

SHIPS OF THE ROGUE TRADERS



BATTLEFLEET GOTHIC

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Revised Edition

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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

FABRIC OF THE IMPERIUM ROGUE TRADERS, WOLFPACKS, & THE MERCHANT FLEETS OF MANKIND



Without a doubt, it is the might and valor of the Imperial Navy that stems the raging tide of foul aliens and vile heretics infesting the galaxy. However, while hulking, powerful warships are the most ubiquitous representation of mankind's command over the stars, it is actually the work of millions of humble merchant freighters, lumbering bulk transport ships, and sleek clippers that hold together Humanity's vast but fragile domain.

Only a very small fraction of the incalculable worlds upon which the children of Man tread can truly be called self-sufficient. Most rely on a brisk interstellar trade for a steady stream of foodstuffs and raw materials to maintain their productivity and way of life. Indeed, the majority of Imperial colonies may go decades or even centuries without a single visit from an Imperial warship, but the sight of ordinary passenger liners and cargo transports is common throughout even the most remote star systems.

MERCHANT CHARTERS & ROUTE LICENSES

With the Navy constantly stretched thin defending the Imperium from all manner of grave threats, it falls to the slow, ill-equipped, and poorly-armed merchant vessels to keep the lines of commerce and communication open in a vast, uncaring universe. While most merchant ships are technically operated under the auspices of the Imperial Navy - since it is rare for the Admiralty to countenance private ownership of interstellar vessels - the Navy is far too busy to spare trained officers and crews to operate such craft. As a result, the High Lords of Terra authorized the creation of special civilian contracts called Charters.

Merchant Charters grant varying rights and freedoms to local trade guilds, syndicates, and merchant families in exchange for providing captains and crews to the commerce fleets. These hereditary contracts are issued by

the Administratum and registered with the Segmentum Fortress that holds authority over the vessel's intended operating area. In some cases, a single Charter may date back hundreds or even thousands of years, passed from generation to generation since the dawn of the Imperium.

Nearly all of the most lucrative trade routes are also managed through Route Licenses, purchased by merchant vessel operators for unrestricted or even exclusive rights to handle shipping to a particular world, system or small group of systems. The most valuable (and expensive) of these govern operation over long-established and highly profitable routes between primary worlds, and it is not uncommon for several competing consortia to operate simultaneously on the busiest routes. Route Licenses and their attendant fees, while usually effective for a hundred years but in some cases for far longer and even in perpetuity, can be wildly exorbitant and firmly out of reach for many smaller operators. Most are fortunate enough to acquire less profitable licenses to operate as Chartist Captains between the more sparsely populated secondary worlds of the many thousands of subsectors scattered across the Imperium.

Others, such as the so-called Free Traders, operate under Charter but without a route license at all, forced to eke out a livelihood operating a handful of vessels (or even a single ship) on long cargo runs to dangerous or remote locations, in the hope of generating enough income to recover the heady expenses incurred by their profession. Were that not difficult enough, Chartist Captains may at any time find themselves (and their ship) conscripted by various Imperial authorities, such as a Naval task force needing logistic support, or an Inquisitor requiring conveyance to God-Emperor-knows-where. Yet all these challenges are just passing inconveniences compared to the prospect of blundering into a rampaging pack of Ork brigands, a band of thieving Eldar corsairs, or Throne-forbid, the foul minions of Chaos. Indeed, only the most courageous (or lucky) captains survive their first year...



"The endless dark of the universe is yours, if you but reach out to take it. Yield nothing - the void respects only strength."

-Serren Travius, Rogue Trader

HISTORY OF THE ROGUE TRADERS

"I'm sorry, Senior Arbitrator, you must have me confused with someone else. I'm no petty criminal. I'm a legitimate businessman with legitimate business interests, and if you doubt me, I have a certain document to show you."

-Havelock Blackheel, Rogue Trader

ROGUE TRADERS: THE GOOD, THE BAD, & THE UGLY

On the whole, most merchant captains seldom stray far from their normal trade routes and are often reluctant to take on any assignments that would force them to deviate from the comfortable stellar avenues established by their ancestors. After only a few generations, many mercantile families will reject all new transport commissions, even if profits are slim and the proposed course is reasonably free of danger.

There are a rare few, however, who after a time reject this meager existence, choosing instead to embark on a grand quest throughout the wilderness of unexplored space, to seek out new worlds ripe for colonization, to boldly go where no human has gone before. While many of these intrepid adventurers are never heard from again, the annals of the Imperium's long history is replete with stories of merchant captains and their crews coming across systems teeming with indescribable riches, lush and beautiful garden worlds suitable for agricultural harvest, or previously lost human colonies ready for re-indoctrination into the Imperial Creed. Still others bring back tales of encounters with alien races and strange new technologies; precious artifacts and rare specimens to present to the Adeptus Mechanicus in exchange for bountiful rewards. These brave souls with the courage and wherewithal to undertake such adventures and live to tell the tale are known as Rogue Traders. However, before receiving their title they must prove their worth to the Imperium by earning a coveted Warrant of Trade.

To limit the moral pollution caused by contact with alien and non-Imperial human cultures, the Adeptus Terra outlaws all contact and dealings with anyone beyond the border of the Imperium. Only those individuals with

Warrants of Trade are allowed to explore planets and star systems not yet under Imperial control, negotiate with alien civilizations and regressed human societies, or claim barren worlds rich in minerals or other resources. Typically, these are awarded to retired Naval officers, scions of noble families and the like, sometimes on the condition that a mission of particular import be undertaken with the Warrant as its reward. Other times a Warrant may be distributed to an especially exemplary merchant captain, in lieu of certain battle honors. In any event, a Rogue Trader's Warrant is of almost incalculable value - often said to be worth more than a fleet of cruisers or even a mighty battleship.

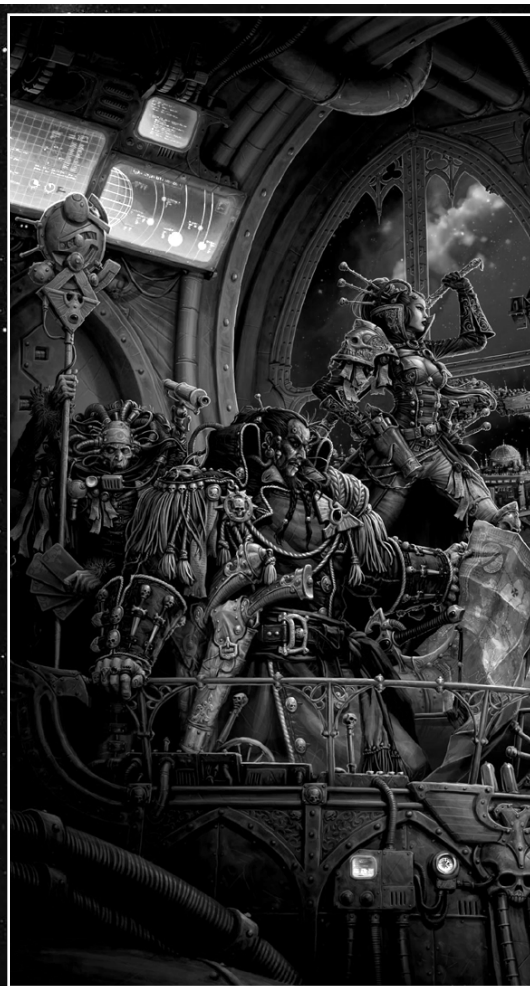
Warrant in hand and operating beyond Imperial control, Rogue Traders are a law unto themselves. While some are pious individuals, bringing the Emperor's light to worlds beyond his beneficent rule, others are little more than glorified pirates and scoundrels. In fact, not all who claim to be Rogue Traders actually are; many Warrants of Trade are centuries old, and their current holders may not always reflect the virtues of those that earned them. The way Warrants change hands is as varied as the stars themselves: some are passed down from righteous ancestors to less scrupulous descendants, others are won or lost in high-stakes gambling dens, and a great many are simply stolen from their rightful owners, falling into the hands of those who seek to abuse their power. Nevertheless, despite their shady business practices and unsavory reputation, Rogue Traders as a whole have done much to advance the influence of the Imperium. Indeed, the intelligence they are able to gather beyond Mankind's borders is a priceless resource for the Inquisition, and thus earns the Rogue Traders a measure of leeway from all but the most orthodox Inquisitors.



A GALLERY OF ROGUES

Every Rogue Trader exudes the utmost confidence; their very survival depends on a potent mix of charisma and cunning. It is not uncommon for Rogue Traders to go from skilled diplomats to hardened killers in the blink of an eye, or even filling both roles simultaneously if a situation demands it. Many Rogue Traders eventually attract an entourage of bodyguards and companions similar to an Inquisitor's retinue, which serve as part of the ship's crew and whose unique gifts provide an edge over the captain's (often numerous) enemies. Some even include xenos warriors, mutants, and other undesirables, a practice that teeters on the brink of full-blown heresy.

Rogue Traders often dress themselves quite extravagantly and flamboyantly; like Inquisitors, each one has their own style and manner. It is not uncommon for a Rogue Trader to have once been a high ranking member of the Adeptus Terra, perhaps ousted from power and falling back to trading; using his or her contacts to regain their status and authority. Such Rogue Traders often wear the finery of Imperial aristocracy mixed with garments from worlds beyond the Emperor's rule, occasionally sporting a weapon from military service such as a Naval cutlass or officer's saber. They might also carry ornate dueling pistols in lacquered holsters, ancient looking hunting rifles slung rakishly across the shoulder, or other such items that are as lavish to behold as they are deadly to their targets. Whatever the case, Rogue Traders always carry the best equipment they are able to acquire (legally or otherwise), often including a variety of alien gadgets and gizmos of a decidedly lethal nature. Jokaero digital weapons are popular, as well as C'tan phase swords or Ha'Kaidan neuro-stars.



What is a Rogue Trader, you ask? A merchant? A pirate? An explorer? Nay; a Rogue Trader may be any or all of these things, but to call that an answer misses the underlying point: That to carry a Warrant is to carry freedom in the palm of your hand - the freedom to go where you will, do what you will, and fight where you will. To be a Rogue Trader is, in the simplest of terms, to be one of the last free men and women in this entire galaxy."

-Jordal Kayne, Rogue Trader

ROGUE TRADER FLEETS

Rogue Traders travel by a variety of means – as passengers aboard military vessels or as the guests of distant, non-Imperial cultures - but most of all they enjoy the freedom to sail with their own hands upon the helm. They must journey vast distances, and hence are granted the right to maintain their own vessels, and on occasion entire fleets numbering up to several dozen or more starships.

As befits their maverick nature, Rogue Traders employ an incredible variety of ship types. Rights of Requisition allow the possession of certain kinds of Imperial Navy ships, while vast wealth and power (among other dubious methods) may be used to acquire custom-built cruisers, refitted merchant vessels, captured ships or even xenos craft acquired from non-Imperial worlds. Consequently, each Rogue Trader ship is as unique as its captain, often reflecting its owner's colorful history through myriad adornments of ancient or even alien origin.

Though their business is their own, from time to time a Rogue Trader may be accompanied by, or even granted command of, an entire fleet at the behest of the Adeptus Terra or the Martian Priesthood. On such occasions a Rogue Trader's authority is absolute, for beyond the dark frontier of the Imperium a single moment of vacillation is the difference between survival and the cold blackness of space. Likewise, though Rogue Traders do not maintain any armies of their own, they may sometimes be granted Imperial Guard or even Space Marine forces, if Imperial authorities feel that their mission warrants it. On such occasions the Rogue Trader will turn business to battle, leading the armies of the Emperor to worlds unknown, bringing war to the enemies of Mankind, even beyond the reach of the Imperium itself. Very few Rogue Traders do so altruistically however, for even in war or death a canny Rogue Trader will find profit and prize.

