

BRP 40K 2nd EDITION

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1) Introduction

The First Edition of these rules concentrated on the Rogue Trader RPG, with a smattering of other rules included.

This Second Edition aims:

- To begin to move away from an Imperium-centric Warhammer 40000 setting
- To clean up and revise the rules
- To add more professions
- To add more Xenos and Abhuman races and careers

2) Acknowledgements

To the regulars of BRP Central for all advice and suggestions. Notably

- Clarence Redd for allowing me to use sections of BRP Starships
- Baron for asking for a clean up

- Dracopticon for starting this revision process
- To the members of RPG.net who inspired the first edition of these rules back in 2012

3) Sources and Abbreviations

- BRP - the Basic Roleplaying rule book
- BGB - the Basic Roleplaying "Big Gold Book", synonymous with BRP, above
- 40KRT - the original Warhammer 40000 Rogue Trader skirmish wargame rules
- FFG40K - the various Warhammer 40000 RPG rules produced by Fantasy Flight Games
- FFGDH - FFG's Dark Heresy RPG
- FFGRT - FFG's Rogue Trader RPG
- FFGDW - FFG's Death Watch RPG
- BRP Starships - by Clarence Redd at BRP Central

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I. CHARACTER GENERATION

1) The Basics

Any of the standard or optional methods of character generation, as described in BRP Chapter 2, can be used to generate a character for roleplaying in the Warhammer 40000 universe.

The GM should be aware, however, that the cultural modifiers (usually based on the character's homeworld) are used in this setting. Further, abhuman (humanoid) and xenos (alien) species are available as player character races. While vast tracts of the galaxy are dominated by the Imperium of Man, these species have their parts to play - whether as allies, enemies or neutral parties - in Warhammer 40000 universe.

2) Homeworld

This section describes some of the advantages and disadvantages gained by the character based on the homeworld on which he or she was raised. If players or GM do not like the random nature of the characteristic adjustments, a simpler method is to take the (approximate) die-roll average and apply to the stat in question. So, instead of rolling +1D6 for a Death Worlder's STR bonus, simply add +3 points (D6 average = 3.5).

a) Death World

A planet on which everything that "walks, flaps or just sits and grows" (Harry Harrison Deathworld 1) is evolved to kill human (and other) settlers and explorers.

Characteristics: +1D6 STR, +1D4 CON, -1D4 APP
Skills: Track at INTx5%, Melee Weapon skill of player's choice (STRx5% or DEXx5% at player's choice)

Edge: Unfazed. Death Worlders are used to terrifying creatures. SAN losses for seeing monstrous xenos or weird natural (but not psychic, warp or supernatural) phenomena are halved.

b) Void-born

The character has been born and raised on a starship. Perhaps several generations of the family are part of the same crew.

Characteristics: -1D4 STR, +1D4 POW
Skills: Language (Ship Dialect) INTx5%
Edge: Low-Gee Survivor. Void-born characters can move through micro-gravity environments without penalty.

c) Forge World

A planet controlled by the Adeptus Mechanicus where the Omnissiah rules all.

Characteristics: +1D4 INT
Skills: Common Lore (Tech) INTx5%, Common Lore (Machine Cult) INTx5%

Edge: Secret Kit. The character has found, repaired, stolen or scratch built a single piece of equipment chosen from the following list: one pistol weapon with basic ammunition or power; 1D3 frag grenades; a Mesh armour vest; a Night cloak; an Auspex unit; a Photo-visor.

d) Hive World

A planet-spanning city world, with immense spired cities separated by polluted wastelands.

Characteristics: +1D4 DEX
Skills: Language (Hive Dialect) INTx5%
Edge: Contortionist. Used to squirming into tight places, a Hiver gains +10% bonus to Hide Skill.

e) Imperial World

Most planets are Imperial Worlds, where life continues, surveyed by the God-Emperor and his servants.

Characteristics: +1D4 POW
Skills: Literacy INTx5%, Language (High Gothic) INTx3%

Edge: Education. Imperial citizens may be comparatively well taught, so gain a +10% bonus to a starting Common Lore skill of the player's choice.

f) Noble Born

The character has been born to a life of privilege and wealth.

Characteristics: +1D4 APP, -1D4 INT
Skills: Literacy INTx5%, Language (High Gothic) INTx5%

Edge: Well-connected. A Noble character starts with one contact from an allied (or at least neutral) Noble house. The contact should be statted and run as an NPC by the GM.

g) Research Stations

Small, self-sustained communities on newly-discovered planets.

Characteristics: +1D4 INT or +1D4 CON (player's choice)

Skills: One Technical Skill at INTx5% or one Science skill at INTx5%

Edge: Jury Rig. Keeping machinery running is vital

in an isolated Research Station, so ad-hoc repairs are commonplace. The character can reroll failed Repair or Technical Skills tests.

h) Feral Worlds

Planets which have degenerated to Stone Age levels of society and technology.

Characteristics: +1D4 STR, +1D4 CON, -1D4 INT

Skills: Track INTx5% and Stealth DEXx5%

Edge: Hardy. Feral Worlders may reroll any failed Effort or Stamina rolls.

i) Mediaeval Worlds

Planets which have degenerated to Mediaeval levels of society and technology.

Characteristics: +1D4 STR, +1D4 CON

Skills: Melee Weapon skill at STRx5%, Ride at DEXx5%

Edge: Battle Hardened. If engaged in mass combat (such as ship-to-ship boarding actions) the character may reroll failed Luck tests to avoid damage and, if wounded, takes only half damage (BGB p.226).

j) Paradise Planets

Beautiful, unspoiled holiday worlds for the rich and shameless.

Characteristics: +1D4 APP, -1D4 STR

Skills: Perform (player's choice) at APPx5%

Edge: Secret Stash. The character has bought, stolen, bribed or found one valuable item, chosen from the following list: 1D3 bottles of high-quality amasec; 1D3 doses of obscura (a drug); a venom ring; two sets of fine quality clothing.

k) Agri Worlds

Planets given over to massive agricultural production, where most food is shipped off-planet.

Characteristics: +1D4 CON

Skills: Science (Beasts) at INTx5% or Science (Flora) at INTx5%

Edge: Tireless. Due to long days of farm labour, the character gains +1D4 Fatigue Points before play begins.

l) Wasteland

Whether an Ork homeworld or a recently conquered Imperial, Tau, Eldar (or other alien species) world, most Ork-held worlds degenerate into this state. Ruined cities, vast tracts of desert, badlands and ramshackle Ork towns mar the landscape.

Characteristics: +1D4 CON or +1D4 DEX (player's choice)

Skills: Hide at DEXx5% or a Combat Skill at

DEXx5%

Edge: Knowledge (Forbidden Lore [Orks]) at INTx3%

m) Eldar Exodite World

A curious mix of agricultural land, unspoiled paradise zones and naturally-occurring wilderness areas, Eldar Exodite worlds hark back to an ancient time where life was simple.

Characteristics: +1D4 CON or +1D4 INT

Skills: Science (Flora) at INTx5%, Science (Beasts) at INTx5% or Science (Astromancy) at INTx5%

Edge: At one with Nature. The character may reroll a failed Hide, Stealth or Science skill if in a natural, rural environment.

3) Background Points

a) Pros and Cons

This step is optional. However, if the player chooses a "Pro" it must be balanced out with a "Con" and vice-versa. Many of these are background plot hooks which may come back to haunt the character at a later stage.

There are 20 of each here, so a D20 roll may also be used to generate these options.

b) Pros

1. **Stat Increase:** +1 to a stat of the player's choice
2. **New Learning:** Gain a new Mental skill at INTx2%
3. **New Skill:** Gain a new Manipulation skill at DEXx2% or a new Physical skill at STRx2%
4. **Talkative:** Gain a new Communication skill at APPx2%
5. **Sharp Senses:** Add +10% to an existing Perception skill
6. **Fighter:** Gain a new Combat Skill at DEXx2% or STRx2% (player's choice)
7. **Friends in High Places:** The character has friend or contact within an Imperial organisation. The player may choose from the Administratum, Ecclesiarchy, Adeptus Arbites, the Inquisition, Adeptus Mechanicus, Imperial Guard, Rogue Traders or similar group. The ally should be statted and run as an NPC by the GM.
8. **Friends in Low Places:** The character has a friend or contact within the shadowy Underworld. The player may choose from a Criminal Gang, Renegade Rogue Trader, Pirates, Heretics, Mutants or similar groups. The contact should be statted and run as an

- NPC by the GM.
9. **Toughness:** Calculate Hit Points normally (average CON+SIZ, round up), then add an extra 1D4 Hit Points.
 10. **Resistance:** When resisting the POT of toxins or diseases, the character gains a bonus of +1D4 CON for that resistance roll. This does not affect the character's normal Hit Points.
 11. **Ambidextrous:** Character may use two weapons without having skills in excess of 100%. This grants a second attack with the off-hand weapon. See pp.233-234 BGB.
 12. **Blind Fighting:** In semi-darkness, the character ignores the Difficult modifier for attacks. In complete darkness, the Idea or Luck roll to determine the POWx1% maximum skill is Normal, not Difficult. BGB p.220.
 13. **Master Orator:** Add APPx1% to Perform (Orate) skill or gain Perform (Orate) at APPx3%
 14. **Meditation:** The character can meditate to double the rate of Fatigue Point recovery. Make a POWx5% roll and, if successful, Fatigue Points return at 2 per minute.
 15. **Beautiful/Handsome:** The character gains 1D6 APP.
 16. **Well Equipped:** The character's starting equipment is of Good quality or higher and he or she starts with one item of Superior quality. This should be determined in conjunction with the GM. See BGB pp.241-242.
 17. **Good Fortune:** The character may choose to automatically succeed in 1D3 Luck rolls per game session. Roll the 1D3 at the start of the session and keep track of the number of automatic successes used.
 18. **Quick:** Make an Agility roll at the start of each combat. If successful, the character gains +1D6 for the duration of that combat when determining DEX ranks.
 19. **Inquisitive:** The character gains one Knowledge (Forbidden Lore) speciality at INTx2%.
 20. **Defender:** The character starts with Shield or Parry skill (player's choice) at DEXx2%.

c) Cons

1. **Stat Decrease:** -1 to a stat of the player's choice
2. **Uneducated:** -10% to one Mental skill
3. **Enemy:** The character has earned the enmity of a powerful NPC, whether a member of an Imperial organisation or those that lurk in the shadows. See the

Friends options above for ideas. The enemy should be statted and run as an NPC by the GM.

4. **Wanted:** Character is suspected of a crime (whether this is true or not) and is being hunted by the Ecclesiarchy, Adeptus Arbites, the Inquisition (player's choice).
5. **Marked:** Character is tattooed, branded, scarred (player's choice) indicating past crimes. Such marks cannot be hidden or surgically removed.
6. **Bounty:** The character has offended a member of the Criminal Underworld and has a price on his head. The GM should stat up a Bounty Hunter NPC to pursue the character.
7. **Duty Bound:** The character has a code of honour that must be adhered to. Details should be worked out with the GM. Failure to adhere to the code will result in loss of status, equipment or even skills, until the character has regained his honour.
8. **Dark Visions:** The character is haunted by disturbing dreams and visions and loses 1D6 SAN points before play begins.
9. **Tainted:** The character has one random mutation from the table in the BGB and loses 1D6 SAN before play begins.
10. **Madness:** The character loses 2D6 SAN points before play begins and is subject to one longer temporary insanity from the table on p.322 of the BGB. Further, if the character fails a SAN roll, there is a 5% chance of this insanity recurring.
11. **Dark Secret:** The character has a secret lurking in his past. This causes a -10% penalty on all social skills (e.g. Persuade, Fast Talk, Perform (Orate), Insight) amongst those who know or suspect the secret.
12. **Cowardly:** Make a Luck roll at the start of combat or other dangerous situation. If failed, the character cannot engage in the situation; if fumbled, the character flees the scene. A successful Luck roll brings the character back to his senses.
13. **Low Pain Threshold:** If the character takes one quarter of total Hit Points in a single hit, he must succeed at a Stamina roll (CONx5%) or the character's inability to stand pain causes all skills to be halved until the wound is treated. If the roll is fumbled, the character falls unconscious for 1D6 minutes.
14. **Bad Reputation:** The character is known as a cad, a liar, a cheat and generally untrustworthy. Reduce the character's Persuade, Perform (Orate), Fast Talk and

- Insight skills by -10%.
15. **Rash:** The character is compulsively foolhardy and will rush into danger or make promises they may later regret. This can be avoided if the character makes an Idea roll.
 16. **Addiction:** The character is addicted to some drug, whether legal or illegal. Make a Stamina roll each 24 hour period the character is without a "fix". If this roll fails, all skills rolls become Difficult until a dose is taken.
 17. **Ugly:** The character takes a 1D6 penalty to APP.
 18. **Curious:** The character has an insatiable

need to investigate and discover. In some situations, a Idea or Luck roll can be used to resist the temptation to take an unnecessary risk (such as opening an airlock).

19. **Phobia:** The character has an irrational fear of some object, species or environment. A Luck or Idea roll is needed to overcome the fear for 1D6 hours. See the Sanity rules, BGB p.322.
20. **Bad Luck:** The character's Luck rolls are POWx3, rather than POWx5.

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II. CAREERS

1) Introduction

First Edition careers focussed on the Rogue Trader RPG which led to extremely powerful characters. This rule set attempts to introduce lower-level characters from the teeming trillions of Humanity in the Imperium.

BRP describes the Power Level of a campaign as Normal, Heroic, Epic and Superhuman (BGB p.24). Careers can be ranked in much the same way, mostly from Normal to Epic with Superhuman characters treated as a further step in career progression.

Design Note: There is no reason why a lowly Administratum Scribe should be excluded from a scenario involving a Space Marine Chapter Master. Only the Scribe could find the one scroll in a towering stack of paperwork that helps unlock the mystery for the Chapter Master. The Warhammer 40000 galaxy is vast and not every Imperial citizen has even a minuscule grasp of the complexity of the Imperium, let alone the Xenos, environmental and Ruinous Powers at play. A broad-minded GM and equally broad-minded group of players can work wonders in the 40K Universe.

2) Professions by Power Level

Each career includes a list of skills which provide a suitable, if loose, description of the character's capabilities at the time the adventure begins. While some careers are noticeably "more powerful" than others, characters will grow and change over time: a Slave may rise to the rank of Rogue Trader over the course of a campaign.

It is recommended the player choose between 8 and 12 skills from the list presented (an average being 10 skill choices). If the skills are listed in parentheses, "()", or square brackets, "[]", they represent a range of skills the character may have appropriate to his or her background. Players are free to choose none, any or all of the listed options. These are the character's Professional Skills and are allowed a 1D8 increase for a successful experience roll. All other skills are awarded the normal 1D6 increase.

All characters start with Language (Own) at INTx5%. This does not count towards the 8 to 12 professional skills limit.

a) Normal Characters

Professional Skill Points: 250 Personal Skill Points: INT x 10

Rather than create new professions, the following professions from pp.33-45 of the BGB can be used as written in a Normal power level campaign. Perhaps a low-level investigation of mysterious happenings (like CoC) attracts the attention of the Inquisition and would make these characters usable.

Artist, Athlete, Beggar, Craftsman, Criminal, Entertainer, Farmer, Gambler, Hunter, Journalist, Labourer, Merchant, Noble, Pilot, Sailor, Scholar, Servant, Slave, Soldier, Spy, Student, Teacher, Thief, Tribesman, Warrior, Writer

Players are encouraged to rename these professions to something more "40K-esque", as in the examples below.

- **Clerk to Scribe:** Scribes copy reams of text and file it away to be forgotten.
- **Assassin to Hitman or Thug:** Assassin is a title reserved for Officio Assassinatorum killers. Normal level assassins are simple thugs.
- **Computer Tech to Cogitator Technician:** Cogitator is the Imperium's term for computers in M41
- **Cowboy to Range Rider:** There is no guarantee the character will round up cattle or even ride a horse (a motorcycle is possible). The player should be encouraged to choose the mount and herd.
- **Lawman to Arbites Patrolman:** The basic beat-cop on Imperial worlds.
- **Detective to Arbites Senior:** The CID / Detective Squad investigators on Imperial worlds
- **Scientist, Technician, Mechanic to Mechanicus Tertius:** A low-ranked Adeptus Mechanicus serf, with appropriate specialisation.
- **Politician to Administratum Official:** Knowledge of bureaucracy and favour-mongering is important within the Administratum, making them experienced politicians.

The following professions from the BGB should be used with care in a Normal power level campaign:

- **Occultist:** may have knowledge or even

powers considered heretical by the Imperium

- **Priest:** unless associated with the Ecclesiarchy, a Priest may be tried for heresy
- **Shaman, Wizard:** While tribal shamans and mediaeval wizards may exist in primitive Imperial societies, any unsanctioned use of BRP Powers (i.e. anything the Imperium deems as witchcraft, mutant or heretical) could rouse the ire of the Inquisition.

