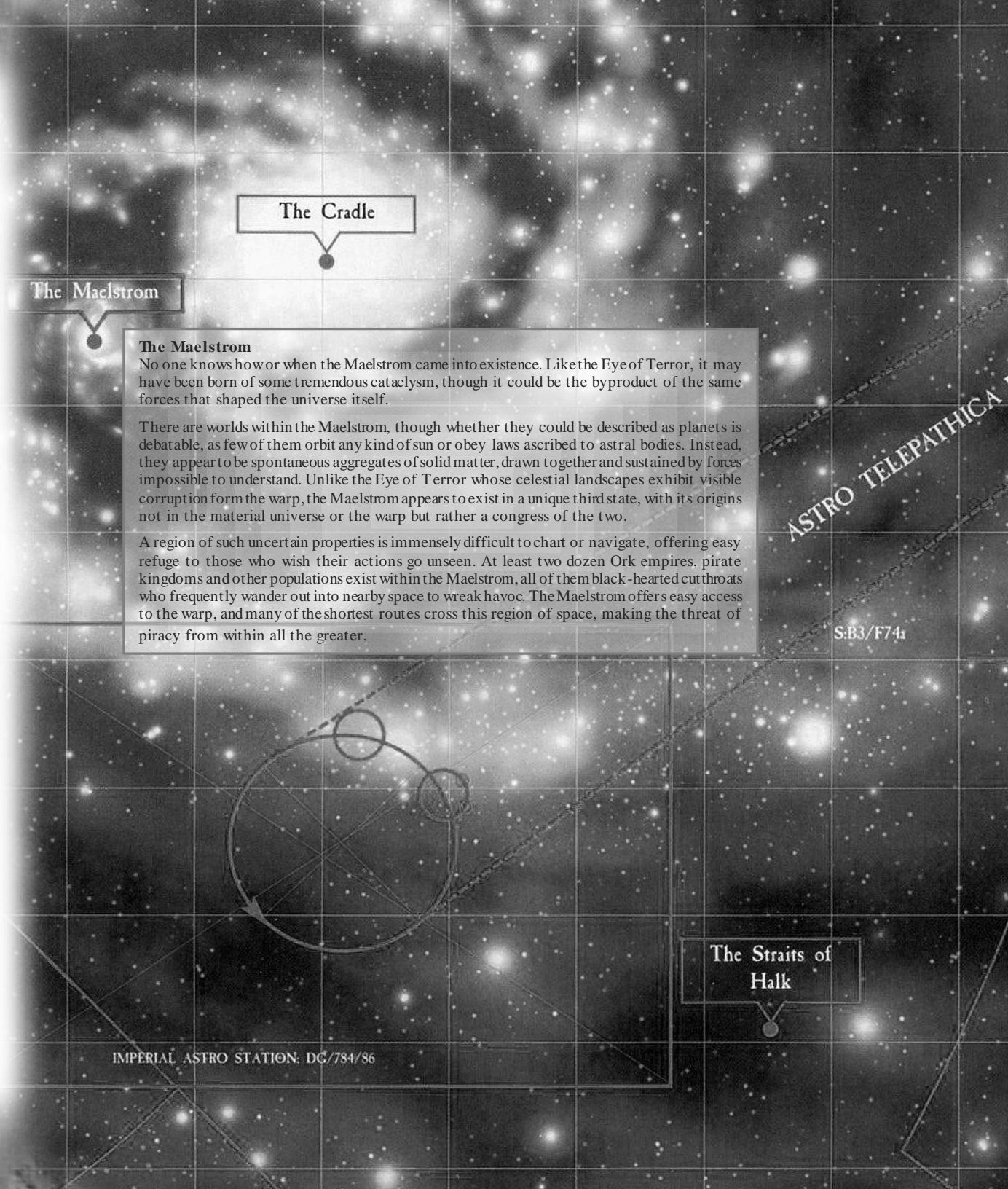
For all its risk, it goes without saying that the galaxy is rife with pirates, both human and alien. While the reasons men and women with the wherewithal to command starships turn to piracy are as varied as pirates are themselves, in the end the lure of easy wealth becomes the largest motivator. Even the mightiest and most steadfast of Mankind's defenders are not immune to its appeal. It is only natural for the Emperor's subjects to hold Space Marines with a mixture of awe and fear. With a powerful warship beneath a Space Marine's feet and nothing in between its Captain and a hapless transport convoy but empty space, it is not unknown for protectors to become predators, and in the Imperium's long history, more than one entire Space Marine Chapter

"We fell upon them like hounds at the chase. They tried to scurry and bolt for their holes, but my escorts were ready for them. The Cypra Probatii herself claimed fifteen kills that day and their losses must have been in excess of thirty ships in total. Many fled to the surface of Barbarus III, thinking themselves safe from our guns. How wrong they were. Using plasma torpedoes modified by Magos Urilun of the Adeptus Mechanicus, we set fire to the atmosphere of the near-deserted world, burning them out. Only three vessels emerged from the conflagration, asking for clemency. Our guns showed them the mercy of the Emperor!"

-Fleet-Admiral Mourndark after the Battle of Barbarus III

has descended down this path. Once Master of the Astral Claws Chapter of Space Marines, Huron Blackheart turned against the Imperium and declared himself Tyrant of Badab, his Chapter's original homeworld. The resultant crusade against him began badly for the Imperium, as a further three Chapters defected and took up with Huron. Retaliation was swift, though at first it was all the Imperial Navy could do to maintain the shipping lanes upon which Huron and his traitor Marines had begun to prey.

Huron was strong, and with four entire Chapters behind him, the Imperium faced a long hard struggle to bring him down. But even Huron could not match the might which was brought to bear against him and eventually he was driven from Badab, where he and his followers fled into the nearby Maelstrom, a convoluted, swirling area of gas, dust and titanic energies hundreds of light years across, where the warp and the material universe intermingle in a manner not unlike the Eye of Terror. Many of those Marines who had sided with Huron during the uprising realized the error of their ways and returned to the Emperor's fold (albeit with much penitence to serve). There were, however, many who remained disgruntled with the Imperium and joined Huron in his flight into the Maelstrom. With his homeworld lost, Huron and his Astral Claws obliterated all traces of their former allegiance, covering their armor with a gruesome red hue to hide the symbols of the Emperor they once served, becoming the Red Corsairs. Since that day Huron and his Red Corsairs have continued to prey upon shipping lanes, commerce worlds and other wealthy regions around the Maelstrom. Clearly some considerable allure still surrounds Huron, and bands of human reavers still continue to flock to this flag, bolstering his corsairs. More worryingly, it would appear that members of the Adeptus Astartes still continue to defect to the Maelstrom to take up a place at Huron's side. Small bands or even individual Marines have all been known to turn and take up with Huron, symbolically reddening their armor to assume the Blackheart's



The Cradle

The Maelstrom

The Maelstrom

No one knows how or when the Maelstrom came into existence. Like the Eye of Terror, it may have been born of some tremendous cataclysm, though it could be the byproduct of the same forces that shaped the universe itself.

There are worlds within the Maelstrom, though whether they could be described as planets is debatable, as few of them orbit any kind of sun or obey laws ascribed to astral bodies. Instead, they appear to be spontaneous aggregates of solid matter, drawn together and sustained by forces impossible to understand. Unlike the Eye of Terror whose celestial landscapes exhibit visible corruption from the warp, the Maelstrom appears to exist in a unique third state, with its origins not in the material universe or the warp but rather a congress of the two.

A region of such uncertain properties is immensely difficult to chart or navigate, offering easy refuge to those who wish their actions go unseen. At least two dozen Ork empires, pirate kingdoms and other populations exist within the Maelstrom, all of them black-hearted cutthroats who frequently wander out into nearby space to wreak havoc. The Maelstrom offers easy access to the warp, and many of the shortest routes cross this region of space, making the threat of piracy from within all the greater.

ASTRO TELEPATHICA

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The Straits of Halk

colors. Why a traitor and a renegade like Huron would appeal to so many of the Emperor's most righteous servants is, worryingly, unexplained.

It is an unspeakable enough a crime to eschew one's vows for personal gain, but this is not the worst offense a pirate can commit. The absolute worst offenders are those who truck with heretics and traitors, freely allying themselves with the minions of Chaos, preying on Imperial shipping of any sort not merely for profit, but to actively bring harm to the Imperium and its citizenry. While the allure of Chaos is as varied as the many men and women who fall under its shadow, the typical pirate turns to Chaos for the same incentives that motivate all such immoral villains: greed. Even the most casual alliance with a Chaos Lord brings with it relatively quick access to replacement escort raiders, reinforcements and supplies. Such wolf packs quickly find the Swords and Cobras among their number quickly supplanted by escorts more typical of Hereticus fleets, along with advantages in speed and weaponry that only come by dabbling with warp-tainted, forbidden technology. This was especially prevalent during the Gothic War, where a number of pirate bands such as the Carrion Squadron freely allied themselves with Chaos in order to more easily facilitate their raids against merchant convoys supporting the war effort. Thankfully these scum who turn their back upon the trust provided them by the Imperial Navy and the rest of Mankind to serve the Dark Powers are believed to be few and far between. When identified, they are mercilessly hunted down and destroyed with maximum prejudice by whatever resources can be arrayed to the task.

XENOS THREATS

An unknown number of nominally space-faring alien races in the immeasurable void between the stars survived the righteous pogroms of the Great Crusade when the Horus Heresy postponed the beneficent Emperor from his most holy work. This is especially

true along the remote systems of the Eastern Fringe and Northern Rim where the distances involved make it extremely difficult to detail warships of the Imperial Navy in any significant numbers from much more pressing concerns. Certain intelligentsia of the Explorator Biologis has postulated that not all sentient Xenos species encountered by the Imperium represent a threat, but prudence dictates based on long, grim history that no chance can be taken, nor any quarter given.

It is true that some encounters with alien races have resulted in mutual gain to a limited extent. However, whenever possible, every single one of these instances have been carefully examined by the Ordo Xenos to ensure there is no contact with forbidden technology, nor is any of humanity's blessed technology transferred to those who may one day use it against them. This becomes particularly important where contact with alien races is sanctioned by the Inquisition on a limited, conditional basis. In the region of space referred to as the Cradle, contact with the reticent Demiurg is almost unavoidable, but they have shown an unusual pacifism around Imperial ships and have even allowed themselves to be contracted against the enemies of humanity on occasion, particularly against the foul Orks, against which they show particular utility. This is tolerated merely because the Adeptus Mechanicus dearly seeks to obtain an example of their vessels, an opportunity that so far has not availed itself. Even in this case contact must be maintained only with careful awareness; long experience with the major alien races that occupy Imperial space have demonstrated that they can only be met with vigilance and hostility. Eldar raids can only be met by increasing security patrols in a given region of space, since only a fool would actually attempt to hunt down or pursue such a swift race. Orks, conversely, are normally dealt with somewhat more directly, since their brutish nature allows them to be confronted more easily. Indeed, often Ork pirates raid convoys primarily with the intention of drawing

nearby forces into a decent scrap. Even the Demiurg with all their relative indifference to humanity is not entirely blameless. It is well documented that they share a unique and well-cultivated relationship with the Tau, and it is not too farfetched an idea that the same Demiurg ships contracted to accompany an

The Cradle

The Cradle is a gargantuan, seething nebula deep within the galactic core. It is so known for the prolific rate at which the nebula births new stars, making the region one of the most densely populated with stars in the entire galaxy. The astronomical energies and gravity fields at play here make the Cradle one of the richest sources of precious metals, ores and forms of energy anywhere in the galaxy. Because of this, it is certainly no coincidence the Cradle is virtually the only area of human-controlled space from which the Demiurg are frequently reported, that race being expert and insatiable miners and harvesters of the universe's resources.

For other races, not least the Imperium itself, the Cradle is a vital resource, and many of the galaxy's most lucrative trade routes are found in this region. Though heavily defended and patrolled, it is not without risk, however. The vast quantities of matter present there mean the call of the warp is weak, even to the most sensitive Astropaths. Vessels may become becalmed for weeks or even months while their Navigators search for the faintest of warp tides on which to set sail. A ship is in great danger when this happens, for it is forced to spend a great length of time in normal space traveling at only sub-light speeds. All manner of pirates lurk around the Cradle's most lucrative mining and fuel production systems, ready to pounce upon becalmed vessels forced to travel in normal space before taking their booty and withdrawing to the depths of the nebula, where rampant energies make sensory detection unlikely.

Imperial task force one year will have any compunctions against selling whatever information they glean to that upstart race the next.

The galaxy is strewn with minor alien races that at one time or another have lured the occasional Rogue Trader into dealing with them for mutual gain or profit without proper guidance from the Ordo Xenos. More often than not these arrangements are ignored, for it is few and far between when a previously-unknown Xenos reveals itself to be of any significant threat to the Imperium. Unfortunately, despite endless centuries of vivid lessons concerning how an unknown Xenos should be approached, there are Rogue Traders who look upon these serious concerns for mankind's safety with disdain and even outright contempt. Some Rogue Traders fully throw in their lot with these real or potential enemies of Mankind, offering aid and assistance to foul Xenos races for little more than access to alien trade routes and the promise of riches and forbidden archaeotech. For instance, the Rogue Trader Darius Pluto aboard the *Route Less Apparent* surrendered his allegiance to conspire with the Fra'al, betraying to them critical details concerning Imperial convoy routes, schedules and escorting force strengths. For many years he operated with these vermin before he was run down and eliminated by a punitive expedition led by the Emperor battleship *Divine Right* in the Tamahl Sector in 518.M37. Before his demise, it is documented that he often accompanied small wolf packs of Fra'al vessels on raids against remote outposts and transport convoys, purposely destroying all escorting vessels before plundering every transport one by one. The damage done by this rank perfidy goes far beyond the actions of one mere person; many centuries after the destruction of the *Route Less Apparent*, Fra'al raids continue throughout an ever-widening area in Segmentum Obscurus at a pace that shows little abatement.