FROM PRIVATEER TO PIRATE

It is often said that the difference between a privateer and a pirate is in the eye of the beholder, but for many Rogue Traders the only distinction is whether one gets caught! As such, certain Rogue Traders will occasionally take on contracts to harass shipping lanes, usually on behalf of some interested party or another. While such operations

are patently illegal, the floating debris of blasted hulks tell no tales, and it can be years or decades before such privations are brought to the attention of the Imperial Navy. Indeed, the best means by which to draw near their intended targets is in the façade of decency. Roguish privateers may well (and often do) engage in sanctioned, lawful activity as a clever front, only to use the freedom of movement they receive in return to expand their raiding activities. Despite the obvious problem this poses for the Navy and the worlds they protect, these activities can sometimes be good for business; a carefully-orchestrated "attack" on a merchant transport that is interrupted by the timely arrival of a Rogue Trader cruiser swooping in with guns blazing can create an increased demand for escort and protection contracts from transport guilds and mercantile families - contracts that nearby Rogue Traders are more than happy to fulfill.

THE WOLF-PACKS

Given the enormous distances involved with interstellar travel, pirates must stalk their prey near known ports or common jump points. The immeasurably vast, desolate void of space offers little to a pirate who wanders blindly in the hope of coming upon some potential target entirely unawares. However, to simply prowl brazenly through the richest and most vibrant trading regions is to invite nothing more than swift destruction beneath the guns of the Imperial Navy. So it is that pirates must be cunning and come upon their intended victims only at the most opportune moment. This is the preferred method of the wolfpacks, who prey on cargo-laden merchant convoys at all the most vulnerable points of a their journey. These human pirates have an advantage over Xenos raiders in that they can often approach their targets without raising suspicion, unlike the strange, alien forms of Eldar vessels or the cumbersome, rattletrap attack ships favored by the Orks. Particularly unsavory characters hide behind the authority of a Warrant of Trade, assuming the guise of a legitimate Rogue Trader as a cover for their primary 'profession.' Such individuals have long since abandoned the responsibilities of their title, subsisting solely on the wages of piracy and gathering around themselves a ragtag fleet of as many scoundrels and criminals they can convince to join their cause. In the end, they are little more than vermin disguised in human flesh, skulking

HISTORY OF THE ROGUE TRADERS

"The black spot? You *dare* to give *me* the black spot?! Drawn on a page of the *Lectio Divinitatus*... You tore a page from holy scriptures to make a pirate's death sentence! Oh, the red-hot gates of the Warp are creeping open! Horus is sharpening his talons for you, you blasphemous heathens! Fall down on your knees and beg the Emperor for deliverance from damnation!

...Very good. Now untie me, and let's go find the treasure!"

-Tym Curi, aka Loan Jorn the Silver, Professional Pirate

from one dark corner of the galaxy to another, seeking only to pillage and plunder every world in their path. Many Xenos races flock to such malcontents like flies to carrion, and it is quite common to find human pirates operating in close association with one or even several Xenos species throughout a region.

PREDATORS & PREY

Any ship translating from warp must do so in deep space, for to do so within the gravitational labyrinth of a star system is unimaginably hazardous for all but the most skilled pilots and navigators. From these far reaches it must follow a long, perilous spiral inward towards its destination, crawling at sublight speeds, and it is during this time that wolfpacks frequently strike. Such routes are usually heavily defended, but as with all resources, the protection of the Imperial Navy is an expensive luxury which the badly overstretched Imperium cannot always afford to offer. Many places of mineral or other material wealth lie in the loneliest and most desolate regions of the galaxy, and without nearby colonies to supply men or provide a genuine need for security, the majority of these distant outposts must fend for themselves.

Moreover, the vagaries of warp travel may result in a merchant convoy and its escorts arriving at substantially different times. Indeed, even two identical ships entering the warp at the same moment may re-appear in real-space anywhere from minutes to hours apart at the end of their journey. If caught undefended in this manner, merchants are easy pickings for roving pirates. However, privateers profit wherever there is danger, and even pirates may well become protectors if the merchant families operating the shipping lanes or the guilds controlling the mining worlds and manufactorums decide it is in their best interest to employ the would-be raiders rather than face them..

XENOS THREATS

An unknown number of nominally space-faring alien races in the immeasurable void between the stars survived the righteous pogroms of the Great Crusade, on account of the Horus Heresy postponing the beneficent Emperor from his most holy work. This is especially true throughout the remote systems of the Eastern Fringe and Northern Rim where the distance between star systems makes it extremely difficult to dispatch warships of the Imperial Navy in any significant numbers, particularly if there are more pressing concerns closer to the galactic interior. Certain intelligentsia of the Explorator Biologis have postulated that not all sentient Xenos species encountered by the Imperium thus far represent a threat, but prudence dictates based on long, grim history that no chance can be taken, nor any quarter given.

While it is true that some human encounters with alien races can result in mutual gain, all of these instances are carefully examined by the Ordo Xenos to ensure there is no contact with forbidden ideologies, nor any transfer of humanity's blessed technology to those who might one day use it against the Imperium. This process is particularly important in the rare event that contact with an alien race is sanctioned by the Inquisition on a limited, conditional basis. For example, in the region of space referred to as the Cradle, encounters with the reticent Demiurg are almost unavoidable, but they have shown an unusual pacifism towards Imperial vessels, and have even taken on contracts against the enemies of humanity. Nevertheless, the Ordo Xenos has made it quite clear that any interaction must abide by strict limitations, for long experience has taught that no inhuman species can ever be truly trusted with the future of Mankind. Even the Demiurg with all their relative indifference to humanity are not entirely blameless. It is well documented that they

share a unique and long-cultivated relationship with the Tau, and it is not beyond the realm of possibility that they might be inclined to share certain secrets they happen to 'acquire' from their Imperial employers.

Elsewhere, beyond the Imperium's borders, the galaxy is brimming with minor alien races that at one time or another have lured greedy and unscrupulous Rogue Traders into all manner of shady dealings, without proper oversight from the Ordo Xenos. Normally, the Inquisition may be persuaded to overlook certain small indiscretions or other questionable arrangements, assuming the aliens involved are not considered a significant threat to human worlds or ideologies. However, there are more than a few Rogue Traders over the centuries who have crossed that line, throwing in their lot with dangerous, inhuman forces on the promise of forbidden archaeotech or access to secret, alien trade routes.

An infamous case now used as a teaching example by many in the Ordo Xenos is the story of the Rogue Trader Darius Pluto. Desperate for income after a particularly disastrous convoy run, Pluto renounced his allegiance to Mankind and began conspiring with the Fra'al, betraying to them critical details about Imperial shipping routes, cargo schedules, and patrol deployments. For his efforts the Fra'al rewarded Pluto handsomely, and soon he was actively participating in their raids, culminating in the death of twelve million Imperial citizens after their piratical acts caused a food shortage in the Osiris Cluster.

Pluto continued to operate with these vermin for many years before he was finally hunted down and executed by a punitive expedition led by the battleship *Divine Right* in the Tamahl Sector in 518.M37. However, the damage done by this rank perfidy goes far beyond the actions of one mere man; many centuries after the destruction of Pluto's vessel, the *Route Less Apparent*, Fra'al raids continue throughout an ever-widening area in Segmentum Obscurus, at a pace that shows little abatement.

"Never take a gamble you're not prepared to lose."

-Abdul Goldberg, Rogue Trader

ROGUE TRADERS IN BATTLEFLEET GOTHIC

GENTLEMEN OF FORTUNE

Rogue Traders by their very nature are far from altruistic. Allies of convenience in even the best of circumstances, their presence is almost invariably self-serving. Indeed, whether a Rogue Trader's own agenda is compatible with that of their erstwhile comrades is quite often a matter of perspective if not a point of outright contention. Still, their usefulness as escorts and support ships means many fleets will begrudgingly ignore most minor infractions.

Any fleet that includes at least one Rogue Trader capital ship must generate a random sub-plot from those found in the BFG:XR Scenarios document, representing the Rogue Traders' own vested interests in the upcoming mission. This sub-plot is subject to the additional rules described below, and does not prevent a player from also taking a regular sub-plot if desired.

'Never Tell Me the Odds!'

If the required sub-plot is completed, and at least one Rogue Trader capital ship survives the battle (even if it is crippled and/or disengaged), the owning player earns +1 extra renown in addition to the normal reward.

'I've Got a Bad Feeling About This...'

If the required sub-plot is failed, the enemy counts all of your surviving Rogue Trader capital ships as crippled for the purpose of victory points, and any that were actually crippled or disengaged will instead award victory points as if they were destroyed! (Note that this does not affect the availability or condition of ships in your fleet roster during a campaign). If all the Rogue Trader capital ships in your fleet are destroyed, the sub-plot is automatically failed and no extra penalties apply.

"A word of warning to you, Captain Nix. Never let a Rogue Trader out of your sight, even for an instant. They will, without exception, go gallivanting off on some misbegotten adventure halfway across the galaxy at the mere mention of 'treasure,' leaving you sitting there with barely half a fleet against six squadrons of angry Ork pirates. Believe me, I'd keep a lance trained on their aft quarter if I were you."

-Admiral Lohdan Mirkel

THE BEST THAT MONEY CAN BUY

Every Rogue Trader worth their Warrant knows that money is the universal language of the galaxy, and those fluent in its subtleties can always find their way to the most lavish luxuries and scintillating vices. Indeed, many Rogue Traders share the motto, "everything has a price," and starship equipment is no exception. Rogue Trader vessels may benefit from the following special rules:

Refitted Torpedoes

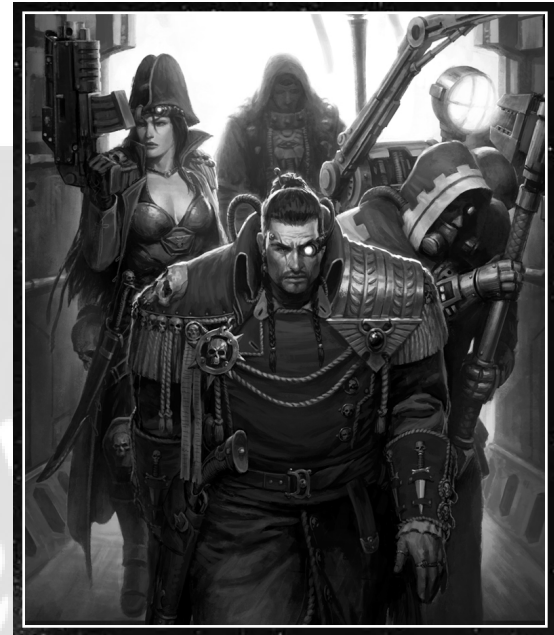
Grease the right palms, and a savvy privateer can gain access to the most powerful munitions known to Man, although a consistent supply is seldom guaranteed. Any Rogue Trader vessel that purchases refitted torpedoes must roll on the following table at the start of the game, gaining the appropriate torpedo type shown below in addition to any other type of torpedoes it may fire:

D6 ROLL	TORPEDO TYPE
1	Short Burn Torpedoes
2	Barrage Bombs
3	Guided Torpedoes
4	Seeking Torpedoes*
5	Melta Torpedoes*
6	Vortex Torpedoes*

*Remember that these are usable only once per game.

Customized Starships

Rogue Traders almost invariably end up living as nomads, sailing from world to world in a constant search for fame and fortune. As a result, their ships quickly become their true homes. And what good is a home if every panel and bolt is not crafted exactly to one's liking? In the mind of a Rogue Trader, the answer is 'nothing at all.' To remedy this, their ships usually employ a variety of special refits, such that no two are ever quite alike. As a result, most Rogue Trader capital ships and escort squadrons may purchase upgrades from the list shown to the right, as described in the relevant fleet list and/or ship profiles:



NAME	EFFECT
Improved Sensors	The vessel increases its Ld value (or that of its commander) by +1, to a maximum of 10.
Targeting Matrix	Gunnery weapons on the ship benefit from an automatic left column-shift in addition to any other column-shifts that may apply.
Secondary Reactors	The vessel increases its speed by 5cm, and an additional +1D6cm when on <i>All Ahead Full</i> special orders.
Accelerated Batteries	The vessel increases the range of its weapons batteries by +15cm, to a maximum of 45cm.
Heavy Hull Plating	The vessel increases its hit points by +1. Only capital ships may take this upgrade.
Armored Prow	The vessel gains a 6+ Prow armor value. Only capital ships may take this upgrade.