Starting Equipment: All Normal level characters start with the basic equipment detailed on BGB p.22 (clothing, cash, personal keepsake, trade tools, any weapon for which the character has 50% or higher skill).

b) Heroic Characters

Professional Skill Points: 325 Personal Skill Points: INT x 15

Adept

Literacy (Low Gothic), Art (Calligraphy), Knowledge (Imperium, Legend), Melee Weapon (Knife, Sword, Baton) or Firearms (Solid Projectile), Craft (Any), Persuade, Knowledge (Any), Appraise, Insight, Research, First Aid

Starting Equipment: Hand weapon or Stub Automatic pistol and 12 rounds of ammunition, Administratum robes (usually black), auto-quill or writing kit, chrono or hour-glass, data-slate or illuminated tome, backpack

Arbitrator

Spot, Melee Weapon (Club, Baton), Energy Weapon (Las), Knowledge (Adeptus Arbites, Judgement) Literacy (Low Gothic), Firearms (Bolt Weapons), Drive (Any), Insight, Listen, Persuade, Fast Talk, First Aid

Starting Equipment: Club or Baton and 12 shells, Flak Vest or Mesh Vest, Uniform, 3 doses of stimm, Arbitrator ID, chrono, lho-sticks or amasec flask

Neophyte Assassin (renamed from FFGDH Assassin career)

Dodge, Melee Weapon (Any), Energy Weapon (Las), Fine Manipulation, Stealth, Combat Skill (Any), Hide, Ciphers (Underworld), Jump, Drive (Any), Sense, Listen, Insight, First Aid, Fast Talk

Starting Equipment: Long-las or Laspistol, Hand Weapon, 3 doses of stimm, charm (corpse hair), black bodyglove, backpack

Cleric

Knowledge (Imperial Creed, Ecclesiarchy), Literacy (Low Gothic), Perform (Imperial Rituals, Orate), Craft (Any), Melee Weapon (Baton, Club, Sword), Art (Any), Firearms (Solid Projectile), Throw, First Aid, Insight, Research, Language (Ecclesiarchy)
Starting Equipment: Melee Weapon as chosen, flak vest, aquila necklace, Ecclesiarchy robes, 4 candles, charm (skull), backpack

Guardsmen

Melee Weapon (Sword, Knife, Bayonet, Club), Energy Weapon (Las) or Firearms (Solid Projectile), Drive (Wheeled, Walker), Navigate (Surface), Brawl, Grapple, Hide, Spot, Listen, Language (Regimental Battle-language), Repair (Wheeled, Walker), Energy Weapon (Plasma), Flame Weapon (Flamer), Heavy Weapon (Heavy Bolter, Autocannon, Lascannon)

Starting Equipment: Hand Weapon, Lasgun with power pack or Autogun with 1 magazine of ammunition, Hand Weapon, Guard flak armour, uniform or civilian clothing, 1 week corpse starch rations, mercenary licence or Imperial Infantryman's Uplifting Primer

Imperial Guard Trooper

Melee Weapon (Knife or Sword), Energy Weapon (Las), Knowledge (War or Imperial Guard), Hide, Language (Regimental Battle-language), Track, Gaming, First Aid, Navigate (Surface), Strategy, Repair (Las Weapons, Walker, Wheeled), Fast Talk, Demolition, Drive (Wheeled, Walker), Energy Weapon (Melta or Plasma), Flame Weapon (Flamer)
Starting Equipment: Guard Flak Armour, Lasgun or Laspistol, Knife or Sword, 1D6 Frag Grenades, Gas Mask, Backpack, Recaf, 1D6 Ration packs, Glow-globe

Imperial Guard Stormtrooper

Melee Weapon (Sword, Knife, Bayonet, Club), Energy Weapon (Las), Drive (Wheeled, Walker), Navigate (Surface), Brawl, Grapple, Hide, Spot, Listen, Language (Regimental Battle-language), Repair (Wheeled, Walker), Energy Weapon (Plasma), Flame Weapon (Flamer), Heavy Weapon (Heavy Bolter, Autocannon, Lascannon)
Starting Equipment: Hand Weapon, Lasgun or Hotshot Lasgun with power pack, Hand Weapon, Guard Carapace armour, uniform or civilian clothing, 1 week corpse starch rations, Imperial Infantryman's Uplifting Primer

Imperial Psyker

Knowledge (Forbidden Lore [Psykers]), Sense, Language (High Gothic), Insight, Persuade, Knowledge (Occult, Legend, Numerology), Knowledge (Any), Energy Weapon (Las), Melee Weapon (Knife), Dodge, First Aid, Literacy
Starting Equipment: Quilted vest, robe, book of Imperial Saints, Psy-focus, sanctioning brand or tattoo, Hand Weapon (if skilled)
Special: 2 Psychic Powers at POWx1%

Scum

Fast Talk, Dodge, Spot, Melee Weapon (Knife, Sword or Club), Brawl, Knowledge (Imperium), Firearms (Solid Projectile), Listen, Hide, Stealth, Fine Manipulation, Gaming
Starting Equipment: Melee Weapon as skill, Solid Projectile weapon if skilled, quilted vest or street clothes

Tech-Priest

Repair (Any), Technical Skill (Any), Science (Any), Knowledge (Adeptus Mechanicus), Melee Weapon (Staff, Power Axe), Energy Weapon (Las), Knowledge (Forbidden Lore [Adeptus Mechanicus]), Language (Explorator Binary, Techna-lingua), Literacy (one spoken Language), Teach, Etiquette (Adeptus Mechanicus)
Starting Equipment: Melee Weapon if skilled, Las Pistol and power pack if skilled, flak vest, glow lamp, data-slate, Mechanicus robes (usually red), 1D10 spare parts, 1 vial of Sacred Machine Oil
Special: Mechanicus Implants - Electro Graft, Electoo Inductors, Respirator Unit, Cyber Mantle, Potentia Coil, Cranial Circuitry

Sanctioned Psyker

Knowledge (Forbidden Lore [Psykers]), Sense, Energy Weapon (Las) or Melee Weapon (Knife or Sword), Literacy (one spoken Language), Insight, Language (High Gothic), Fast Talk, Persuade, Knowledge (Philosophy, Occult, Numerology, Imperium, Imperial Creed), Knowledge (Region [Imperial Subsector]), Art (Remembrancer, Soothsayer or Linguist)
Starting Equipment: Flak Armour and Helmet, 1D3 doses of Tranq, 1D6+3 Charms, Psy-focus, Laspistol or Knife
Special: Psychic Powers: 2 Psychic Powers at POWx1%

Adeptus Astartes Space Marine Scout

Characteristics: STR 3D6 CON 3D6+2 SIZ 2D6+6 INT 2D6+6 POW 3D6 DEX 3D6 APP 3D6

Firearms (Bolt Weapons), Melee Weapon (Combat Knife), Energy Weapon (Melta) or Flame Weapon (Flamer), Language (Chapter Battle-language), Firearms (Solid Projectile), Strategy, Knowledge (Forbidden Lore [Chapter Creed, Chapter History]), Drive (Hover), Heavy Weapon (Missile Launcher, Heavy Bolter), Melee Weapon (Chainsword)
Starting Equipment: Scout Power Armour (with Comm-bead, respirator), Boltgun or Shotgun, Bolt Pistol, Frag Grenades, Combat Knife

Adepta Sororitas

Characteristics: STR 3D6 CON 3D6 SIZ 2D6+6 INT 2D6+6 POW 2D6+6 DEX 3D6 APP 3D6

Firearms (Bolt Weapons), Melee Weapon (Combat Knife), Flame Weapon (Flamer), Knowledge (Forbidden Lore [Adepta Sororitas]), Language (Sororitas Battle-language), Strategy, Knowledge (Imperial Creed), Medicine, First Aid, Fly (Jump Pack), Drive (Tracked), Language (High Gothic), Heavy Weapon (Heavy Bolter, Heavy Flamer, Missile Launcher, Heavy Plasma Gun), Melee Weapon (Chainsword, Power Sword)
Starting Equipment: Power Armour (with Comm-bead, respirator), Boltgun, Bolt Pistol, Frag Grenades, Holy Symbol

Bounty Hunter

Melee Weapon (Sword, Chainsword, Axe), Energy Weapon (Las), Track, Stealth, Hide, Ciphers (Underworld, Mercenary Cant), Research, Appraise, Bargain, Combat Skill (Any), Knowledge (Imperium, Imperial Subsector, War), Knowledge (Forbidden Lore [Pirates, Xenos, Mutants, Archaeotech])
Starting Equipment: Flak Armour, Grapnel, 1D3 pairs Manacles, Microbead, Sword, Lasgun or brace of Laspistols, 1D3 doses of Slaughter and Injector

Imperial Navy Armsman

Melee Weapon (Knife, Sword, Club), Energy Weapon (Las), Firearms (Solid Projectile), Knowledge (Imperial Navy), Language (Underdecks), Gaming, Artillery (Any Imperial), Knowledge (Forbidden Lore [Warp, Xenos, Navigators, Pirates]), Craft (Any), Repair (Any)
Starting Equipment: Flak Coat, Lasgun or Laspistol, Knife or Sword, Chrono, Respirator, Vox-caster

Imperial Navy Bridge Officer

Melee Weapon (Sword), Energy Weapon (Las), Knowledge (Imperium, Imperial Navy, Bureaucracy, Heraldry, Legend), Science (Astromancy), Pilot (Spacecraft), Knowledge (Forbidden Lore [Warp, Xenos, Navigators, Pirates]), Navigate (Stellar), Knowledge (Region [Segmentum, Imperial Sector]), Technical Skill (Augur Arrays, Cogitator Use, Communications)

Starting Equipment: Uniform-styled flak coat, Laspistol, Sword, Chrono, Respirator, Vox-Caster

c) Epic Characters

Professional Skill Points: 400 Personal Skill Points: INT x 20

Rogue Trader

Bargain, Command, Persuade, Appraise, Literacy, Knowledge (Imperium), Status, Knowledge (Any), Science (Astromancy), Energy Weapon (Any), Melee Weapon (Any), Firearms (Any), Etiquette (Rogue Traders, Navy, Navigators, Administratum or Underworld), Language (High Gothic, Trader's Cant, Rogue Trader, Eldar, Ork, Kroot), Pilot (Flyer, Spacecraft)

Starting Equipment: Laspistol or Plasma Pistol, Boltgun or Bolt Pistol, Mono-sword or Power Sword, Micro-bead, void suit, set of fine clothing, xenos-pelt cloak, Light carapace or stormtrooper carapace armour.

Arch-militant

Energy Weapon (Las), Melee Weapon (Any), Knowledge (War), Language (Battle-language), Strategy, Command, Dodge, Demolition, Fine Manipulation, Persuade, Firearms (Bolt Weapons, Solid Projectile), Melee Weapon (Any), Heavy Weapon (Any)

Starting Equipment: Lasgun or Long-las, two Bolt Pistols, Mono-sword, micro-bead, void suit, Light Carapace armour, medikit, manacles, dataslate, arms coffer, 3 doses stimm

Astropath Transcendent

Knowledge (Group [Adeptus Astra Telepathica]), Knowledge (Forbidden Lore [Astropaths, Psykers, The Warp]), Literacy (one spoken Language), Knowledge (Cryptology, Legend, Archaic, Psychotherapy), Language (High Gothic), Energy Weapon (Las), Persuade, Insight, Research

Starting Equipment: Laspistol, Mono-sword or shock-staff, Flak armour, Charm, void suit, micro-bead, psy-focus

Psychic Powers: Astrotelepathy, Psychic Sense, Psychic Awareness, 2 Psychic Powers at POWx1%

Explorator

Language (Explorator Binary), Repair (Any), Technical Skill (Any), Science (Any), Research, Heavy Machine (Any), Language (Techna-lingua), Energy Weapon (Las), Melee Weapon (Power Axe), Firearms (Any), Knowledge (Forbidden Lore [Archaeotech, Adeptus Mechanicus, Xenos])

Starting Equipment: Logis Implant, Mechanicus Implants, Boltgun, Lasgun or Hellgun (player's choice), Power Axe, Light Carapace armour, multikey, sacred unguents, micro-bead, combi-tool, dataslate, Servo-skull familiar

Missionary

Knowledge (Imperium), Knowledge (Imperial Creed), Knowledge (Forbidden Lore [Heresy]), First Aid, Insight, Persuade, Literacy, Language (High Gothic), Energy Weapon (Las), Melee Weapon (Chainsword), Flame Weapons (Flamer), Knowledge (Imperial Creed, Judgement, Philosophy), Perform (Orate, Imperial Rituals)

Starting Equipment: Chainsword, Flamer or Lasgun, Flak Armour, Ecclesiarchal Robes, Aquila Pendant, sepulchre, censer and incense, micro-bead

Navigator

Knowledge (Navis Nobilite), Knowledge (Forbidden Lore [Warp, Navigators]), Navigate (Stellar, Warp), Language (High Gothic), Energy Weapon (Las), Melee Weapon (Any), Literacy (one spoken Language), Knowledge (Any)

Starting Equipment: Laspistol, staff, mesh-armour, Emperor's Tarot Deck, silk headscarf, Nobilite robes, charm, micro-bead

Psychic Powers: Warp Transit, Psychic Sense, Psychic Awareness, 2 Psychic Powers at POWx1%

Mutations: One mutation from BRP p.105; these are usually adverse.

Seneschal

Bargain, Appraise, Knowledge (Forbidden Lore [Archaeotech, Underworld]), Research, Literacy (one spoken Language), Persuade, Gaming, Stealth, Insight, Fast Talk, Language (Trader's Cant), Energy Weapon (Any), Art (Any), Craft (Any), Firearms (Bolt Weapons, Solid Projectile)

Starting Equipment: Hellpistol or Inferno pistol, Boltgun, Mesh armour, autoquill, dataslate, micro-bead, multikey, two sets of robes, Syn-skin, chrono, cameleoline cloak

Void-master

Knowledge (Imperial Navy), Navigate (Stellar), Science (Astromancy), Melee Weapon (Any), Pilot (Space Craft, Flyers), Artillery (Any), Knowledge (Forbidden Lore [Xenos]), Energy Weapon (Any), Firearms (Any), Melee Weapon (Any), Knowledge (War), Gaming, Fast Talk, Language (Underdeck), Heavy Machine (Any)

Starting Equipment: Mono-sword or Power Sword, Bolt Pistol, Flak Armour, Micro-bead, void suit, blessed ship token, re-breather, Imperial Navy uniform or beggar's cloak, 2 bottles of amasec, pict-recorder, vox-caster

Adeptus Astartes Space Marine

Characteristics: STR 3D6+6 CON 3D6+6 SIZ 2D6+12 INT 2D6+6 POW 3D6 DEX 3D6 APP 3D6

Firearms (Bolt Weapons), Melee Weapon (Combat Knife), Energy Weapon (Melta, Plasma), Flame Weapon (Flamer), Language (Chapter Battle-language), Strategy, First Aid, Fly (Jump Pack), Language (High Gothic), Drive (Hover, Tracked, Bike), Heavy Weapon (Any Imperial), Melee Weapon (Any Imperial), Knowledge (Forbidden Lore [Chapter Creed, Chapter History])

Starting Equipment: Power Armour (with Comm-bead, respirator, autosenses), Boltgun, Bolt Pistol, Frag Grenades, Combat Knife

Inquisitor

Knowledge (Forbidden Lore [Inquisition, Ordo-specific]), Firearms (Bolt Weapons), Melee Weapon (Power Sword), Command, Insight, Literacy (one spoken Language), Energy Weapon (Las, Plasma or Melta), Melee Weapon (Any), Language (High

Gothic), Persuade, First Aid, Pilot (Flyers, Spacecraft), Knowledge (Any)

Starting Equipment: Light Carapace Armour, Boltgun, Bolt Pistol, Power Sword, 1D3 Grenades of player's choice, High Quality clothing and uniform (unless working under cover), Photo-contacts, Respirator, Auspex unit, Microbead

Officio Assassinorum

Characteristics: STR 3D6 CON 3D6 SIZ 2D6+6 INT 2D6+6 POW 3D6+6 DEX 3D6 APP 3D6

Stealth, Hide, Listen, Spot, Dodge, Energy Weapon (Las, Needler), Firearms (Bolt Weapons), Knowledge (Forbidden Lore [Officio Assassinorum]), Climb, Language (High Gothic), Ciphers (Underworld), Melee Weapon (Any), Technical Skill (Chem-Use, Traps or Electronic Security), Knowledge (Administratum, Ecclesiarchy, Imperial Creed, Imperium or War)

Starting Equipment: All starting weapons, Synskin, Respirator, Armoured Bodyglove, Cameleoline Cloak, Drop Harness, Comm-bead

d) Superhuman Characters

Professional Skill Points: 500 Personal Skill Points: INT x 25

At the Superhuman Level, characters become extremely powerful. These are the realms of Space Marine Chapter Masters, Imperial Guard Lords Militant, Lord Inquisitors, Adepta Sororitas Living Saints, Eldar Farseers, Ork Warlords. They might not be suitable as starting PC professions but they can be seen as mentors or sponsors or the long term goals of an ambitious player.

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III. ABHUMANS AND XENOS CHARACTERS

1) Abhumans

a) Introduction

Use Abhumans with care in a 40K campaign. Edges listed below replace the edges from the character's homeworld. Starting careers and skill packages are suggested but should be discussed and modified in conjunction with the GM.

b) Ogryns (*Homo sapiens gigantus*)

Ogryns are big, brutish but immensely strong Abhumans, often recruited and indoctrinated by the Imperial Guard.

Characteristics: STR 4D6 CON 4D6+12 SIZ 2D6+12 INT 2D6 POW 2D6 DEX 3D6 APP 2D6

Edge: Brawny. Ogryns can reroll failed Effort and Stamina tests due to the hostile worlds on which they were raised.

Normal careers: For Ogryns found on their home planets, use Labourer, Hunter, Tribesman.

Heroic careers: Guardsman, Scum with appropriate modifications and Trooper, Bullgryn and Bodyguard described below.

Ogryn Trooper or Bullgryn

Melee Weapon (Club), Firearms (Ripper Gun), Brawl, Grapple, Language (Regimental Battle-language), Heavy Weapon (Grenadier Gauntlet), Melee Weapon (Power Maul), Dodge, Spot, Gaming, Throw, Shield (Slabshield, Bruteshield)

Ogryn Bodyguard

Melee Weapon (Club, Power Maul), Firearms (Ripper Gun), Brawl, Grapple, Spot, Dodge, Gaming, Throw, Shield (Slabshield, Bruteshield)

Special: Look Out, Sir! If the Ogryn Bodyguard makes a successful Dodge roll, he will take a hit for the person he is guarding.

c) Ratlings (*Homo sapiens minimus*)

Small and relentlessly cheerful Abhumans, Ratlings find their stealth skills in demand in the Imperial Guard and their personal skills in use on spaceships.

Characteristics: STR 2D6 CON 2D6 SIZ 1D6 INT 2D6+6 POW 3D6 DEX 5D6+6 APP 3D6 MOV 6

Edge: Ratlings count as small targets, as per the Spot Rules for Big and Little Targets (BGB p.215)

Possible Normal careers: For Ratlings found on their home planets or seconded into space ship crews, use Craftsman, Entertainer, Merchant, Servant, Thief.

Possible Heroic careers: The Ratling Sniper detailed below

Ratling Sniper

Missile Weapon (Sniper Rifle), Hide, Stealth, Melee Weapon (Knife), Navigate (Surface), Throw, Fine Manipulation, Dodge, Brawl, Grapple, Fast Talk, Language (Regimental Battle-language), Craft (Any)

Possible Epic careers: Ratlings' craft skills and ability to procure almost anything make them valuable Seneschals in a Rogue Trader entourage.

d) Beastmen (*Homo sapiens variatus*)

Beastmen are often regarded as savage, ill-disciplined and insanitary and do not make good crew members. Guardsman is the recommended starting career package. Further, many exhibit mutations and even those who do not are regarded as "unclean" by members of the Ecclesiarchy and most Imperial Citizens. This will make roleplaying a Beastman PC in Human company very challenging and all Communication skills and Insight tests should be Difficult when communicating with normal Humans.

Characteristics: STR 3D6 CON 4D6 SIZ 2D6+6 INT 2D6 POW 3D6 DEX 3D6 APP 2D6 MOV 10

Edge: Call of the Wild. Beastmen are more at home in wilderness settings and so may reroll failed Track or Stealth skills in wilderness environments.

Normal careers: For Beastmen found on their home worlds, use Tribesman, Warrior, Slave, Hunter.

Heroic careers: Use Guardsman or Scum with appropriate modifications.

e) Squats (*Homo sapiens rotundus*)

Squats are very rare, having been reduced to a fraction of their numbers by an attacking Tyranid Hive Fleet. It is possible that they do not exist at all. Those that do survive make excellent warriors and technicians, so starting skill packages may be

Imperial Guard, Explorator or even Arch Militant.

Characteristics: STR 4D6 CON 1D6+12 SIZ 1D4+4 INT 2D6+6 POW 3D6 DEX 3D6 APP 3D6

Edge: Natural Technician. Squat characters may reroll any failed Repair or Technical Skill tests.