ORDO XENOS DOSSIER: THE FRA'AL

Unlike a great many minor alien races that plagued Mankind throughout the galaxy during the Dark Age of Technology until purged during the Emperor's Great Crusade to liberate Mankind, the Fra'al managed to avoid the Emperor's attention and remain in relative obscurity. Some have speculated that their system's proximity to the Eye of Terror is the primary reason for this. It is unknown exactly where their system or small cluster of systems are located, the only fact that stays them from the Emperor's wrath. While many of the Ordo Xenos and Ordo Biologis have debated where they may originate from, the fact that they tend to cluster their raids in the Artemis, Tamahl and surrounding sectors bordering the eastern quadrant of the Eye Of Terror suggests that they must originate from somewhere nearby. Rumors persist however that occasional Fra'al sightings have occurred as far away as the Northern Rim and along the border of Segmentum Ultima, though these have not been adequately substantiated.

Precious little is known of this Xenos race, as every single contact with Imperial elements, regardless of how benign, has resulted in combat until one side or the other was destroyed or forced to withdraw. Believed to be warp-worshippers like the Xenarch, every fact gleaned on this violently reclusive race was gained by extensive analysis of the blasted hull of one of their exceedingly rare capital ships identified in their guttural dialect as the *Sharak-Fraka*, hulked by the *Divine Right* during the battle of Fraga'Tral in 312.M39. Analysis revealed little in the way of technology that surpasses comparable Imperial designs, though rumors persist that the Adeptus Mechanicus was not entirely forthcoming with the results of their examination.

One remarkable trait is their seeming attraction to wildly asymmetric designs and configurations. Even their largest starships bear no symmetry along any axis, constructed utilizing a bizarre series of intricate patterns maddening to behold by even the most stoic of veteran starship crews. It has been speculated that these unusual shapes are somehow attuned to the warp, which has been postulated as an explanation for how they can so easily slip away from pursuers even in the midst of a heated engagement. This foul Xenos has been declared Horrificus Abomini by the Ordo Xenos, and it is only a matter of time before it meets its end like the Yu'vath, righteously exterminated during the Angevin Crusade in M39.

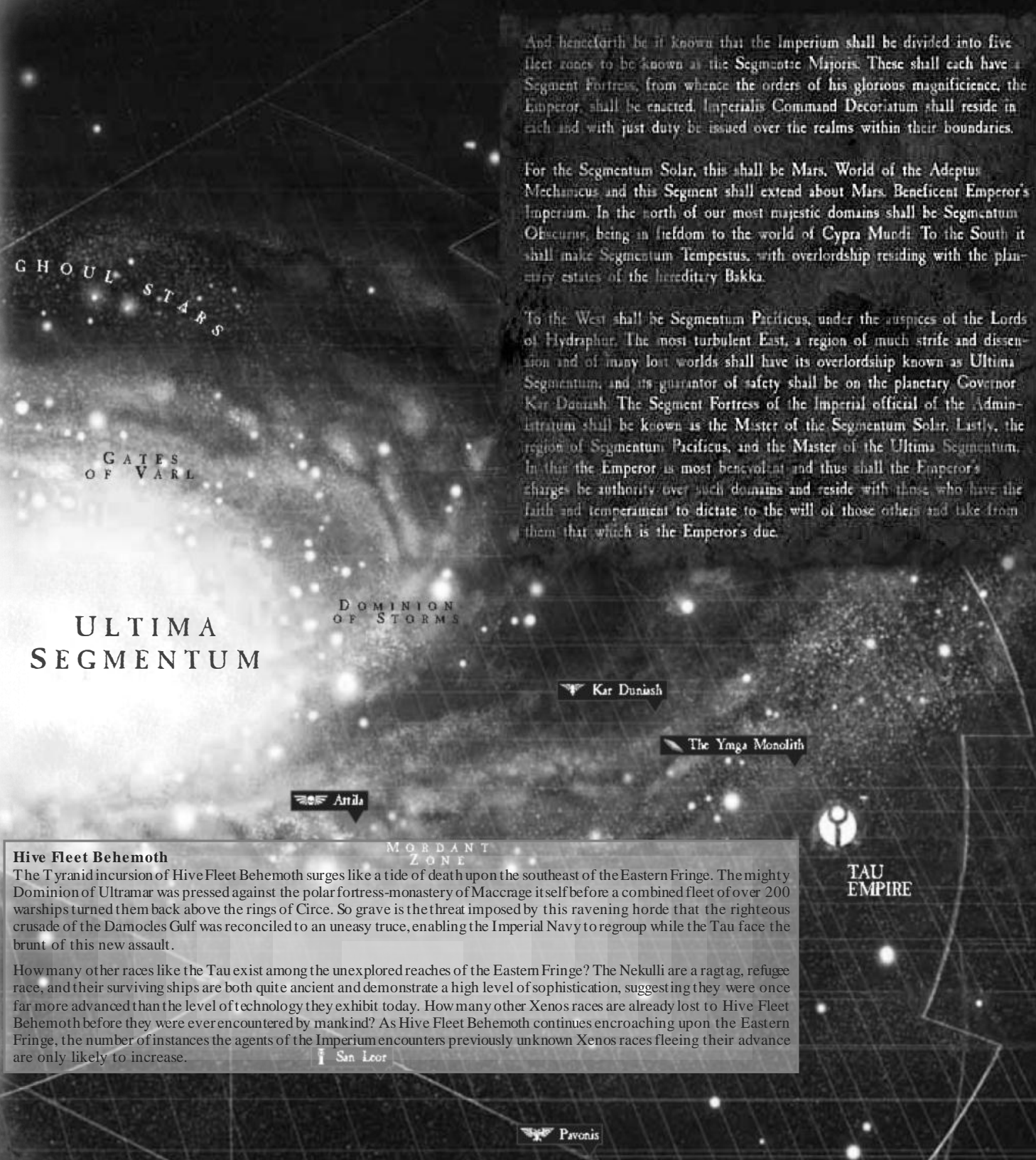
FRA'AL RAIDER – 50 Points

TYPE / HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		45cm	2		Left/ Front/ Right
Lance Battery		30cm	1		Front

Notes: Fra'al utilize a complex targeting matrix that greatly improves the accuracy of their weapon batteries at long range; they treat all targets less than 30cm as closing and do not suffer a column shift for firing at targets greater than 30cm. The Fra'al will not ally themselves with fleets that include loyal Imperial Navy or Space Marine vessels.

While a small number of minor races encountered by the Emperor's subjects have like the Yu'vath shown unrelenting hostility and required righteous purgation, many more recognize the futility of such a course against the immeasurable might and majesty of the Imperium of Man and like the Demiurg and Nekulli have sought accommodation. The Tau however are another matter entirely. Never before has a single race managed to entice so many Imperial servants to set aside their concern for humanity for the raw profit that comes from dealing in alien artifacts, and examples of Tau technology actually made their way to Holy Terra itself before the Ordo Xenos and the Priesthood began to investigate the matter in earnest.

One Rogue Trader of considerable renown that succumbed to their promise of easy riches under their guise of "Greater Good" was Memet Poralius. A true privateer, Poralius was born the son of Urbit Poralius, planetary governor of the world of Moracre on the Eastern Fringe. Memet grew restless in the long years waiting to succeed his father, and so a wanderer was born. Poralius traveled far, and was soon introduced the emergent Tau empire. Poralius struck many illicit deals with the aliens and soon founded a trade route from Tau space all the way to his homeworld of Moracre. Thereafter, Poralius's wealth and fame grew immeasurably as he flooded the markets and bazaars of Moracre with all manner of illicit goods supplied by the distant Tau. Still not content, Poralius used his wealth to fund a rebellion against his own father, overthrowing the old man and assuming the throne with the blood still fresh on his hands. With his hold on power complete, Poralius turned to open allegiance with the Tau, and for a time great prosperity fell upon Moracre, as the youthful Tau eagerly exploited their newly forged alliance.



And henceforth be it known that the Imperium shall be divided into five fleet zones to be known as the Segmentae Majoris. These shall each have a Segment Fortress, from whence the orders of his glorious magnificence, the Emperor, shall be enacted. Imperialis Command Decoratum shall reside in each and with just duty be issued over the realms within their boundaries.

For the Segmentum Solar, this shall be Mars, World of the Adeptus Mechanicus and this Segment shall extend about Mars. Beneficent Emperor's Imperium. In the north of our most majestic domains shall be Segmentum Obscurus, being in fiefdom to the world of Cypra Murdi. To the South it shall make Segmentum Tempestus, with overlordship residing with the planetary estates of the hereditary Bskka.

To the West shall be Segmentum Pacificus, under the auspices of the Lords of Hydraphar. The most turbulent East, a region of much strife and dissension and of many lost worlds shall have its overlordship known as Ultima Segmentum, and its guarantor of safety shall be on the planetary Governor, Kar Dunash. The Segment Fortress of the Imperial official of the Administratum shall be known as the Master of the Segmentum Solar. Lastly, the region of Segmentum Pacificus, and the Master of the Ultima Segmentum. In this the Emperor is most benevolent and thus shall the Emperor's charges be authority over such domains and reside with those who have the faith and temperament to dictate to the will of those others and take from them that which is the Emperor's due.

Hive Fleet Behemoth

The Tyrnid incursion of Hive Fleet Behemoth surges like a tide of death upon the southeast of the Eastern Fringe. The mighty Dominion of Ultramar was pressed against the polar fortress-monastery of Maccrage itself before a combined fleet of over 200 warships turned them back above the rings of Circe. So grave is the threat imposed by this ravaging horde that the righteous crusade of the Damocles Gulf was reconciled to an uneasy truce, enabling the Imperial Navy to regroup while the Tau face the brunt of this new assault.

How many other races like the Tau exist among the unexplored reaches of the Eastern Fringe? The Nekulli are a ragtag, refugee race, and their surviving ships are both quite ancient and demonstrate a high level of sophistication, suggesting they were once far more advanced than the level of technology they exhibit today. How many other Xenos races are already lost to Hive Fleet Behemoth before they were ever encountered by mankind? As Hive Fleet Behemoth continues encroaching upon the Eastern Fringe, the number of instances the agents of the Imperium encounters previously unknown Xenos races fleeing their advance are only likely to increase.

San Lcor

Pavonis

But such ill-gotten gains could not last. Poralius' truck with aliens brought him to the attention of the Priesthood at a time when the Imperium was readying itself for war with the Tau, and Moracre would serve as a fine example to those who chose alien over brother-man at this dangerous time. Battlefleet Artemis was dispatched to the regions, and swiftly severed the trade links which had for so long been the source of Poralius' wealth. With orbital supremacy secured they deployed three dozen Imperial guard regiments to the planet's surface and Poralius' fate was sealed. Or so it would have appeared, but Poralius had escaped, and to this day an embittered and vengeful Memet Poralius labors faithfully in the service of the Tau empire, commander of the Tau's most notorious commerce protection fleet, the Akunavash (a crude title, taken from one of the less eloquent races of the empire, many of whom serve alongside Poralius' fellow human exiles in his fleet). Poralius remains a dangerous man. No compassion for his fellow man remains in Poralius – an alien is a good a friend of ally to him as men are hated foes and betrayers, and he has been known to travel as far afield as the Straits of Halk with Tau cruisers in attendance, pursuing his own bitter agenda. Where many of the Tau's privateers genuinely believe themselves to be nothing more than protectors of the Tau's trade rights, this is little more than an excuse to Poralius one that allows him to frequently venture to within the Imperium's borders and, at the slightest hint of danger, unleash a remorseless and vengeful attack against his former people.

THE TREACHERY OF DURANDAL GROHE

Memet Poralius was only one of many Rogue Traders and privateers that found an alliance with the Tau to be more appealing than maintaining their loyalty to the Imperium. While the freedom afforded Rogue Traders has led on some occasions to such

abuses that later needed to be rectified with varying degrees of prejudice, never has the actions of any single Rogue Trader betrayed the Imperium more gravely than the fall from grace of Durandal Grohe. Wealthy and renowned in star systems throughout the Ultima and Obscurus Segmentae, Durandal Grohe over a number of decades amassed a vast

The Straits of Halk

The Straits of Halk form the northwestern border of the region of Ultramar, dominion of the Ultramarines. The straits are nigh un-crossable and in no small way contribute to Ultramar's relative independence from other arms of the Imperium's authority, though of course the Ultramarines' own might remains the deepest root of their dominance. For millennia the straits offered little to would-be privateers, since all trade in the region fell under charter of the Regent of Ultramar and thus benefitted from protection from the Ultramarines themselves – an enemy too great for any pirate to contemplate an attack upon.

The coming of Hive Fleet Behemoth changed all this. The arrival of the Tyranids drew the Ultramarines' attention and the bulk of their forces southeastward. Though the initial invasion was repelled at great cost, the continuing grave threat posed by the Tyranids means that Ultramar must always keep a watchful eye to the east, and the resultant drain on overtaxed and finite resources effectively ended all patrols of the straits. The powerful warp shadow cast by the approaching hive fleet also made navigation difficult in many of the outlying areas of Ultramar, forcing new trade routes to be opened away from the blighted areas. Many of these new routes pass close to the Straits of Halk, providing an enticement too great to ignore for the dozens of privateer bands and nearby Xenos races that lurk there.

fortune that included continent-sized tracts of land and mineral rights on worlds in several different systems. First making his fortune while accompanying the lucrative Rogue Trader expedition to the Almonries sub-sector far in the Eastern Fringe in M709.M41, he over time gained possession of seven transports as well as the fast clipper *Durandal's Bliss* he utilized as his personal conveyance. After coming across a large trove of Xenos artefacts which he gladly turned over to the Adeptus Mechanicus for a tidy sum, he arose the suspicion of the Inquisition, but Techmagos Brunt Carnivir personally vouched for his integrity, and through subtle machinations a possible inquest was set aside. Grohe later brought several other artefacts from an undisclosed location to Techmagos Carnivir, but never revealed from where he received them except to say it was from a dead world located deep in the Obscurus Segmentum near the Tamahl Sector. When information came to him that there was fortune to be made across the uncharted Damocles Gulf, he was one of dozens of Rogue Traders that began to encounter the expanding race the Imperium now widely knew as the Tau, but few repeated the months-long perilous voyage as often as he did, first in his fast clipper accompanied by armed escort vessels he appropriated by special dispensation through his many contacts, and later on in a re-commissioned cruiser he acquired for this express purpose. His voyages across the Damocles Gulf did not abate when the Imperium waged war with this upstart race in the decade of 740.M41, and for a while he was regarded as a valuable source of information, with some of his reports reaching Cardinal Esau Gurney himself.