ROGUE TRADER SPECIAL RULES



"Remember this always: Ambition knows no bounds. Pride is not a sin. Hubris is not a failing. The stars themselves can be yours if you have but the strength to grasp them."

-Common Rogue Trader mantra

Xenotech Systems

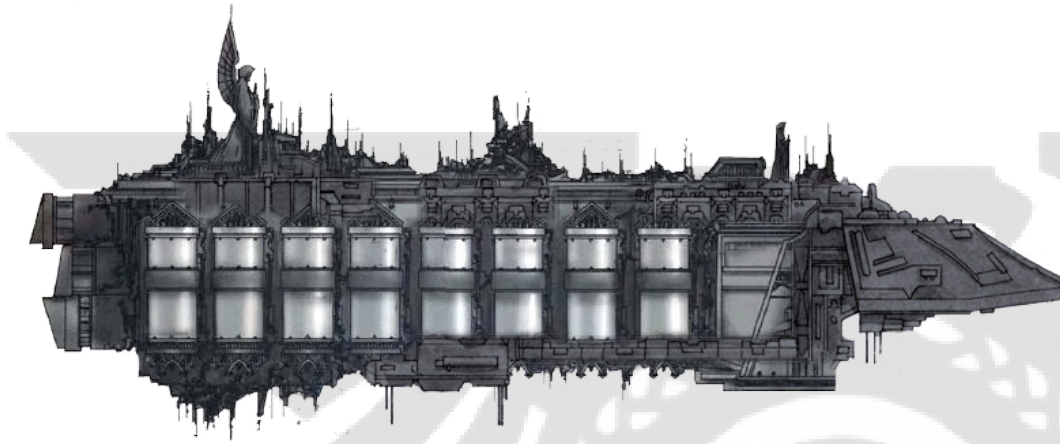
In addition to the assorted Imperial armaments available to Rogue Traders, many (perhaps even most) will seek to acquire any possible advantage along their journey, even if the source is less than savory - or human!

At the start of the game, each Rogue Trader capital ship or escort squadron equipped with xenotech systems must roll once (per system) on the table below, applying the resulting bonus(es) for the duration of the battle. If a result cannot be applied, would have no effect, or is a duplicate, take the next possible upgrade above or below it (your choice).

2D6	XENOTECH SYSTEMS
2*	Alien Bio-hull. Roll a D6 during the 'Damage Control' step of each end phase. On a result of 5+, the vessel restores one lost hit point, up to its starting maximum.
3	Retrofitted Holo-fields. All enemy gunnery weapons suffer a right column-shift when firing at the vessel. In addition, the vessel ignores incoming hits from lance weapons on a D6 roll of 6.
4	Displacement Drive. When on <i>Come to New Heading</i> orders, the ship may first move (without turning) to any point up to 15cm away and not in the rear arc of its starting position. This still counts towards its normal movement distance.
5	Tau Tracking Systems. Any friendly ship within 10cm may re-roll missed attacks with turrets and does not suffer a right column-shift for firing gunnery weapons at targets more than 30cm away.
6	Penance Shields. The vessel ignores leadership tests and/or penalties caused by enemy ships' special effects (such as the Mark of Slaanesh, Psychic Scream, Nightmare Field, etc.).
7	Serenity Engines. The vessel may always attempt <i>All Ahead Full</i> , <i>Burn Retros</i> , or <i>Come to New Heading</i> special orders, even if a command check was already failed in the same turn. In addition, the ship may re-roll leadership tests caused by celestial phenomena.
8	Enhanced Crew Armor. The vessel gains a +1 crew damage bonus in boarding actions, and adds +1 to the results of its hit-and-run raids. In addition, enemy hit-and-run attacks against the ship must subtract 1 from their roll.
9*	Pthuxutl Disruptor Cannon. The vessel gains a dorsal lance battery (Range: 30cm, Strength 1, Left/Front/Right).
10*	Nekulli Energy Shields. The vessel adds +1 to its Shields value. This bonus shield is always ignored when determining any basing requirements for the ship.
	Exotic Torpedoes. Roll a D6 against the following table. The vessel gains the corresponding torpedo type for the rest of the game (in addition to any other torpedo type available to it).
11	Sabotage Pods: These follow the rules for boarding torpedoes. Kel-Dach Torpedoes: These follow the rules for melt torpedoes, but may be used more than once per game. Demiurg Torpedoes: These are ordinary torpedoes that may be launched into any firing arc. Tau Missiles: These follow the rules found on page 5 of the BFG:XR Tau Empire fleet list. Leech Torpedoes: These follow the rules found on page 4 of the BFG:XR Dark Eldar fleet list. Eldar Torpedoes: These follow the rules found on page 4 of the BFG:XR Eldar fleet list.
	Exotic Attack Craft. Roll a D3 against the following table. The vessel gains the corresponding attack craft for the rest of the game (replacing some or all of its regular attack craft as noted below).
12*	Thunderhawks: These follow the rules found on page 3 of the BFG:XR Space Marine fleet list. The ship cannot launch any other type of attack craft, and must also halve the strength of each of its launch bays (rounding up). Eldar Bombers: These follow the rules found on page 4 of the BFG:XR Eldar fleet list. The ship cannot launch any other type of bomber. Manta Missile Destroyers: These follow the rules found on page 4 of the BFG:XR Tau Empire fleet list. The ship cannot launch any other type of bomber.

*Upgrade cannot be applied to escort squadrons.

ROGUE TRADER SUPPLY BARGE 290 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	60cm		10		Left
Starboard Weapons Battery	60cm		10		Right

Kar Duniash: The Trader's Haven

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

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

The far reaches of wilderness space beyond the bounds of the Imperium are harsh and unforgiving. Even the smallest misstep can leave an exploratory fleet stranded and alone, doomed to slowly perish as stores of food and fuel inevitably run dry. To avoid such a fate, most Rogue Trader fleets will commission the use of a supply barge to support long voyages into uncharted space.

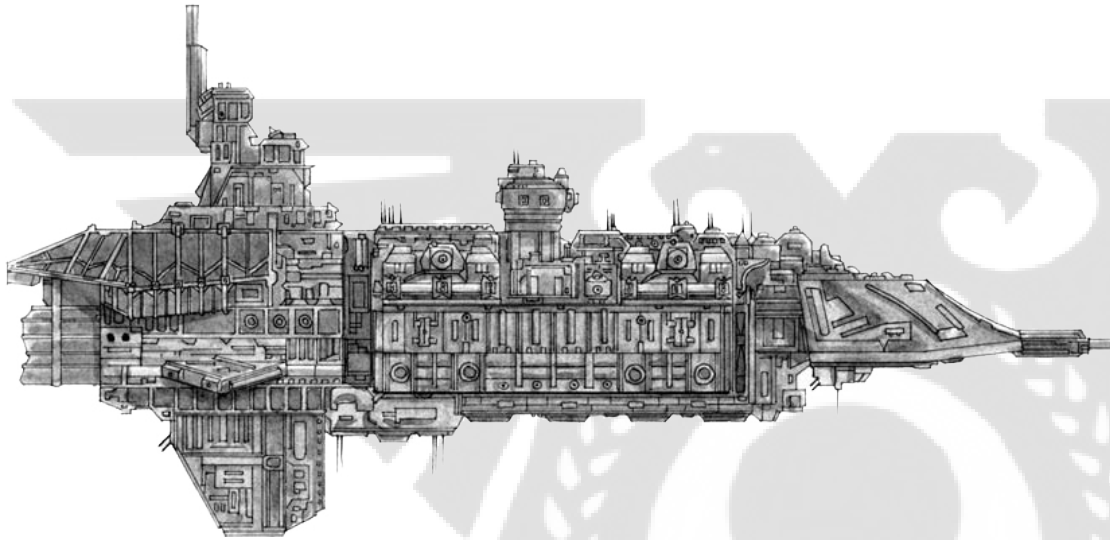
Supply barges, also known as Forge Ships, are created by the Adeptus Mechanicus from obsolete or salvaged ship components, and are used as mobile factories for special fleet operations. Each one is slightly different, but most are approximately the size of an Imperial grand cruiser, and capable of producing an output comparable to that of an entire manufactorum. Moreover, supply barges are also equipped with small docking ports for attack craft which can be used to refuel and rearm a fleet's fighters and bombers.

Unfortunately, the massive production capacity of supply barges means they have little room for any warship-grade weapons and ordnance. As a result, supply barges usually have only a simple set of long-range broadside cannons as a deterrent against smaller raiders. Broadside batteries are far from a perfect defense, however, and it is not uncommon to see a cunning enemy focus its attention on a Rogue Trader's supply barge, knowing that without its support, any expedition is likely to end in failure. Indeed, more than a few pirates have taken grand prizes when a Rogue Trader capitulated rather than risk the destruction of his only means of continued survival.

Special Rules: A supply barge is quite ponderous (due to its prodigious holds) and cannot use Come to New Heading special orders. However, its cargo docks can be used as resupply points for friendly attack craft, increasing the fleet's launch capacity by +4 (though it cannot launch any ordnance itself).

Special Refits: A supply barge may have up to five free refits, which may be any mix of different upgrades from the Customized Starships list, and/or random xenotech systems.

VENGEANCE CLASS MAN O' WAR..... 230 Points



As an older type of Imperial warship, the Vengeance class is sometimes found in the hands of particularly wealthy Rogue Traders, serving as both a status symbol and a terrifyingly effective flagship (by civilian standards anyway). Despite persistent rumors that some of these are in fact stolen vessels, most Rogue Traders sail in comfort knowing that appreciation of safe, secure trade routes (and more than a few well-placed bribes) will keep any unpleasant scrutiny at bay. Still, it never hurts to be cautious, and as a result many Rogue Traders choose to keep their most powerful and prized vessels under lock and key, unless an especially dangerous threat requires a direct confrontation.

Not ones to get hung up on strict hierarchies of warship naming conventions, many Rogue Traders refer to the Vengeance class and its variants (or really anything they can acquire that is bigger than a typical Navy cruiser) simply as “Men O’ War,” in keeping with ancient Terran maritime traditions. This has come to bother quite a few high-ranking Naval captains, although their protests only ever seem to encourage Rogue Traders to use the term more often.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Lance Battery	45cm		2		Left
Starboard Lance Battery	45cm		2		Right
Port Weapons Battery	60cm		10		Left
Starboard Weapons Battery	60cm		10		Right

Ablative Prow Armor: Due to its substantial armored prow, a Vengeance class man o’ war ignores all Prow Armament Damaged critical hits, rather than suffering the next highest result on the Critical Damage table. However, a Vengeance class man o’ war armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Special Refits: A Vengeance class man o’ war may purchase prow torpedoes (Speed: 30cm, Strength 6, Front) for +25 points. In addition, a Vengeance class man o’ war may have up to two different upgrades from the Customized Starships list for +15 points each, and/or one xenotech system for +20 points.