Normal careers: Craftsman, Cogitator Technician, Squat Brotherhood Warrior (Soldier), Arbites Patrolman, Arbites Senior

Heroic careers: Arbitrator, Imperial Guard, Tech Priest and the following

Squat Engineer

Repair (Any), Technical Skill (Any), Energy Weapon (Las), Melee Weapon (Power Axe), Energy Weapon (Plasma, Melta), Artillery (Thudd Gun, Tarantula, Rapier), Heavy Weapon (Any), Drive (Bike, Trike, Tracked), Knowledge (Forbidden Lore [Squats, Engineers' Guild]), Etiquette (Squats, Imperial Guard, Adeptus Mechanicus), Demolition, Heavy Machine (Any)

Squat Hearthguard

Melee Weapon (Sword, Axe, Power Axe), Energy Weapon (Las), Firearms (Bolt Weapons), Drive (Tracked, Walker), Navigate (Surface), Brawl, Grapple, Hide, Spot, Listen, Language (Squat), Repair (Tracked, Walker), Energy Weapon (Plasma, Melta), Flame Weapon (Flamer), Heavy Weapon (Heavy Bolter, Autocannon, Las Cannon, Heavy Plasma Gun)

Epic careers: Squat history includes a period known as the Age of Trade. As such, surviving Squats would make excellent Rogue Traders, and their military experience opens the Arch-militant career to enterprising Squat warriors.

Living Ancestor

Knowledge (Forbidden Lore [Psykers, Squats, Adeptus Mechanicus, Archaeotech]), Sense, Language (Squats), Insight, Persuade, Knowledge (Legend, Heraldry, Philosophy), Energy Weapon (Las, Plasma), Melee Weapon (Knife), Dodge, First Aid, Medicine, Literacy

Special: Psychic Sense, Psychic Awareness, 4 Psychic Powers at POWx1%

f) Other Abhuman Species

There are documented cases of fifteen Abhuman strains, including seven distinct types of Ogryn, in

addition to those listed above. Others include: Troths (Homo sapiens verdants), Longshanks (Homo sapiens elongatus), Pelagers (Homo sapiens oceanus), Felinids (Homo sapiens hirsutus) and Neandors (Homo sapiens hyannothus) comprise the classified, and officially recognised, abhuman races.

2) Xenos

a) Intro

Use Xenos with great care in a 40K campaign.

b) Eldar

Eldar are an ancient race, now a shadow of their former glory, after their hedonistic ways led to the emergence of the Chaos God, Slaanesh.

Characteristics: STR 2D6+6 CON 3D6 SIZ 3D6+3 INT 3D6+3 POW 2D6+6 DEX 3D6+3 APP 3D6

Edge: Eldar characters may have psychic powers regardless of career. Make a POWx3% roll. If successful, the character is a psyker and starting powers should be determined in conjunction with the GM.

Normal careers: Craftworld Guardian (Soldier), Exodite Hunter, Exodite Farmer, Scholar, Noble, Politician (Eldar Diplomat)

Heroic careers: Adept, Bounty Hunter and the following

Adventurer

Energy Weapon (Las), Missile Weapon (Shuriken Weapons), Knowledge (Imperium), Melee Weapon (Power Sword), Drive (Hover), Track, Stealth, Hide, Sense, Pilot (Flyers, Spacecraft), Fly (Flight Pack), Brawl, Martial Art (Eldar Karate), Knowledge (Forbidden Lore [Eldar]), Knowledge (Archaic, Legend, Occult), First Aid, Persuade, Appraise, Language (Ork, Tau, Kroot, Low Gothic, High Eldar), Literacy (one spoken Language)

Corsair

Energy Weapon (Las, Plasma, Melta), Missile Weapon (Shuriken Weapons), Melee Weapon (Power Sword), Pilot (Spacecraft), Navigate (Warp, Stellar), Pilot (Flyers), Fly (Flight Pack, Jump Pack), Knowledge (Forbidden Lore [Pirates, Eldar, The Warp]), Knowledge (Imperium, Imperial Navy), Drive (Hover, Jet Bike), Language (High Eldar, Ork, Tau), Literacy

Warlock

Knowledge (Forbidden Lore [Eldar, Psykers, The Warp]), Energy Weapon (Las), Melee Weapon (Power Sword), Sense, Fast Talk, Persuade, Insight, Art (Any), Psychotherapy, Research, Knowledge (Any)

Special: Warlock characters start with two psychic powers at POWx1%.

Trader

Bargain, Persuade, Appraise, Literacy, Common Lore (Imperium), Energy Weapon (Las), Hide, Language (Low Gothic, Tau, Kroot, Ork), Scholastic Lore (Any), Insight, Melee Weapon (Any)

Ranger

Missile Weapon (Sniper Rifle), Energy Weapon (Las), Hide, Track, Stealth, Science (Flora, Beasts), Spot, Listen, Sense, Melee Weapon (Sword), Throw, Knowledge (Forbidden Lore [Eldar])

Epic careers

Aspect Warrior

Missile Weapon (Shuriken Weapons), Energy Weapon (Las, Melta), Heavy Weapon (Missile Launcher), Melee Weapon (Sword, Power Sword), Knowledge (Forbidden Lore [Eldar, Khaine]), Fly (Jump Pack), Dodge, Spot, Sense, Listen, Language (Eldar Combat-Tongue), Art (Any), Craft (Any), Artillery (Any Eldar)

Farseer

Knowledge (Forbidden Lore [Eldar, Psykers, The Warp, Slaanesh]), Knowledge (Any), Energy Weapon (Las), Melee Weapon (Force Staff), Sense, Fast Talk, Persuade, Insight, Art (Any), Psychotherapy, Research

Special: Farseer characters start with four psychic powers at POWx1%.

Eldar Half-breeds

There is at least one documented case of an Eldar and Human producing viable offspring. This character, Chief Librarian Astropath Illiyan Nastase, was a high-ranking officer of the Ultramarines Chapter. Any such characters should be developed in conjunction with the GM.

c) Kroot

Strange, bird-like creatures, often found in Tau

armies where they provide much-needed melee skills.

Characteristics: STR 3D6 CON 3D6 SIZ 2D6+6 INT 2D6+6 POW 3D6 DEX 3D6 APP 2D6 MOV 10

Edge: Hunter. The Kroot character adds +10% to Track skill and may reroll failed Track skill tests. Beak Attack DEXx5%, damage 1D6+db

Normal careers: For Kroot not yet assimilated into the Tau Empire, use Craftsman, Hunter or Tribesman careers.

Heroic careers

Kroot Warrior

Melee Weapon (Sword, Knife), Missile Weapon (Kroot Rifle), Navigate (Surface), Brawl, Track, Hide, Stealth, Sense, Language (Tau, Low Gothic), Climb, Parry

Krootox Rider

Melee Weapon (Sword, Knife), Missile Weapon (Kroot Gun), Navigate (Surface), Ride (Krootox), Hide, Stealth, Sense, Language (Tau, Low Gothic), Climb, Parry

d) Tau

Blue-skinned humanoids with sleek technology, expanding their Empire to promote the Greater Good.

Characteristics: STR 3D6 CON 3D6 SIZ 2D6+6 INT 2D6+6 POW 3D6 DEX 2D6 APP 2D6 MOV 10

Edge: High Technology. The Tau can utilise any technology with a successful Idea roll.

Normal careers: Air Caste (Pilot, Journalist, Clerk, Artist, Scholar), Earth Caste (Artist, Craftsman, Labourer), Fire Caste (Warrior, Hunter, Soldier), Water Caste (Politician, Merchant, Entertainer), Ethereal (Politician)

Heroic careers

Fire Warrior

Energy Weapon (Pulse Weapon), Melee Weapon (Knife), Dodge, Hide, Throw, First Aid, Navigate (Surface), Repair (Pulse Weapon, Tau Drone), Spot, Heavy Weapon (Tau Weapon), Drive (Devilfish, Piranha)

Epic careers

Battlesuit Pilot

Drive (Crisis Battlesuit, Stealth Battlesuit), Heavy Weapon (Tau Weapon), Navigate (Surface), Repair (Battlesuit Type), Spot, Heavy Weapon (Tau Weapon)

e) Slann

Strange amphibian life forms who claim to be the oldest race in the galaxy.

Characteristics: STR 3D6 CON 4D6 SIZ 2D6+6 INT 2D6+6 POW 4D6+6 DEX 3D6 APP 2D6 MOV 10

Edge: Slann characters may have psychic powers regardless of career. Make a POWx3% roll. If successful, the character is a psyker and starting powers should be determined in conjunction with the GM.

Normal careers: Tribesman, Brave (Soldier), Merchant, Scholar

Heroic careers

Mage Chief

Sense, Knowledge (Forbidden Lore [Psykers, Slann, The Warp]), Insight, Persuade, Energy Weapon (Las), Knowledge (Occult, Legend, Numerology), Melee Weapon (Knife, Sword, Power Sword, Force Sword), Dodge, First Aid, Literacy

Special: Mage Chief characters start with two psychic powers at POWx1%.

Epic careers

Great Mage

Sense, Knowledge (Forbidden Lore [Psykers, Slann, The Warp]), Insight, Persuade, Energy Weapon (Las), Knowledge (Occult, Legend, Numerology), Melee Weapon (Knife, Sword, Power Sword, Force Sword), Dodge, First Aid, Literacy

Special: Great Mage characters start with four psychic powers at POWx1%.

f) Orks

Large, foul-tempered, green-skinned humanoids, Orks have spread throughout the galaxy, through a mixture of adventurous wanderlust, desire for conquest and sheer bloodymindedness. They can be encountered anywhere. Several sets of characteristics are presented. As Orks survive more

and more battles, the bigger and stronger they become.

Characteristics: STR 3D6 CON 4D6 SIZ 2D6+6 INT 2D6 POW 3D6 DEX 2D6 APP 2D6 MOV 10

Edge: Furious Charge. When charging into melee, the Ork adds +20% to melee attack skills in the combat round it charged.

Normal Careers

Soldier (Boy) with the following adaptations

Melee Weapon (Choppa), Firearms (Solid Projectile Shoota or Slugga), Drive (Wheeled, Tracked), Brawl, Grapple, Heavy Weapon (Big Shoota, Deffgun), Flame Weapon (Burna), Hide, Stealth, Launcher (Rokkit)

Heroic Careers

Characteristics: STR 4D6 CON 4D6+9 SIZ 2D6+12 INT 2D6+6 POW 3D6 DEX 3D6 APP 2D6 MOV 10

Nob

Melee Weapon (Choppa, Big Choppa, Power Claw), Firearms (Solid Projectile Shoota or Slugga), Drive (Wheeled, Tracked), Brawl, Grapple, Heavy Weapon (Big Shoota, Deffgun, Snazzgun), Strategy, Knowledge (Region [Imperium])

Mekboy

Melee Weapon (Choppa, Power Claw), Firearms (Solid Projectile Slugga), Drive (Any), Brawl, Grapple, Flame Weapon (Burna), Repair (Any), Technical Skill (Any), Knowledge (Orky Know-wots), Heavy Machine (Any)

Runtherd

Melee Weapon (Choppa, Grabba-stick, Grot-prod), Firearms (Solid Projectile Slugga), Brawl, Grapple, Knowledge (Runtz)

Painboy

Melee Weapon (Choppa), Firearms (Solid Projectile Slugga), Brawl, Grapple, Medicine, First Aid, Science (Ork Drugz), Technical Skill (Chem-Use, Bioniks)

Weirdboy

Melee Weapon (Copper Staff), Brawl, Grapple, Hide, Knowledge (Orks, Gork and Mork, Psykers,

The Warp)

Special: A Weirdboy is a Psyker with two psionic powers at POWx1%.

Epic Careers

Characteristics: STR 4D6 CON 4D6+12 SIZ 2D6+12 INT 4D6 POW 8D6+6 DEX 5D6+6 APP 2D6 MOV 10

Weirdboy Warphead

Melee Weapon (Copper Staff), Brawl, Grapple, Hide, Knowledge (Orks, Gork and Mork, Psykers, The Warp)

Special: A Weirdboy Warphead is a Psyker with four psionic powers at POWx1%.

Big Mek

Melee Weapon (Choppa, Power Klaw), Firearms (Solid Projectile Slugga), Energy Weapon (Kustom Mega-blasta), Drive (Any), Brawl, Grapple, Flame Weapon (Burna), Repair (Any), Technical Skill (Any), Knowledge (Orky Know-wots), Heavy Machine (Any), Science (Force Fields, Teleporters, Tractor Beams)

Warboss

Melee Weapon (Choppa, Big Choppa, Power Klaw), Firearms (Solid Projectile Shoota or Slugga), Drive (Wheeled, Tracked), Brawl, Grapple, Heavy Weapon (Big Shoota, Deffgun, Snazzgun), Strategy, Knowledge (Region [Imperium]), Knowledge (Forbidden Lore [Space Marines])

g) Gretchin

Smaller cousins of the Orks, Gretchin form an underclass within Ork society, charged with menial tasks and occasional battlefield roles (such as mine clearance).

Characteristics: STR 3D6 CON 3D6 SIZ 2D6+6 INT 2D6 POW 2D6 DEX 2D6 APP 2D6 MOV 10
Normal Careers: Servant, Beggar, Craftsman (Cook, Tailor), Artist, Thief, Slave

Heroic Careers

Soldier (Grot Mob) with the following skills

Melee Weapon (Dagger), Firearms (Solid Projectile Grot-blasta), Brawl, Grapple, Hide, Stealth, Dodge, Knowledge (Group [Orks])

h) Jokaero

Jokaero look like large orang-utans of ancient Terra. They have an innate grasp on technology and can build almost anything from components of other devices. They may be found in Inquisitorial retinues. While they have an INT of 3D6+12, there is still much debate as to whether they are actually intelligent.

Characteristics: STR 2D6 CON 3D6 SIZ 2D6+6 INT 3D6+12 POW 3D6 DEX 3D6 APP 1D6 MOV 10

Edge: Jokaero Talent. May use any equipment, made by any species, on a successful Idea roll.

Normal careers: Tribesman, Craftsman

Heroic careers

Crafter

Repair (Any), Technical Skill (Any), Science (Any), Brawl, Grapple, Hide, Spot, Listen, Sense, Energy Weapon (Any), Firearms (Any), Heavy Weapon (Any)

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IV. SKILLS

See the Skill Table Crossovers Appendix for a list FFG-to-BRP conversions

1) Skill Category Bonuses

If the optional Skill Category Bonuses rules bonuses to the various groups of skills are calculated as per the BGB p.31. A simpler system is used in Magic World. In this system, skills have bonuses as follows:

Skill Category	Bonus
Combat	STR/2 for Melee Weapons, DEX/2 for Ranged Weapons
Communication	APP/2
Manipulation	DEX/2
Mental	INT/2
Perception	CON/2
Physical	STR/2

2) Skills and Groups

Most skills translate from the FFG games to equivalents in BRP. For "40K-esque" skill groups and specialities, see the examples below:

a) Lores, Languages and Arcane Knowledges

The 41st Millennium is permeated with superstition, suspicion and mysticism. Science and technology are viewed with reverence, awe and even fear. The education of the mass of Imperial citizens is either non-existent, scant, substandard and shrouded in the same mysteries as the rest of society. Thus, the standard BRP skills of Knowledge and Science are largely inappropriate. The following Lores and other arcane knowledges, and their various specialities, adapted from RT and the BGB, seem more suitable.

Knowledge Skills and Specialities

The Knowledge specialities (BGB pp.64-65) can be used as written. However, Blasphemous Lore, Group, Region and Religion have several subspecialities to give some "40k-esque" flavour. Further, a *Forbidden Lore* speciality has been introduced, to cover knowledge of subjects which, while not quite blasphemous, should be restricted to members of certain groups of characters. Knowledge by non-members of these groups will at least be frowned upon or have consequences for the character possessing such knowledge. As stated on BGB p.64, these should be recorded on the character

sheet as Knowledge (Group [Rogue Traders]) or Knowledge (Rogue Traders).

The following subjects can be used as broad Knowledge areas: Archaic, Bureaucracy, Cryptology, Heraldry, Imperial Warrants, Imperial Creed, Judgement, Legend, Navis Nobilite, Numerology, Occult, Philosophy

Forbidden Lore subspecialities: Ciphers (Rogue Trader, Mercenary Cant, Nobilite Encoding, Astropath, Underworld), Xenos (Eldar, Orks, Tau, Necrons, Kroot), Abhumans, Adeptus Astartes, Adepta Sororitas, Adeptus Mechanicus, Archaeotech, The Warp

Blasphemous Lore subspecialities: Psykers, Khorne, Slaanesh, Nurgle, Tzeentch, Daemons, Mutants

Group subspecialities: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Mechanicus, Administratum, Ecclesiarchy, Imperial Guard, Imperial Navy, Navis Nobilite, Rogue Traders

Region Lore subspecialities: Imperium, Imperial Sector, Imperial Subsector, Imperial Segmentum (Solar, Pacificus, Ultima Segmentum, Obscurus, Tempestus), Eye of Terror, Cadian Gate, Maelstrom

Religion subspecialities: Imperial Creed, Eldar Gods, Ork Gods, Ruinous Powers

Notes

- These specialities and subspecialities are just a starting point. Any new fields of knowledge should be classified by the GM.
- While there is some overlap between these specialities, the GM is arbiter of precisely what a character knows. For example, Knowledge (Blasphemous Lore [Tzeentch]) provides more in depth knowledge of the Changer of Ways than Knowledge (Religion [Ruinous Powers]).

Science and Technical Skills and Specialities

The Science specialities listed on BRP pp. 76-77 can be used as written but renamed to reflect the more superstitious nature of the Imperium. Some examples include:

- Astromancy to include the sciences of Astronomy and Planetology

- Botany to Flora
- Chemistry to Chymistry
- Cryptography to Ciphers
- Pharmacy to Apothecarium
- Zoology to Beasts

Players and GMs are encouraged to invent their own names for the sciences in the superstition-ridden 41st Millennium.

Technical Skill Specialities: Augur Arrays, Chem-Use, Clockworks, Cogitator Programming, Cogitator Use, Communications, Cybernetics, Electronics, Electronic Security, Machine Spirit, Mechanisms, Robotics, Siege Engines, Traps, Warp Technology, Weapon Systems (by Class)

The Class of a weapon system is its general type, for example, Las, Plasma, Melta, Artillery Type, etc.

Repair Skill Specialities: Electrical, Electronics, Hydraulic, Mechanical, Plasma, Plumbing, Structural, Quantum, Warp Technology, Weapon Systems (by Class), Life Sustainers

Heavy Machine Specialities: Bulldozers, Forklift Trucks, Cranes, Primitive Engines, Plasma Drives, Warp Engines, Gellar Field Generators, Void Shield Arrays, Servitors.

b) Vehicle Specialities

Vehicles are classified by their main propulsion method, from the original 40KRT rules.

Vehicles are controlled by specialities of the Drive skill: Bike, Crawler, Hover, Juggernaut, Tracked, Walker, Wheeled

Flying vehicles are classified according to their main medium of transport, whether through air or space, and whether for personal use or crew use. Personal vehicles are controlled by the Fly skill with specialities like Jump Pack, Flight Pack, Swooping Hawk Wings. Crewed vehicles are controlled by the Pilot skill, where the specialities include

- **Flyers:** a broad class that would include modern aeroplanes and helicopters
- **Spacecraft:** from single seater fighters to battleships
- **Landers:** capable of transitioning between atmospheric and space travel
- **Landing Pods:** escape craft, stationary once landed

Subspecialities then govern specific vehicles. For

example Drive (Tracked [Land Raider]) or Pilot (Lander [Thunderhawk]). Skill with a vehicle in a given class grants a Difficult skill roll when controlling other vehicles in the same class. For example, a character with Drive (Tracked [Land Raider]) may drive a Rhino APC with a successful Difficult skill roll.

c) Other Skills with Specialisations

These are short lists of specialities associated with various broad skills. They are by no means complete, as the 41st Millennium has a vast amount of hardware and different species have different technologies and weapons.