As word reached fleet headquarters at Kar Durniash in the years following the Damocles Gulf Crusade that the Tau were seen to be fielding new vessels with a rapidly-evolving level of technology that steadily approached levels of Imperium warships, fleetlords dispatched Inquisitor Ibrahim Matthias to investigate the probable cause. A cursory

investigation led Matthias to believe that Durandal Grohe was somehow responsible, and invoked a formal inquest to have the Rogue Trader explain his dealings with the upstart race. Grohe disappeared soon afterward, and for many years not a trace of any one of the nearly dozen vessels under his ownership were discovered save the considerably modified armed freighter *Corrigan* traveling with three merchant escorts built with obvious Xenos influence in the Birr system. These vessels refused to haul about when hailed to receive a boarding party, and they were ruthlessly hunted down and destroyed by the Lunar cruiser *Lord Krevoss* and its escorts as it attempted to flee.

More than five years later, Inquisitor Matthias received word from another Rogue Trader that a massive Tau fleet had crossed the Perdur Rift and was moving parallel to the Damocles Gulf traveling beyond what had become known as the Farsight Enclaves. When pressed, the Rogue Trader was unable to tell him the numbers or intended destination of this fleet, but that it was rumored that

it sought to make contact with other “displaced races” in the larger galaxy, and that it was being guided by a Rogue Trader who had a sizable number of extensively-modified Imperial-pattern vessels under his own command. Convinced that this could be none other than the now unquestionably traitorous Grohe, he sent word to the Kar Durniash fleetlords that a large flotilla must be dispatched with great haste to intercept and destroy this unknown host. However, it was about this time in 750.M41 that the massive swarms of Hive Fleet Behemoth were pressing hard upon the sectors of the Eastern Fringe near the home systems of the Ultramarines, and with much of the available fleet thus committed, only three cruisers, an Inquisition cruiser accompanied by two under-strength escort squadrons led by the Mars battlecruiser *Emendable* were able to give chase. Headed by Inquisitor Matthias, for nearly a year they doggedly pursued the “missing fleet,” but they could not find any trace of their whereabouts. They received a lucky break early the next year when arriving in the Koressa system to replenish stores, where they found the citizenry unusually hostile to

their presence and a large number of artefacts and technology that were unmistakably Tau in origin. An inquest of the planetary governor and her family quickly revealed that more than thirty Xenos capital ships had departed the system only five months before and that Grohe certainly was guiding them. Apparently the fleet had a large number of Merchant-class transports and Hero-class cruisers, as well as several alien vessels identified as possible Demiurg and Kroot warships, along with unusual escort-displacement vessels of a class never previously encountered. Inquisitor Matthias ordered the planetary governor and her family executed in the Square Korestii before the capital city’s population. As word spread of the executions, rioting ensued as planet-wide protests erupted against the inhumane brutality of their Imperial oppressors. With the Ultramarines occupied on the front against the Tyranids thousands of light years distant and no other Chapter available for proper cleansing, Inquisitor Matthias declared the population Excommunicate Tratoris and had the planet virus-bombed before the fleet moved out of orbit.

Having spent most of his life plying the space lanes between Segmentum Obscurus and Segmentum Ultima and having to avoid the predations of various alien races, it is easy for Durandal Grohe to hide from a fleet whose operating methods he knows so well. More time has passed with no sign of the missing fleet, though evidence seems to point to it taking a circuitous route toward some undisclosed point toward the Galactic North. Analysts are at a loss to explain for what purpose such a large Tau fleet would attempt to range so deep into Imperial space while managing to avoid contact with any elements of the Navy, but such can be nothing less than an exceedingly grave threat to the Imperium as a whole. For five more years Inquisitor Matthias relentlessly drove his haggard task force forward in pursuit of this “missing fleet” until contact with the *Emendable* was lost in the warp early in 756.M41.

ORDO XENOS DOSSIER: THE NEKULLI

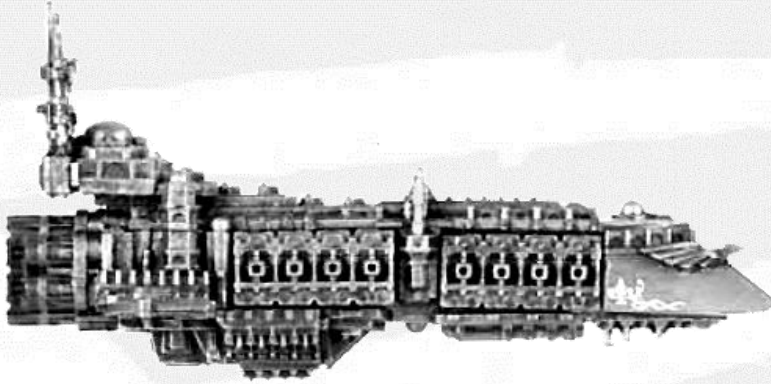
Extremely little is known about the Nekulli, with reports about this race coming to the attention of the Ordo Xenos early in M41 through the glowing reports of a Rogue Trader who was later sanctioned and interrogated by the Inquisition. Based on available evidence, they are believed to be refugees from a group of systems far on the Eastern Fringe overrun by the Tyranids. A small number of Nekulli hulls, translated as “Whips,” were recovered from the Space Hulk *Allure* and examined by the Adeptus Mechanicus after 770.M41. While their vessels are outwardly unremarkable, the Nekulli utilize a little-understood but powerful energy source for their ships and weapon systems in general and their whisperlance technology in particular.

NEKULLI WHIP – 50 Points

TYPE / HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	2	5+	2
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Weapons Battery	45cm	2		Left/ Front/ Right	
Whisperlance Cannon	30cm	1		Front	

Notes: While highly efficient, whisperlance cannon behave as a lance battery in all respects.

ROGUE TRADER CRUISER 185 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	5+ (prow 6+)	3
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		45cm	6		Left
Starboard Weapons Battery		45cm	6		Right
Port Weapons Battery		30cm	4		Left
Starboard Weapons Battery		30cm	4		Right
Prow Torpedoes		Speed: 30cm	4		Front

Kar Durniash: Trader's Haven
 Being the Segmentum Fortress of the Ultima Segmentum, Kar Durniash is a favored departure point for countless voyages to the Eastern Fringe, the largest of the vast, unexplored tracts of wilderness space in the galaxy with its promise of adventure and undiscovered riches. Accordingly, it is also the return destination of many traders once their business in the Fringe is complete, and over the millennia has established itself as a welcome haven for exhausted traders and crews who may well have been beyond Imperial-controlled space for many years.

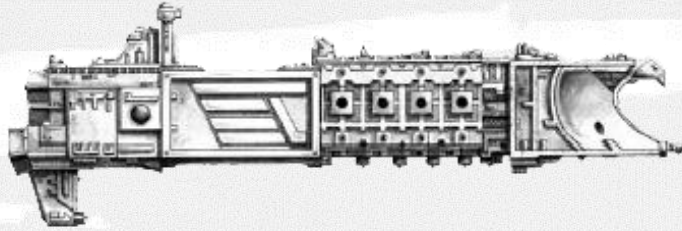
Rogue Trader cruisers take an infinite variety of forms, all based on standard Imperial cruiser patterns. The form these vessels take may vary greatly, based primarily on what particular forge world either constructed the vessel itself or leased its approved design template to the shipyard that constructed it. Thus, while Rogue Trader cruisers are generally recommissioned hulls of many different patterns, the most typical cruiser pattern utilized by Rogue Traders are those constructed at Kar Durniash and its surrounding systems. Conversely, for this same reason the pattern is also common to various Imperial Navy cruiser classes that operate throughout the Ultima Segmentum, such as the Lunar, Tyrant, Dominator, etc.

At least half the Rogue Trader cruisers in an Exploration fleet must be of the basic profile listed above, but Rogue Trader cruisers in an Exploration fleet may also be of the following Imperial or Chaos ship classes: Lunar, Tyrant, Carnage or Murder (even if used as a loyalist ship), for their normal point cost, +15 points if the ship is equipped with lances or 60cm weapons due to the additional expense maintaining such weapons, as reflected in the fleet list. Chaos vessels must be painted as such if used as loyalist ships, and no special variants in the notes of these ship's profiles can be used. For example, the Tyrant can't take boosted batteries or a Nova Cannon, etc.

Imperial cruisers are gigantic constructions, most of them centuries or even millennia old. Those few that are constructed anew are often the result of years of toil by the population of an entire world – enormous shipyards that might produce a single vessel every few decades. Even the mighty Forgeworlds with their unimaginably vast, serried ranks of orbital docks and laying yards may only complete one of these behemoths every year or so despite easily having a dozen or more of them in varying stages of construction at any one time. Such gargantuan efforts are beyond the ken of even Rogue Traders. Rather, most Rogue Traders rely on vessels built (and often owned) by others. Many cruisers are in fact part of the warrant of trade itself, an undeniably powerful aid gifted to the Rogue Trader by the Administratum as a bequest to their agent abroad. Other vessels are loaned to Rogue Traders more temporarily, perhaps being themselves Navy vessels given over to a Rogue Trader for a time where Imperial command thinks it beneficial.

Rogue Trader vessels are unique, exotic things, often exhibiting many signs of their colorful adventures. Although typically based around the hulls of the more common Imperial cruiser classes, Rogue Trader vessels are subject to constant refit and adornment, much of it alien in origin, creating truly unique vessels. The business of a Rogue Trader can take him all over the galaxy and, while his vessel's class or hull pattern may be common in its sector of origin, it may be virtually unknown in those which he travels, meaning a relatively standard cruiser may stand well apart in appearance from its Imperial Navy counterparts. This matters not to a Rogue Trader, as drawing such flamboyant attention to one's self is something most Rogue Traders hardly seek to avoid.

ENDEAVOR LIGHT CRUISER 110 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	90°	1	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		30cm	6		Left
Starboard Weapons Battery		30cm	6		Right
Prow Weapons Battery		30cm	2		Left/ Front /Right
Prow Torpedoes		Speed: 30cm	2		Front

Special Rules: Pirates and raiders are the bane of Rogue Traders, and they will be even more ready for such a threat than most. For this the cramped decks and confined spaces of Endeavor light cruisers are especially favored; these ships add +1 to their dice roll when defending against a boarding action. For no change in cost, Rogue Trader light cruisers can upgrade their prow armor to +6, but their rate of turn is reduced to 45 degrees if this option is taken.

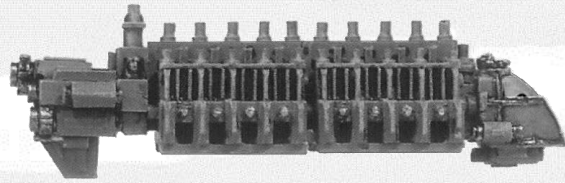
Rogue Trader light cruisers may be used interchangeably in the same manner as Rogue Trader cruisers in any fleet or scenario that allows them. Instead of the Endeavor, Rogue Traders may use a lance-armed Dauntless light cruiser for +15 points due to the additional expense incurred maintaining such weapons, as reflected in the fleet list. The use of Dauntless light cruisers by Rogue Traders is not restricted to the Exploration Fleet List and may take them in the same manner as other Rogue Trader cruisers.



The Imperium is a vast domain, and throughout its history, the Imperial Navy has been stretched thin simply trying to maintain lines of communication as well as the countless patrols and show of presence required in a galaxy beset by treachery and conflict from within and without. To do this, the Imperium has relied on a countless number of light cruisers to conduct these lonely patrols. As capital ships, such vessels tend to be lighter and more agile than their larger cousins, and they are easier and cheaper to construct as well. As a consequence, while there are only several dozen different approved patterns throughout the Imperium from which all the various cruiser and battlecruiser classes utilized by the Imperial Navy are derived, there are literally hundreds of different Imperial light cruiser patterns constructed throughout the galaxy.

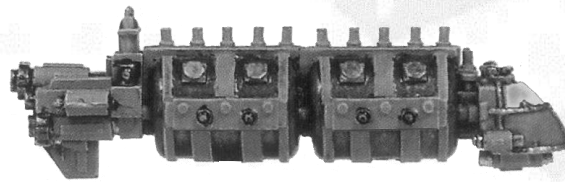
While many Rogue Traders aspire to acquire the vast behemoth that a cruiser-displacement vessel represents, others find that a light cruiser is more suited to the kinds of missions they undertake and the operating expenses they can absorb. The Endeavor is one of the oldest and most common of the many light cruiser classes operating throughout Imperial space. As such, there is a great surplus of decommissioned Endeavor light cruisers in a large variety of patterns available throughout the Imperium, and it is not unusual for many of these to find their way into the hands of Rogue Traders or the merchant families that fund their exploits. It is also commonplace for the Imperial Navy or even the Adeptus Mechanicus to lend one or a small number of these vessels to a Rogue Trader expedition. The Adeptus Mechanicus in particular operates a large number of these vessels, modified in various ways with all manner of advanced technology they have at their disposal, and they are quick to detail them on such Rogue Trader exploratory missions in their never-ending quest for technological perfection.

HEAVY TRANSPORT 40 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	15cm	45°	2	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		15cm	3		Left
Starboard Weapons Battery		15cm	3		Right
Prow Weapons Battery		15cm	2		Left/ Front/Right

Special Rules: Despite their size and complexity, heavy transports have little in common with true warships. Like other normal cargo ships, they only move +3D6 when under *All Ahead Full* special orders. They are worth four assault points (two if crippled) in planetary assault scenarios when within 30cm of the planet edge and have the value of two regular transports (one if crippled) in scenarios that require transports. When included in a Rogue Trader fleet in a campaign or one-off game, they may take one refit from the Xenotech systems table for +10 points.