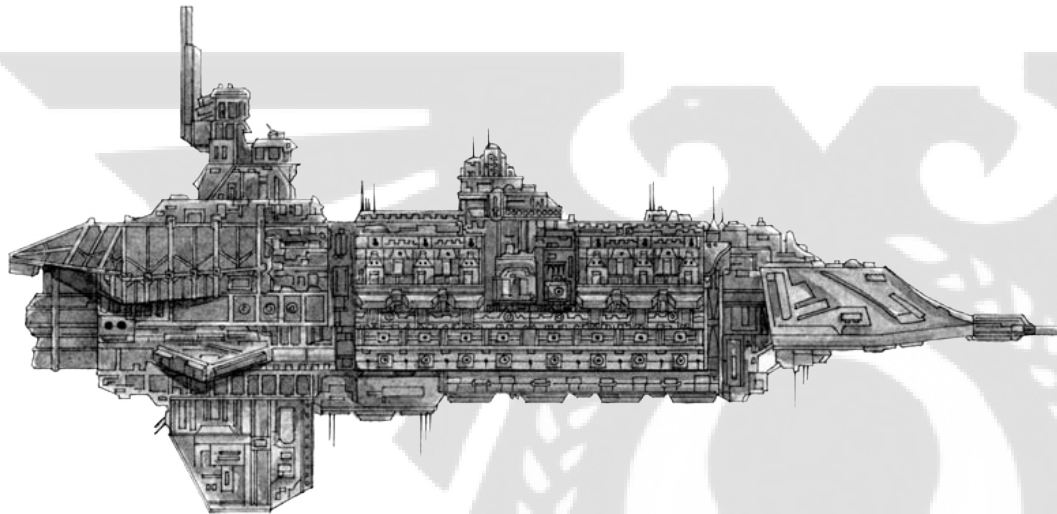
FAMOUS SHIPS:

Bleak Tusk'd Beast
Golden Triumvirate

St. Arabella's Revenge
The Lovely Canoness



AVENGER CLASS MAN O' WAR..... 200 Points



Like its cousin, the Vengeance, many Avenger class warships find themselves obsolete or redundant in modern Imperial Navy battlefleets. As a result, they are often made available to influential Rogue Trader captains as a “gesture of goodwill” (usually right before issuing the unfortunate captain a demand for mandatory military support). Regardless of the conditions however, most Rogue Traders are happy to jump at the chance to command such a powerful and imposing vessel.

Unlike its standard Naval counterpart, most Avengers in the hands of Rogue Traders are substantially modified and improved, often fielding enhanced targeting suites or top-of-the-line macro cannons. This has led to a number of impressive battle reports where pirate raiders mistook a Rogue Trader’s man o’ war for nothing but an old Navy reserve vessel, only to suddenly find themselves leaping into escape pods as their vessels painted the void with flaming debris.

FAMOUS SHIPS:

The Lord Midas The Grand Hispañola

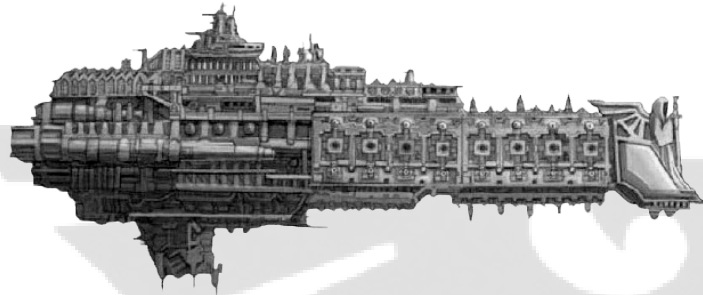
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		30cm	20		Left
Starboard Weapons Battery		30cm	20		Right

Ablative Prow Armor: Due to its substantial armored prow, an Avenger class man o’ war ignores all Prow Armament Damaged critical hits, rather than suffering the next highest result on the Critical Damage table. However, an Avenger class man o’ war armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Special Refits: An Avenger class man o’ war may purchase prow torpedoes (Speed: 30cm, Strength 6, Front) for +25 points. In addition, an Avenger class man o’ war may have up to two different upgrades from the Customized Starships list for +15 points each, and/or one xenotech system for +20 points.



AMBITION CLASS GALLEON.....180 Points

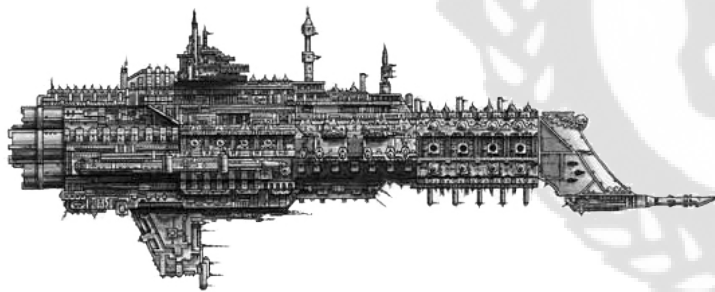


Special Refits: An Ambition class galleon may purchase up to two different upgrades from the Customized Starships list for +15 points each, and/or one xenotech system for +20 points.

The Ambition class galleon is a type of cruiser produced by Adeptus Mechanicus shipyards for extremely wealthy individuals, Rogue Traders, and System Defence Forces of noble dynasties. Despite being operated by various clans, houses, and fleets, these are true cruisers, packing as much firepower as the Lunar or Tyrant classes. They also invariably incorporate luxurious quarters and amenities for their buyers.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45cm	6		Left
St'bd Weapons Battery		45cm	6		Right
Port Weapons Battery		60cm	4		Left
St'bd Weapons Battery		60cm	4		Right
Prow Weapons Battery		60cm	6		Left / Front / Right

LUNAR CLASS GALLEON.....180 Points



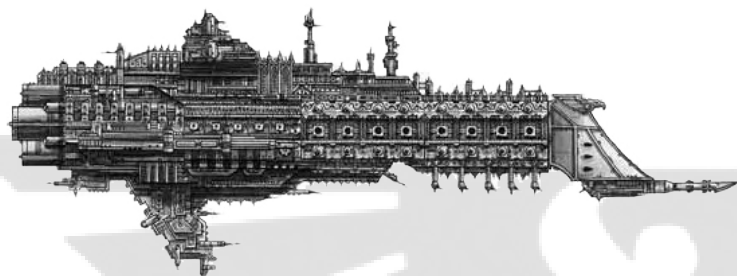
Not only is the Lunar class a mainstay of many Imperial Navy battlefleets, but its impressive versatility makes it a classic choice of flagship for many aspiring Rogue Traders. Despite the expense of maintaining its broadside lance batteries, the ability to engage many different kinds of targets means that a Rogue Trader does not necessarily need to invest in specialized escort craft or transport ships.

A famous example of this was the Rogue Trader galleon *Regina Sororitas*. In late M39, Captain Leviticus Brobarian Varl embarked on a mission to escort a convoy of three-dozen transport vessels carrying food for the besieged world of Antaka III. Less than a week from their destination, the convoy accidentally strayed into the path of an Ork Rok and the Ork pirate group trailing behind it. Ordering the transports to make a full burn towards the safety of the planet's orbit, Captain Varl put the *Regina Sororitas* on a direct course for the oncoming Ork asteroid. Once pointed at his target, he fired a salvo of torpedoes into its center of mass, then turned to bring his broadside armaments in range of the remaining foes. With a few well-placed lance shots and a fusillade from his gun batteries, the Orks quickly scattered, leaving the transports safe and unscathed.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		30cm	2		Left
St'bd Lance Battery		30cm	2		Right
Port Weapons Battery		30cm	6		Left
St'bd Weapons Battery		30cm	6		Right
Prow Torpedoes		Speed: 30cm	6		Front

Special Refits: A Lunar class galleon may purchase up to two different upgrades from the Customized Starships list for +15 points each, and/or one xenotech system for +20 points.

TYRANT CLASS GALLEON..... 175 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45cm	4		Left
St'bd Weapons Battery		45cm	4		Right
Port Weapons Battery		30cm	6		Left
St'bd Weapons Battery		30cm	6		Right
Prow Torpedoes	Speed: 30cm		6		Front

The Tyrant class cruiser (or galleon in Rogue Trader parlance) is a much rarer sight than other cruiser-displacement vessels, on account of its plasma-boosted macro cannons being so difficult to properly maintain. Nevertheless, intrepid Rogue Traders often look to the Tyrant for mid-range fire support, particularly if the long-ranged Carnage class is not immediately available. In addition, its complement of torpedoes can come in handy against opposing escort ships and defense installations.

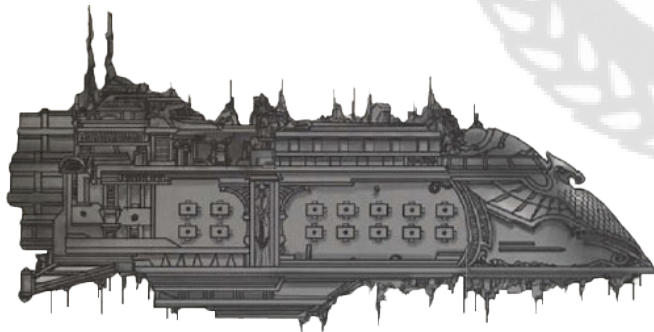
One particularly notable ship of this class was the Rogue Trader galleon *Chains of Lost Faith*, which turned traitor during an expedition near the Maelstrom in late M38. The exact details of what transpired are not known, but it is believed that the first mate, one Lowbad Duplicitarus Ezekiel Helfyre IV, instigated a mutiny that saw the captain and other officers killed. Once in command, Helfyre turned the ship's guns on the exposed transport ships, plundering their cargo before escaping into the Warp.

FAMOUS SHIPS:

Good Paradox Ebon Aquila Seraphim's Kiss Chains of Lost Faith

Special Refits: A Tyrant class galleon may purchase up to two different upgrades from the Customized Starships list for +15 points each, and/or one xenotech system for +20 points.

CONQUEST CLASS GALLEON..... 170 Points

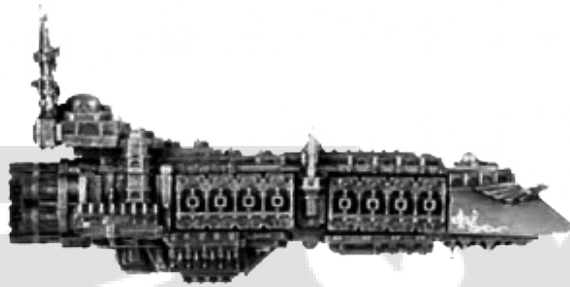


Special Refits: A Conquest class galleon may purchase up to two different upgrades from the Customized Starships list for +15 points each, and/or one xenotech system for +20 points.

The Conquest class "star galleon" is an ancient cruiser design still used in older Imperial battlefleets as well as by some Rogue Traders. They are thought to be treasure ships created for the very first Rogue Traders by the order of the Emperor himself. Those still in service feature technical wonders long since lost to the Imperium, and are capable of conducting both long-range exploration missions as well as holding their own in battle. By the 41st Millennium, few of these ships remain in service and are seen as precious relics from the legendary founding time of the Imperium.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45cm	10		Left
St'bd Weapons Battery		45cm	10		Right
Prow Lance Battery		60cm	2		Front

ROGUE TRADER BRIGANTINE 140 Points



Imperial cruisers are gigantic constructions, most of them centuries or even millennia old. Those few that are constructed anew are often the result of years of toil by the population of an entire world – enormous shipyards that might produce a single vessel every few decades. Even the mighty Forge Worlds with their unimaginably vast, serried ranks of orbital docks and laying yards may only complete one of these behemoths every year or so despite easily having a dozen or more of them in varying stages of construction at any one time.

Such gargantuan efforts are beyond the ken of even the wealthiest Rogue Traders. Rather, most Rogue Traders rely on vessels built (and often owned) by others. Many cruisers are in fact included along with the Warrant of Trade itself, an undeniably powerful aid gifted to the Rogue Trader by the Administratum as a bequest to their agent abroad. Other vessels are loaned to Rogue Traders more temporarily, sometimes being actual Imperial Navy vessels given over to a Rogue Trader for a time, when Imperial command thinks it beneficial.

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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Weapons Battery	30cm	4	Left		
Starboard Weapons Battery	30cm	4	Right		
Port Launch Bays	Fighters: 30cm	2 Squadrons	-		
Starboard Launch Bays	Assault Boats: 30cm	2 Squadrons	-		
Prow Weapons Battery	30cm	4	Left / Front / Right		

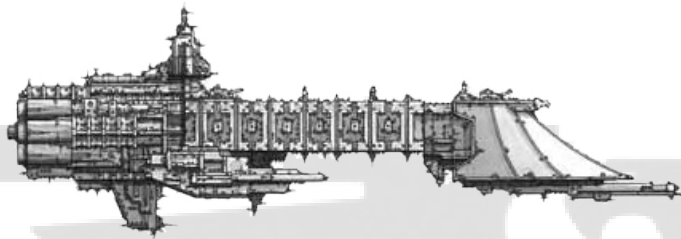
Alternate Patterns: For no change in cost, a Rogue Trader brigantine may replace its port and starboard launch bays with port and starboard lance batteries (Range: 30cm, Strength 2, Left / Right respectively), or instead remove its launch bays altogether to increase the firepower of its port and starboard weapons batteries to 10 each.