Combat Skills

- **Heavy Weapon** (Autocannon, Heavy Bolter, Heavy Stubber, Lascannon, Missile Launcher, Heavy Plasma Gun, Shuriken Cannon, Heavy Webber)
- **Melee Weapon** (Sword, Knife, Chainsword, Power Sword, Mono-sword)
- **Missile Weapon** (Bow, Crossbow, Bolas, Webber, Eldar Shuriken Weapons, Web Pistol)
- **Energy Weapon** (Las, Plasma, Melta, Needler, Pulse)
- **Firearms** (Bolt Weapons, Solid Projectile (SP) Weapons, Ork Shootas, Ork Sluggas)
- **Flame Weapon** (Flamer, Heavy Flamer, Hand Flamer)
- **Launcher** (Grenade, Auxiliary GL)
- **Artillery** (Starship Lance Batteries, Starship Macrocannons, Starship Laser Batteries, Starship Plasma Batteries, Ground-based Howitzers, Macro-cannon, Defence lasers, Plasma Cannon, Thudd Gun, Tarantula, Rapier, Thunderfire Cannon)

Others

- **Fly** (Flight Pack, Jump Pack, Gravity Chute, Parawing, Power Board, Swooping Hawk Wings)
- **Navigate** (Surface, Stellar, Warp)
- **Ride** (Horse, Krootox, Riding Lizard)
- **Etiquette** (Planetary, Rogue Traders, Military, Navy, Navigators, Underworld, Adeptus Astra Telepathica, Adeptus Mechanicus, Adeptus Arbites, Administratum, Ecclesiarchy)

d) Language Specialities

High Gothic, Low Gothic, Eldar, Explorator Binary,

Ork, Techna-lingua, Trader's Cant, Administratum, Ecclesiarchy, Military, Navigator, Rogue Trader, Tau, Kroot, Slann, Tech, Underdecks, Underhive, Battle-language (by Chapter, Chamber, Regiment or Fleet)

3) The Status Skill and Rogue Traders

This skill would be particularly important for negotiations and where reputation is important. In military careers, it could affect a character's rank. It can be taken by starting characters at a maximum of 30% for those of non-noble birth or 50% for Noble characters.

Notes for using the BRP Status skill with the group-wide Profit Factor

The default Rogue Trader manner of generating a group's starting Profit Factor is a random roll on Table 1-5 (FFGRT p.33). The mid-range values generated on this table is Profit Factor 40, Ship Points 50 (a 4-in-10 chance on a D10). The GM can roll or choose on Table 1-5, or ask one of the players to make the roll. A better way is to have the players discuss their dynasty's background (and the GM can grant a bonus of 1-4 Profit Factor points for a well-worked back story).

Here is another suggestion, using the BRP Status skill.

The base starting Profit Factor is 40. Players may then choose to "trade in" some of their own Status skill points at a rate of 1 point of Profit Factor per 5 points of Status skill expended. In this way, the players are investing some of their character points (which could have been used on other skills to create a more powerful starting character) into the Rogue Trader's business venture.

Increasing starting Profit Factor in this way obviously makes the team's Warrant of Trade more powerful in acquiring resources and favours throughout the campaign.

The PCs' personal reputations are linked to the success of their endeavours. Of course, should their personal Status decrease, there may be a corresponding decrease in Profit Factor, as per the rules on BGB pp.79-80. Likewise, should personal Status increase, Status skill points may be invested into the dynasty's Profit Factor (1 Profit Factor per 5 Status points).

4) Negotiations and Rogue Traders

This *Conflict Resolution* system was developed by

Clarence Redd at BRP Central.

To handle negotiations and trade deals between Rogue Traders (usually) and other parties (whether customers, suppliers or planetary rulers begging not to have their population wiped out in pursuit of profit), use the following system.

- Each party starts with a Conflict Pool. This is usually APP. The Conflict Pool acts as would Hit Points in a physical confrontation. Any Communication in this negotiation skill acts as the Attack skill would in a gunfight.
- Identify the main participants. In many cases this will be one or more PCs negotiating with a single NPC but there could be several NPC parties haggling over Archaeotech components or trying to resolve a diplomatic incident. Around 1 - 6 participants works well.
- Define the NPCs conflict values as follows (if you don't already have them):
 - Low-level: Any communication skill 30%, CHA (APP) 6
 - Mid-level: Any communication skill 50%, CHA (APP) 11
 - High-level: Any communication skill 75%, CHA (APP) 16
- Roleplay the negotiation. As in the real world, this can happen in stages, over several game days, with lots of time for other events in the background. At key intervals (say every 30 minutes or every game day) make Communication skill rolls (i.e. attacks) for each participant. Those who fail their skill rolls take 1D6 damage, rolled by the party who made the highest skill roll.
- When the negotiation is complete participants have made it through the process according to the points they have left in their pools:
 - Zero. The character made a lousy impression. S/he won't easily get a job or information from these people. Will be at -10% in communication skills in these circles. The character has "lost" the deal.
 - Below half their pool. The outcome is neutral. Nothing special happens. Social disposition or Status is unchanged with this group.
 - More than half the pool left. S/he made a good impression. S/he will be invited again and will be favourably met in the

future (+10% Social Disposition or Status skill when dealing with this group).

In addition, for every successful roll the character makes, there is a chance that something interesting and useful is revealed. It can be related to the scenario or not, and can be secrets overheard, rumours, new business relations presented, love affairs implicitly indicated, etcetera. The GM may want to prepare beforehand what tidbits are

revealed and how many successful rolls it takes to get each of them.

Should a PC have uncovered surprising, sensitive or significant information this can be used as a bonus to the Communication skill roll (like an attack bonus). Played for dramatic effect and timed well by the PC, this information can have a profound impact on the outcome of the negotiation.

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V. PSYCHIC POWERS

1) Starting Psychic Powers

All Psykers regardless of role, species or affiliation, start with the following innate psychic talents. These cost no power points to use and there is no skill roll required as with other psychic powers (although the GM can rule that the skill rating is effectively 100% and a skill roll of 100 is a Fumble, with all inherent side effects). Astropaths and Navigators also start with their Principal Discipline, described below.

Psychic Sense: If a psyker touches an object with psychic powers, or which has been affected by psychic powers, this will be apparent. The psyker will not be aware of the function or purpose of the power, only that it is present. A psyker will be able to sense if another creature is psychic by touching, for example by shaking hands.

Psychic Awareness: A psyker who remains inactive for an entire minute (5 combat rounds), neither moving, fighting or using other psychic powers, will become aware of the presence and rough direction of other psykers within APPx5 metres.

Psionics in the 40st Millennium are rare, difficult and, above all, frighteningly dangerous. Most psykers, therefore, begin with only two psychic powers with starting percentages of POWx1%. Points from the character's Personal Point Pool can be used to increase these starting percentages or add new psychic powers.

The Psychic Powers from BRP pp.112-122 can be used as written. However, the Sensitivity power is essentially replaced by the Psychic Sense and Psychic Awareness powers described as above and known to all psykers. More psychic powers, adapted from various sources, are detailed later.

2) Astropath

a) Principal Discipline - Astrotelepathy

Range: Up to 50,000 light years

Duration: Variable - from a few moments to several hours

Power Point Cost: Variable - distance dependent

This is the Astropath's primary power and measure of his importance to the Imperium. Astrotelepathy sends the Astropath's thoughts through the Warp, covering vast distances, which would be unreachable by conventional radio or sub-space communications.

If the Astropath makes the skill roll, the message is

sent. Whether it is picked up and/or retransmitted by the receiving Astropath requires an Astrotelepathy skill roll by the receiver. In this way, a message can be sent in distinct "hops" from one side of the galaxy to the other.

Duration and power point costs vary depending on the range of communication. For close range messages, say within the same solar system, the duration may be measured in minutes and only a few Power Points are needed (e.g. 1D3 minutes and 1D3 Power Points). For longer ranges the duration and Power Point cost increase. If the Astropath uses all Power Points, the message is not sent and the character lapses into unconsciousness.

b) Secondary Disciplines

Astropaths also have a POWx5% chance of starting with one of the following powers, adapted from the original WH40KRT skirmish rules (p.148). If the POWx5% roll is successful, the player may roll 1D4 for a random secondary discipline. If the POWx5% roll is critical, the player may choose one of these Disciplines.

D4 Roll 1 - Locate Warp Gate/Portal

Range: 10 light years

Duration: Special

Power Points Cost: 4

This ability allows the Astropath to locate the position of any warp gate or portal within 10 light years. Within Warp Space, such portals are detected only on a POWx1% chance, while in real space, the chance is POWx5%.

D4 Roll 2 - Psychic Beacon

Range: 10 light years

Duration: Special

Power Points Cost: 4

This ability allows the Astropath to broadcast a psychic signal similar to the Astronomican, though far less powerful. The area of effect is a 10 light year radius sphere (i.e. 3-dimensional) in which a Navigator can guide a ship even without access to the Astronomican. This ability cannot be used from inside Warp Space, only real space. It would be possible for two Astropaths to work in concert, one in real space, providing the beacon, one in warp space to make a jump beyond the first, thus making alternate jumps, each using the other as a navigation aid.

D4 Roll 3 - Resist Psychic Attack

Range: Self

Duration: Instant

Power Points Cost: 4

A psychic defence technique. The Astropath ignores all damage from a psychic attack (e.g. a normal attack, influence from a warp entity or demonic possession). Match POW vs. POW on the resistance table.

D4 Roll 4 - Warp Space Trail

Range: 10 light years

Duration: D6+4 days

Power Points Cost: 4

This ability allows an Astropath to plant a psychic homing beacon into the mind of a member of a spacecraft crew. It does not matter which crew member is affected - they are unaware they are being tracked (though PCs and important NPCs should be allowed POW rolls to realise they are being tracked). The homer can be implanted from one Void Unit away and lasts D6+4 days. All Astropaths can detect the implant within one Void Unit on a successful POW vs. POW struggle against the Astropath who implanted the homer. If the crew member makes a warp jump, the Astropath will be able to divine the destination. Of course, the Astropath must be within 1 Void Unit in real space otherwise the signal will be too weak to follow.

3) Navigator**a) Principal Discipline - Warp Transition**

Range: Self

Duration: 1D10 minutes

Power Point Cost: 1D3

This is the psychic power by which Navigators locate the Astronomican and enter and leave the Warp. Once in that hellish realm, the Navigate (Warp) skill is used to chart a course and steer the ship to its destination. Transition occurs in two steps. First, the Navigator must locate the Astronomican. Second, the Navigator powers the ship between the two realms. Both steps use tests of the Warp Transition power.

To locate the Astronomican, the Navigator must spend time meditating and contemplating the transition, which takes a few minutes. Under stressful conditions, this time is doubled. The Navigator then makes his skill roll and, if successful, has located the Astronomican.

When the Astronomican is located, the Navigator makes a further Warp Transition test to power the ship into or out of Warp space. A critical or special success eases the transition, while a fail or fumble may draw unwelcome attention from the Warp.

More details of this power are included in the Starships section.

b) Secondary Disciplines

Navigators also have a POWx5% chance of starting with one of the following powers, adapted from the FFGRT rules. If the POWx5% roll is successful, the player may roll 1D4 for a random secondary discipline. If the POWx5% roll is critical, the player may choose one of these Disciplines.

D4 Roll 1 - Lidless Stare

Range: POW or APP in metres

Duration: Instant

Power Point Cost: 3

The Navigator opens his Warp Eye and blasts onlookers with the power of the Empyrean. Match Navigator's POW vs. one target within range. If the Navigator wins, the target takes 1D6 damage, with no armour or other defences allowed (though the Astropath's Resist Psychic Attack discipline will work). On a special success, the damage is 2D6; on a critical, the damage is 2D6+6.

D4 Roll 2 - Void Watcher

Range: 1 Void Unit + 1 VU per power point (maximum 5 VUs)

Duration: 1D6 hours

Power Point Cost: 2 + 1 per VU over the first

This is a long-range Warp scanner, which detects incoming or nearby hazards (warp storms, mines, asteroid belts, hidden ships, warp creatures). Such information is at the GM's discretion but should allow a PC spacecraft to be prepared for any threats (e.g. coming to battle stations before contact and gaining the initiative in the first round of space combat).

D4 Roll 3 - Held in My Gaze

Range: POW or APP in metres

Duration: Until broken

Power Point Cost: 1 + 1 per combat round

This ability locks onto a target's soul and paralyses the victim. When used, match POW vs. POW to see if the target resists the initial attack. If the target fails, it is paralysed until the Navigator releases it or it can win a further POW vs. POW struggle in later rounds. While the Navigator has a victim held in this way, he may engage in no other actions except speech and slow movement and must stay within range or the power is dispelled.

D4 Roll 4 - Cloud in the Warp

Range: Self

Duration: 1D6 minutes + 1 minute per power point

Power Point Cost: 2 + 1 per minute after the first 1D6

This is a psychic invisibility power which renders the Navigator undetectable to other psychic detection

abilities, daemons and other warp entities. On a successful roll to use this power, all attempts to detect the Navigator's warp presence must succeed in a POW vs. POW roll. A special success increases this "defensive POW" by 1D6; and a critical increases it by 1D6+6. A fail or fumble, however, may attract unwanted attention at the GM's discretion.

4) Imperial Psyker

Psykers who, while not deemed strong enough for independent battlefield roles, are still drafted into Imperial service in the retinues of Inquisitors, Rogue Traders and various branches of the Administratum.

Imperial Psykers begin the game with two psychic powers at a skill level of POWx1%.

If played as an Imperial Guard Wyrdvane Psyker - one of a squad of psykers attached to the Guard - the Psyker may exhibit the Group Intelligence mutant power (BGB p.105) as a manifestation of the "Brotherhood of Psykers" special rule used in the 40K wargame.

5) Sanctioned Psyker

Sometimes referred to as Primaris Psykers by the Officio Prefectus (Commissars), or simply as witches by the Imperial Guard, Sanctioned Psykers have been tested, trained and deemed strong enough to act independently on the battlefield or in other areas of Imperial service.

Sanctioned Psykers begin the game with two psychic powers at a skill level of POWx1%.

6) Unsanctioned Psykers

It is possible for psykers to exist as renegades, outside of Imperial jurisdiction. In such a case, treat these renegades as basic psykers with two starting powers. They are especially vulnerable to possession by daemons and other warp entities: if any psychic power rolls are fumbled, they are automatically attacked from the Warp.

Further, each time an unsanctioned psyker uses a psionic power, they lose 1D3-1 SAN points (if successful) or 1D3 SAN points (if they fail). This is to reflect the disturbing visions swirling through their restless minds as they focus their powers.

Unsanctioned psykers begin the game with two psychic powers at a skill level of POWx1% and 1D3 mutations, chosen or randomly rolled from the table on BRP p.105.

7) Latent Psykers

The original Warhammer 40000 Rogue Trader skirmish rules stated that a human personality had a 5% chance of developing psychic powers. If this optional rule is used, each non-psyker PC (i.e. not Navigators or Astropaths) should choose a number between 1 and 20 (inclusive) and note this on their character sheet. The GM then secretly rolls 1D20 and if the PC's number is rolled they are, unbeknown to the player, a latent psyker whose powers are waiting to be awakened.

During the campaign, at any time where this latent psyker is under extreme stress (when badly wounded, near death, under psychic attack, has lost lots of SAN, for example), the GM rolls POWx1% for the character. If this is successful, the character's latent power awakens. The immediate effect is random and unpredictable and so left to the GM to determine. Assuming the PC survives, he gains one psychic power at POWx1%. The rest is a roleplaying decision for the player. Should the character keep the power a secret (with all the attendant risks of possession or being hunted by the Inquisition)? Or should the character "come clean" (with the attendant risk of being hunted by the Inquisition and captured to power the Astronomican, and other less wholesome outcomes)?

8) Xenos Psykers

a) Eldar Seers

Eldar psykers can be very powerful and many characters, regardless of career, may start with psychic powers if they make a POWx3% roll during character generation. Such characters start with the Psychic Awareness and Psychic Sense powers described above and one other power from the BRP rulebook. The reason for such limitation is that these characters have diverted from the so-called Eldar Path and Way and have not been fully trained beyond their innate skills.

Eldar Warlocks are battlefield psykers and begin play with two psychic powers at a skill level of POWx1%.

Eldar Farseers have developed their powers to a remarkable degree and begin play with four psychic powers at a skill level of POWx1%.

While nominally powerful psykers, Eldar are restricted the same way as human psykers due to their terror of Slaanesh, the Chaos God of Pleasure. Eldar psykers must take the same precautions against Slaanesh as human psykers do against all

the Ruinous Powers.

b) Slann Mages

The Slann are an ancient race though their numbers and power have diminished over the millennia. That said, Slann characters of any career may begin with psychic powers if a POWx5 roll is made during character generation. Beginning non-Mage Slann characters start with the Psychic Awareness and Psychic Sense powers described above and one other power from the BRP rulebook. Despite their ancient power, the Warp is a much more hostile place now than it was millennia ago, so Slann psykers are restricted in their power in the same way as human and Eldar psykers.

Slann Mage Chiefs are often found on the battlefield or leading research missions into the Imperium and beyond. As such their powers are often associated with mind control and divination, rather than out-and-out destruction. Mage Chief characters start with two psychic powers at POWx1%.

Slann Great Mages are the leaders of their race and powerful psykers, beginning play with four psychic powers at POWx1%. They are most likely at work as leaders of war councils, diplomatic activity and trade negotiations or, just as likely, working behind the scenes to effect the most favourable results for their race.

c) Ork Weirdboyz

Ork psykers, known as Weirdboyz, are powerful if crude masters of Waaagh! energy, a psychic field unconsciously generated by all Orks. While this arguably makes Orks the most innately psychic race in the galaxy, only Weirdboyz have controlled their talents to unleash devastating psychic blasts.

Weirdboyz begin play with two psychic powers at POWx1%. Given the warlike nature of the race, Weirdboyz tend towards more destructive powers, rather than emotional and divinatory powers, which Weirdboyz view as "weedy" or "not proppa Orky". This is not to say Weirdboyz cannot learn such powers: there is at least one documented case of a Weirdboy spontaneously exhibiting Clairvoyance, for example.

Weirdboy Warpheadz are powerful Ork psykers who, rather than being afraid of the Warp and its effects on the mind, are actually addicted to the rush that channelling such power brings. Warpheadz begin play with four psychic powers at POWx1%. However, their addiction can prove fatal: a fumbled psychic power roll can cause a

Warpheadz head to explode, killing the character instantly. Warpheadz accept this risk as a fact of life and other Orks often refer to them as 'Eadbangerz "'cos their heads go bang, innit?"

d) Squat Living Ancestors

Squats rarely develop psychic powers. Those that live to a very old age (300 years or more) however, may begin to manifest psionic abilities. These ancient Squats effectively retire and become "legally dead" in Squat society. They live on, however, and are consulted for their practical and age-old wisdom as well as their psychic ability.

Squat Living Ancestors begin play with Psychic Sense, Psychic Awareness and 4 Psychic Powers at POWx1%.