Fuel Tanker: For no extra cost or change in profile a heavy transport can be a fuel tanker. In addition to the special rules above, fuel tankers suffer critical damage on a roll of 5+ instead of a 6 normally. If fuel tanker is reduced to zero hits, it rolls 3D6 on the catastrophic damage table instead of 2D6, adding the result of all three dice together. These vessels are especially critical to a Rogue Trader and the operations of a given fleet in general; every one that survives at the end of the game without disengaging earns +1 renown to the owning player, even if crippled.

Representing Heavy Transports

Across the millions of worlds of the Imperium of Man, there are far more merchant vessels and heavy transports than there ever will be warships of the Imperial Navy. Heavy transports in particular are of almost every size and shape, and they are typically constructed so that form follows function. For example, transports designed to carry bulk ores or foodstuffs will appear noticeably different from those designed to carry compartmentalized, containerized cargo, ammunition or spare attack craft for fleets operating near war zones. Even tankers need not necessarily wield dangerous or flammable cargoes; on desert worlds, water is as precious and valuable a commodity as any rare gems.

Across the Imperium there are a vast array of different space faring vessels, any of which can be pressed into service of the Imperial Navy at need. Typically, heavy transports are used as bulk ore, fuel or grain carriers, and damaged vessels have been converted into supply bases, hospital vessels and forward repair facilities for fleets operating in isolated or primitive systems.

Every Imperial fleet is supported by hundreds of chartered or commandeered merchant vessels used to transport supplies between embattled systems. While heavy transports not normally used in this role, each heavy transport is capable of carrying tens of thousands of men and thousands of vehicles. They are also used by Adeptus Mechanicus Titan Legions for moving their huge war machines or enough munitions to supply an entire army. Most fleet commanders assign dedicated escort vessels to a squadron of heavy transports, as the loss of one of these vessels during a planetary assault can have huge long-term effects on a campaign.

Many other specialized heavy transports provide unique abilities to a given fleet. Unfortunately, they are particularly sought out by enemies and are always present in scenarios requiring transports.

Repair Tender (+50 points): Augmented by personnel and servitors of the Adeptus Mechanicus, these ships are vital for quickly repairing and refitting warships close to the battlezone. Purchasing a repair tender adds +1 renown or two repair points to the owning player at the end of every battle (even if crippled), but the enemy gains +1 renown for crippling or +2 renown for destroying it.

Super-Heavy Transport (+50 points): Some heavy transports are extraordinarily vast behemoths of the stars, serving the core worlds of the Imperium as supertankers or as bulk ore carriers bound for the foundries of Mechanicus worlds. Such vessels add +4HP to their profile and count as three normal transports (two if crippled). However, they turn like battleships and are mounted on a large base. Their profile and special rules are otherwise unchanged.

XENOS VESSEL 50 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery*		45cm	2		Left/ Front/ Right
Lance Battery*		30cm	1		Front

Special Rules: The profile above represents a whole variety of alien vessels that may be found in a Rogue Trader's personal escort. Since Rogue Traders tend to choose vessels for certain specific purpose, many of the Xenos vessels employed as mercenaries will be similar, though never entirely identical. For this reason, a single ship profile is used, but to better represent the great variety of Xenos vessels that may be encountered in the 41st millennium, each Xenos vessel also has one selected xenotech system as described in the Rogue Trader special rules.

Unlike other Rogue Trader vessels, this system does not cost extra points may be selected by the owning player for free, whether they are used in a Rogue Trader fleet, as pirate raiders or even their own, independent squadron of Xenos warships. However, all Xenos Vessels of the same type or race must all use the same refit, though multiple types or races may be in the same fleet, each easily identified by distinctly different models.

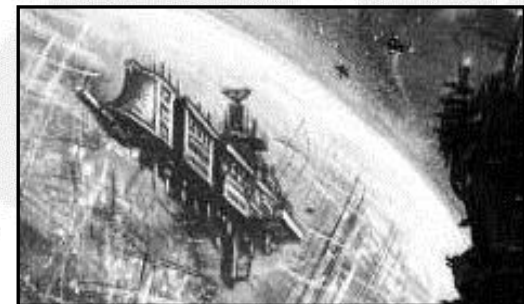
Representing Xenos Vessels

There is any number of spacefaring minor alien races spread across the galaxy. Some of these are virtually unknown to the Imperium, while others are frequent raiders whose names have come to be cursed by spacers the galaxy over. This incredible variation means that you can represent Xenos vessels in pretty much any way you want. The Pthuxutl, Fra'al and Nekulli provided in the text are only three of any number of examples that can be used; the galaxy of the 41st millennium is filled with many other minor alien races such as the Psy-Gore, Q'Orl, and Tallerians. Xenos vessels provide an ideal opportunity to convert or scratch-build vessels to your own taste. With each new vessel or group of vessels you build, you should make a name for the alien race, and perhaps a little bit of your own background. You might even like to choose to accurately represent on your models which xenotech system the ship possesses and write some background explaining why the race in question possesses the particular advancements that they do.

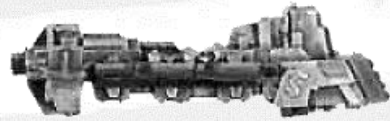
**Xenos vessel weapon systems, like the vessels themselves, represent a wide variety of technologies. While the weapon systems may take any form and be described in any manner desired, their behavior will be as the weapons indicated in the Xenos Vessel profile. It can only be modified by one of the Xenotech systems described on p.80.*

Contact with alien races is without doubt the habit for which Rogue Traders gain the most notoriety. Their exploration and trading missions necessarily take them to regions of space beyond Imperial control, sometimes for years at a time. In these regions there is every chance of finding thriving, spacefaring alien cultures, even alien empires spanning several systems. Rogue Traders can gain much of value and interest from these races, and are certainly not above employing them as mercenaries when the situation demands.

Far from home, where the protection of the Imperial Navy is but a hopeless dream, many Rogue Traders instead for protection hire out vessels and their crews from among the alien races they encounter. These vessels often provide much-needed local knowledge, as well as the ability to overcome cultural or linguistic barriers along with a healthy dose of firepower when required. Particularly bold Rogue Traders will, from time to time, journey back into Imperial space with their alien operatives still in tow, perhaps keen to make continued use of the exotic weaponry that their vessels provide. Rogue Traders typically favor hiring races that have vessels that make use of advanced energy technology, since the huge power supplies and impossibly difficult upkeep needed for the Imperium's own lance weaponry generally makes them unsuitable by Rogue Traders, isolated as they often are for years at a time, far from Imperial docks or repair facilities.



ROGUE TRADER CARGO VESSEL 20 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	45°	1	5+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		30cm	1		Left/ Front/ Right

Special Rules: Rogue Trader cargo vessels have more in common with true warships than typical freighters, giving up a significant portion of their cargo capacity to mount warship-grade weapons and engineering plants. They move +4D6 when under *All Ahead Full* special orders as warships do. They are worth one assault point in planetary assault scenarios when within 30cm of the planet edge and count as a half-transport (rounding DOWN) in scenarios that require transports. This means that if it is the only one remaining in a convoy scenario, it counts as zero.

When included in a Rogue Trader escort squadron and *not* being used as a transport in scenarios that require them, it offers +1Ld to Reload Ordnance by ensuring escorts have a ready supply of torpedoes before the battle. This effect is not cumulative if there is more than one Rogue Trader cargo vessel in the escort squadron.

Fast Clipper: Instead of taking a refit normally, for no extra cost this vessel type can be converted to a fast clipper by entirely removing its primary battery armament for the Advanced Drive Technology refit on p.80.

Representing Armed Cargo Vessels

Rogue Trader armed cargo vessels represent a variety of specialized merchant transports with upgraded engines, modified armament and other technological advances incorporated by Rogue Traders as required. Feel free to use any freighter or clipper type ship model with a few additional guns glued on to represent armed cargo ships.

Rogue Traders necessarily make use of a wide range of freighters and other cargo ships to transport their wares back to Imperial space as well as to serve as personal conveyances as needs arise. The danger Rogue Traders face on their journeys into wilderness space and beyond the Imperium's borders is significant enough that they will commonly upgun their cargo ships where capacity permits. Such alterations are rarely permanent, and Rogue Traders will often abandon some of their escort's weaponry or additional power generating systems to make space for more lucrative cargoes as and when they chance upon it or the need arises. However, where a Rogue Trader's business calls for him to actively engage in combat, armed cargo ships are likely to be a common feature of his personal escort.

An incredible variety of different vessels are used as armed cargo ships, but such is the limited space, power supply and support systems of these vessels that no matter what their original design, most are likely to bear the same simple arrangement of weaponry, turrets and shields. In fact, the crew of an armed cargo ship is likely to be the same merchant spacers responsible for its operation even when unarmed or when its mission-specific equipment is removed. As such, the weapons with which the vessel can be equipped are limited to those which the crew can be hastily trained to use.



RECOMMISSIONED ESCORT 30 Points



Being the opportunistic individuals they invariably are, it is not uncommon for Rogue Traders to 'acquire' decommissioned Navy vessels or those relegated to a Segmentum's reserve fleet. Despite typically being in poor condition, it is well within most Rogue Trader's means to refit and restore such a vessel, sometimes using systems and technology quite unlike its original components.

Due to the weapons mounted by such vessels such as torpedo tubes, an experienced crew is needed to man true warships such as this. Rogue Traders will typically recruit mercenaries, retired Naval ratings and able spacers or even deserters and mutineers.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMANENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		30cm	2		Left/ Front/ Right
Prow Torpedo		30cm	1		Front

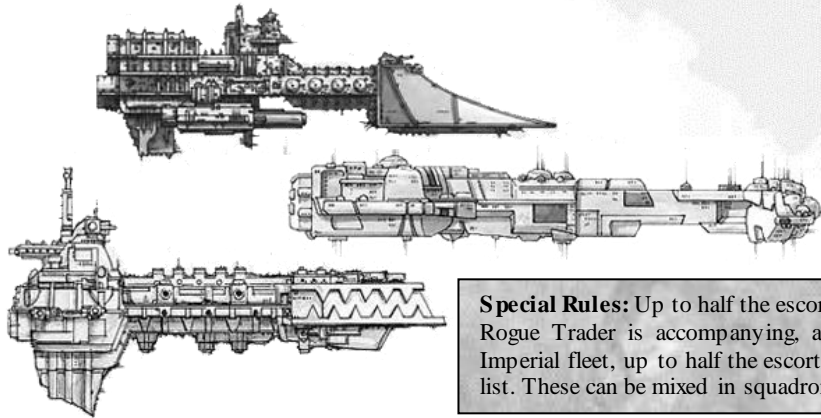
ICONOCLAST DESTROYER 30 Points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMANENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		30cm	3		Left/ Front/ Right

This class is a ubiquitous, easily reproducible design encountered in many patterns and long since superseded by more advanced escort types by the Imperial Navy. The same characteristics that make it favorable to Chaos and pirate fleets make it a mainstay for even the most loyal Rogue Traders in that it is simple to maintain and can be crewed by personnel with only minimal training.

Using Iconoclasts in a loyalist fleet: Iconoclast destroyers can be used in a loyalist Rogue Trader fleet like any other escort in a Rogue Trader squadron, but it must be suitably painted as such. You cannot simply take Iconoclasts painted for a Chaos fleet and call them loyalist!

AUXILIARY VESSELS VARIES



Rogue Traders will commonly petition for the use of a fleet's vessels as part payment for their services, and on occasion may even retain the vessels permanently. Most fleet commanders are more than happy to have a small number of their own ships acting in concert with any Rogue Traders in their employ, not least because they are likely to trust their own escort officers and crews rather more than they trust Rogue Traders.

Special Rules: Up to half the escorts in a Rogue Trader fleet may be vessels picked from the fleet list the Rogue Trader is accompanying, at the normal cost. For example, if accompanying a Gothic Sector Imperial fleet, up to half the escorts in the fleet can be picked from the Gothic Sector Imperial Navy fleet list. These can be mixed in squadrons (up to 6 ships) with Rogue Trader escorts in any manner desired.

ROGUE TRADERS IN BATTLEFLEET GOTHIC

COMMANDER

0-2 Veteran Rogue Traders

A Veteran Rogue Trader may lead each Rogue Trader cruiser in a fleet. If a fleet has more than one Rogue Trader cruiser or also includes more than one squadron of transports, a Veteran Rogue Trader must be assigned to a Rogue Trader cruiser.

Veteran Rogue Trader (Ld9) 50 points
A Veteran Rogue Trader gets one re-roll, which may be used for his vessel or an accompanying Rogue Trader escort squadron.

CAPITAL SHIPS

Any fleet except Necrons or Tyranids may include a single Rogue Trader capital ship. Tau, Demiurg and Imperial fleets may include one Rogue Trader cruiser for every 750 points or part thereof in their fleet. If a second Rogue Trader cruiser is taken, it may be any Rogue Trader cruiser variant listed on the Exploration Fleet List. Rogue Trader cruisers always count against cruiser restrictions in any fleet list that has such restrictions. Heavy transports may not be in squadrons with other transport types.

Rogue Trader Cruiser 185 points
Dauntless Light Cruiser 125 points
Endeavor Light Cruiser 110 points
Heavy Transport 40 points

ESCORTS

A single squadron of 2-6 Rogue Trader escorts and auxiliary vessels may accompany each Rogue Trader capital ship in a fleet, in any mix desired. Separately, it may also be accompanied by any number of cargo ships of any type (whether or not the scenario requires transports), organized in squadrons of 2-6 ships, but these squadrons can only contain cargo ships and always count against their full cost against the total points in the fleet. Xenos vessels cannot be used in fleets that include Space Marine ships.