Special Refits: A Rogue Trader brigantine may purchase up to three different upgrades from the Customized Starships list for +15 points each. It may also purchase up to two xenotech systems for +20 points each.

Notes on Brigantines: The vessel shown above is merely an example of the many kinds of brigantine throughout the Imperium. A Rogue Trader brigantine can (and should) be represented by any suitable cruiser-sized model in your collection, using the profile and options shown here (painted and converted appropriately, of course).



DAUNTLESS CLASS BRIG 110 Points



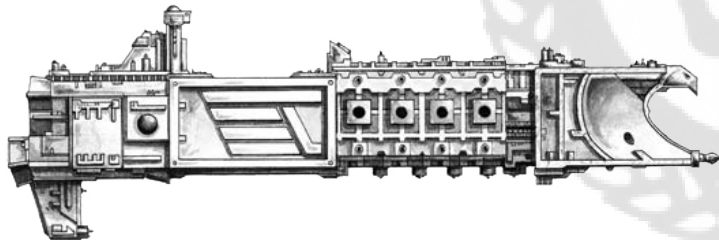
Special Refits: A Dauntless class brig may have one upgrade from the Customized Starships list for +15 points, and/or one xenotech system for +20 points.

Improved Thrusters: Dauntless class brigs add an additional +1D6cm to their speed when on All Ahead Full special orders.

The Imperium is a vast domain, and throughout its history the Imperial Navy has been stretched thin simply trying to hold their battle lines whilst still filling the countless patrols and shows of force required to maintain order throughout the galaxy. As a result, the Imperium has relied on an innumerable flotilla of light cruisers to conduct these lonely excursions. The Dauntless class is a mainstay in this size category, owing to its potent lance armament, and is highly valued among those Rogue Traders with fortune enough to acquire one. However, the expense of maintaining the Dauntless class' complex lance array makes it a somewhat rarer sight outside the Navy.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30cm	4		Left
St'bd Weapons Battery		30cm	4		Right
Prow Lance Battery		30cm	3		Front

ENDEAVOUR CLASS BRIG 110 Points



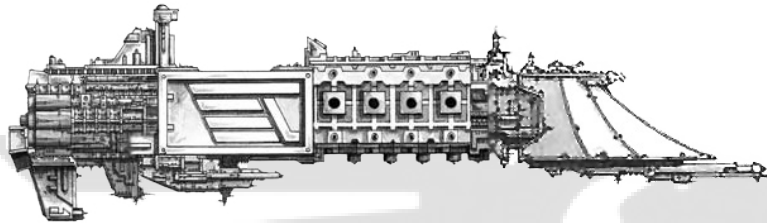
While many Rogue Traders aspire to one day stand at the helm of a true cruiser-displacement vessel, others find that the so-called "brig" is more suited to their preferred mission profile, and much less likely to incur expenses beyond their ability to absorb. Among the lighter classes of cruiser, the Endeavor is one of the oldest and most common operating all across Imperial space. As such, there is a large surplus of decommissioned Endeavor light cruisers (in a diverse variety of patterns) available throughout the Imperium, and it is not unusual for many of these to find their way into the hands of Rogue Traders or the merchant families that fund their exploits. It is also commonplace for the Imperial Navy or even the Adeptus Mechanicus to lend one or a small number of these vessels to a Rogue Trader expedition. Moreover, the ease with which the Endeavour class may be crewed (given the relative simplicity of its systems) makes it an ideal vessel for newly Warranted Rogue Traders.

Special Rules: An Endeavour class brig adds +1 to its boarding action result when defending against an enemy boarding action, due to its narrow mid-ship corridor choking the enemy advance.

Special Refits: An Endeavour class brig may have one upgrade from the Customized Starships list for +15 points, and/or one xenotech system for +20 points.

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

SILURIA CLASS BRIG 100 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30cm	6		Left
St'bd Weapons Battery		30cm	6		Right
Prow Weapons Battery		30cm	2		Left / Front / Right

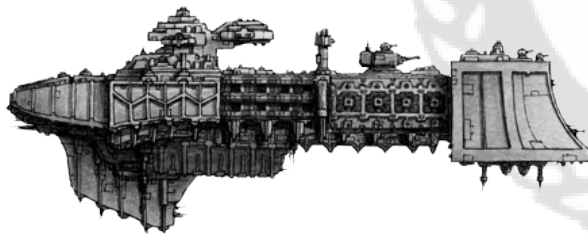
The Siluria class is a rare sight indeed, and their numbers dwindle ever further as the Imperial Navy continues to retire the ancient cruiser from their fleets. A handful do remain in the possession of the Rogue Traders however, where its reliable speed and firepower make it a cost effective option for a convoy escort.

One brig in particular, the *Liberty VI*, under the command of Count Milton Oligarchus Mackenzie Bard, earned its share of fame and glory when it successfully chased down and destroyed a squadron of Eldar corsairs near the Forge World of Ironhelm. When he was questioned about the event, Bard allegedly replied, "Quite honestly, I wouldn't have even bothered, but the reedy scoundrels scratched the paint on the *Liberty's* prow, and in the face of such an offense, the only reasonable sentence was death."

Special Refits: A Siluria class brig may have one upgrade from the Customized Starships list for +15 points, and/or one xenotech system for +20 points.

Improved Thrusters: Siluria class light cruisers add an additional +1D6cm to their speed when on All Ahead Full special orders.

ROGUE TRADER MERCHANTMAN 85 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	45°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30cm	4		Left
St'bd Weapons Battery		30cm	4		Right
Port Launch Bay	Fighters: 30cm Assault Boats: 30cm		1 Squadron		-
St'bd Launch Bay			1 Squadron		-
Prow Weapons Battery		30cm	4		Left / Front / Right

The "merchantman" class of vessels are a step down from the more standard Rogue Trader brigantines that make up the majority of the trade fleets. Like their cousins however, the merchantmen are not a specific pattern of vessel, but rather a broad class of smaller, light cruiser equivalents employed throughout the Imperium of Man. Each one is heavily modified according to the tastes of its particular owner, making them far more powerful and unpredictable than their size and armaments would suggest. Also, their diminutive size can be a great boon for a Rogue Trader seeking a degree of stealth on his or her missions. For this reason, many long-standing Rogue Traders still keep a merchantman or two on reserve, in case they need to travel incognito through areas of space where their fleet would draw too much unwanted attention.

Alternate Pattern: A Rogue Trader merchantman may remove both its launch bays to increase the strength of its port and starboard weapons batteries to 6 each, for no change in cost.

Special Refits: A Rogue Trader merchantman may purchase up to two different upgrades from the Customized Starships list for +15 points each. It may also purchase up to two xenotech systems for +20 points each.

XENOS CUTTER

50 Points



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

Special Rules: A Xenos cutter is automatically equipped with one upgrade of your choice from the Customized Starships list or the Xenotech Systems table, for no extra cost (representing the particular strengths of the species that constructed the vessel). Note that every cutter in a squadron must have the same configuration, and may not purchase any further refits from the fleet list. Moreover, Xenos cutters are always treated as allied ships.

Notes on Xenos Vessels: The profile shown here represents a wide variety of different alien vessels that might be found among a Rogue Trader's personal escort. Since many of these designs tend to be similar on the grand scale of the battlefield, the above profile is used for all of them, regardless of make or model. In practice, this means that you can represent Xenos cutters in pretty much any way you want. The various species mentioned in the background are only a few of any number of examples that can be used; the galaxy of the 41st millennium is filled with innumerable minor alien races of every shape and size. Xenos vessels provide an ideal opportunity to convert or scratch-build new ships to your own taste. With each new vessel or group of vessels you build, you should make a name for the alien race, and perhaps a little bit of your own background. You might even like to choose to accurately represent on your models which xenotech system the ship employs and write some background explaining why the race in question possess the particular advancements that they do.

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

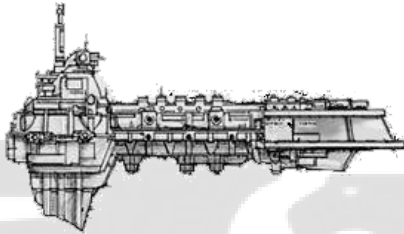
Far from home, where the protection of the Imperial Navy is naught but a fool's dream, many Rogue Traders instead hire out vessels and their crews from among the alien races they encounter. These ships often provide much-needed knowledge of the region, as well as the ability to overcome cultural or linguistic barriers (to say nothing of a healthy dose of firepower when required). Particularly bold Rogue Traders will, from time to time, journey back into Imperial space with their alien operatives still in tow, perhaps keen to make continued use of the exotic weaponry that their vessels employ.

Rogue Traders typically favor hiring those races whose ships are equipped with advanced energy weapons, since the huge power requirements and impossibly difficult upkeep needed for Imperial lance weaponry generally make them a liability in a Rogue Trader fleet, isolated as they often are from Imperial docks or repair facilities. Likewise, even the most eccentric Rogue Traders usually limit themselves to alien vessels no larger than an average Imperial escort ship, to avoid both the swift judgment of the Holy Inquisition, and the potential for lethal treachery from an inhuman "ally" with too many big guns.



HAVOC CLASS FRIGATE

35 Points



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

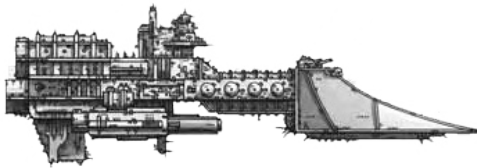
Though it is most commonly associated with renegades and pirates, the Havoc class is also highly valued by many Rogue Traders. Unlike the more ubiquitous Sword class, the Havoc sports a powerful array of front-facing cannons (also known as 'chasers') which are invaluable when pursuing more nimble opponents. Given the escort-heavy forces of many Xenos brigands, it is no wonder that the Havoc sees so much use as a convoy defender. Nevertheless, the Havoc is somewhat difficult to obtain, so Rogue Traders often settle for Swords instead.

"I've seen this so-called 'transport fleet' of yours, and I am convinced that it is nothing but a cheap facade to cover your heinous and piratical acts against the faithful citizens of the Imperium of Man. Take him away!"



SWORD CLASS FRIGATE

35 Points



Without a doubt, the Sword class is the most common escort vessel employed by the Rogue Traders, on account of its simple design and wide availability. Many examples of this class among Rogue Traders are no more than salvaged derelicts, refitted and restored to working order by entrepreneurs with deep pockets. With minimal training required for their operation, a squadron of Sword class frigates can go from the construction yard to crewed and battle-ready in only a few short years. As a result, the Sword class is one of the most cost-efficient ship designs

available to the Rogue Trader fleets. In fact, the demand for Swords is so high that a few Forge World construction yards keep a production line open specifically for warship requests from well-known Rogue Trader captains.

FAMOUS SQUADRONS:

His Royal Pardon
Gilded Squadron
Fame and Glory
Opulence Squadron

Merlot Squadron
The Valorous Few
Chardonnay Squadron
The Recaf Patrol

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	4		Left / Front / Right

"Who among us worth their Warrant can say they've never been tempted to fill an old Sword with a battalion of Ogryns, just to see if could still sail? What? Why are you all looking at me like that?"