9) Other Psychic Powers

Converted from 40KRT.

Aura of Protection

Range: Self

Duration: 1 full turn (5 minutes)

Power Point Cost: 3 power points per point of armour protection

The psyker channels warp power to form a protective field around his or her own body. This energy field adds to the psyker's physical armour, absorbing damage from physical and energy based attacks. These extra armour points will not protect against psychic attack.

Hammerhand

Range: Self

Duration: 1 combat round per power point spent

Power Point Cost: 1 to activate, 1 per combat round to maintain

This is a combat power which increases damage done by the psyker in hand to hand combat attacks. On a normal success, damage increases by +1D4; a special success increases damage by +1D6; a critical success increases damage by +2D6. These bonuses are in addition to the psyker's normal damage bonus (based on STR+SIZ) and any damage increases when using a Force Weapon.

Ectoplasmic Mist

Range: POW x 10 metres

Duration: 1 full turn (5 minutes)

Power Point Cost: 3 power points per metre diameter of the cloud

The psyker draws energy from the Warp and fuses it into a grey, cold fog. This mist can be generated anywhere within range. It cannot be seen through

or out of. Anyone caught in the fog must move at half rate and all combat skills within, into, out of or through the cloud become Difficult.

Jinx

Range: POW in metres

Duration: 1 combat round

Power Point Cost: 1 power point per 3 SIZ each combat round

Jinx allows the psyker to interfere with mechanical, electrical, hydraulic and similar mechanisms. It can be used to scramble a door lock so it will not open, a weapon so that it will not fire, or a vehicle so it goes out of control. The power works automatically on inanimate objects unless its holder or user wishes to resist (a driver would usually resist losing control of his or her vehicle, for instance). In such a case, match the psyker's power points against the object's user on the resistance table.

Smash

Range: Self

Duration: Instantaneous

Power Point Cost: 3 power points per D6 damage inflicted

This power works against inanimate objects; it will not work on living targets. The psyker focuses Warp

energy against the target and rolls the number of damage dice. If the target is armoured in any way, subtract its armour points from the rolled damage. When reduced to zero Hit Points, the object is destroyed. See the rules for General Qualities of Objects, BGB pp.276-277.

10) Force Rods and Weapons

Force Rods are extremely rare (Rarity Level U) items. They take the form of a black rod of alien material, physically indestructible and impenetrable by X-rays. It acts in all ways like a Wizard's (in this case Psyker's) Staff, described on BRP p.91.

Force Weapons come in many forms, most notably as swords, staves, axes and maces. (They are of Rarity Level R.) In essence, it acts as a weapon of its type, enchanted with the Sharpen magic spell (BGB p.100). Each power point expended by the psyker adds +5% to the character's attack chance and +1 point of damage up to the weapon's maximum damage. The main difference between a Force Weapon and a Sharpen-enchanted weapon (in a magical setting) is that non-psykers cannot use its special power. If used by a non-psyker, a Force Weapon is treated as a normal weapon of its type.

11) Perils of the Warp

If a psychic skill test is Fumbled (and all tests fail on a roll of 100, regardless of skill rating), then something inimical in the Warp has detected the psyker and homed in on its psychic signal. Roll D100:

D100	Peril
01-10	No attack results but the psyker will have a massive headache for 2D10 hours. All Mental skills are Difficult during this time.
11-20	The psyker receives a single Mind Blast (BGB p.118) attack at power points 3D6. If the attacker wins, the PC is struck unconscious for 1D6 hours and a successful Idea roll is needed to remember what happened. If the PC resists this attack, he or she is left with a headache as in 01-10 above.
21-30	Mental Purge. The psyker is attacked in a POW vs. POW roll, with the attacking POW rated at 3D6. If the psyker wins, there is no further effect. If the entity wins, the psyker loses the ability to use one randomly chosen power for 1D6 game days.
31-40	Energy Drain. The psyker immediately loses 1D10 power points with no resistance roll allowed.
41-50	Psychic Feedback. The power points used by the psyker stream back into his or her mind, inflicting 1D3 Hit Points of physical damage.
51-60	Psychic Backlash. The power points used by the psyker flood back into his or her mind, inflicting 1D6+1 Hit Points of physical damage.
61-70	Mistargeted power. The psyker's power activates, centred on him or herself. Work out the effects as appropriate.
71-80	Psychic Storm. The power points used by the psyker flood back into his or her mind and body, inflicting 2D6+2 Hit Points of physical damage.
81-90	Possession Attack. The psyker is attacked by a malevolent power intent on possessing his or her soul. The entity has 4D6 POW and the attack is conducted as Psychic Combat as per the rules on BGB p.114. (For determining initiative, the entity has INT 2D6+6). The GM should have a suitable outcome planned if the psyker is possessed.
91-95	Soul Drain. The psyker is attacked by an entity with POW 6D6 in a resistance roll. If the psyker loses, he is drained of 2D10 power points which are added to the entity's own power points. The character becomes "psychically marked" such that this entity will always find the psyker whenever he or she fumbles another psychic power. The GM may wish to generate stats for this entity as a recurring NPC.
96-99	Psychic Gate. The psyker's mind is assaulted in Psychic Combat with an entity with POW 4D6 and INT 4D6. If the psyker loses this combat, his or her body is torn asunder and a warp daemon arises from the remains.
100	Dragged into the Warp. A rent appears in the fabric of realspace and a huge clawed hand appears and drags the psyker bodily into the Warp, (probably) never to be seen again. If this happens to an Ork Weirdboy Warphead, the psyker's head explodes and the character is killed instantly.

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VI. STARSHIPS

1) Warp Space

a) Navigating the Warp

The Navigator's most important skills are Knowledge (Forbidden Lore [Warp]), Navigate (Stellar) and Navigate (Warp). The psychic power of Warp Transition is used to propel the ship between the Materium and Immaterium and, while in the Warp, the skill of Navigate (Warp) is used to chart a course and steer the ship over the vast distances.

b) Determine Duration

The GM should the table below to determine a base duration for the journey. The Navigator then makes a Knowledge (Forbidden Lore [Warp]) skill check, reflecting his or her knowledge of safe routes and known hazards between the two points. At the GM's discretion, a bonus of up to 20% can be added to this skill roll if the Navigator has up-to-date charts, first-hand information, recent communication from the destination or a tome like the Navis Prima. The results can then be checked below, to determine how accurate the Navigator's estimate is:

Estimated Journey Times Summary

Distance	Duration
A journey between two close systems in the same subsector	1D3 days or D10x10 hours
A journey in the same subsector	D6+4 days
A journey across a full Imperial Sector	2D6x10 days
A journey across a Segmentum	3D10x10 days
A journey across the Galaxy	Several Years

These journey times assume a well-travelled and stable warp route. Hazards in realspace and the Warp can significantly increase or even decrease these times. The GM is free to improvise journey times according to the plot. The Warp is, however, the Realm of Chaos and random factors can arise. If desired, a D10 roll can simulate these random factors.

D10	Effect
1	The estimate is accurate
2-4	The estimate is too short. Increase journey times by 10%.
5-7	The estimate is too long. Decrease journey times by 10%.
8	The estimate is too short. Increase journey times by 50%.
9	The estimate is too long. Decrease journey times by 50%.
10	The estimate is accurate

These estimates are then further modified by the Navigator's Knowledge (Forbidden Lore [Warp]) skill roll as summarised below.

FUMBLE: The Navigator's estimate is wildly off. The GM can wildly over- or under-exaggerate the duration but the Navigator believes his estimate to be absolutely correct. This information may cause the rest of the team to re-examine their plans or cause their journey to be delayed.

FAILURE: The Navigator's estimate is inaccurate by up to 50% either way.

SUCCESS: The GM should tell the Navigator the exact duration based on the tables above

SPECIAL: The journey time will be half the GM's original base duration.

CRITICAL: The journey time will be one quarter the GM's original base duration.

c) Locate Astronomican

The Navigator makes a Warp Transition psychic power test to locate the psychic beacon of the Emperor's will projected from Holy Terra through the Adeptus Astronomica. The results can then be checked below:

FUMBLE: The Astronomican cannot be located. The Navigator must make a successful Stamina check or lapse into catatonia for 1D10 hours (or one full day if the Stamina test is fumbled).

FAILURE: The Astronomican cannot be located. This blockage is transient and the test may be repeated in 1D6 hours.

SUCCESS: The Astronomican is found and the transition may be attempted.

SPECIAL: The Astronomican is found and the transition may be attempted with a +5% bonus to the Warp Transition psychic power.

CRITICAL: The Astronomican is found and the transition may be attempted with a +10% bonus to the Warp Transition psychic power.

d) Enter the Warp

The Navigator now uses his or her Warp Transition psychic power to move the ship from realspace into the unreality of the Empyrean.

FUMBLE: Disaster strikes! Some suggestions are given below, but the GM is free to be creative. Whatever disaster afflicts the Navigator, the Warp Transition fails and the ship remains in realspace. It may take several hours or even days for the Navigator to regain sufficient composure to attempt the transition again.

FAILURE: The Navigator fails to propel the ship into the Warp. It may take several hours for the Navigator to regain sufficient composure to attempt the transition again, though a successful Idea roll can lessen this duration.

SUCCESS: The Warp Transition happens smoothly.

SPECIAL: The Warp Transition happens very smoothly and all further Navigate (Warp) tests on this journey are granted a +5% bonus.

CRITICAL: The Warp Transition happens very smoothly and the ship finds a previously unknown and stable warp channel. This channel can be remembered and mapped. The Navigator may choose to shrink the journey time by one-fifth or take a +10% bonus to all further Navigate (Warp) tests on this journey.

e) Steering the Vessel

One or more tests of the Navigator's Navigate (Warp) skill are made during the journey, depending on how eventful the GM would like the voyage to be. For short journeys, only one roll is needed. For longer voyages, Navigate (Warp) skill checks could be made once each week the ship is in

the Warp.

FUMBLE: The GM should roll twice on the Warp Events Table.

FAILURE: The GM should roll once on the Warp Events Table.

SUCCESS: The journey has been uneventful to that point.

SPECIAL: The journey has been uneventful to that point. The next Navigate (Warp) test gains a +10% bonus.

CRITICAL: The journey has been uneventful to that point. The next Navigate (Warp) test should be Easy (double the Navigator's skill) and any further rolls on Table 7-4 (RT p.186) have a +20 modifier (making safe passage more likely).

f) Exit the Warp

The Navigator now uses his or her Warp Transition psychic power to move the ship from the Warp back into realspace.

FUMBLE: Disaster strikes! Some suggestions are given below. Whatever disaster afflicts the Navigator, the Warp Transition fails and the ship remains in trapped in the Warp. It may take several hours or even days for the Navigator to regain sufficient composure to attempt the transition again.

FAILURE: The Navigator fails to propel the ship out of the Warp. It may take several hours for the Navigator to regain sufficient composure to attempt the transition again, though a successful Idea roll can lessen this duration.

SUCCESS: The Warp Transition happens smoothly.

SPECIAL: A text-book Warp Transition happens and the Navigator's confidence is enhanced, restoring 1D6 lost SAN points.

CRITICAL: A perfect Warp Transition restores 1D6 SAN points and reduces the Power Point cost for this transition to one point.

g) Warp Events

D20	Event	Description
1	Reality Erosion	A physical decorative facet of the ship changes irrevocably. This may cause SAN loss in crew members who witness the event but otherwise no adverse effects occur.
2	Madness	A portion of the crew are afflicted by a bout of insanity. If not dealt with swiftly, the madness could spread to the rest of the crew.
3	Daemonic Infiltrator	A daemon finds its way aboard ship. Its plans are at GM's discretion.
4	Lost time	the journey takes its estimated time but the crew believes the elapsed time is much longer or shorter than the actual time taken.
5	Phantom Readings	The ship's sensors detect other vessels in the Warp. Are they real or simply illusions? Real vessels might hold valuable cargo.
6	Warp Reef	The ship encounters unreality reefs in Warpspace and may run aground if not carefully navigated.
7	Ghosts	The crew find themselves visited by the shades and phantoms of lost or missing friends and family. This can cause significant disruption or SAN loss.
8	Dark Dreams	Everyone on board has disturbing dreams for 1D3 Warp-nights. This affects the crew's performance (-10% to all skills)for 1D6 days after the dreams end.
9	Warp Storm	A terrible Warp storm threatens to throw the ship off course. Only the ship's Navigator can save the ship!
10	Gellar Field Disruptions	The Gellar Field intermittently weakens. An exit to realspace might be the only means of saving the ship.
11	Daemonic Incursion	1D6 daemon entities breach the ship's defences and begin causing havoc. All hands to battle stations.
12	Strange Scent	A curious smell pervades the ship. It may be pleasant or horrific. No reason or source can be found.
13	Watchers	The crew feel they are being watched by entities other than the ship's internal augur arrays. Paranoia builds amongst the crew and could lead to insurrection.
14	Mind Blast	The Navigator is subjected to a psychic attack on the Resistance Table (the attacker's POW is rolled on 4D6)
15	Sensory Overload	The Navigator is struck blind and deaf for 1D6 days
16	Run Wild	The ship is driven 1D10 light years off course. If the D10 roll is 10, reroll and add the new roll. Keep rerolling until a 10 is not rolled.
17	Smash	The ship hits an asteroid on transitioning back to realspace. A random component of the ship is rendered inoperative until repaired.
18	Mind Pox	Madness strikes the Navigator, who loses 2D6 SAN points and is subjected to a random phobia for the rest of the time in the Warp.
19	Reality Distortion	A physical component of the ship changes irrevocably. The effect is almost always adverse (e.g. localised gravity reversal, weapon becoming useless, cabins becoming smaller or oddly shaped, crew members vanishing) and at the GM's discretion.
20	The Warp Stares Back	Large swathes of the ship's hull become transparent, allowing the crew to see the Warp as it swirls past. Needless to say, insanity becomes rampant throughout the ship.

2) Life Aboard Starships

a) PCs and Skills

It is important that each PC has a chance to participate in shipboard actions. Each character is an integral part of the group and their skills and abilities should be woven into the encounters. For example:

Navigators: obviously their skills have been discussed above.

Astropaths: essential for communication.

Explorators, Mechanicus Tertius, Tech-Priest: should be in charge of scanners, augurs, repair crew.

Arch-Militant, Navy Armsman, Navy Bridge Officer: boarding party commanders and kill-team leaders.

Seneschal: For negotiation, inside information and gathering inside information from the underdeck scum.

Missionary, Cleric: An inspired leader of a boarding party or a merciful medic tending to the wounded and dying.

Void-Master: As either gunnery commander or pilot.

Rogue Trader, Inquisitor: As Captain of the vessel it is perhaps most important that the Rogue Trader keeps command of his crew, despatches repair teams and coordinates tactics, using a broad range of skills. Inquisitors have been known to commandeer a vessel from its rightful Captain.

A broad range of skills are needed. Some examples are below but are by no means exhaustive.

Artillery (Various): Used for firing the ship's weapons.

Pilot (Spacecraft): For combat and other less-drastric manoeuvres.

Technical Skill (Augur Arrays): For scanning space around the vessel and probing an enemy vessel for weaknesses or suitable target points.

Technical Skill (Cogitator Programming, Cogitator Use): for getting the best out of the ship's computers when calculating trajectory, determining risk versus reward or processing Augur Array data for a more precise result.

Medicine/First Aid: For treating the ship's wounded and dying.

Repair (Plasma Drives, Warp Technology, Void Shields, Gellar Field Generator, Structural): Vital to keep the ship powered and running.

Heavy Machine (Various): to use shipboard machinery for moving equipment in emergencies.

Combat Skills: For boarding actions, should the PCs wish to get their hands dirty.

The GM should adjudicate any other player suggestions for using different skills. Any ideas that keep their character in the action should be judged fairly.

b) Voidship Crews

The quality of a voidship crew is important to the long-term functioning of the vessel. The NPC Crew Ratings table (Table 8-9 FFGRT p.214) and the sidebar on NPC Actions (also FFGRT p.214) discusses how many actions the PCs can delegate to the NPC crew members. This is at the GM's discretion but a suggested maximum would be one NPC action per PC taking part in that scene (whether combat, hazardous navigation or even negotiating with another ship).

When generating stats and skills for a typical crew member, the quickest solution is to use the human average for overall stats (10.5 or thereabouts), perhaps with 1D6+1 additional points spread over the stats as the GM sees fit. Skills can be randomly generated on the fly, perhaps using 2D10+30 for typical crew members. Important NPCs (gunnery sergeant, boarding party leaders, medics) could be generated in full by the GM.

3) Building a Voidship

The rules for constructing a starship are given in BRP Starships. The rules for Capital Ships are of immense use, given the size of many of the starships in the 40K galaxy.

a) Ship Components

Translated to BRP Starships from FFG40K rules.

Plasma Drives

Plasma Drives are used for realspace travel and manoeuvre.

Class	Type
Jovian Pattern Class 1	Economy
Lathe Pattern Class 1	Economy
Jovian Pattern Class 2	Standard
Jovian Pattern Class 3	Excellent
Jovian Pattern Class 4	Cutting Edge
Ork Drive	Standard
Eldar Drive	Excellent

Where Class is the FFG40K component name and

Type is the BRP Starships classification for thrust and manoeuvre ratings. The number of modules needed depends on the ship's speed as per BRP Starships p.13.

Warp Engines

Class	Type
Strelov Class 1	Excellent
Strelov Class 2	Cutting Edge
Ork Drive	Standard
Eldar Engine	Cutting Edge

Where Class is the FFG40K component name and Type is the BRP Starships classification for thrust and manoeuvre ratings. The number of modules needed depends on the ship's handling as per BRP Starships p.13.

Weapons

Weapon System	Modules (1)	Damage	Reload (rounds) (2)	Notes
Thunderstrike Macrocannon	20	D10+1	2	
Mars Macrocannon	30	D10+2	3	
Mars Macrocannon Broadside	30	D10+2	3	Port or Starboard mount only
Laser Battery	30	D10+2	3	
Plasma Cannon	40	D10+4	4	
Lance Weapon	40	D10+2	4	
Lance Battery	50	D10+4	5	Only Light Cruiser hulls or larger may mount a lance battery

(1) Number of modules occupied is the damage multiplier. Therefore a Thunderstrike Macrocannon occupies 20 modules and rolls (D10+1) x 20 for damage (a range of 40 to 220 damage).

(2) Reloading takes 2 rounds for weapon sizes 20-29, 3 rounds for 30-39, and so on. 1 round to fire, 2 rounds reloading, 1 round to fire... One shot every third round with a 20 module cannon.

Defences

Class	Modules	Effect
Gellar Field	100	Protects the ship while in Warp space. If it fails, the ship is likely destroyed ... or worse.
Warpsbane Hull	1000	Covers the ship with protective glyphs and inscriptions, protecting the ship from daemonic incursion.
Single Void Shield (1)	100	Negates one incoming hit
Multiple Void Shield (2)	200	Negates 1D3 incoming hits
Laser Defence Grid (3)	100	Destroys 2D6 incoming small craft and/or missiles.