Xenos Vessel 50 points
Recommissioned Escort. 30 points

Iconoclast Destroyer 30 points
Rogue Trader Cargo Vessel 20 points
Auxiliary vessels Varies

USING ROGUE TRADER VESSELS

Xenos Allies

Experienced Rogue Traders will develop special relationships with other spacefaring races that have similar trade interests. For every 750 points in the fleet, Rogue Traders may be accompanied by a single Demiurg or Kroot vessel unless the fleet is using auxiliary ships that cannot be allies with the Demiurg or Kroot (such as Space Marines).

Sub-plots

Rogue Traders by nature are far from altruistic. Their presence in a fleet indicates they have something to gain by forming a temporary alliance. Whether their own goals actually benefit their erstwhile comrades is usually debatable. Any game that includes a Rogue Trader cruiser must include a sub-plot from p.82-84 in the Rulebook. This can be imagined as representing the Rogue Trader's own vested interest. As such, if the owning player fails the sub-plot, the enemy earns victory points as if the Rogue Trader cruiser was crippled (in addition to any renown gained or lost normally). If the Rogue Trader was actually crippled in addition to failing the sub-plot, it counts as if being destroyed. The enemy gains no additional bonus for actually destroying the Rogue Trader cruiser except that for renown purposes that the owning player automatically fails the sub-plot. However, if the Rogue Trader cruiser survives the game (even if crippled) and the owning player succeeds in the sub-plot, the owning player gains +1 renown in addition to any gained normally.

If the Rogue Trader disengages and you complete the sub-plot, the enemy gains no victory points for the Rogue Trader cruiser, regardless of its condition. However, if it disengages and the owning player fails the sub-plot, it counts as being destroyed for

purposes of victory points, though it may remain on the owning player's fleet list if used in a campaign.

The Best Money Can Buy

Rogue Trader capital ships and escorts commonly bear refits of uncertain origin. Even the vessel's crew are unlikely to be anything as straightforward as regular spacers, since Rogue Traders have a knack for acquiring crowds of followers and hangers-on, and tend to be rather indiscriminate in who they take on to crew their vessels. Their command crews however tend to be deeply seasoned after many years in space, and successful Rogue Traders tend to be as experienced as the most veteran Naval captains. To represent this each Rogue Trader cruiser and escort squadron may roll one random crew skill on p.157 in the Rulebook for +10% point value. In addition, each Rogue Trader vessel may roll randomly against the Xenotech System table below for +15 points per cruiser or +5 points per escort. For an *additional* +5 points per ship, the player can select the desired technology instead of rolling randomly for it. Auxiliary vessels in a Rogue Trader escort squadron can only use these refits if they are in a squadron that includes at least three Rogue Trader escorts.

XENOTECH SYSTEMS

1. **Long Range Sensors:** The vessel adds +1 to its base leadership (max of Ld10).
2. **Targeting Matrix:** The vessel counts all targets as closing when using the gunnery table within 30cm and ignores right-shift modifiers for shooting greater than 30cm.
3. **Advanced Shielding:** The vessel increases the strength of its shields by +1.
4. **Ship Defense Grid:** The vessel increases the strength of its turrets by +1.
5. **Advanced Drive Technology:** The vessel adds +5cm to its speed as well as +1D6 when undergoing *All Ahead Full* special orders.
6. **Gravitic Thrusters:** The vessel can double the maximum rate of its normal turn.

THE ROGUE TRADER EXPLORATION FLEET LIST

FLEET COMMANDER

Veteran Rogue Traders

A Veteran Rogue Trader may be present for every two Rogue Trader cruisers in a fleet. At least one Veteran Rogue Trader must be assigned to a Rogue Trader cruiser in the fleet.

Veteran Rogue Trader (Ld9) 50 points

A Veteran Rogue Trader gets one re-roll, which may be used for his vessel or an accompanying Rogue Trader escort squadron.

CAPITAL SHIPS

Your fleet may include no more than twelve capital ships, at least half of which must be Rogue Trader Cruisers and/or Endeavor light cruisers, following the basic profile for this ship.

Lunar Cruiser 195 points

Carnage Cruiser 195 points

Rogue Trader Cruiser 185 points

Tyrant Cruiser 185 points

Murder Cruiser 185 points

Dauntless Light Cruiser 125 points

Endeavor Light Cruiser 110 points

ESCORTS

A single squadron of 2-6 Rogue Trader escorts, Rogue Trader cargo ships and auxiliary vessels may accompany each Rogue Trader cruiser in a fleet, in any mix desired. Besides Xenos vessels, auxiliary vessels from only one race can be taken in a fleet. Any race can be used to provide auxiliary vessels except Orks, Dark Eldar, Necrons and Tyranids. Xenos vessels cannot be employed if Space Marine escorts are used as auxiliary vessels.

Xenos Vessel 50 points

Recommissioned Escort 30 points

Iconoclast Destroyer 30 points

Rogue Trader Cargo Vessel 20 points

Auxiliary vessels Varies

TRANSPORTS

The fleet must include at least one squadron of escort-sized cargo ships of any type (whether or not the scenario requires transports), in a squadron of

2 to 6 ships. Any number of cargo ships beyond this number may be taken, organized in squadrons that only contain cargo ships. These count their full cost against the total points in the fleet, and regular transports are not free. Heavy transports may also be taken but not in squadrons with other transport types. No more than 1/3 of the fleet's total transport value can be made up of heavy transports.

Escort Carrier 60 points

Q-ship 60 points

Heavy Transport 40 points

Rogue Trader Cargo Vessel 20 points

Armed Freighter 20 points

Cargo Transport 10 points

Transports taken for the fleet can be used for any scenario that actually requires transports.

RESERVES AND ALLIES

Up to one cruiser from any fleet except Orks, Necrons and Tyranids can be taken for every three Rogue Trader cruisers in the fleet. Capital ships taken count against the cruiser limit, they can only be from one fleet and cannot be from a fleet list differing from that used to provide escort squadron auxiliary vessels. If the fleet is large enough that three reserve or allied capital ships are taken, a single (0-1) allied battleship may also accompany the fleet for its regular point cost without counting against cruiser limits. Reserves and Allied vessels do not have access to the Veteran Rogue Trader re-rolls, but allied vessels may purchase up to one special character from its own fleet list (if available).

THE DEMIURG

At least one Demiurg vessel of any class may be taken for every three Rogue Trader cruisers in the fleet. This is separate from and in addition to any reserve or allied cruisers taken, but each Demiurg vessel taken still counts against the twelve-cruiser limit, and no more than one Stronghold may be taken. Demiurg vessels may not be employed if Space Marines are taken as reserves, allies or escort squadron auxiliary vessels.

Stronghold Commerce Vessel 350 points

Bastion Commerce Vessel 255 points

Citadel Commerce Vessel 185 points

THE KROOT

A single Kroot Warsphere may be taken if there are at least three Rogue Trader cruisers in the fleet. This is separate from and in addition to any reserve or allied cruisers taken, and the Kroot Warsphere does not count against the twelve-cruiser limit. A Kroot Warsphere may not be employed if Space Marines are taken as reserves, allies or escort squadron auxiliary vessels.

Kroot Warsphere 145 points

USING A ROGUE TRADER FLEET

Attack Rating

When used with this fleet list, Rogue Traders have an attack (initiative) rating of 3.

Xenos Allies

The rules listed on this fleet list take the place of those listed on p.80 concerning incorporating Kroot or Demiurg vessels into a fleet accompanied by a Rogue Trader cruiser.

Sub-plots

A Rogue Trader fleet more often than not operates in wilderness space far from support or assistance should the need arise. Any game using the Rogue Trader fleet list must include a sub-plot from p.82-84 of the Rulebook.

The Best Money Can Buy

The Xenotech Systems refit list can only be used by Rogue Trader cruisers and escorts, not by other reserves or allied vessels in the fleet. Over the course of a campaign, Rogue Trader cruisers cannot earn additional refits from the Xenotech list and must use the refit tables listed on p.156 of the Rulebook. Rogue Traders that join the fleet over the course of a campaign may start by taking one refit from the Xenotech list for the appropriate point cost for rolling randomly or selecting it.

PIRATES AND WOLF PACKS IN BATTLEFLEET GOTHIC

LEADERSHIP

A human pirate requires great charisma and leadership ability just trying to keep his or her grip on the bands of criminals, mutineers and other such unsavory characters that make up a pirate fleet. All pirate vessels suffer a -1 leadership modifier, meaning their unmodified starting leadership will be from 5 to 8.

FLEET COMMANDER

0-3 Pirate Captains

A Pirate Captain may be embarked on a cruiser for every 500 points or portion thereof in a fleet. If a pirate fleet has more than 750 points of ships, a Pirate Captain must lead it.

Pirate Captain (+1Ld) 50 points
A Pirate Captain gets one re-roll, and may purchase up to two more re-rolls for +25 points each. He (or she!) must be placed aboard the most expensive vessel in the fleet (or vessels if more than one Captain is present). Pirate Captains may use their re-rolls on any vessel or escort squadron in the fleet, but no individual Pirate Captain may use more than one re-roll per turn.

CAPITAL SHIPS

Pirate fleets do not ally with any race, as they are only in business for themselves and consider any ship they encounter and can easily defeat a target of value and opportunity. A human pirate fleet may have up to one cruiser for every 500 points of ships in the fleet or portion thereof.

A Pirate Cruiser may consist of a Rogue Trader cruiser or any cruiser from the Imperial or Chaos fleet list 185 points or less. It may also include a single Space Marine strike cruiser! Special variants, refits and Nova Cannon cannot be used. Otherwise there are no restrictions on how many Chaos and/or Imperial cruisers are in a single pirate fleet.

ESCORTS

At least one squadron of three to six escort vessels must be included for each cruiser in the fleet,

organized in any mix desired. While transports of various types are typically not included in a raiding fleet once they have been plundered, they can be used if desired but are never free. Note: Pirate bands do not have ready access to complex weapon systems. The number of escort vessels that utilize ordnance or lance weaponry may not outnumber those that rely solely on weapon batteries. Xenos vessels of all types don't count toward this total.

Escort Carrier	60 points
Q-ship	60 points
Xenos Vessel	50 points
Idolator Raider	45 points
Infidel Raider	40 points
Firestorm Frigate	40 points
Sword Frigate	35 points
Falchion Frigate	35 points
Cobra Destroyer	30 points
Recommissioned Escort	30 points
Iconoclast Destroyer	30 points
Rogue Trader Cargo Vessel	20 points
Armed Freighter	20 points
Cargo Transport	10 points

XENOS FREEBOTERS, CORSAIRS AND BRIGANDS

The desire to pillage the riches of others for reasons both obvious and more obscure is not a uniquely human trait. The general confusion and disarray caused by a successful pirate campaign against a given system or group of systems attracts the baser elements of all races, all eager for quick riches, slaves or the more subtle rewards that come from a life of plunder. Up to 10% of a pirate fleet may be made up of alien escorts from any race except Tyranids, Necrons or vessels that require support from a capital ship of their race, such as Nicassar Dhows or Tau Orcas. They can be organized in squadrons of two to six ships, but vessels of different races may not combine with each other into a single squadron, nor can they combine into squadrons with human (Imperial, Chaos or Rogue Trader) vessels. In

other words, a squadron of three Eldar escorts and a squadron of three Ork escorts may both be part of the same pirate fleet, but they can only squadron with themselves and NOT with each other or with any Idolators, Swords, etc. The only exception to this is Rogue Trader Xenos Vessels, which represent minor alien races seeking to expand their influence or pursue some other obscure agenda. They may freely ally themselves with any other race and join with them in pirate raider squadrons.

Xenos freebooters and corsairs have no allegiance to the human pirates they serve alongside. They may not use any of a Pirate Captain's re-rolls, and will automatically attempt to disengage if the escort squadron is crippled (reduced to half their starting number). They are not restricted to nor benefit from the leadership values of human pirates and must use the unmodified leadership from the fleet lists of their respective races.

USING PIRATE VESSELS

Pirate fleets make it their business to attack relatively soft targets such as transport convoys, remote space stations or isolated settlements. They will whenever possible avoid fleet actions or any engagement that will result in substantial losses with little material gain. However, large pirate bands with a substantial fleet at their disposal may elect to actually raid larger planetary colonies.

Pirate fleets have an attack rating of 3. When selecting scenarios, Pirates always roll against the Raid table on p.65 of the Rulebook. However, if the Pirate fleet is the attacker and has a fleet 1,500 points or greater, they may elect to play a Planetary Assault on a D6 roll of 6. For campaigns, pirate fleets operate from a pirate base as described on p.151 of the Rulebook. They have very limited access to formal shipyards and cannot earn refits in the course of a campaign, but they may instead earn crew skills in the manner other fleets earn refits, in addition to earning them normally.

NEW SCENARIOS FOR ROGUE TRADER FLEETS

In the depths of space, Rogue Traders never know what kinds of threats they will encounter. Additionally, while they may be contracted by an Imperial Commander to escort a given convoy in good faith, as often as not such vessels and their intrepid captains end up being used as fodder to flush out the nature and scope of a given threat in a contested system before the Imperial Navy allocates suitable forces for the task. While this pragmatically husbands the overstretched resources of the Imperial Navy, it brings no profit to the hapless Rogue Trader! The threat tables below are intended for use as alternatives with the Convoy Run scenario in the Battlefleet Gothic Rulebook. If used, the defending player may add up to +50 points worth of ships to whatever point value is allowed in the scenario to defend the convoy for every two normal transports (or their equivalent) taken.

1. THE CRUISER TRAP

This table represents a stronger force of attacking capital ships being in the area the convoy is traversing. This table may be used in lieu of any table used to determine the attacking fleet in a convoy run scenario.

D6	ROLL RESULT
1	Two attack craft or deadfall torpedo counters.
2	Three attack craft or deadfall torpedo counters.
3	A squadron of escort ships worth up to 150 points.
4	One capital ship worth up to 185 points.
5	One capital ship worth up to 210 points.
6	One capital ship worth up to 250 points.