RECOMMISSIONED ESCORT 30 Points

Being the opportunistic individuals they invariably are, it is not uncommon for Rogue Traders to 'acquire' decommissioned Navy vessels and/or those unceremoniously exiled to some Segmentum's reserve fleet. Despite typically being in very poor condition, it is well within most Rogue Traders' means to refit and

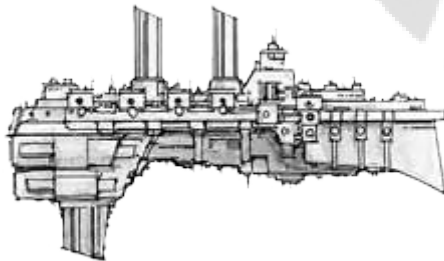
restore such vessels, sometimes using systems and technology quite unlike their original components. Due to the military-grade weapons mounted on these types of vessels (the most common being torpedoes), experienced crews are vital to their success, no matter how well the ships themselves have been restored. Rogue Traders will

typically recruit mercenaries, retired Naval ratings and able spacers or even deserters and mutineers for this purpose, although this inevitably leads to the occasional disciplinary problem, especially on long expeditions into the wilds of unexplored space. Nevertheless, such ships make up an important part of any Rogue Trader fleet.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		2		Left / Front / Right
Torpedo Salvo	Speed: 30cm		1		Front

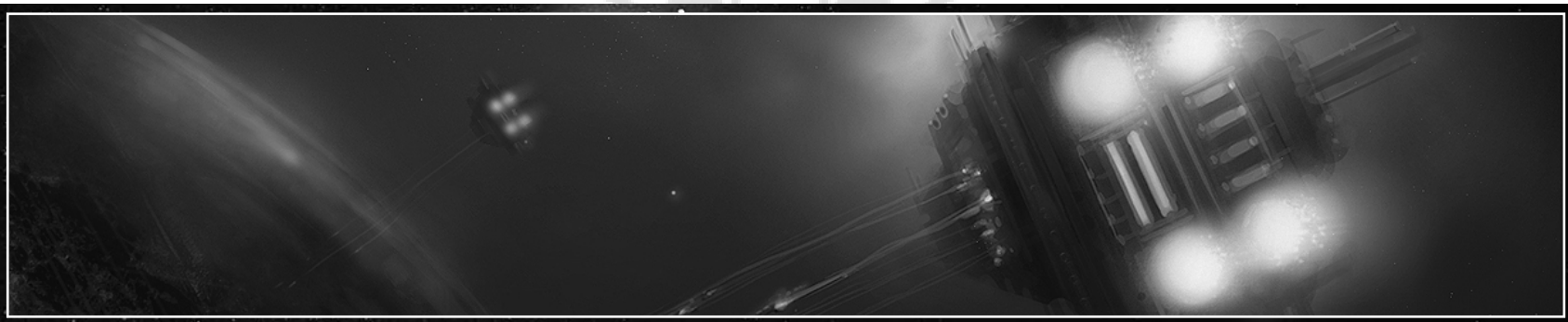
ICONOCLAST CLASS DESTROYER 25 Points



This class is a ubiquitous, easily reproducible design encountered in many patterns across the galaxy, and though long since superseded by more advanced escort types by the Imperial Navy, many are still fully operational as combat warships. The same characteristics

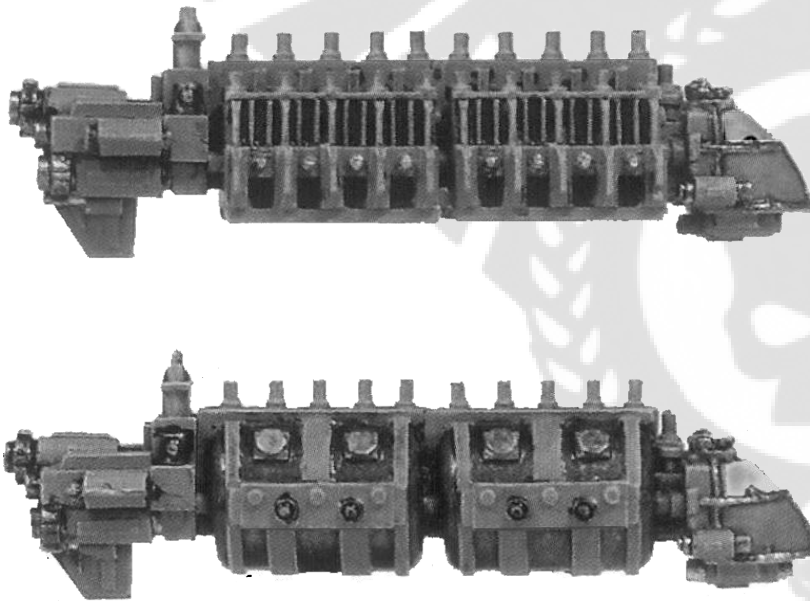
that make it favorable to Chaos and pirate fleets make it a mainstay for many loyal Rogue Traders, in that it is simple to maintain and can be crewed by personnel with only minimal training. Moreover, their reputation as vile pirate vessels can sometimes come in handy.

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



ROGUE TRADER CARRACK 40 Points

Across the millions of worlds of the Imperium of Man, there are far more merchant vessels and heavy transports than there ever will be warships of the Imperial Navy. Heavy transports in particular are of almost every size and shape, and they are typically constructed so that form follows function. For example, carracks designed to haul bulk ores or foodstuffs will appear noticeably different from those designed to carry compartmentalized, containerized cargo, ammunition or spare attack craft for fleets operating near war zones. Even tankers need not necessarily wield dangerous or flammable cargoes; on desert worlds, water is as precious and valuable a commodity as any rare gems. Every Rogue Trader fleet is supported by dozens of these chartered merchant vessels, which they use to transport supplies and trade goods across the vast interstellar void. In warzones, it is also common for “consulting” Rogue Traders to convert their carracks into troop transports. Although not normally used in this role, each carrack is capable of carrying tens of thousands of men along with thousands of tanks or support vehicles. They may even carry Adeptus Mechanicus Titan Legions or enough munitions to supply an entire army. In such cases, most fleet commanders assign dedicated escort vessels to a squadron of carracks, as the loss of one of these vessels during a planetary assault can have huge long-term effects on a campaign. Beyond this, there are a myriad of other roles for the heavy merchant ships under a Rogue Trader’s command, including deep space repair and salvage operations, or even just a mobile hold for goods and treasures “liberated” from enemy trade convoys.



Special Rules: A Rogue Trader carrack counts as two transports for the purposes of scoring assault points and other victory conditions (unless it is crippled, in which case it counts as only one transport). Note that a carrack is a convoy ship and is subject to all of the usual restrictions placed on support units (such as for leadership, special orders, and so forth), as described in the BFG:XR Fleet Support list. In addition, the combined “transport value” (the effective amount of transports for scoring purposes) of all carracks in the fleet may not exceed more than one third of the fleet’s total. This includes any free transports provided by the chosen scenario.

Special Refits: A Rogue Trader carrack may have one upgrade from the Customized Starships list for +15 points, and/or one xenotech system for +20 points.

Fuel Tanker: A Rogue Trader carrack may be converted to a fuel tanker for no extra cost. A fuel tanker earns the owning player +1 renown if it survives (without disengaging) until the end of the game, even if it is crippled. However, a fuel tanker is quite vulnerable and will suffer critical hits on a result of 5+ instead of 6+. Furthermore, when reduced to zero hits, a fuel tanker adds +1D6 to its roll on the Catastrophic Damage table.

Repair Tender: A Rogue Trader carrack may be converted to a repair tender for +10 points. A repair tender earns the owning player +1 renown or +2 repair points if it survives (without disengaging) until the end of the game, even if it is crippled. However, your opponent earns +1 renown for each repair tender crippled, and +2 renown for each one destroyed.

Super-Heavy Transport: A Rogue Trader carrack may be converted to a super-heavy transport for +10 points. A super-heavy transport adds +4 hit points to its profile and counts as three transports for the purposes of victory conditions (two if it is crippled). However, it also adds +5cm to its minimum turn distance and must be mounted on a large base.

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

ROGUE TRADER CORVETTE 20 Points



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

Supply Ships: *An escort squadron containing at least one Rogue Trader corvette has +1 Ld when attempting Reload Ordnance special orders, representing the corvettes acting as mobile resupply and rearmament platforms.*

Cargo Vessels: *A Rogue Trader corvette counts as half a transport for the purposes of scoring assault points and other victory conditions, rounding down. Note that a corvette is a convoy ship and is subject to all of the usual restrictions placed on support units (such as for leadership, special orders, and so forth), as described in the BFG:XR Fleet Support list.*

Clipper Configuration: *For no change in cost, a Rogue Trader corvette may exchange its weapons battery for the Secondary Reactors upgrade from the Customized Starships list. Note that all corvettes in a squadron must have the same configuration, and do not benefit from duplicate copies of the Secondary Reactors upgrade (if purchased for the squadron from the fleet list).*

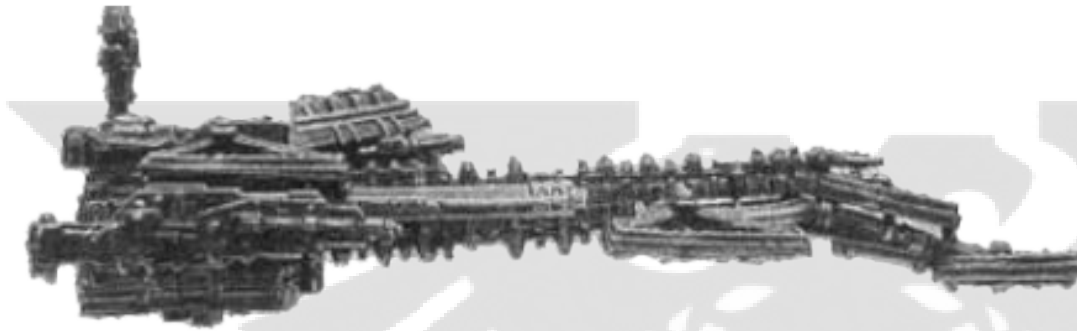
Rogue Traders necessarily make use of a wide range of freighters and other cargo ships in order to transport their wares all across Imperial space, or alternatively to serve as personal conveyances should the need arise. But unlike normal Imperial transports, the dangers that Rogue Traders face on their journeys into wilderness space are significant enough that they will commonly up-gun their cargo ships where capacity permits. Commonly referred to as “corvettes,” these armed freighters are the backbone of the typical Rogue Trader’s escort fleet.

Such alterations are rarely permanent, and Rogue Traders will often abandon most of an escort’s weaponry to make space for more lucrative cargo hauls or improved drive systems, in order to maximize profits. However, where a Rogue Trader’s business calls for him to actively engage in combat, armed cargo ships are likely to be a common feature of his personal escort.

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



FRA'AL BATTLECRUISER..... 250 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	45cm		14		Left
Starboard Weapons Battery	45cm		14		Right
Dorsal Lance Battery	30cm		3		Left / Front / Right
Prow Ether Cannon	60cm		2		Front

Special Rules: *Fra'al battlecruisers lack the advanced drive systems of other races. As such, they must move and turn according to the rules for battleships, and they cannot use Come to New Heading special orders. In addition, a Fra'al battlecruiser must attempt to disengage each turn after becoming crippled, and will benefit from a +1 Ld bonus while doing so. Lastly, a Fra'al battlecruiser is equipped with a Fra'al targeting matrix for no extra cost, allowing it to treat all gunnery targets as closing, and preventing it from suffering a right column-shift when firing gunnery weapons at targets more than 30cm away.*

Ether Cannon: *An ether cannon is treated exactly like a lance weapon. In addition, once per turn after rolling at least one successful hit with the vessel's ether cannon (but before applying damage), roll a further D6. If the score is higher than the target's starting shield value (as shown on its profile), place blast markers in contact with the target's base until all of its shields are overloaded. Then continue to apply damage as normal.*

Unique Race: *A Fra'al battlecruiser is treated as being part of its own separate faction, and must always the rules for allied ships (for refits, re-rolls, and so forth).*

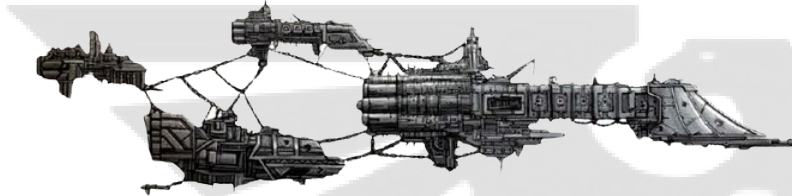
The Fra'al are an enigmatic race, one of a very few of the minor alien races that have managed to maintain a near-constant state of hostilities against the Imperium, yet persistently manage to avoid complete extermination in the face of humanity's vastly superior technology and far greater numbers. The first detailed records by the Ordo Xenos of the Fra'al as a distinct threat date back to 420.M37, though sensor log pict-captures indicate they have harassed Imperial shipping for at least a millennia beforehand. They are consummate pirates of the basest character, managing to eke out an existence by slinking away to new hunting grounds at the first sign of danger or organized resistance. There are occasionally exceptions to this rule, however, and at one time their vile predations were severe enough to surpass Stabilis Mandates and warrant Imperial sanction, culminating in the Battle of Fraga'Tral in 312.M39 that saw the destruction of a number of their vessels.