(1) A maximum of four Void Shields can be fitted to a normal hull. A Void Shield must shut down after taking a hit in order to bleed off the energy they have absorbed. They automatically recharge at the start of the next turn but this does mean that a ship which takes heavy fire early in the turn may lose all its Void Shields and be at the mercy of attackers later in the turn. The GM may permit a Repair (Void Shield) or Technical Skill (Void Shield) test to restart a shield early, providing some protection later in the turn, to a vulnerable ship.

Such desperate measures may be necessary when outnumbered.

(2) Only Cruiser or larger hulls can accommodate a Multiple Void Shield Array. A maximum of two such arrays can be fitted to Cruisers; Battleships may install three arrays.

(3) A short-ranged network of turbolaser cannons, capable of shooting down incoming missiles or small craft. Unable to damage larger ships.

Bridge

Bridge Type	Modules	Special Rules
Standard Bridge	10	None
Combat Bridge	20	Damage Control. Grants +10% to all Repair tests on the ship
Command Bridge	40	Enhanced Cogitator Relays. Captain gains +5% on Command skill and all Artillery skills are given a +5% bonus
Commerce Bridge	40	Adds +10% to all Bargain, Etiquette and Status skills when negotiating trade or diplomacy on this ship.
Armoured Command Bridge	40	If the bridge is damaged, roll D10. On 4 or higher, the bridge is undamaged.
Ship Master's Bridge	60	Master plotting table, grants +5 to all Pilot and Navigate skills. Improved fire direction, gives a +10% bonus to all Artillery skills when firing the ship's weapons.
Stationmaster	60	Damage Control. Grants +10% to all Repair tests on the station

Quarters and Cabins

Type	Modules
Pressed-crew Quarters	1 (per 10 crew)
Voidsmen Quarters	1 (per 5 crew)
Luxury Cabins	8 (per person)
Barracks	1 (per person)
Open Space	1% of total occupancy

Pressed-crew quarters are small, cramped, uncomfortable and used by crews in shifts.

Voidsmen quarters are more spacious but still used in rotations by more senior crew members.

Luxury cabins are for paying passengers and the ship's command staff.

Barracks are for troops in transit.

Open Space reflects dining halls, training rooms, hydroponic gardens and so on.

Life Support

Type	Modules per 1000 crew
Mars Pattern 1	50
Vitae Pattern	75
Ork Support	20
Eldar Life Machines	30

Augur Arrays

Array	Modules	App
Standard array	10	no bonus
Mars-100	50	+ 10 Technical Skill (Augur Arrays)
Mars-201.b	100	+ 20 Technical Skill (Augur Arrays)
R-50 Auspex	150	+ 30 Technical Skill (Augur Arrays)
Deep Void	200	+ 50 Technical Skill (Augur Arrays)

Augur Arrays are the ship's Sensors.

Additional Components

Name	Modules	Effect
Armour Plating	10 per level, per km of ship length.	Available in 5 levels. Increase ship's armour rating by +1 per level.
Armoured Prow	100	A ramming upgrade, adds +4 front armour and +1D10 damage when ramming an enemy vessel.
Shrine	20	To whichever god is worshipped, increases crew morale and adds +20% to captains's Command skill when issuing orders.
Observation Dome	20	Allows a view of the void and the Warp. Increases crew morale as a cure for claustrophobia.
Murder-Servitors	20	Killing machines that lie dormant until needed. When activated, can be used for boarding actions or to quell internal rebellion.

Archaeotech Components

Name	Modules	Effects
Logis Targeter	10	Adds +10% to Artillery attack skills.
Drive Upgrade	+10%	Adds +10% to the ship's speed and reduces modules occupied by -10%.
Bridge Upgrade	+5%	Adds +10% to Captain's Command skill while on the bridge and +5 to Handling due to a 3D tactical display.
Teleportarium	10 per person (max 10)	Teleports up to 10 people from ship to planet or ship-to-ship. Range several thousand kilometres.

Xenotech Components

Name	Modules	Effects
Ghost Field	100	An Eldar device which projects images of the ship against the void, making targeting the real vessel Difficult)
Runecaster	10	An Eldar device to predict warp currents, adding +20% to Navigate (Warp) tests.
Gravity Sails	1000	Long fins which add +1 Speed and +5 Handling.
Shard Cannon	50	A mysterious weapon which seems to need no ammunition but performs as a laser battery (D10+4 damage)

b) Sample Hulls

Some generic hulls around which ships can be customised. Their overall characteristics are summarised below.

Hull Type Transport, Raider, Frigate, Cruiser, Space Station, Battleship

SPEED Expressed as a range of values typical for this class of ship

HANDLING Expressed as a range of values typical for this type of ship. Acts as modifier to Pilot skill rolls.

SIZE as per BRP Starships

Length Range of typical lengths for this class of hull

Beam Range of typical widths for this class of hull

Mass Listed in mega-tonnes (mT, millions of metric tonnes)

Engine Number of engine modules used to move the ship in realspace

Manoeuvre Number of engine modules used to manoeuvre the ship in realspace

Warp space Yes/No. If the vessel is Warp-capable and the state of its Gellar Field

Hit Points The amount of damage a ship can take before being destroyed.

Void Shields Number of void shield arrays

Armour A fixed number or die roll of damage points deflected

Bridge Type of bridge, some of which grant bonuses over a standard bridge.

Apps Facilities which add bonuses to skill rolls

Crew Range of crew numbers in hundreds or thousands. Voidsmen are seasoned spacefarers; Pressed crew-members have been forcibly recruited to the crew. Voidsmen usually comprise 10% of the total enlisted crew-members. The terms are Imperial; other races may use different names.

Open Space 1% of crew number unless stated

Hit Locations Critical infrastructure and components of the ship.

Weapons Location and number of weapon systems

Hull Type Transport

SPEED 1 to 5 **HANDLING** -10 to +10 **SIZE**

Length 1.5km to 2.5km **Beam** 0.3km to 0.5km

Mass 8 mT

Engine

Manoeuvre

Warp space Yes **Gellar Field** Yes

Hit Points

Void Shields 1 Array **Armour** 0

Bridge Standard

Apps

Crew 15000 to 20000

Open Space 150 to 200

Hit Locations

Weapons 1 Prow, 1 Port, 1 Starboard

Hull Type Raider

SPEED 5 to 10 **HANDLING** 10 to 30 **SIZE**

Length 1.2 to 2km **Beam** 0.2km to 0.3km **Mass** 5 mT

Engine

Manoeuvre

Warp space Yes **Gellar Field** Yes

Hit Points

Void Shields 1 Array **Armour** 2 or 1D3

Bridge Standard

Apps

Crew 15000 to 25000

Open Space 150 to 250

Hit Locations

Weapons 1 Dorsal, 1 Prow

Hull Type Frigate

SPEED 7 to 12 **HANDLING** 15 to 25 **SIZE**

Length 1.5km to 2.5km **Beam** 0.25 to 0.4km at fins

Mass 6 mT

Engine

Manoeuvre

Warp space Yes **Gellar Field** Yes

Hit Points

Void Shields 2 Arrays **Armour** 4 or 1D6

Bridge Standard

Apps

Crew 20000 to 30000

Open Space 200 to 300

Hit Locations

Weapons 2 Dorsal

Hull Type Cruiser

SPEED 5 to 10 **HANDLING** 10 to 15 **SIZE**

Length 4km to 5km **Beam** 0.4km to 0.6km at fins

Mass 20 mT

Engine

Manoeuvre

Warp space Yes **Gellar Field** Yes

Hit Points

Void Shields 2 Arrays **Armour** 4 or 1D6

Bridge Standard

Apps

Crew 50000 to 70000

Open Space 500 to 700

Hit Locations

Weapons 1 Prow, 2 Starboard, 2 Port

c) Sample ships

The templates above have been customised in the following examples.

Wolfpack Raider

Hull Type Raider

SPEED 10 **HANDLING** +20 **SIZE** 3880 [SR 13]

Length 1.7km **Beam** 0.3km **Mass** 6.5 mT

Engine 555 (Jovian Class 2 (Standard))

Manoeuvre 775 (Jovian Class 3 (Excellent))

Warp space Yes (Strelov Class 1 (Excellent)) **Gellar Field** Yes

Hit Points 3880

Void Shields 1 Array **Armour** 0

Bridge Standard

Apps None

Crew 18000 (Voidsmen 1800 Pressed 16200)

Open Space 180

Hit Locations

Weapons Prow Laser Battery, Dorsal Laser Battery

Onslaught Ork Raider

Hull Type Frigate

SPEED 5 **HANDLING** +10 **SIZE** 4390

Length 1.5km **Beam** 0.4km **Mass** 9.5 mT

Engine 315 (Ork Drive (Standard))

Manoeuvre 630 (Ork Drive (Standard))

Warp space Yes. 315 (Ork Drive 315 (Standard))

Gellar Field Yes (Ork variant)

Hit Points 4390

Void Shields 1 Array **Armour** 0

Bridge Armoured Kaptin's Bridge (if hit, roll D10.

On the roll of 4+, the bridge is undamaged)

Apps

Crew 22000 (Voidsmen 2000 (Boyz) Pressed 20000 (Grotz))

Open Space 220

Hit Locations

Weapons Prow Macro Cannon battery x2, Dorsal Plasma Cannon

Wayfarer Station

Hull Type Space Station

SPEED 0 **HANDLING** 0 **SIZE**

Length 5km diameter **Beam** 5km diameter **Mass** 22 mT

Engine

Manoeuvre

Warp space

Hit Points

Void Shields 2 **Armour** 4 or 1D6

Bridge Stationmaster (allows Damage Control, granting +10% to all Repair tests on the station)

Apps

Crew 10000 (Voidsmen 1000, Pressed 9000), 80000 to 100000 inhabitants

Open Space 1100

Hit Locations

Weapons 2 Keel Macro Cannon, 1 Keel Lance

The Sabre

Hull Type Frigate

SPEED 8 **HANDLING** +20 **SIZE** 4715 [SR 14]

Length 1.8km **Beam** 0.3km at fins **Mass** 6 mT

Engine 480 (Jovian Class 2 (standard))

Manoeuvre 1200 (Jovian Class 2 (standard))

Warp space Yes (Strelov 1 Warp Drive (Excellent))

Gellar Field Yes

Hit Points 4715

Void Shields 1 Array **Armour** 0

Bridge Command Bridge

Apps None

Crew 22500 (Voidsmen 2250 Pressed 20250)

Open Space 225

Hit Locations

Weapons Dorsal Sunsear Laser Battery, Prow Lance

4) Starship Travel

a) Combined Tests

The Handling rating of a ship provide bonuses to characters' skill tests.

b) Hazards

Fire

One of the greatest hazards on board a starship as fire burns up Oxygen which is not easily replaced. If a ship component is set ablaze, either due to combat damage or more mundane misfortune, review the Spot Rules for Fire and Heat (BGB pp.223-224). Fire can spread from component to component if it is not brought under control. The GM can determine where and how quickly the fire spreads.

Fire can be extinguished with a Command skill check to organise a fire-fighting team. Success will at least bring the fire under control so it will not spread to other components, while special and critical successes will extinguish the fire. Particularly intense fires may be hard to bring under control. Perhaps three normal successes are needed to fight the fire. This, of course, may take several turns of Command rolls from the Captain or other PC, which distracts them from other duties.

A last drastic measure is to vent the compartment into space. This immediately extinguishes the fire but the crew suffer 1D6 loss to the Crew Population and 2D6 Morale loss.

Depressurisation

If the hull is punctured, the ship will begin to vent air into space. This causes high winds in the

component and all movement rates are halved and Agility or Effort tests may be needed to move through such an environment. A Repair (Structural) or Repair (Mechanical) test is needed to seal the breach.

Zero Gravity

Review the Spot Rules for Zero-Gravity Combat on BGB p.236. This requires an Agility roll each round. If this roll is failed, all Physical and Combat actions the character takes that round are Difficult. Void-born characters do not suffer this penalty.

Asteroids

A successful Pilot (Space Craft) skill test is needed to navigate an asteroid field. This roll can be classed as Difficult if the starship is being pursued through the field. A Failure on the roll causes 1D4 hits; a Fumbled skill test causes 2D4 hits. Void Shields may stop some of these hits. Any penetrating hits cause 2D10 Hull Integrity damage.

Gravity Tides

Gravity rip-tides are dangerous but useful. If successfully piloted, the ship gains speed using this gravitational sling-shot effect and journey times are reduced accordingly.

To navigate a rip-tide, make a Technical Skill (Augur Array) to spot the tide, then a Pilot (Space Craft) skill test to fly through it safely. Success will reduce the journey time as determined by the GM. Failure causes the ship to be caught in the tide and the tests must be re-taken to escape. A Fumble will cause 1D6 Hull Integrity damage to the ship which remains trapped and must try to escape in the next turn.

Ice Rings

Similar to asteroid fields, ice rings orbiting giant planets are dangerous to traverse but may contain valuable ores and minerals (and wrecked space craft) for the brave explorer to uncover.

To fly through an ice ring, make a Pilot (Space Craft) test, modified by the ship's Manoeuvrability characteristic, followed by a Navigate (Stellar) test, modified by the Detection characteristic. A failure of the Pilot skill means the ship has sustained 2D6 Hull Integrity damage which cannot be stopped by Void Shields. Failing the Navigate test means the ship is delayed on its journey.

Nebulae

Vast dust-clouds hanging in space. These are difficult to pass through. Make a Navigate (Stellar) test, modified by the ship's Detection characteristic. A success means the cloud is passed successfully. Failure causes a delay to the journey and a Fumble causes delay and perhaps even throws the ship off course (GM's discretion).

Vacuum

Following hull depressurisation, or on airless worlds, abandoned space stations or haunted space hulks, the vacuum means the characters will not be able to breathe without a void-suit, respirator, rebreather or similar device. It is likely the character will suffocate. Review the Spot Rules for Vacuum on BGB pp.234-235.

Warptime/Realttime

A rough estimate of Warptime versus Realttime is: one day passed in the Warp means 12 days have passed in realspace (FFGRT pp.183-184). This value is approximate and can change at the GM's discretion.

From Warhammer 40,000 Rogue Trader (40KRT, p.131), a warp jump covers 1-4 light years. Such a journey typically takes 1-6 days of realtime, contracted into 1-4 hours of perceived time on board the ship.

Warp jumps are typically made at the edge of a solar system. The mass and gravitational pull of a star in realspace has a similar effect in the Warp. It is possible that ships making a jump too close to a star will be dragged in to the star and destroyed.

5) Starship Combat

Refer to the Starship Combat rules in BRP Starships. Consider the following ships

The Sabre

Hull Type Frigate

SPEED 8 HANDLING +20 SIZE 4715 [SR 14]

Hit Points 4715

Void Shields 1 Array Armour 0

Weapons Dorsal Sunsear Laser Battery [Damage (D10+2)x30; Reload 3], Prow Lance [Damage (D10+2)x40; Reload 4], Laser Defence Grid [Destroys 2D6 incoming small craft or missiles; Reload 1]

NAME: Captain Trask
STR [10] CON [10] SIZ [14] INT [17] POW [12]
DEX [10] APP [14] EDU [15]
Captain Skills: Pilot (Starship) 82%, Command 77%
Crew Skills: Artillery (Lance) 60%, Artillery (Laser Battery) 60%, Repair (Various) 75%, Laser Defence Grid 50%

Da Fangz (So named because of the twin, prow-mounted macrocannons)

Hull Type Frigate
SPEED 5 HANDLING +10 SIZE 4390 [SR 14]
Hit Points 4390
Void Shields 1 Array Armour 0
Bridge Armoured Kaptin's Bridge (if hit, roll D10. On the roll of 4+, the bridge is undamaged)
Weapons Prow Thunderstrike Macro cannon x2 [Damage (D10+1)x20; Reload 2], Dorsal Plasma Cannon [Damage (D10+4)x40; Reload 4]

NAME: Kaptin Gofskar
STR [15] CON [9] SIZ [17] INT [10] POW [11]
DEX [14] APP [6] EDU [15]
Captain Skills: Pilot (Starship) 60%, Command 66%
Crew Skills: Artillery (Macro cannon) 50%, Artillery (Plasma Cannon) 50%, Repair (Various) 65%

The captains have held a grudge for a long time and decide to square-off in a remote zone, away from prying eyes while they settle their differences the only way commanders of megatonnes of highly-beweaponed steel and adamantium can: Fight!

With the higher Handling (20 opposed to 10), The Sabre will act first every round.

Round 1

Captain Trask knows that aggression is the best way to deal with the Ork pirate, so he elects to manoeuvre into position and attack with all weapons. His Pilot skill is 82%, which he narrowly passes with a 77. In position now, his gun crews open fire.

The Sunsear Laser Battery rolls 24, hit which drops Da Fangz Void Shield and leaves the Ork raider open to further hits. The Prow Lance rolls 56 but the damage roll is only 3 (x 40 =) 120 points of damage.

Gofskar retaliates but rolls 88 on his Pilot skill and fails to position his ship. Clearly rattled by Trask's glancing hit, the Ork opens fire at half skill. The Macro cannons roll 39 and 30, both misses at half skill, while the Plasma Cannon scores 61, also a

miss.

Round 2

At the start of Round 2, Da Fangz' Void Shield returns to full power, protecting the ship a little longer.

Trask attempts to manoeuvre The Sabre and rolls 81%, just wrenching The Sabre into firing position. The captain opens fire at full skill. The Laser Battery rolls 12, a Special Success, while the Prow Lance scores 85, a miss. The Laser downs the Ork vessel's Void Shield again and the GM rules that the Special Success causes half damage when the Shield goes down: the damage roll is 8 (divided by 2 =) 4 and multiplied by 30 to give 120 points of damage. Gofskar's ship has now sustained 240 points of damage.

Gofskar fights back and rolls 57%, successfully positioning Da Fangz for attack. At full skill this time, Gofskar opens fire. The Prow Macro cannons score 35 and 11, while the Plasma Cannon rolls 35. All three weapons hit, including a Special Success from the second Macro cannon! The first Macro cannon hit drops The Sabre's Void shield; the second Macro cannon hit scores 4 (x 20 =) 80 points of damage; while the Plasma Cannon rolls 7 (x40=) 280 points of damage. A total of 360 damage points and the GM rules that the Special Success will make Trask's next Pilot roll more difficult (a -10 modifier).

Round 3

At the start of Round 3, all Void Shields return to full power.

Trask Pilots his ship with consummate skill (a roll of 08% making a Special Success, even under difficult conditions) and lets loose all weapons at full skill. Unfortunately, despite his Piloting skills, Trask's gunners fail him (rolling 92 and 86), he lets the advantage slip through his fingers.

Snarling with rage, the Ork Kaptin retaliates, out-maneuvring Trask with a 21 on his Pilot roll and brings all guns to bear against The Sabre. In a strange turn of fate, The Prow Macro cannons roll 99 (Fumble) and 01 (a Critical hit), while the Plasma Cannon narrowly misses (57 versus the gunner's skill of 50%). The GM rules that the Fumbled Macro cannon is out of action until repaired, while the Critical cannon downs The Sabre's Void Shield and scores a narrow hit and (2 points x 20 =) 40 points of damage. (This is a GM's call. A Critical hit should score maximum damage (BGB p.192) but some of that damage is dissipated by the Void

Shield).

Round 4

At the start of Round 4, all Void Shields return to full power.