2. STALKERS OF THE ABYSS

History is replete with stories of varying authenticity of daemon ships, void-swimming leviathans and other such malevolent denizens of the warp. Much of it is likely a consequence of the Tyranids' continuing expansion into the galaxy, as evidence indicates their cruisers will continue to subsist when disconnected from the hive mind. However, a number of sobering reports describe events and circumstances that defy explanation. Some regions of space over the centuries have gained a reputation of being haunted by warp beasts and other mysterious threats, particularly the Bhein-Morr subsector, other regions near the Eye of Terror or Maelstrom, and entire sectors of space near the Northern Rim. Warp beasts always attack the closest defending ship in range,

cannot undergo any special orders (including Brace For Impact), and automatically pass all tests they must make against celestial phenomena. Each warp beast (3 to 5) rolled on the below table is worth a flat 100 victory points.

When activated, daemon mine counters are replaced by D3+2 daemon mines, which function as orbital mines in all respects except that they move an extra D6cm each time they move, and they have a 4+ save when attacked by fighters. Each is worth 10 victory points when destroyed for any reason.

D6	ROLL RESULT
1	One daemon mine counter.
2	Two daemon mine counters.
3	Warp Beast! A squadron of 2D6 Tyranid drone escorts equipped with feeder tentacles.
4	Warp Beast! A Tyranid cruiser equipped <u>only</u> with prow massive claws and thorax feeder tentacles.
5	Warp Beast! A denizen of the warp that is Defense/4, Armor 6+, 2 turrets, 2 shields. It has no weapons and moves 10cm in any direction per turn, no more or less. When it comes in base contact with <u>any</u> ship, it and the ship <u>immediately</u> disappear! Ships taken count as destroyed. It reappears in D3 turns in the same manner as Chaos daemonships, centering the template where it disappeared.
6	One Chaos daemonship worth up to 250 points total, including any Chaos Marks.

3. THE OLD MINEFIELD

This table represents a convoy being routed through

a gap between old minefields, an obvious place for a clever enemy to lay a trap for passing merchantmen. Orbital mine counters are replaced by D3+2 orbital mines when activated.

D6	ROLL RESULT
1	One orbital mine counter.
2	Two orbital mine counters.
3	One orbital mine counter and one attack craft or deadfall torpedo counter.
4	A squadron of escort ships worth up to 150 points.
5	A squadron of escort ships worth up to 180 points.
6	One capital ship worth up to 210 points.

4. THE WOLF PACKS

This table represents an attacking fleet that relies heavily on raiders and other escort warships. This is more representative of the renegade "wolf packs" which preyed on all sides in the Gothic War.

D6	ROLL RESULT
1	One attack craft or deadfall torpedo counter.
2	Two attack craft or deadfall torpedo counters.
3	A squadron of escort ships and/or Xenos vessels worth up to 100 points.
4	A squadron of escort ships and/or Xenos vessels worth up to 150 points.
5	A squadron of escort ships and/or Xenos vessels worth up to 200 points.
6	One capital ship worth up to 250 points.

Note: While these alternate tables and the scenarios on the following pages are well suited to Rogue Traders and pirates, there is absolutely no reason why they can't be used in one-off games or within a campaign between any two fleets.



SCENARIO ONE: MERCHANTMEN'S FOLLY

Far from controlled space, a Rogue Trader accompanies a large formation of heady explorers and hastily-contracted merchantmen to a newly-colonized world. Such a ragtag fleet is difficult to keep disciplined and is ripe for the picking by unscrupulous pirates and bandits of every stripe, but they may not be as helpless as they seem...

FORCES

Attacking Forces. Attacking forces are randomly generated and set up first. To determine the total strength of the attacking forces, make D3+5 rolls against the table below from the attacker's fleet list. Alternatively, the attacker may use one of the alternate threat tables on p.83.

D6	ROLL RESULT
1	One attack craft or deadfall torpedo counter.
2	Two attack craft or deadfall torpedo counters.
3	Three attack craft or deadfall torpedo counters.
4	A squadron of escort ships worth up to 100 points.
5	A squadron of escort ships worth up to 150 points.
6	One capital ship worth up to 200 points.

Defending Forces. The convoy must include the value of 10 regular transport ships, no more, no less. Up to 100 points worth of ships may be taken to defend the convoy for every two normal transports (or their equivalent) taken, or 150 points if the attacker uses one of the alternate tables on p.83. Before any escorting vessels are taken, at least two each of armed freighters and Q-ships from p.159-160 of Armada as well as two Rogue Trader fast clippers must be included in the fleet, with each pair of armed freighters or fast clippers counting as the value of a single regular transport (rounding down normally). Q-ships follow all their special rules, can be disguised as regular transports if desired and do not have to be revealed until they are fired upon. No more than two heavy transports may be taken, with each costing 40 points and replacing two regular transports. Any of the alternate transport variants listed on the Rogue Traders fleet list or in Armada may be taken, but Q-ships and escort carriers have zero transport value. After all transport variants are selected, any remaining available points may be spent normally on fleet warships to escort the convoy. All transports and civilian vessels must individually roll for leadership, they suffer -1 leadership, and they must roll for special orders and against leadership separately. They cannot be placed into squadrons.

BATTLEZONE

The convoy can be attacked near a planet or out in deep space so set up celestial phenomena in any mutually agreed-upon fashion.

SET-UP

Set-up for both the attacking and defending players are in the same manner as described in the Convoy Run scenario on p.74 of the Battlefleet Gothic Rulebook.

FIRST TURN

The defending player takes the first turn in the same manner as described on p.74 of the Battlefleet Gothic Rulebook. The defending player may decide how many ships start the first turn on his or her short table edge, and how many enter on the start of the second turn.

SPECIAL RULES

The rules for this scenario are as described on p.74 of the Battlefleet Gothic Rulebook. In addition, at the beginning of each defending player's turn after the first turn, the defending player rolls 2D6 against the following table. Unless otherwise stated, special orders called for by this table are assumed to have automatically passed and must be taken for that turn.

2D6	ROLL RESULT
2	Two regular transports (or a heavy transport if one is present) have engine trouble and lose 5cm speed for one turn.
3	A regular transport has engine trouble and loses 5cm speed for one turn.
4	An armed freighter turns normally towards the nearest enemy contact and travels full distance to engage the enemy!
5	The convoy maintains formation discipline and follows your commands.
6	An armed freighter and a Q-ship turn normally towards the nearest enemy contact and travel full distance to engage the enemy!
7	The convoy maintains formation discipline and follows your commands.
8	Two armed freighters and a Q-ship turn normally towards the nearest enemy contact and travel full distance to engage the enemy!
9	The convoy maintains formation discipline and follows your commands.
10	A fast clipper panics, comes to new heading directly away from the nearest enemy contact and travels full distance.
11	A fast clipper panics and immediately goes All Ahead Full.
12	PANIC! <u>All</u> transport ships test for All Ahead Full special orders, even if some ships fail. Roll leadership checks for each ship separately with no re-rolls allowed.

GAME LENGTH

The battle continues until the last transport leaves the opposite table edge or is destroyed. If a transport leaves one of the long table edges for any reason, it counts as destroyed, though ships that don't count as transports (such as Q-ships and escort carriers) only count as disengaged.

VICTORY CONDITIONS

Victory conditions are similar to those described on p.75 of the Battlefleet Gothic Rulebook. However, use instead the table below to determine victory conditions. The point value of each transport that escapes is applied to the defender's tally when calculating victory points.

ESCAPING TRANSPORT VALUE	VICTORY RESULT
0-1	Attackers Major Victory (+1 Renown)
2-3	Attackers Victory
4-5	Convoy Victory
6+	Convoy Major Victory (+1 Renown)

SCENARIO TWO: THE HUNTER AND THE PREY

Sometimes Rogue Traders are contracted by the Imperial Navy or other, less forthright organizations merely for their firepower. Instead of escorting hapless merchantmen and cargo freighters, they are sent out into pirate-infested space to clear the space lanes for legitimate mercantile traffic. While some Rogue Trader captains have enough skill to subsist entirely on this kind of work, it is not uncommon for some to find themselves biting off more than they can chew, and the hunters can quickly become the hunted...

FORCES

Choose a point value for the hunting fleet. The raiders choose a value of up to 50% of the hunting fleet.

Hunting Fleet. The hunting fleet may not contain any battleships, and at least half the point value of the hunting fleet must consist of escorts, which can be organized in any mix of between two to six vessels.

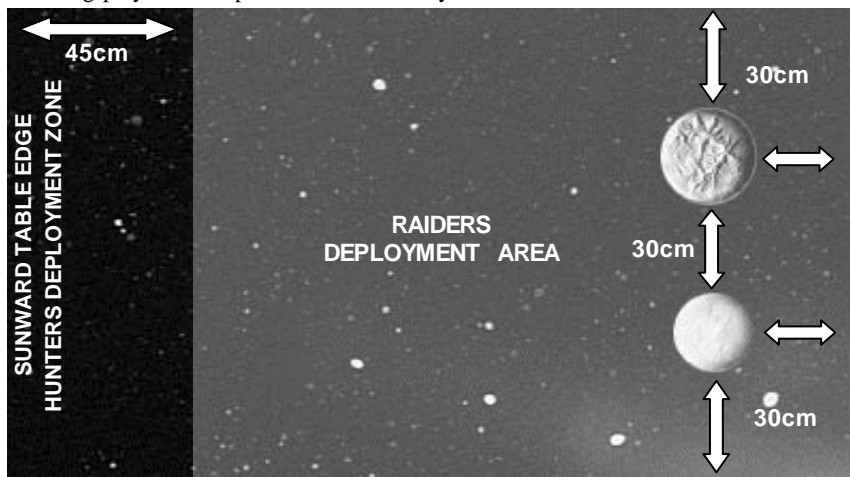
Raiding Fleet. The raiding fleet may not contain any battleships, and at least half the point value of the raiding fleet must consist of escorts, which can be organized in any mix of between two to six vessels. This fleet is then split as evenly as possible, labeled Force 1 and Force 2. In addition to the 50% of the hunting fleet available to the raiders, they may purchase up to D6x10 orbital defenses from p.141-144 of the Battlefleet Gothic Rulebook.

BATTLEZONE

This scenario takes place near a pirate haven in the vicinity of two small planets or moons in close proximity to each other. Randomly determine the sunward edge on one of the two short table edges. Place two small planets closest to the opposite short table edge, no closer than 30cm to any table edge or to each other. Place D3 asteroid fields on every table quadrant, no closer than 15cm to either small planet. Additional celestial phenomena may be placed if desired in any mutually agreed-upon fashion.

SET-UP & FIRST TURN

The raiding player sets up first. Roll randomly to determine which of the two forces is on



guard. Place a contact marker face down for every cruiser or escort squadron of at least two vessels in the guard force. Counters must be placed at least 30cm apart and may not be within 45cm of the sunward table edge. If all of the counters cannot fit on the table, counters may be stacked one on top of the other so that they are otherwise still at least 30cm apart. The other force is on standby is docked in low orbit at one of the two small planets- the raiding player secretly notes which one, which denotes the secret pirate base. The raiders orbital defenses may be placed anywhere on the table which is not within 45cm of the sunward table edge. Place a face-down counter to represent each of the raider's defenses. This is not dependent on being 30cm apart from other markers. The Hunting fleet then sets up and must be deployed within 15cm of the sunward table edge. The hunting player takes the first turn.

SPECIAL RULES

The raiders' face-down counters are activated by a hunting vessel moving within 30cm of them. Turn the activated counter face-up immediately as soon as the hunter vessel moves within 30cm and then completes its movement. Once the hunting player's movement phase is complete, the raider deploys ships for any counters activated. Any turn after the first turn, the raider may voluntarily activate one counter at the start of its own movement phase, or two counters if the defender is on special orders.

Activated Escort Squadrons: Place one ship from the squadron directly on top of the counter. Place the rest of the ships no closer to the hunters than and as close as possible to the first ship (they do not have to be in base contact). They can face in any direction the raider player chooses but must all face the same direction.

Activated Capital Ships & Orbital Defenses: Place the ship, defense, minefield (rolling normally for size) on top of the counter facing in any direction the raider player chooses.

Raiders Docked in Low Orbit: Vessels in low orbit are on standby and may not move out of low orbit until they pass a leadership test. This is not a command check such as for special orders so ships that fail do not prevent others from testing if a roll fails. Units moving out of low orbit cannot take special orders in the same turn except Brace for Impact.

GAME LENGTH

The battle continues for ten turns or until one side's fleet is destroyed or disengages.

VICTORY CONDITIONS

Both hunters and raiders score standard victory points for destroying and crippling ships, but the hunter receives no victory points for raider vessels disengaging. However, the hunter earns additional victory points equal to the value of his or her ships that are in low orbit of the raiders' planet at the end of the game, as they can quickly attack and capture the raider base. The raider scores bonus victory points equal to 10% of the points value of any raider ships that disengage by the end of the game (unless crippled).

SCENARIO THREE: THE GAUNTLET

In wilderness space, just traversing from one star system to another can be a hazard in and of itself. It is not unheard of for a Rogue Trader cruiser and its attendant fleet to jump out of the warp and back into normal space just to find themselves in the midst of a fire fight or at the wrong end of a hostile fleet. In such situations there is not enough time to fleet to flee back into the warp, and Rogue Trader captains must rely on their wits, the skill of their crews and the aim of their guns to see their way through.

FORCES

Defending Forces. A single Rogue Trader cruiser and no more than three escorts are selected by the defending player.