After centuries of few recorded raids and relatively little contact, pirate activity by the Fra'al once again surged throughout much of Segmentum Obscurus during the Gothic War, as is typical of Xenos freebooters whenever a region of space is embroiled in strife. At the conclusion of that conflict, when the pirate scum of all races were hunted down for extermination, the Fra'al dispersed over an ever-widening area of space approaching the Northern Rim and Eastern Fringe. They are most often organized in small flotillas, led by at most one or two of their "battleships" serving as pirate mother-ships of a sort. As a result of their scattered disposition, the Fra'al have become difficult to pin down and have never again exceeded Stabilis Mandates in any one sector.



STRYXIS CARAVAN VESSEL 80 Points

The Stryxis are a race of wandering Xenos from the Koronus expanse. They make their way by selling stolen technology and slaves from other species. Their caravan ships are normally patchwork vessels, a mish-mash of salvaged ships or even hollowed-out asteroids, but it is rumored they may secretly possess more advanced starships.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/8	10cm	Special	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Ghost-Light Battery		45cm	10		All Round
Ghost-Light Lances		30cm	3		All Round

Special Rules: *Ghost-Light weapons are designed to inflict crew casualties rather than destroy systems. In game terms, they function as normal weapons batteries and lances (respectively), but cannot inflict critical damage of any kind. In addition, Stryxis caravan vessels use the special rules described below.*

STRYXIS CARAVAN SPECIAL RULES

Stryxis caravans are sufficiently different to both orbital defenses and true spaceships such that they require a number of special rules. However any rules which are not specifically modified below will apply as normal. For example, Stryxis caravans which lose half their damage points are crippled just like other vessels.

MOVEMENT

Because they are little more than derelicts linked together with tractor beams and metallic chains, Stryxis caravans do not move in the same way as normal ships. In their movement phase, caravans travel exactly 10cm forward in a straight line, no more, no less. They may not turn or use *Burn Retros* or *Come to New Heading* special orders.

When on *All Ahead Full* special orders, Stryxis caravans move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are traveling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right.

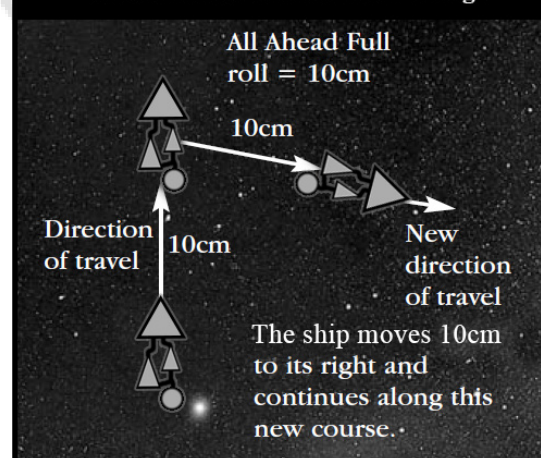
Due to their low speed and considerable momentum, caravans that are crippled or moving through blast markers do not reduce their speed. Those in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

CRITICAL HITS & CATASTROPHIC DAMAGE

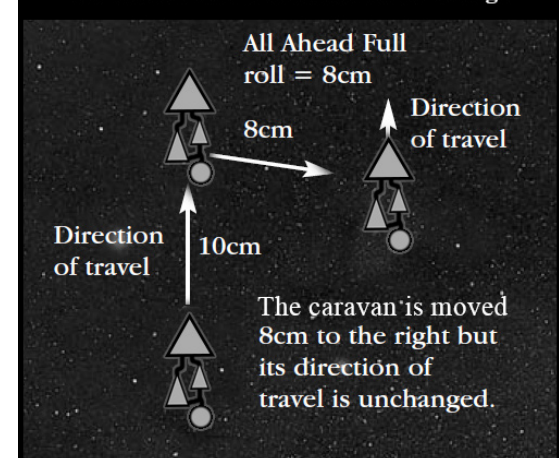
Stryxis caravans lack the complex systems of true space craft, so critical hits are not rolled on the regular critical damage table. Instead, each critical hit inflicts +1 point of damage, in the same way as an escort ship or small defense.

When a caravan is reduced to 0 remaining Damage points, it breaks up rather than drifting or exploding. Do not roll on the catastrophic damage table. Instead, the caravan is replaced by four blast markers, using the normal rules for doing so when ships are destroyed.

A successful caravan course change



An unsuccessful caravan course change



ROGUE TRADER FLEET DETACHMENT

FLEET COMMANDERS

0-2 Rogue Trader Captains

Up to two Rogue Trader cruisers in the fleet may be led by a Rogue Trader Captain. If the fleet includes multiple Rogue Trader cruisers or convoy ship squadrons, it must include at least one Rogue Trader Captain.

Venerable Lord Captain (Ld9)	75 points
Lord Captain (Ld8)	50 points

A Rogue Trader Captain comes with one fleet commander re-roll for free. In addition, his vessel may have one refit from the Customized Starships list for no extra cost.

CAPITAL SHIPS

Rogue Trader Cruisers

Any Imperial or Tau Empire fleet may include one Rogue Trader cruiser for every 750 points (or portion thereof) in their fleet list. Any other fleet (except for Necrons and Tyranids) may include just one Rogue Trader cruiser. In all cases, Rogue Trader cruisers count against the joined fleet's regular cruiser limit.

Rogue Trader Brigantine	140 points
Dauntless Class Brig	110 points
Endeavour Class Brig	110 points
Siluria Class Brig	100 points
Rogue Trader Merchantman	85 points

Rogue Trader Cruiser Variants

After the first, any additional Rogue Trader cruisers that are allowed in a fleet may also be chosen from among the following types:

Ambition Class Galleon	180 points
Lunar Class Galleon	180 points
Tyrant Class Galleon	175 points
Conquest Class Galleon	170 points

Rogue Trader Carracks

A fleet which includes a Rogue Trader cruiser may also include any number of carracks, as long as their overall transport value does not exceed 1/3rd of the fleet's total.

Rogue Trader Carrack	40 points
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ESCORTS

Rogue Trader Escorts

You may include a single squadron of 2-6 Rogue Trader escorts for each Rogue Trader cruiser in the fleet.

Xenos Cutter*	50 points
Havoc Class Frigate	35 points
Sword Class Frigate	35 points
Recommissioned Escort	30 points
Iconoclast Class Destroyer	25 points

*As allied vessels, Xenos cutters cannot form squadrons with any other type of escort, and cannot purchase refits from the fleet list.

Rogue Trader Convoy Escorts

If a fleet includes any Rogue Trader cruisers, you must also include at least one squadron of 2-6 convoy ships. Note that this does not prevent a fleet from taking free transports if provided by the chosen scenario, but such ships cannot be replaced by any variants (except faction-specific models) while this Fleet Detachment is present.

Escort Carrier**	60 points
Q-Ship**	60 points
Rogue Trader Corvette	20 points
Armed Freighter**	10 points
Conventional Transport	10 points

**The rules and profiles for these classes may be found in the BFG:XR Fleet Support list.

USING ROGUE TRADERS

Rogue Traders seldom ply the stellar main alone. Instead, they will sign on with another fleet heading in the same direction, offering their services as merchants and escorts in exchange for safety in numbers. Thus, this fleet list is designed to join with another fleet rather than function on its own, counting as an allied force (as described on page 59 of the main rulebook).

Ordnance & Upgrades

Rogue Trader vessels with torpedo launchers use ordinary torpedoes. Any torpedo-armed Rogue Trader cruiser may also purchase refitted torpedoes for +20 points.

In addition, each squadron of Rogue Trader escorts in the fleet (including convoy escorts) may purchase one refit from the Customized Starships list for +15 points, and/or one xenotech system for +20 points. The effects of these will apply to every vessel in the squadron.

Lastly, up to two Rogue Trader cruisers may replace all of their launch bays with mine launchers, for +5 points per bay replaced.

Attack Rating

Although often on missions of great importance, a Rogue Trader's presence does not affect a fleet's attack rating unless otherwise specified.

Sub-Plots

A fleet that includes at least one Rogue Trader cruiser is subject to the 'Gentlemen of Fortune' special rule shown on page 5.

Xenos Allies

A fleet which includes at least one Rogue Trader cruiser may include a single Demiurg or Kroot capital ship for every 750 points (or portion thereof) in the fleet. These ships are subject to the normal rules for allies. Note that a Demiurg War Host cannot benefit from this special rule, as it is already a complete Demiurg fleet!

Also note that if the joined fleet chooses to include any Space Marine ships or commanders, no Xenos allies (not even Xenos cutters) may be included.

Reserves

A fleet joined by a Rogue Trader is free to take reserves as normal. However, you cannot take any additional Rogue Trader vessels as reserves, regardless of their fleet list.

A Note on Factions: The ships presented in this fleet list are specific to the Rogue Trader faction, and will not use any other faction's rules. Naturally, all Xenos allies are an exception and will use their own special rules normally. Likewise, all convoy ships in the fleet must use the relevant Fleet Support rules in addition to being part of the Rogue Trader faction.

ROGUE TRADER EXPLORATION FLEET LIST

FLEET COMMANDERS

0-1 Rogue Trader Captain

You may include one Rogue Trader captain in the fleet. If your fleet is worth at least 750 points, a Rogue Trader Captain must be included to lead it. A Rogue Trader Captain must be assigned to a Rogue Trader capital ship.

Venerable Lord Captain (Ld9)	75 points
Lord Captain (Ld8)	50 points

A Rogue Trader Captain comes with one fleet commander re-roll for free. In addition, his vessel may have one refit from the Customized Starships list for no extra cost.

SECONDARY COMMANDERS

0-5 Bond-Captains

You may include up to five Bond-Captains, each of which must be assigned to a Rogue Trader cruiser or escort squadron in the fleet. If assigned to an escort squadron, note which specific ship is actually embarking the Bond-Captain - the bonus is lost if that vessel is destroyed.

Bond-Captain (+1 Ld, Max 9)	15 points
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A Bond-Captain may purchase one fleet commander re-roll for +15 points, usable only for their assigned ship or squadron. A Bond-Captain's ship or squadron may also purchase one extra refit from the Customized Starships list for +15 points.

CAPITAL SHIPS

Supply Barge

You may include a single supply barge if your fleet is worth at least 750 points.

(0-1) Supply Barge	290 points
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Grand Cruisers

You may include up to one grand cruiser for every 1000 points (or portion thereof) in your fleet.

Vengeance Class Man O' War	230 points
Avenger Class Man O' War	200 points

0-12 Cruisers

Ambition Class Galleon	180 points
Lunar Class Galleon	180 points
Tyrant Class Galleon	175 points
Conquest Class Galleon	170 points
Rogue Trader Brigantine	140 points

0-12 Light Cruisers

Dauntless Class Brig	110 points
Endeavour Class Brig	110 points
Siluria Class Brig	100 points
Rogue Trader Merchantman	85 points

ESCORTS

Rogue Trader Escorts

You must include one squadron of 2-6 Rogue Trader escorts for each capital ship in the fleet. However, if the fleet includes extra squadrons of transports (besides the mandatory one), they may be counted towards this requirement.