Captain Trask fails his Pilot skill with a miserable 92%. This leaves his gunners out of position and they make their attacks at half skill. The Lance rolls 06, a Special Success, while the Laser Battery attacks with 19, another hit. The Lance blows down the Ork ship's Void Shield and (as before) causes half damage (for a total of $7 \times 50 =$) 350 points. The Laser Battery causes a further 150 damage. The Ork vessel has now lost a total of 740 hit Points.

Gofskar has to perform multiple actions this round, one to Pilot his ship, the other to order Mekboyz to repair the damaged cannon. Under pressure, the Ork Kaptin misses his Pilot roll (rolling 65%) as he screams into the ship's onboard squawk-box (commlink) to get the Mekboyz moving. His command skill is 66% but, with a -30% multi-action penalty, this drops to 36%. The Kaptin rolls 32, so his orders set the Mekboyz scurrying. Meanwhile, the gunners attack at half skill, the one functioning Macro-cannon rolling 90, and the Plasma Cannon scoring 62. Both weapons missed, presumably because their crews were busy laughing at the jammed Macro-cannon's crew!

Round 5

Trask redeems himself with a good Pilot skill roll of 33. Getting into position, he orders his gunners to open fire. This time, both weapons score hits (18 for the Lance and 39 for the Plasma Cannon). The Ork ship's Void Shield drops to the Plasma Cannon and the Lance rips a hole in Da Fangz, scoring a total of $(9+4=13 \times 50=)$ 650 points of damage. Da Fangz has now lost 1390 Hit Points.

The Ork attempts to retaliate but, obviously distracted by fires on his bridge and the bellowing of alarm klaxons, he blows his pilot roll (74%). The gunners open fire, with the Macro-cannon hitting on 24, and thus dropping The Sabre's Void Shield, while the Plasma Cannon rolls a hit on 45%. The damage roll is a "weedy" 5 ($4 \times 40=$) or 200 points. The Sabre has now taken a total of 560 points of damage.

In the bowels of Da Fangz, Mekboyz swarm to work on the fouled Macro-cannon. Their Repair skills of 65% are adequate here (a roll of 45), so the the GM decides the weapon will be operational in two minutes (some Repair skills take 1-5 minutes, BGB

p.179). Two minutes is a long time in this battle!

Round 6

Trask rounds on the Ork pirate vessel, rolling 40 on his Pilot skill. The gunners open fire, with the Laser Battery scoring 57, enough to drop the enemy's Void Shield, while the Lance rolls 26, a solid hit, scoring $(8 \times 50 =)$ 400 points of damage. The total damage inflicted is now 1790, about one-third of the vessel's total hit points.

Angered that one of his beloved Macro-cannons will be out of action for the foreseeable future, Gofskar is distracted and fails his Pilot roll yet again. The remaining gunners attack at half skill, with the Macro-cannon rolling 40, while the Plasma Cannon rolls 73. Clearly, the Ork Godz are not smiling on Gofskar this day.

Round 7

Captain Trask senses his enemy is on the ropes. With a comfortable Pilot skill roll, he manoeuvres The Sabre into attack position and opens fire. His gunners fail him with wide misses!

Gofskar is getting desperate so he orders the charge! He swings Da Fangz around (with a respectable 39 on his skill roll) and prepares to begin boarding action against his enemy. His gunners open fire, hoping to soften up The Sabre ready for da Boyz to get stuck in. The Macro-cannon scores an impressive 06, a Special success, which drops The Sabre's Void Shield and scores half damage also (a total of $(6 \times 20=)$ 120 points of damage. The Plasma Cannon, emboldened by the attack run, hits on 27 and scores a further 280 points of damage. As a second action, Gofskar launches boarding torpedoes with a Command skill roll of 25 (enough to succeed with the -30% multi-action penalty).

Round 8

Trask rolls 06 on his Pilot roll, a Special success, which the GM judges gives him a "free" action this round. Gleefully, Trask triggers The Sabre's Laser Defence Grid as his free action and destroys eight (a 2D6 roll) of the incoming boarding torpedoes. His gunners do him proud, with the Laser Battery downing Da Fangz Void Shield and the Lance hitting and scoring a further $(6 \times 50=)$ 300 points of damage. Da Fangz has now taken 2090 points of damage.

Gofskar abandons the bridge and heads for a boarding torpedo, eager to go hand-to-hand with Trask, as any Ork Kaptin should. His last order is to

fire on The Sabre and, while the Macro cannon misses, the Plasma Cannon strikes home, dropping The Sabre's Void Shield and leaving the path clear for the boarding torpedoes to slam home.

Round 9

Trask sees the threat and feels the boarding torpedo impacts resound through the hull of his ship. He remains on the bridge, calmly ordering his crew to repel boarders. This takes a Command roll, on which he scores a Special success (roll 11 versus skill of 77). He then despatches medical crew to tend the wounded (of which there are plenty at this stage) but it is good for crew morale to know their Captain cares. The gunners open fire, with the Laser Battery missing narrowly and the Prow Lance scoring a 07 Special success. As before, this downs the Void Shield and inflicts half damage: a further 200 points of damage, taking the Ork ship to 2290, almost half its total.

Gofskar has left one of his "senior officers" (a drinking buddy called Zognut) in charge while he rampages around The Sabre. Zognut has a Pilot skill of only 40%, so he cunningly decides to hold the course his Boss has set and open fire. After all, if he can blow The Sabre to pieces, he can appoint himself Kaptin of Da Fangz. The Macro cannon rolls 41, dropping The Sabre's Void Shield and inflicting 120 points of damage. The Plasma Cannon, scores a 01, Critical hit, which inflicts maximum damage of (14x40=) 560! The Sabre has taken 1640 points of damage. The GM rules that the Critical Hit forces a roll on the Malfunction Table (BRP Starships p.23). The D6 rolls generate a Power Out Until Repaired result. The bridge on The Sabre suddenly goes dark, replaced by dim red emergency lighting.

Round 10

With a Command roll of 27, Trask orders Adeptus Mechanicus technicians to the Generatorium to restore power as soon as possible. With power down, there is little he can do except listen to vox-chatter from his Armsmen as they struggle to repel the Orks.

Howling with glee, Zognut opens fire again, but this time both his gun batteries miss by several kilometres. Perhaps, thinks the Ork, they can't see so clearly now The Sabre has gone dark.

In the Generatorium, Mechanicus technicians effect Repairs with remarkable speed, a Special success (09) means the power will be back on in one minute. Again, a minute is a long time in space combat.

Round 11

Trask knows the only way to stem the assault is to lead it from the front, preferably by decapitating Gofskar in front of his Boyz. He offers a prayer to the God-Emperor of Mankind, buckles on his power sword and heads towards the thickest of the fighting.

What follows will be a brutal mixture of ship-to-ship and hand-to-hand combat, across the void and in the corridors of the Sabre. Both ships have sustained considerable damage and only a few more hits to either vessel will render them disabled or destroyed.

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VII. WEAPONS, ARMOUR AND EQUIPMENT

1) Equipment Rarity

a) Rarity Levels

See BRP Chapter 8 pp.237-240 and the Status skill BGB pp.79-80 for a discussion of some of these terms.

All equipment has a Rarity Level:

- **Everywhere (E):** Everyday articles available in any locale at any time
- **Common (C):** Everyday articles available in any locale, usually during business hours
- **Average (A):** available in most locales and/or within broad time window
- **Rare (R):** available in a few locales and/or within a narrow time window
- **Unique (U):** Item is one-of-a-kind or nearly so. A single unique or near-unique item available in only one place and/or time

Then the character's Wealth level sets the skill roll (if any) and difficulty needed:

Wealth Level	Skill Roll by Rarity Level			
	ECA None	R Normal	U Special	-
Wealthy	ECA None	R Normal	U Special	-
Affluent	EC None	A Normal	R Difficult	U Special
Average	E Easy	CA Normal	R Difficult	U Critical
Poor	E Normal	CA Difficult	R Special	U Critical
Destitute	E Normal	C Difficult	AR Special	U Critical

Items that are described as "free" use the table above. Items that are "restricted" shift one column right on the table. An average wealth character trying to buy a flashlight makes an Easy skill roll; the same character acquiring a knife (available everywhere but restricted by local laws) needs to make a Normal skill roll. A "Special" requirement on the table above means the character makes a roll at

full skill but only a Special (or Critical) success will find or acquire the item. Similarly, a "Critical" requirement in the above table means the character makes a roll at full skill level but only a Critical success will find or acquire the item.

Use Research and relevant Knowledge skills to find the item. Status, Persuade, Etiquette, Insight and Command can be used as complementary skills (BRP p.50).

Then use Bargain to acquire the item. Status, Persuade, Command and Appraise can be used as complementary skills (BRP p.50)

For simple purchases, use the Status rules on BGB p.239 to obtain the item. For more complex deals, use Clarence Redd's conflict resolution rules, as described in the Skills chapter.

b) Societal Differences

In the tables and descriptions below Rarity Levels reflect the society in which these items are most often encountered. The "default" society is an Imperial World within the Imperium. Outside those societies, Rarity can increase by one and sometimes even two levels (at GM's discretion). For example, a laspistol is a Common weapon within the Imperium; in Ork society, where the preference is for noisy weapons, laspistols are regarded as "weedy" and their Rarity moves two levels and becomes Rare (where they are probably found buried in a Mekboy's bitz box, waiting to be welded into a Kustom weapon).

Note that "society" does not necessarily mean "species", though this is often the case. Within the Adeptus Astartes, a Bolt Gun is a Common weapon, while across the rest of the Imperium, Bolters are Rare. Similarly, while a Laspistol may be found Everywhere across much of the Imperium, on an Imperial Feral World, Laspistols are most likely found within the Imperial Governor's staff, and therefore classes as Rare among the rest of the world's population.

The GM is the final arbiter of an item's Rarity in a given scenario.

2) Ranged Weapons

a) Las Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Lasgun	Energy Weapon/Las	15%	100m	2	20	2D8	C	
Laspistol	Energy Weapon/Las	20%	20m	1	20	1D8	E	
Long-las	Energy Weapon/Las	15%	150m	1	20	2D8	R	
Lascarbine	Energy Weapon/Las	15%	60m	1	20	2D8	R	
Hellgun	Energy Weapon/Las	10%	110m	3	30	2D8	R	
Hellpistol	Energy Weapon/Las	15%	35m	2	40	1D8+4	R	
Archaeotech Laspistol	Energy Weapon/Las	15%	60m	3	20	1D8+4	U	
Belasco Duelling Pistol	Energy Weapon/Las	15%	60m	1	20	1D8+4	U	

b) Solid Projectile (SP) Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Autogun	Firearms/SP	25%	90m	2	30	2D6+2	C	
Autopistol	Firearms/SP	15%	40m	2	18	1D8	E	
Stub Automatic	Firearms/SP	20%	20m	2	12	1D8	E	
Stub Revolver	Firearms/SP	20%	25m	1	6	1D8	E	
Shotgun Pistol	Firearms/SP	30%	5/20m	1	1	4D6/1D6	C	
Pump Shotgun	Firearms/SP	30%	10/20/50m	3	8	4D6/2D6/1D6	C	
DB Shotgun	Firearms/SP	30%	10/20/50m	2	2	4D6/2D6/1D6	C	
Heavy Stubber	Heavy Weapon	15%	120m	10	40	2D6+4	R	

c) Bolt Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Boltgun	Firearms/Bolt Weapon	10%	90m	3	24	2D8+3	R	
Bolt Pistol	Firearms/Bolt Weapon	10%	30m	2	8	1D8+4	R	
Storm Bolter	Firearms/Bolt Weapon	10%	90m	4	60	2D8+3	R	
Heavy Bolter	Heavy Weapon	15%	120m	10	60	3D8+3	R	

d) Plasma Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Plasma Gun	Energy Weapon/Plasma	10%	90m	2	40	2D10+4	R	
Plasma Pistol	Energy Weapon/Plasma	15%	30m	1	24	2D10+2	R	
Heavy Plasma Gun	Heavy Weapon	05%	120m	1	5	3D10+6	R	

e) Flame Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Hand Flamer	Flame Weapon	10%	10m	1	2	2D6	R	Fire
Flamer	Flame Weapon	10%	20m	1	6	3D6	R	Fire
Heavy Flamer	Flame Weapon	10%	30m	1	10	4D6	R	Fire

f) Melta Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Inferno Pistol	Energy Weapon/Melta	05%	10m	1	3	3D4+1	R	
Meltagun	Energy Weapon/Melta	05%	20m	1	5	3D6+2	R	
Multi-Melta	Heavy Weapon	05%	60m	1	10	6D6+4	R	
Thermal Lance	Heavy Weapon	05%	10m	1	2	3D6+4	R	

g) Launchers

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Grenade Launcher	Launcher	10%	80m	1	6	By Grenade	R	
Auxiliary GL	Launcher	10%	20m	1	6	By Grenade	R	
Missile Launcher	Heavy Weapon	05%	250m	1	5	As Missile	R	

h) Ork Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Slugga	Firearms/SP	10%	15m	1	10	1D10+2	E	
Shoota	Firearms/SP	10%	30m	2	20	2D6+2	E	
Big Shoota	Heavy Weapon	10%	50m	3	30	2D6+4	C	
Burna	Flame Weapon	10%	15m	1	6	2D6	R	Fire, counts as Power Axe in melee combat
Kustom Mega Blasta	Heavy Weapon	0%	50m	1	10	3D10	R	
Snazzgun	Heavy Weapon	0%	30m	1	5	2D10	R	
Deffgun	Heavy Weapon	0%	30m	1	5	2D10+2	R	
Power Klaw	Melee/OH	10%	-	1	-	2D10+db	R	
Choppa	Melee/OH	10%	-	1	-	D10	E	
Big Choppa	Melee/TH	10%	-	1	-	2D8	A	

Ork Weapons are usually of Average quality, unless Kustomised by a Mekboy, in which case the weapon may be of any Quality. However, when used by non-Orkoids, weapons frequently fail to work at all, and should therefore be regarded as of Inferior quality in the hands of Humans, Eldar, Tau or other races. A Fumble causes a weapon used by a non-Orkoid to explode, with appropriately colourful effects.

i) Eldar Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Shuriken Pistol	Missile Weapon/Shuriken Weapon	20%	30m	1	20	D8+5	E	
Shuriken Catapult	Missile Weapon/Shuriken Weapon	20%	90m	2	40	2D8+4	C	
Shuriken Cannon	Heavy Weapon	10%	120m	3	50	3D8+5	R	
Lasblaster	Energy Weapon/Las	20%	90m	3	50	D6+4	R	
Scatter Laser	Heavy Weapon	10%	120m	4	50	4D8+5	R	
Biting Blade	Melee/TH	10%	-	1	-	2D8+6	R	
Witch Blade	Melee/OH	10%	-	1	-	2D8+3	R	

Eldar also use other weapons typical to Imperial forces but the Quality of Eldar weapons is always regarded as Good, as per the Equipment Quality Modifiers on BGB pp.241-242. This will often grant a bonus of +5% when attacking with such weapons.

j) Tau and Allies Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Pulse Rifle	Energy Weapon/Pulse	10%	90m	1	20	2D8+3	R	
Pulse Carbine	Energy Weapon/Pulse	15%	50m	2	20	2D8	R	
Pulse Pistol	Energy Weapon/Pulse	15%	30m	2	20	1D8	C	
Kroot Rifle	Firearms/SP	10%	90m	1	10	2D6+2	C	
Kroot Gun	Heavy Weapon	5%	100m	2	20	3D8	R	

k) Special Weapons

Name	Skill/Class	Base	Range	Attk	Ammo	Damage	Rarity	Notes
Web Gun	Missile Weapon	10%	15m	1	5	Entangle	R	1m radius
Heavy Webber	Heavy Weapon	0	50m	1	10	Entangle	R	2m radius
Neuro Disruptor	Energy Weapon	20%	15m	1	5	Confusion	U	POW 15 (1)
Needle Pistol	Energy Weapon	20%	20m	1	20	1D4	R	(2)
Needle Rifle	Energy Weapon	10%	100m	1	20	1D4	R	(2)

(1) Match weapon's POW vs. POW of target. If weapon wins, target is confused for 1D10 rounds and must make a Difficult Idea roll to act each round to act normally.

(2) Fires laser-powered slivers of toxic chemicals. These have a POT of 15, with an onset time of 1D4 combat rounds. Match POT vs CON on the resistance table. Toxins may be species-specific.

3) Melee Weapons

Name	Type/Class	Base	Damage	Rarity	Notes
Sword	Melee/OH	15%	1D8+1+db	E	
Club	Melee/OH	25%	1D6+db	E	
Staff	Melee/TH	25%	1D8+db	E	
Warhammer	Melee/TH	25%	1D10+3+db	A	
Knife	Melee/OH	25%	1D4+db	E	
Chainsword	Melee/OH	20%	2D6+3+db	A	
Chain Axe	Melee/TH	10%	2D8+4+db	R	
Power Axe	Melee/TH	10%	2D8+4+db	R	
Power Sword	Melee/OH	20%	2D6+3+db	R	
Power Fist	Melee/OH	10%	2D10+db	R	
Power Maul	Melee/OH	20%	1D6+db+stun	A	

4) Armour

a) Imperial Armour

Name	Fixed AP	Random AP	Rarity	Notes
Primitive Leathers	2	1D6	C	
Primitive Chainmail	7	1D8-1	A	
Primitive Plate	8	1D10	R	
Flak Helmet	+3	+2	C	
Flak Coat	4	1D4	C	
Guard Flak Armour	4+3	1D4+2	C	Includes flak helmet
Mesh Armour	6	1D4+2	A	
Light Carapace	8	2D6	R	
Stormtrooper Carapace	10	2D4+2	R	
Scout Power Armour	14	2D6+2	R	
Marine Power Armour	16	4D4	U	Rarity classed as Unique as each suit is tailored to an individual marine
Terminator Armour	20	2D8+4	U	Rarity classed as Unique as each suit is individually made

b) Ork Armour

Name	Fixed AP	Random AP	Rarity	Notes
Ork Flak	2	1D6	E	
'Eavy Armour	10	2D6+2	C	
Mega Armour	15	2D8+4	R	

c) Eldar Armour

Name	Fixed AP	Random AP	Rarity	Notes
Eldar Mesh	6	1D4+3	C	Lighter than normal Mesh
Dire Avenger Armour	14	2D6+2	R	Other Aspect Warrior armours exist

d) Tau and Allies Armour

Name	Fixed AP	Random AP	Rarity	Notes
Fire Warrior Armour	10	2D4+2	R	
Recon Armour	8	2D6	R	
Kroot Leathers	2	1D6	C	

5) Grenades

Name	Skill	Area (radius)	Damage	Rarity	Effects
Anti-plant	Throw	3m	None	R	Destroys plant life
Blind	Throw	None	3m	R	Dense smoke and electromagnetic interference block all vision and sensors, including psychic powers
Frag	Throw	4m	4D6	A	
Krak	Throw	0.5m	5D6	A	
Melta	Throw	1m	8D6	R	
Photon	Throw	None	3m	R	Blinds anyone in the blast radius unless protected with Autosenses or similar equipment
Smoke	Throw	None	3m	A	Blocks vision through the area

6) Gear

The equipment list from BRP Starships pp.43-45 can be used in BRP 40K. Assume items from BRP Starships have a Rarity Level of Common to Average, at GM's discretion. Some items may have a "40K-esque" name change (comlink to vox-caster, for instance, or the Orks' equivalent, a squawk-box) but otherwise are comparable in use. Some characters have these items listed amongst their starting equipment. Players and GMs are encouraged to use imaginative names, particularly for Xenos-based items, as in the following examples.