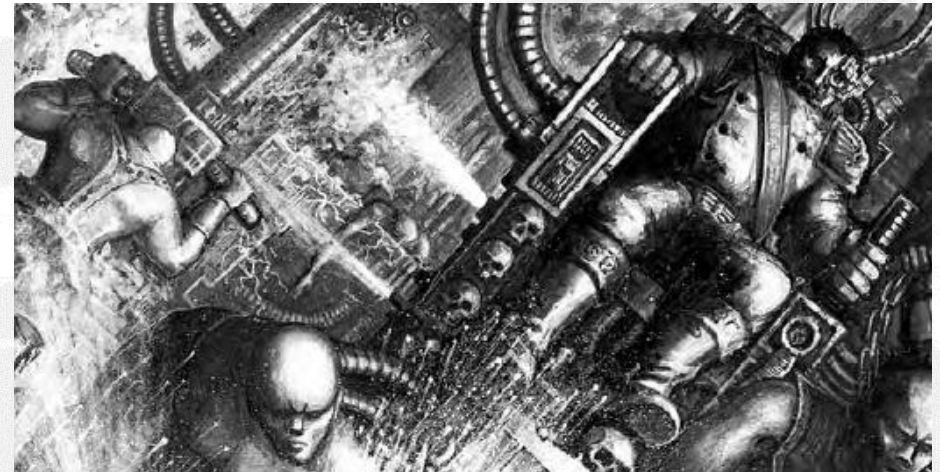
Attacking Forces. Forces are selected as desired by the attacking player, but the total point value must not exceed the total value of ships selected by the defender. These forces can only be made up of escort squadrons of at least two ships each. All attacking ships must be divided into at least two units, but can be more if desired.

BATTLEZONE

This scenario takes place out in deep space near a point where ships typically jump into and out of the warp. Use the deep space celestial phenomena generator, ignoring any result that produces a planet.

SET-UP

The attacking player divides his or her fleet into two or more units and represents each of with face-down contact markers, which can be placed anywhere desired within 45cm of the table edges. When all attacker contact markers are laid down, the defending player rolls a D2 to determine which short table edge it will be entering from, then places his or her ships against one short table edge, no closer than 45cm from any long table edge.



SPECIAL RULES

The attacker's face-down contact markers are activated by any of the defender's ships moving within 30cm of them. Any turn after the first turn, the attacker may voluntarily activate one counter at the start of its own movement phase, or two counters if the defender is on special orders.

FIRST TURN

The defending player takes the first turn by moving off the defender's table edge. All defending units move off the table edge during the first turn.

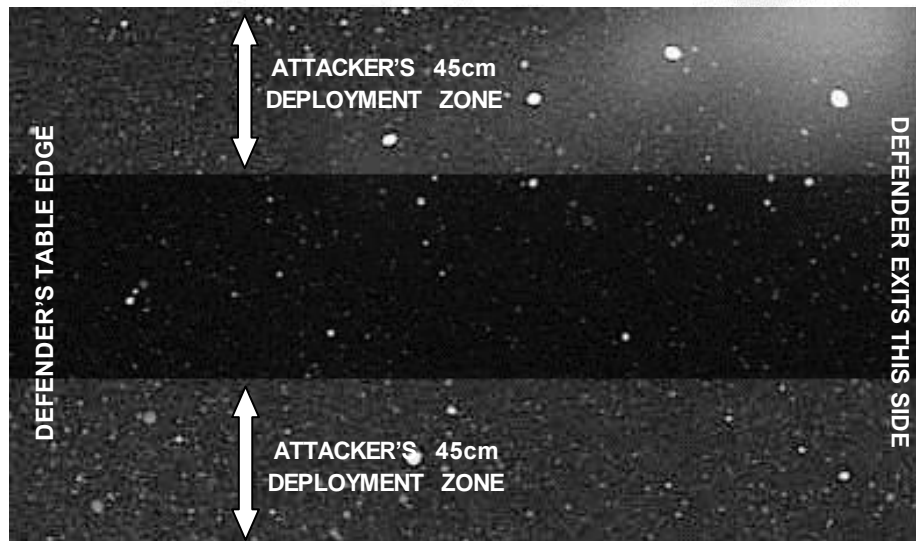
GAME LENGTH

The battle continues until all the defender's ships either escape off the opposite short table edge or are destroyed.

VICTORY CONDITIONS

Victory points are calculated normally. In addition, the defender earns a major victory (+1 renown) if the cruiser departs the opposite short table edge without being crippled. The attacker earns a major victory (+1 renown) if the cruiser is destroyed.

Note: This scenario is particularly well-suited for experimenting with new homebrew ship designs. If you are wondering what your new ship design and profile is worth in points, send it through the gauntlet and see how it fares, ideally against ships from several different fleet lists! If it handily defeats all arrayed against it, you guessed its point value too low. If it routinely gets destroyed in one or two turns, you guessed too high.



SCENARIO FOUR: EXPLORER'S PRIZE

Every once in a while, a Rogue Trader occasions upon or ascertains the approximate location of a relatively intact starship hulk, either through information dearly traded for, contacts developed through their many travels or just by sheer dumb luck! The Adeptus Mechanicus will pay handsomely for such a prize, particularly if it should be Xenos in origin or possess some manner of archaeotech. Unfortunately, finding it is only the beginning of the problem; Rogue Traders may find they aren't the only souls seeking out such a valuable treasure, and just capturing and keeping the derelict vessel may result in having a fight on one's hands!

FORCES

Both sides have an equal point value as determined by the applicable fleet list. In addition, there is a derelict ship that at the start of the game does not belong to either player.

Derelict Ship: This ship can be a cruiser-type vessel from any fleet except Necrons or Tyranids agreed upon by both players or rolled for randomly.

BATTLEZONE

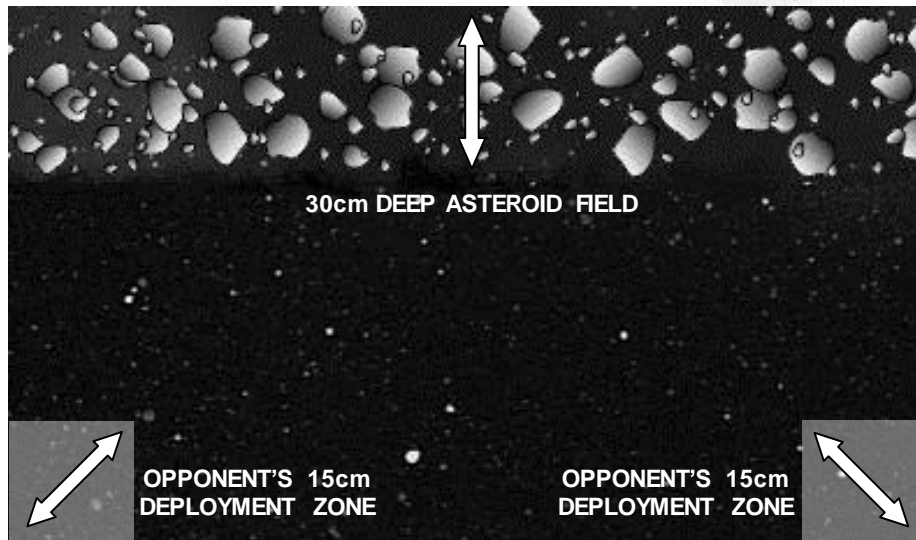
This scenario takes place in the outer reaches. In lieu of generating celestial phenomena normally, determine the sunward edge randomly, then place a single asteroid field no more than 30cm wide down the full length of one long table edge.

SET-UP

Decide by initiative roll which fleet will set up first. Both fleets set up no more than 15cm from opposing short table corners on the other side of the table from the asteroid field. Additional celestial phenomena may be placed if desired in any mutually agreed-upon fashion, ignoring any result that produces a planet.

FIRST TURN

First turn can be determined by initiative roll normally.



SPECIAL RULES

Besides the obvious objective of slugging it out with your opponent, the derelict ship must be located, boarded and escorted off the table. At the beginning of each player's turn, the player must roll a leadership test normally for any ships in contact with the asteroid field. The owning player rolls a number of D6 for every ship the player had in the asteroid field for one full turn. To this roll add +1D6 for every three attack craft markers (or portion thereof) in the asteroid field for one full turn. On the first roll of 6, the derelict ship is discovered! The owning player may elect which ship actually discovered the derelict, then roll a scatter dice and 3D6. Ignore any "Hit" rolls and place the derelict ship 3D6 away from the ship that discovered it in the direction pointed to on the scatter dice, facing any direction the discovering player desires. Ignore any roll result that sends the derelict ship off the table edge or outside the asteroid field- it will end up no farther than just inside the asteroid field or just before the far table edge.

The first capital ship or escort squadron of at least four vessels that makes base contact with the derelict ship is considered to board it for free. Teleporters and assault boats cannot be used for this initial boarding action because they cannot bring enough of the required crew and equipment aboard. The ship begins with -1Ld of the highest leadership of what ships or escort squadrons first boarded it, and the boarding ship or escort squadron loses -1Ld for the amount of crew and officers required for the boarding party. Normal boarding rules apply for any subsequent opposing boarding action, with the derelict ship taking -1 in addition to any other modifiers, though race modifiers for the crew that boarded it apply normally (such as Chaos or Space Marines). The ship begins on standby and must make a leadership test to be activated. Both shields and turrets (or equivalent) are functional, and when it is finally activated it may move normally, but it starts off with one port, starboard, prow and dorsal critical damage (or equivalent). This must be repaired normally before any weapon systems can be used, and it may not use any attack craft even if its launch bays are repaired.

Once the ship is activated, the owning player may immediately begin navigating it out of the asteroid field. Because it is being carefully monitored by both sides, it cannot disengage normally and must make its way to the opposite long table edge to make good its escape!

GAME LENGTH

The battle continues until the derelict ship leaves the opposite long table edge or is destroyed.

VICTORY CONDITIONS

Victory points are calculated normally. In addition, the player that captures the derelict ship and navigates it off the table earns a major victory (+2 renown), even if it is crippled, along with victory points equal to the starting value of the ship. Neither side earns any victory points for the derelict ship if it is destroyed, though its value as a capital ship hulk remains unchanged if one player holds the field at the end of the battle.

SCENARIO FIVE: SPACE HULK!

Every Rogue Trader dreams of discovering the holy grail of prizes – a space hulk! Riches beyond imagining and all manner of archeotech can be found among the conglomerated wrecks of derelict starship hulls, but the promise of untold wealth comes fraught with many dangers. Many such space hulks are almost inevitably infested with Orks or worse, and only a complete and utter fool would hazard his or her self and ship by exploring such a prize without help- a LOT of help...

FORCES

Defending Forces. The defending fleet has a Space Hulk it recently captured and is still in the process of securing. The Space Hulk starts the game with Ld6, 2D6 hits subtracted from its starting damage (40HP) and has working turrets and shields, but all weapon systems are off-line. It is being escorted by a Rogue Trader cruiser, an allied battleship, at least three allied cruisers, and escorts in any mix desired. The entire escorting fleet cannot exceed 1200 points (not including the Space Hulk). All escorting capital ships are at -1Ld for the amount of crew and equipment they have aboard the Hulk.

Attacking Forces. Attacking forces are randomly generated. Do not use the alternate attacker threat tables on p.83 for this scenario. To determine the total strength of the attacking forces, make D3+5 rolls against the table below from the attacker's fleet list.

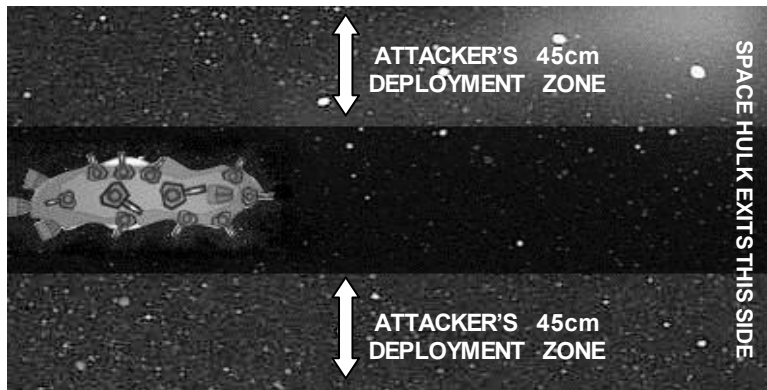
D6	ROLL RESULT
1	Three attack craft or deadfall torpedo counters.
2	A squadron of escort ships worth up to 100 points.
3	A squadron of escort ships worth up to 150 points.
4	A squadron of escort ships worth up to 200 points.
5	One capital ship worth up to 210 points.
6	One capital ship worth up to 250 points.

BATTLEZONE

The Space Hulk can be attacked near a planet or out in deep space so set up celestial phenomena in any mutually agreed-upon fashion.

SET-UP

The Space Hulk must be present on the table at the start of the game. Ships of the escorting force may start the game on the table with the Space Hulk or may enter the table at the start



of the second turn in any mix and order desired. The attacking player sets up in the same manner as described on p.75 of the Battlefleet Gothic Rulebook.

FIRST TURN

The defending player takes the first turn in the same manner as described on p.74 of the Battlefleet Gothic Rulebook. The defending player may decide how many ships start the first turn on his or her short table edge, and how many enter on the start of the second turn.

SPECIAL RULES

The Space Hulk must survive to travel off the opposite table edge. In addition, at the beginning of each defending player's turn after the first turn, the defending player rolls 2D6 against the following table. The roll result takes effect immediately.

2D6	ROLL RESULT
2	Chaos! The boarding teams run into a squad of Chaos renegades, and a firefight takes place aboard the Hulk, causing D3 damage.
3	No effect.
4	One dorsal lance battery strength is brought on-line (max 4, then re-roll result).
5	Three weapons batteries are brought on-line (all four quadrants).
6	Two torpedo launchers are brought on-line (all three quadrants).
7	Orks! The boarding teams run into a mob of Orks, and a firefight takes place aboard the Hulk, causing D3 damage.
8	Two torpedo launchers are brought on-line (all three quadrants).
9	Three weapons batteries are brought on-line (all four quadrants).
10	One dorsal lance battery strength is brought on-line (max 4, then re-roll result).
11	No effect.
12	Tyranids! A brood of Genestealers are encountered aboard the Hulk, and that entire section must immediately be cleansed, causing D6 damage. Note how many times this result is rolled. If this result is rolled three times in the game, the Space Hulk is deemed too dangerous to be recovered and must be destroyed!

GAME LENGTH

The battle continues until the Space Hulk leaves the opposite table edge or is destroyed. If the Space Hulk leaves one of the long table edges for any reason, it counts as destroyed.