Xenos Cutter*	50 points
Havoc Class Frigate	35 points
Sword Class Frigate	35 points
Recommissioned Escort	30 points
Iconoclast Class Destroyer	25 points

*As allied vessels, Xenos cutters cannot form squadrons with any other type of escort, and cannot purchase refits from the fleet list.

TRANSPORTS

1+ Transport Squadrons

You must include at least one squadron of convoy ships in the fleet, made up of 1-4 carracks or 2-6 escort-sized ships each. This does not prevent a fleet from taking free transports if provided by the chosen scenario, but such ships cannot be replaced by other variant models. Remember that carracks cannot be taken in squadrons with any other transport type, and cannot make up more than one third of the fleet's total transport value.

Escort Carrier**	60 points
Q-Ship**	60 points
Rogue Trader Carrack	40 points
Rogue Trader Corvette	20 points
Armed Freighter**	10 points
Conventional Transport	10 points

**The rules and profiles for these classes may be found in the BFG:XR Fleet Support list.

XENOS MERCENARIES[†]

Demiurg Commerce Vessels

You may include one Demiurg commerce vessel for every three Rogue Trader capital ships in the fleet. For the purpose of fleet limits, each Stronghold counts as a grand cruiser, each Bastion as a cruiser, and each Citadel as a light cruiser.

(0-1) Stronghold Class Commerce Vessel	350 points
Bastion Class Commerce Vessel	255 points
Citadel Class Commerce Vessel	185 points

Kroot Warsphere

You may include a single Kroot warsphere if there are at least three Rogue Trader cruisers in the fleet. It is treated as an allied ship that does not count towards any fleet restrictions.

(0-1) Kroot Warsphere	145 points
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[†]The rules and profiles for Demiurg and Kroot ships are found in the BFG:XR Tau Empire fleet list.

USING AN EXPLORATION FLEET

Sometimes, it may not be possible for a Rogue Trader to find a fleet willing to engage in joint operations, or the prize may be so valuable that he or she must command the fleet personally. On such occasions, an Exploration Fleet may be formed to ensure that the upcoming venture has the highest chance of success.

Ordnance & Upgrades

Rogue Trader vessels with torpedo tubes use ordinary torpedoes. Any torpedo-armed Rogue Trader capital ship may also purchase refitted torpedoes for +20 points.

In addition, each squadron of Rogue Trader escorts in the fleet (including escort-sized convoy ships) may purchase one refit from the Customized Starships list for +15 points, and/or one xenotech system for +20 points. The effects of these will apply to every vessel in the squadron.

Lastly, up to two Rogue Trader cruisers may replace all of their launch bays with mine launchers, for +5 points per bay replaced.

Attack Rating

Time is money, and wasting it can often mean the difference between prosperity and total financial ruin. As such, a Rogue Trader Exploration Fleet has an attack rating of 3.

Sub-Plots

A Rogue Trader Exploration Fleet is subject to the 'Gentlemen of Fortune' special rule shown on page 5.

Reserves & Allies

A Rogue Trader Exploration Fleet may take reserves from any one fleet list of your choice (except Necron and Tyranid fleets). If Space Marines are taken, you may not include any Demiurg or Kroot vessels in the fleet. In addition, the "Note on Factions" from the previous page applies to this fleet as well.

WOLF-PACK PIRATE FLEET LIST

FLEET COMMANDERS

0-3 Pirate Captains

You may include one Pirate Captain for every 500 points (or portion thereof) in your fleet, who must be embarked on the most expensive capital ship available (excluding allied Xenos ships). If your fleet is worth at least 750 points, a Pirate Captain must be included to lead it.

Pirate Captain (+1 Ld, Max 9).....50 points

A Pirate Captain comes with one fleet commander re-roll for free, and may purchase up to two additional re-rolls at the cost shown below. Note that due to pirates' natural antipathy towards any source of authority, including their own leaders, a single Pirate Captain may not use more than one re-roll per turn.

One extra re-roll.....25 points

Two extra re-rolls.....50 points

CAPITAL SHIPS

Grand Cruisers & Battlecruisers

You may include up to one grand cruiser or battlecruiser for every 1000 points (or portion thereof) in your fleet.

(0-2) Fra'al Battlecruiser.....250 points

Vengeance Class Man O' War.....230 points

Avenger Class Man O' War.....200 points

Cruisers & Light Cruisers

You may include up to one cruiser or light cruiser for every 500 points (or portion thereof) in your fleet.

Ambition Class Galleon.....180 points

Lunar Class Galleon.....180 points

Tyrant Class Galleon.....175 points

Conquest Class Galleon.....170 points

(0-1) Space Marine Strike Cruiser*.....145 points

Rogue Trader Brigantine.....140 points

Dauntless Class Brig.....110 points

Endeavour Class Brig.....110 points

Siluria Class Brig.....100 points

Rogue Trader Merchantman.....85 points

*A pirate strike cruiser follows all the normal rules for Space Marine vessels, except that it must generate its Ld value from the standard leadership table and cannot take any refits from its profile or the Space Marine fleet list. Instead, it may take one upgrade from the Customized Starships list for +15 points, and/or one xenotech system for +20 points.

ESCORTS & SPECIAL SHIPS

Pirate Escorts

You must include at least one squadron of 2-6 escorts for every capital ship in the fleet. The rules and profiles for convoy ship classes marked with a (**) may be found in the BFG:XR Fleet Support list.

Escort Carrier**.....60 points

Q-Ship**.....60 points

Havoc Class Frigate.....35 points

Sword Class Frigate.....35 points

Recommissioned Escort.....30 points

Iconoclast Class Destroyer.....25 points

Rogue Trader Corvette.....20 points

Armed Freighter**.....10 points

Conventional Transport.....10 points

Any squadrons which include a transport or convoy ship must be deployed as transports in scenarios that require such vessels. However, all convoy ships taken as pirate escorts will use the squadron's random leadership value rather than a fixed Ld of 7. Otherwise, they are treated as normal convoy ships.

Xenos Escort Squadrons

You may include one squadron of 2-6 Xenos escorts for every capital ship in the fleet. Note that the options shown below are each from a different faction, and therefore cannot be mixed in the same squadrons.

Xenos Cutter.....50 points

Eldar Corsair.....Varies

Ork Freebooter.....Varies

Dark Eldar Raider.....Varies

Tau Scout.....Varies

Each squadron of corsairs, freebooters, raiders, and scouts may be made up of any mix of available escorts from their respective factions' fleet lists (except towed escorts for Tau Scouts). They cannot purchase any refits and will follow the normal rules for allied ships.

Other Xenos Allies

(0-4) Stryxis Caravan Vessel.....80 points

USING A PIRATE FLEET

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

A Problem with Authority

Due to the wild and stubborn nature of pirate crews, it is often difficult to precisely coordinate fleet actions within a wolf pack. As such, all vessels in this fleet list (including allies) suffer a -1 penalty to their randomly generated leadership value.

Ordnance & Upgrades

Pirate ships equipped with torpedo tubes are armed with ordinary torpedoes. In addition, any non-Xenos capital ship armed with torpedoes may purchase refitted torpedoes for +20 points.

Attack Rating

Pirates are always eager for their next prize, and are not known for their patience. As such, a pirate fleet has an attack rating of 3.

Scenarios & Campaigns

A Wolf-Pack Pirate Fleet may always roll against the Raids table when choosing a scenario to play. In addition, if a pirate fleet is the attacker and is worth at least 1,500 points, it may swap the result to the Planetary Assault scenario if a score of '6' is rolled. In a campaign, a pirate fleet always operates from a pirate base, and earns extra crew skills rather than earning any refits.

Sub-Plots

A pirate fleet with at least one non-Xenos capital ship is subject to the 'Gentlemen of Fortune' special rule on page 5, counting all non-Xenos capital ships in the fleet as 'Rogue Trader capital ships' for the purposes of the rule.

Reserves & Allies

Other than the options shown in this list, a pirate fleet may not provide ships to or take ships from any other fleet list as reserves or allies. However, all non-Xenos vessels in the fleet are treated as being part of the same faction (while Xenos ships are always considered allies).

"What is the faith of a rogue, a reaver, an outcast noble soul who brings the Emperor's fury upon far worlds? Ask him if you dare."

• -from *A Sceneschal's Duty*

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Change] Omitted a large portion of the Rogue Traders lore from the introductory section. Most will be moved to either the Campaign or Scenarios document along with other omitted fluff stories.

[Change] The majority of this fleet list has been adapted from a proposed BFG:R Rogue Trader fleet list created by Horizon and Andrew Christlieb, which can be found here:

<http://www.forum.specialist-arms.com/index.php?topic=5937.0>

[Change] Many Rogue Trader ships with previously generic names have been given more specific class names (taken from traditional sailing ship classes), to remove vagaries in some of the fleet construction rules.

- Grand Cruisers copied from the Imperial Navy are now called Men O' War
- Regular Cruisers copied from the IN and Chaos lists are now Galleons, with the Carnage and Murder classes being switched to the Ambition and Conquest classes (in name and picture only).
- The "Forgeship" is now the Supply Barge
- The "Rogue Trader Cruiser" is now the Brigantine
- The "Rogue Trader Cargo Vessel" is now the Corvette
- The "Rogue Trader Heavy Transport" is now the Carrack
- The "Xenos Vessel" is now the Cutter

[Addition] Many ships from other lists have been reprinted here as faction-specific RT variants.

[Change] The Endeavour class light cruiser's profile has been updated to reflect the profile shown in the Imperial Navy fleet list. As a result, it no longer has the 6+ Prow refit option (it now has a 6+ Prow by default).

[Change] Clarified that the cost of a repair tender or super-heavy transport is 50 points altogether (+10 from the heavy transport cost). It seemed nonsensical the other way.

[Change] Instead of crew specialists, there are now "Imperial" style upgrades for ship customization. Each is available for +15 points (to cap ships or escort squadrons).

[Change] Xenos cutters are now allied vessels by default, and cannot be squadroned with any other ships. This was done to eliminate problematic rules interactions regarding their refits and those potentially purchased from the fleet list.

[Change] Adjusted how refits are applied to Xenos cutter. Now, each squadron of Xenos cutters gets to pick a xenotech system or Imperial upgrade, to represent its species' bonus. They cannot have any other refits.

[Change] The Rogue Trader corvette now has +1 WB firepower, to bring it in line with other transport classes. In effect, it trades transport capacity (-0.5) for speed (+10cm) compared to regular transports, and grants a bonus to ordnance-armed ships in the same squadron.

[Addition] Both corvettes and carracks have been clarified to be convoy ships, using the rules for support units.

[Change] Auxiliary vessels have been removed, on account of the unnecessary complications which resulted from mixed-faction squadrons.

[Change] Heavy Transports and Fast Clippers are not available in Rogue Trader lists, since carracks and corvettes are strictly better options. Similarly, replacing free transports with paid variants is not allowed in a RT fleet, since you can just purchase the RT-specific variants separately.

[Change] Xenotech attack craft no longer require a ship to have purchased bombers.

[Change] The Fra'al capital ship has been updated. Its original title as a "battlecruiser" has been restored, and as a result, its classification has been updated to be a cruiser. However, since its original concept still classed it as a battleship, it must use the rules for battleships when moving and turning.

[Addition] The Fra'al Ether Cannon has been brought back in a simplified form. Now it simply fires like a lance weapon, but after hitting (before damage) it has a chance to completely negate a target's shields.

[Addition][Change] The Stryxis Caravan Vessel no longer needs to deploy along a straight line, and has been updated with new artwork and descriptions. It is otherwise unchanged from BFG:R.

[Change] RT Captains only get a free upgrade from the Imperial list rather than either list. Bond-Captains are similarly limited.

[Change] The rules for Wolf-Pack pirates have been cleaned up substantially. As a result, some options have been removed, but the overall fleet list is still mostly intact.

- Specifically, many "Human" classes of escort have been removed as options. However, there are no longer any restrictions on lances or ordnance on pirate escorts.
- Also, the fleet has more access to Xenos escorts.

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