- Comlink to Vox-caster (two-way video communication is via a Pict-caster)
- Datapad/Portable Computer to Dataslate
- Sensor Pack to Auspex Unit
- Life Support Suit to Void Suit
- Macrobinoculars to Magnoculars

The following items have been adapted from 40KRT.

Auto-senses

Helmet-mounted sensors which bypass the wearer's own sensory organs and send signals directly to the brain. This renders the wearer immune to blinding flashes, deafening noises and such sensory overloads, as the Auto-senses dampen incoming stimuli and render them harmless. The wearer is aware there has been a blinding flash but can carry on unaffected. **Rarity: R**

Cameleoline

A camouflage material that can be woven into the fabric of many clothes, often as cloaks or loose-fitting robes. Cameleoline matches its colouration

against the wearer's surroundings, rendering the wearer much more difficult to see. This adds +40% to the wearer's Hide skill if stationary, +30% if moving slowly and +10% if running. **Rarity: R**

Drugs

Technical Skill (Chem-Use) is used to administer many of these drugs.

- **Frenzon** - a family of psychoactive drugs which can cause a variety of effects, most notably a berserk rage which adds +20% to hand to hand combat attacks and +1D6 to DEX when determining initiative. The effects of Frenzon last 10 combat rounds. Other effects include confusion (Difficult Idea roll required to take a planned action); hatred (the user develops an irrational insanity aimed at a specific enemy or thing); terror (the user becomes irrationally afraid of a specific enemy or thing). **Rarity: A**
- **Immune** - A broad-spectrum antibiotic and antiviral treatment which gives some protection against natural diseases of all types. It will not work against Warp-spawned infections. Immune doubles the user's CON when resisting the POT of a disease. A single dose lasts 30 days. **Rarity: R**
- **Polymorphine** - a muscle-resculpting treatment which allows the user to resculpt his or her features into a semblance of some other individual. This treatment adds +50% to the user's Disguise skill. It lasts until a further treatment reverses the process. If a Fumble is rolled, the user is horribly disfigured. **Rarity: U**
- **Stimulant** - a general purpose stimulant

which can negate the effects of another drug in the user's system. Stimm has a POT of 15 when attempting to overcome the other drug on the resistance table. **Rarity: A**

Flight Pack

The Flight Pack has an active flight time of 1 hour before needing to refuel. It is controlled by the wearer using the Fly (Flight Pack) skill. The pack has a Speed of up to 500 metres per combat round. Speed can be reduced to zero, meaning the wearer can hover stationary. Most Flight Packs require one hand on a control joystick (thus, two-handed weapons cannot be used) but some allow a Mind Impulse Unit (MIU) connection and so can be controlled hands free (allowing use of heavy weapons in flight). **Rarity: R**

Gravity Chute

A Gravity Chute uses suspensor technology to allow the wearer to float from any altitude to the ground without harm. Use the Fly (Gravity Chute) skill to land on target. **Rarity: R**

Jump Pack

The Jump Pack allows short-range, low-altitude leaps over intervening terrain, obstacles and people. The maximum jump distance is 50 metres, if jumping over obstacles up to two metres high. Trees and single-storey buildings can be cleared but the horizontal distance is reduced to 30 metres. Higher buildings can be jumped (or their roofs landed on) but the horizontal distance decreases to 10 metres. Use the Fly (Jump Pack) skill to land on target. **Rarity: R**

Las-cutter

Essentially a short-range lascannon, the Las-cutter is used to cut through metal, rock, spaceship hulls and people. It causes 5D6 damage, equivalent to a stick of dynamite, but in a highly localised area (so no danger of being caught in the blast). This will open a person-sized hole in a wall in one combat round. See the Object Qualities rules on pp.276-277 of the BGB. **Rarity: R**

Parawing

A bizarre cross between a parachute and a hang-glider, the Parawing allows the wearer to drop from high altitude, glide considerable distances and land with accuracy. The wearer may fire weapons while gliding but cannot fire on the round they land, as they free themselves from the harness. Use the Fly

(Parawing) skill to control the flight and landing. **Rarity: R**

Phase-field Generator

An ancient tool derived from Warp technology, the Phase-field Generator "warps" a block of matter into Warp space, creating a hole sufficient for a human to pass through. Any living creature caught in the field as it is generated is killed instantly. Technical Skill (Phase-field Generator) is needed to use this incredibly rare device. **Rarity: U**

Photochromatic Protection

Varieties of devices, chemicals and visors which protect the eyes against blinding flashes. Most common are visors or goggles which give 50% protection against Photon Grenades. Photochromatic contact lenses give 65% protection, with the further advantage that they are not plainly visible on the wearer. A chemical, applied as eye drops, is functional for 24 hours and gives 35% protection. Lastly, an injection into the eye protects 65% against photon attacks. **Rarity: A**

Porta-rack

A torture device used by the Inquisition and particularly vile aliens. It invades the captive's brain with fine wires then uses the Inquisitor's own POW to inflict pain (in a POW vs. POW struggle). If the captive fails to resist, he or she will truthfully answer one of the Inquisitor's questions. The interrogation continues in this way. The Inquisitor is unharmed in this process but the captive suffers loss of 3D6 SAN points. **Rarity: R**

Power Board

Used by the most reckless troops in the galaxy, the Power Board is essentially a toy capable of insane speeds at low altitudes. It has a maximum speed of nearly 500 metres per combat round and a maximum altitude of 2 metres. The Fly (Power Board) skill is used to control this floating death-trap. **Rarity: C**

Syn-skin

A spray-on second skin which is airtight, waterproof and proof against gas weapons and hard vacuum. Breathing is possible, even if the entire body is coated with Syn-skin, as the substance provides the body with oxygen for up to 12 hours, after which the Syn-skin must be removed or punctured to provide oxygen via a respirator. Syn-skin floods the body with chemicals which increase STR, DEX and

CON by 1D10 points (roll for each characteristic individually). Syn-skin can be any colour or even transparent but is most often black. **Rarity: R**

Suspensor

A small anti-gravity device which can be attached to objects to reduce the burden it imposes on the carrier. Each Suspensor negates 10 kilogrammes (10 ENC points) of weight. If sufficient Suspenders are fitted to overcome its mass, an object will float and can be pushed by hand. **Rarity: R**

Targeter

A combination of enhanced telescopic sight and range finder, a targeter adds +10% to all ranged attacks made by the weapon it is fitted to. Up to two Targeters "stack" (e.g. one on a weapon, the other in a bionic eye) to grant a +20% bonus on ranged attacks with that weapon. A Targeter is heavy, weighing 10kg; this weight is often offset with a suspensor. **Rarity: R**

7) Cybernetics/Augmetics

a) Cybernetics and SAN

Sandy Antunes gets the credit here for work done way back in the 90's in a set of Cyberpunk 2020/Call of Cthulhu crossover rules.

His idea that cyberware costs the Player Character SAN points (as opposed to the CP2020 Humanity or Shadowrun Essence stats) is excellent and it seems reasonable that this idea is used here.

b) Adeptus Mechanicus Cybernetics

Starting SAN

The Explorator starts equipped with both Logis Implant and Mechanicus Implants. The SAN losses accrued by these components are assumed to already be subtracted from the character's starting SAN. If however, through roleplaying and campaign circumstances, a non-Adeptus Mechanicus character becomes inducted into the Machine Cult, the SAN losses listed below must be paid by the newly-inducted character.

Powering Mechanicus Cybernetics

The Potentia Coil is one of many Mechanicus augmetics. It is essentially a battery wired into the Explorator's body and is used to power the implants, by drawing on the Coil's arcane power or the body's

own energy. In this way, the Explorator can choose to power the implants using Power Points or Fatigue Points.

Implants require 1D6 Power Points or 1D6+2 Fatigue Points (player's choice at the time) and successful skill or characteristic rolls to activate. More Fatigue Points are required because, as the Mechanicus believe, the flesh is weak.

Logis Implant (FFGRT p.101) (SAN Loss 2D6)

All Explorator characters start with a Logis Implant. This allows the character a form of enhanced senses or even limited precognition in combat. The character must make a Technical Skill (Logis Implant); this takes one full combat round. On the next round, the calculations are complete and the Explorator may add +10% to any ranged or melee attack or add +1D6 to initiative roll (or DEX for determining initiative that round). **Rarity: U**

Mechanicus Implant (FFGRT pp.366-367) (SAN Loss 3D6)

In the Rogue Trader RPG the Mechanicus Implants Trait equips a starting Explorator with various arcane components. These allow the character to develop new talents over the course of play. These RT talents are best converted to BRP skills, such as special attacks, powers and stat bonuses (or penalties). Some examples include those below. **Rarity: U**

Luminen Blast (SAN Loss 2): The blast has a range of the character's INT in metres. An Agility Roll is needed to focus the blast, which causes 1D6 damage on a successful hit. **Rarity: R**

Luminen Shock (SAN Loss 2): This requires a successful melee attack. A successful hit causes an additional 1D6 electrical damage to the target. **Rarity: R**

Maglev Grace (SAN Loss 2): A limited levitation power. The Explorator may hover 20-30cm above the ground and move at half rate (approx 5 metres per combat round) for a number of rounds equal to the power points or FP used. A successful Effort Roll is needed to begin using the power and a further Stamina Roll is needed to continue levitating after the first PP/FP have been used. **Rarity: R**

Ferric Lure (SAN Loss 2): A limited telekinesis power which attracts metallic objects to the Explorator. This will not affect any objects with no sizeable metallic component (pure plastics, organics etc). Objects up to 5 kilos may be attracted with no

penalty. Objects up to 10 kilos require an Effort roll and an extra 5 Power or Fatigue Points. Heavier objects, up to 20 kilos, require a Difficult Effort test and 10 extra Power or Fatigue Points. **Rarity: R**

Mechadendrites (SAN Loss 1 per 5% skill increase): Manipulator, Medical, Optical and Utility mehadendrites add +5% to +20% bonuses to an appropriate skill roll exercised by the character. When used, these implants replace the character's action for that round. Each of these mehadendrites cost SAN separately. **Rarity: R**

The Ballistic mehadendrite has its own weapon fitted and is fired as an additional weapon in combat. The base attack skill is 20%, plus the weapon's own base chance. This base skill can be increased through experience through successful skill use (as the character gains knowledge of balance, range and targeting parameters and commits this knowledge to biological memory and/or memory circuits built into the mehadendrite itself). Ballistic Mehadendrites used in this way replace one of the character's own actions in a combat round.

Mind Impulse Unit (SAN Loss 2): An MIU links a mehadendrite directly to the Explorator's central nervous system and then allows the actions made with manipulator, medical, optical and utility mehadendrites to be made in addition to another action that combat round or scene. **Rarity: R**

MIU Weapon Link (SAN Loss 2): This implant is linked to a Ballistic Mehadendrite and allows the weapon to be used in addition to other actions that combat round. **Rarity: R**

c) Cranial Implants

Bionic Eyes (SAN Loss 2D6): A normal bionic eye replaces the character's natural eye and is functionally identical, granting no bonuses or penalties to skill rolls. An eye may be upgraded with up to two of the following features. Doubtless others are available. **Rarity: R**

Targeter (SAN Loss 2): A targeter is an advanced weapon sight, granting +10% to hit with one ranged weapon of the character's choice in each combat round. **Rarity: R**

Augur Array (SAN Loss 2): Broad ranging sensors, similar to the Auspex device described on p.143 of the Rogue Trader RPG. Further, this device grants +10% to the character's Spot skill. **Rarity: R**

Baleful Eye (SAN Loss 3): The eye houses a tiny hellpistol with limited range (10metres). The character should have Energy Weapon (Las) skill to use this weapon effectively. **Rarity: R**

Bionic Ears (SAN Loss 2D6): A normal bionic ear replaces the character's natural ear and is functionally identical, granting no bonuses or penalties to skill rolls. Bionic hearing may be upgraded with up to two of the following options. **Rarity: R**

Augur Array (SAN Loss 2): Broad ranging sensors, similar to the Auspex device described on p.143 of the Rogue Trader RPG. Further, this device grants +10% to the character's Listen skill. **Rarity: R**

Comm-link (SAN Loss 1): This is a functional comm-bead or micro-bead. **Rarity: R**

Truth Probe (SAN Loss 1): Analyses the stresses in a person's voice and grants +10% to Insight tests when detecting lies or hidden truths. **Rarity: R**

Cortex Bomb (SAN Loss 2D6): A small amount of explosive is implanted at the base of the victim's brain stem. If triggered (remotely, with a hidden command word or if outside a specific location) the bomb detonates, killing the character instantly. Often used as a blackmail or coercion tool. A similar device is used in Imperial Guard Penal Legions. **Rarity: R**

Calculus Logi Upgrade (SAN Loss 1D6): A high-speed computer implant, granting +10% bonuses to up to three Mental skills or Lore of the character's choice. Additional Logi Upgrades can be fitted, with each granting the same bonuses to different skills, and costing 1D6 SAN points. **Rarity: R**

d) Limbs

Bionic Arm (SAN Loss 2D6): A normal bionic arm replaces the character's flesh-and-blood arm and is functionally identical, granting no bonuses or penalties to skill rolls. An arm may be fitted with up to three additional enhancements, each of which cause additional SAN loss. Some are listed below. **Rarity: R**

Built-in Melee Weapon (SAN Loss 3): Retractable knives, short swords, brass knuckles, Groxwhips, even power and chain-weapons can be fitted into a bionic arm. These count as fully-functional melee weapons though, strictly speaking, the character should have the relevant skill to use it effectively. **Rarity: R**

Built-in Pistol Weapon (SAN Loss 3): Any Pistol-class weapon can be fitted to a bionic arm. The character should have the relevant skill to use it effectively. **Rarity: R**

Jokaero Digital Weapons (SAN Loss 2 per weapon): Up to three digital weapons can be fitted. Each counts as one of the three enhancements and each costs 2 SAN points. **Rarity: R**

Grapnel (SAN Loss 2): This is the grapnel launcher described on p.144 of the Rogue Trader RPG. **Rarity: R**

Tool Attachment (SAN Loss 2): The arm is fitted with a Combi-tool as described on p.144 of the Rogue Trader RPG. **Rarity: R**

Real-skin (SAN Loss -2): This is a synthetic or vat-grown covering that matches the owner's original skin tone. This natural look makes the arm feel less foreign or weird to the wearer and so reduces the SAN lost by two points. **Rarity: R**

Bionic Leg (SAN Loss 2D6): A normal bionic leg replaces the character's natural leg and is functionally identical, granting no bonuses or penalties to skill rolls. A leg may be fitted with up to two additional enhancements, each of which cost additional SAN loss. Some are listed below. **Rarity: R**

Magboots (SAN Loss 2): The feet have magnetic soles and thus function as the Magboots described on p.145 of the Rogue Trader RPG. **Rarity: R**

Talons (SAN Loss 2): The feet have retractable blades built into the toes. These can be used as pitons to aid climbing (+10%) or as knives in melee (1D4+db damage from a kick attack). When used, however, Talons will puncture any boots or clothing the character is wearing, which can be disastrous if the character is wearing a void suit. **Rarity: R**

Storage Space (SAN Loss 2): Sufficient room to store one pistol, knife, grenade, small tool-kit or similar small item is concealed within the leg's

structure. **Rarity: R**

Real-skin (SAN Loss -2): This is a synthetic or vat-grown covering that matches the owner's original skin tone. This natural look makes the leg feel less foreign or weird to the wearer and so reduces the SAN lost by two points. **Rarity: R**

e) Body Implants

Bionic Lungs (SAN Loss 2D6): This grants +5 CON when resisting airborne diseases and toxic gases. The +5 CON is added before making the Resistance Table roll and does not add to the character's hit points or Stamina rolls. Such implants also include a limited oxygen supply, which lasts for 1 hour, and allows the character to breathe in vacuum or underwater but will not protect against other debilitating effects of these environments (extreme cold, water pressure etc). **Rarity: R**

Sub-skin armour (SAN Loss 1D6): Grants +2 Armour protection (or 1D4 if random armour values are being used) on all locations, including the head. Sub-skin armour can be combined with Voidskin. **Rarity: R**

Synthetic Muscle Grafts (SAN Loss 1D6): This does not directly increase the character's STR characteristic but does increase the STR value used when making Effort rolls by 2 points. A character with STR 11 uses STR 11 when determining equipment loads, weapon STR requirements, ENC and so on, but adds +2 for a total of (11+2=) 13 when making Effort rolls (13x5=) 65%. **Rarity: R**

Voidskin (SAN Loss 1D6): The character's skin is chemically and surgically toughened, proofing it against hard vacuum. The rate at which damage sustained is halved (1 hit point after 2 combat rounds; 2 points after 4 rounds, etc). Further, additional effects are sustained at half rate (CONx4 minutes before vision is affected). See the Spot Rules for Vacuum on pp.234-235 of the BGB. Voidskin can be combined with Sub-skin armour. **Rarity: R**

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APPENDIX 1: SKILL AND TALENT CROSSOVERS

FFG Skill/Talent	BRP Equivalent
Awareness, Search	Spot, Listen, Sense
Blather	Fast Talk
Charm, Intimidate	Persuade
Climb	Climb
Command	Command
Commerce, Barter	Bargain
Concealment	Hide
Demolition	Demolition
Dodge	Dodge
Drive (Ground Vehicle, Skimmer/Hover, Walker, Tracked)	Drive (various)
Evaluate	Appraise
Flyer (creature Trait)	Fly
Gaming, Gamble	Gaming
Heavy Weapon Attack	Heavy Weapon (Heavy Bolter, Heavy Stubber, Lascannon, Missile Launcher, Heavy Plasma Gun)
Inquiry	Research
Invocation	Projection
Jump/Leap Strength Tests	Jump
Literacy	Literacy
Medicae	First Aid, Medicine
Melee Attack	Melee Weapon (Sword, Knife, Chainsword etc)
Navigation (Surface, Stellar, Warp)	Navigate
Other Ranged Attack	Missile Weapon (Bow, Crossbow, Bolas etc)
Parrying in Melee	Shield
Performer	Perform
Pilot (Personal, Flyers, Space Craft)	Pilot (various)
Ranged Weapon Attack	Energy Weapon (Las, Plasma, Melta), Firearms (Bolt Weapons, Solid Projectile Weapons), Flame Weapon (Flamer), Launcher (Grenade, Auxiliary GL)
Scholastic Lore (Tactica Imperialis)	Strategy
Scrutiny	Insight
Silent Move	Stealth
Sleight of Hand	Sleight of Hand
Speak Language, Secret Tongue	Language
Starship Gunnery	Artillery (Starship Lance Batteries, Starship Macrocannons, Starship Laser Batteries, Starship Plasma Batteries)
Swim	Swim
Tech-Use, Security	Fine Manipulation, Repair (various), Technical Skill (Various)

Tracking

Trade (various)

Unarmed Combat

Very Heavy Weapons

Wrangling

Track

Art (various), Craft (various)

Brawl, Grapple

Artillery (Ground-based Howitzers, Macro-cannon, Defence lasers, Plasma cannon, Other Heavy Support weapons)

Ride (various)

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