VICTORY CONDITIONS

Victory points are calculated normally. In addition, if the Space Hulk is safely navigated off the opposite table edge, the defending player earns a major victory (+1 renown) regardless of how many hits are remaining, along with victory points equal to the starting value of the ship (50% if crippled). If the defender must destroy the Space Hulk, it gains +1 renown for any recovered technology but only gains victory points if the Hulk is destroyed. If the Space Hulk is destroyed for any reason, it is a major victory for the attacker (+1 renown).

SCENARIO SIX: THE VOID MALEVOLENT

Rogue Traders rarely if ever are graced with a Warrant of Trade with the power and authority it bestows based solely on their wealth or social station. More often than not, a Warrant is granted on condition that a critical task or mission be performed, such as escorting a vital convoy through pirate-infested space or cleansing a given system or group of systems of some minor alien menace. However, ancient evils stalk the abyss, against whom all they encounter are little more than prey to be consumed or foes to be destroyed.

FORCES

This is a three-player battle. Two sides have an equal point value as determined by their applicable fleet lists. In addition, there is a third fleet that plays the Foe Malevolent.

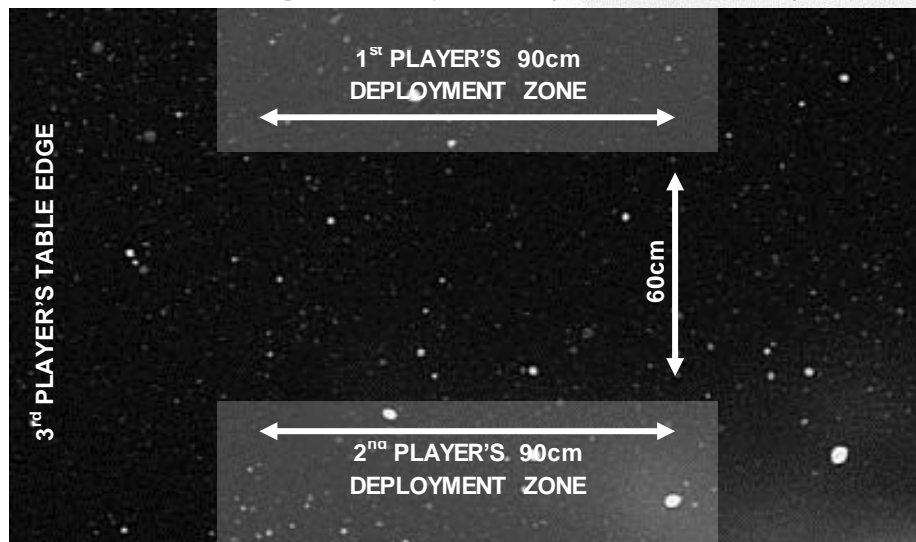
Foe Malevolent: This fleet is 1.5 times larger than the point value of either one of the two primary opponents. Ideally this fleet would be Dark Eldar, Necrons or Tyranids, but it can be any fleet desired as long as it is played as an enemy of the other two fleets.

BATTLEZONE

The Foe Malevolent may have been hiding in the glare of a nearby sun, in low orbit of a planet or lost in the clutter of swirling asteroid fields. Set up celestial phenomena in any mutually agreed-upon fashion.

SET-UP

Both primary fleets set up on opposite long table edges in the same manner as the Cruiser Clash scenario on p.68 of the Battlefleet Gothic Rulebook. The third fleet does not set up for D3 turns. When it does set up, it does so anywhere along a random short table edge.



FIRST TURN

The two primary opponents determine first turn using initiative rolls or any other agreed-upon manner. After D3 turns, game play stops as the third player sets up any desired portion of his or her fleet along the randomly-rolled short table edge. The third player then goes first for the remaining turns of the game (see special rules). Any ships not set up at the beginning

of the third player's turn must enter the game along the same table edge at the beginning of the third player's next turn.

SPECIAL RULES

The third player moves his or her ships in any desired fashion or order as prescribed by its given fleet list. Only the closest enemy ships may be targeted for shooting by the third fleet, though ordnance (if applicable) may target enemy ships in any manner or fashion allowed. With the exception of only shooting the closest targets, all normal and special rules available to the third fleet may be used as applicable.

Because ordnance movement can be complicated by the introduction of a third player, the order of play after the third player sets up is outlined on the following table. Turns subsequent to D3+1 continue on in the same order and sequence.

TURN D3	MOVEMENT/SHOOTING SEQUENCE
3 rd Player	Moves ships, conducts shooting, launches ordnance. 2 nd Player then moves ordnance a second time. 1 st Player ordnance remains in place.
1 st Player	Moves ships, conducts shooting, launches ordnance. 3 rd Player then moves ordnance a second time. 2 nd Player ordnance remains in place.
2 nd Player	Moves ships, conducts shooting, launches ordnance. 1 st Player then moves ordnance a second time. 3 rd Player ordnance remains in place.
TURN D3+1	MOVEMENT/SHOOTING SEQUENCE
3 rd Player	Moves ships, conducts shooting, launches ordnance. 2 nd Player then moves ordnance a second time. 1 st Player ordnance remains in place.
1 st Player	Moves ships, conducts shooting, launches ordnance. 3 rd Player then moves ordnance a second time. 2 nd Player ordnance remains in place.
2 nd Player	Moves ships, conducts shooting, launches ordnance. 1 st Player then moves ordnance a second time. 3 rd Player ordnance remains in place.

GAME LENGTH

The battle continues for eight turns or until all but one fleet disengages or is destroyed.

VICTORY CONDITIONS

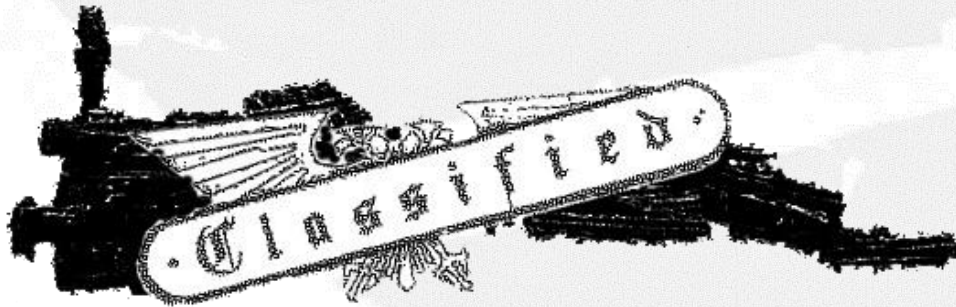
Victory points are calculated normally. Escorts count for victory points individually instead of per squadron. Capital ships count normally. However, their full value in victory points only goes to a player if they reduce a ship from zero damage to zero remaining hits without any assistance from another player. If another opponent causes even one Hp damage upon a capital ship, then its victory points must be split equally between the two opponents that caused damage to or helped destroy the capital ship.

Players #1 and #2 determine victory by gaining the most victory points, provided they earn more victory points than they lose before the end of the battle. Player #3 only wins the battle if both other players lose more victory points than they earn.

NEW THREAT ALERT!

The vast majority of the minor alien races encountered by the Emperor's servants have not progressed to a level of starship technology possessing any hope of challenging the supremacy of the Imperium of Man. Some however have nonetheless developed quite capable capital ships, such as the reclusive Demiurg, which fortunately demonstrate little evident animosity toward Imperial interests. There are other minor races however that also possess a small number of capital ships that, while inferior to Imperial designs, nonetheless present a clear and present danger in the hands of those who wish only harm to mankind.

FRA'AL BATTLESHIP 250 Points



The Fra'al are an enigmatic race, one of a very few of the minor alien races that have managed to maintain a near-constant state of hostilities against the Imperium yet persistently manage to avoid complete extermination under the weight of superior technology and vastly greater numbers. The first detailed records by the Ordo Xenos of the Fra'al as a distinct threat date back to 420.M37, though sensor log pict-captures indicate they have harassed Imperial shipping for at least a millennia beforehand. They are consummate pirates of the basest character, managing to eke out an existence by slinking away to new hunting grounds at the merest hint of comparable firepower arrayed against them. This was not always the case, and at one point their predations were severe enough to surpass Stabilis Mandates and warrant Imperial sanction, culminating in the Battle of Fraga'Tral in 312.M39 that saw the destruction of a number of their vessels.

After centuries of few recorded raids and relatively little contact, pirate activity by the Fra'al once again surged through much of Segmentum Obscurus during the Gothic War, as is typical of Xenos freebooters whenever a region of space is embroiled in strife. At the conclusion of that conflict when pirate scum of all races were hunted down for extermination, the Fra'al dispersed over an ever-widening area of space approaching the Northern Rim and Eastern Fringe in small flotillas, led by at most one or two of their battleships serving as pirate mother ships of a sort. Dispersed in this way they have become difficult to pin down and have never again exceeded Stabilis Mandates in any one sector. These powerful ships deploy sparingly and raid infrequently, though Fra'al activity has once again increased during the 13th Black Crusade.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	20cm	45°	3	5+	3
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		45cm	14		Left
Starboard Weapons Battery		45cm	14		Right
Dorsal Lance Battery		30cm	3		Left/ Front/Right
Prow Lance Battery		30cm	3		Front

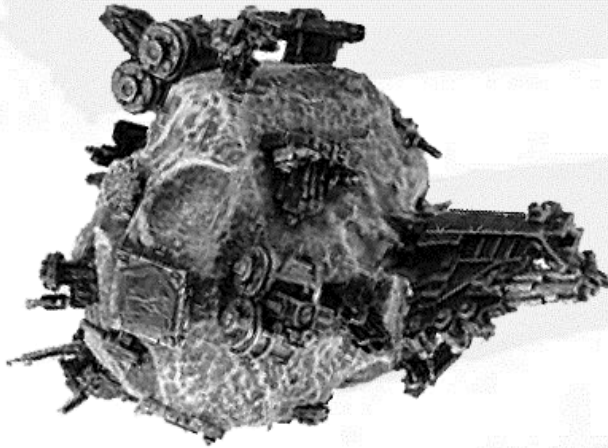
Special Rules: The Fra'al utilize a complex targeting matrix that greatly improve the accuracy of their weapon batteries at long range; they treat all targets less than 30cm as closing and do not suffer a column shift for firing at targets greater than 30cm. Fra'al battleships cannot use Come To New Heading special orders.

Using Fra'al Battleships

The Fra'al are exceedingly xenophobic and will not lightly countenance risking their few capital ships in an alliance with any race. While they may well each be accompanied by a squadron of their escorts in larger raids, they can just as well operate singly or in pairs. Using only the profile above, they may be used as a substitution for an enemy in any scenario where the chosen or randomly selected threat is a ship worth up to 250 points. Additionally, up to two ships in a pirate fleet may be Fra'al battleships, rolling for leadership normally. However, they count as cruisers against the fleet list, they may not use any fleet re-rolls, and they will attempt to disengage if crippled (+1 Ld bonus when doing so).

There is no limit to the creativity you are free to exercise when building a Fra'al battleship, though it should of course outwardly resemble whatever you are using for Fra'al escorts, should you decide to model those as well.

STRYXIS CARAVAN VESSEL 80 Points



The Stryxis have only been encountered among the sectors in the vicinity of the Koronus Expanse, where their nomadic caravans of dilapidated ships are open to anyone willing to barter something of value. It is unknown from what system the Stryxis hail from, and they are reticent about all but the most basic details of their enigmatic race. Vaguely canine in appearance, they have an eccentric and obscure culture, but by nature they are voracious traders that will not hesitate to make contact with other races. While they are a useful resource for a cunning Rogue Trader, their allies today may be foes tomorrow. They sell their goods and services to the highest bidder, having few scruples and no loyalty. They salvage any hulks they encounter and have developed weapons optimized for capturing rather than merely destroying enemy vessels.

Using Stryxis Caravan Vessels

The Stryxis are aggressive merchants that are quick to salvage or trade for whatever technology they encounter, which they gather into their caravan vessels, essentially hollowed-out asteroids they travel abroad in caravans that function both as capital ships and impromptu trading posts. Using only this profile, two or three may be used as a substitution for an enemy in any scenario where the chosen or randomly selected threat is a capital ship of a given point limit. Additionally, up to four ships in a Rogue Trader or pirate fleet may be Stryxis Caravan Vessels, rolling for leadership normally. They do not count as cruisers against their respective fleet lists, but they may not use any fleet re-rolls.

Caravan Vessels utilize powerful tractor fields to stay together and must always be grouped in a straight line (not necessarily aligned with their direction of movement) no more than 10cm apart. Caravan Vessels so grouped may only separate if at least one of their number is destroyed. A Rogue Trader fleet accompanied or allied with Space Marines may not take Stryxis Caravan Vessels.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/8	10cm	Special	2	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Ghost-Light Macrobattery		45cm	10		All Around
Ghost-Light Lance		30cm	3		All Around

Special Rules: The Stryxis rely on weapon technology called “Ghost-Light” that when striking unshielded vessels inflict horrific crew casualties while only minimally affecting a ship’s hull. In damage terms they function as standard weapon batteries and lances in all respects but will not roll for or inflict critical damage. Stryxis caravan vessels are unique constructions and follow the special movement rules outlined below. They are bitter enemies of the Eldar and cannot ally with any fleet that contains Eldar vessels.

MOVEMENT: Because they are basically large lumps of rock with engines studded all over them, Caravan Vessels don’t move in the same way as normal ships. In their Movement phase Caravan Vessels travel 10cm forward in a straight line, no more, no less. Caravan Vessels may not turn or use *Burn Retros* or *Come to New Heading* orders. On *All Ahead Full* orders Caravan Vessels move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This is seen more clearly in the diagrams to the right.

Due to their low speed and considerable momentum, Caravan Vessels which are crippled or moving through Blast markers do not reduce their speed. Caravan Vessels in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit. They may undergo *All Ahead Full* special orders for free.

CRITICAL HITS: Caravan Vessels lack the complex systems of true spacecraft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

CATASTROPHIC DAMAGE: When a Caravan Vessel is reduced to 0 Damage it breaks up. Do not roll for Catastrophic Damage, instead the vessel is replaced by four Blast markers.

