

ROGUE TRADER

LIVING ERRATA



VERSION 1.4

ROGUE TRADER LIVING ERRATA

This is the Living Errata for the **ROGUE TRADER** RPG line. The Errata is dividing according to product. The most recent updates to this Errata are in red. This Errata had its most recent update: **April 9, 2013**.

Special thanks to Paul Tucker for compiling the core Errata.

ROGUE TRADER CORE RULEBOOK

CHAPTER 1: CHARACTER CREATION

Tainted (page 26): The mutant option for Tainted should only allow Explorers to select results of 74 or lower, not 76 or lower.

Table 1-3: Example Male Names (page 31): The 91-00 entry 'Re-roll on Table 1-11: Example Female Names' should instead refer to **Table 1-4: Example Female Names**.

Table 1-4: Example Female Names (page 31): The 91-00 entry 'Re-roll on Table 1-10: Example Male Names' should instead refer to **Table 1-3: Example Male Names**.

CHAPTER 2: CAREER PATHS

Duplicated Skills and Talents (page 39): The following box should be added to Chapter 2 between page 36 and 39:

DUPLICATED SKILLS AND TALENTS

It is important to note that many Career Paths starting Skills and Talents are duplicated at Rank 1 of the Career's Advances. This is an intentional duplication, and represents the training that is available to all Careers regardless of their origins. Future expansions for the **Rogue Trader** line may feature Alternate Career Ranks or backgrounds with different starting Skills, and therefore, this duplication serves a purpose for the overall **ROGUE TRADER** line. If a character already possesses such a Skill or Talent from Character Generation, he may not purchase it again at Rank 1.

ARCH-MILITANT CAREER

Arch-militant Advances (pages 45-47): The Arch-militant has the option of starting with a Best Quality Hunting Rifle. This should be a Best Quality Long-Las.

Arch-militant Advances (pages 45-47): The Arch-militant should be able to take the Talent "Two Weapon Wielder (Melee)" at Rank 6, for 500 xp.

Arch-militant Advances (pages 45-47): The Thrown Weapon Training Advance in the Rank 2 Advances table should be deleted.

ASTROPATH TRANSCENDENT CAREER

Astropath Transcendent Advances (page 49-51): Psychic Technique (x2)—these Advances should cost 200 xp, rather than 100.

Note: The Advances listed at Rank 1 are the two advances the Astropath receives free as starting Talents. When selecting these starting Psychic Techniques, all prerequisites apply, and neither Technique can cost more than 200 xp.

Astropath Transcendent Advances (page 49-51): The Melee Weapon Training (Primitive) Talent in the Rank 2 Astropath Transcendent Advances should be deleted.

Astropath Transcendent Advances (page 49-51): The Psychic Technique Talent (x2) in Rank 6 should cost 400 xp, rather than 300.

EXPLORATOR CAREER

Explorator Advances (page 53-55): The Explorator should be able to take the Skill Security at Rank 1 for a cost of 200 xp.

MISSIONARY CAREER

Missionary Advances (page 57-59): The Missionary should be able to take the Talent Swift Attack at Rank 4 for a cost of 500 xp.

Missionary Advances (page 57-59): The Missionary should be able to take the Talent Nerves of Steel at Rank 1 for a cost of 500 xp.

NAVIGATOR CAREER

Navigator Advances (page 61-63): The Navigator should be able to take the Skill Navigation (Warp) +20 at Rank 4 for 200 xp.

Navigator Advances (page 61-63): Currently, the navigator can take the Trade (Scrimshawer) Skill at Rank 2 and Rank 4. The Navigator should only be able to take Trade (Scrimshawer) at Rank 2 (for 200 xp).

SENESCHAL CAREER

Seneschal Advances (page 65-67): The Seneschal's Rank 5 Advance of Common Lore (Administratum) should be changed to Common Lore (Administratum) +10 with a Prerequisite of Common Lore (Administratum).

VOID-MASTER CAREER

Void Master Advances (page 69-71): Currently, the Void-master can take the True Grit Talent at Rank 2 and Rank 5. The Void-master should only be able to take True Grit at Rank 5 (for 200 xp).

Void Master Advances (page 69-71): Currently, the Void-master can take the Paranoia Talent at Rank 2 and Rank 6. The Void-master should only be able to take Paranoia at Rank 2 (for 200 xp).

Void Master Advances (page 69-71): The Void-master should be able to take the Two Weapon Wielder (Ballistic) Talent at Rank 6 for 500 xp.

Void Master Advances (page 69-71): The Void-master should be able to take the Ambidextrous Talent at Rank 7 for 200 xp.

SPECIAL ABILITIES

Exceptional Leader (page 72): This sentence should be added to the Rogue Trader Special Ability section: *"The Rogue Trader's Exceptional Leader ability may be used once per Strategic Turn in Space Combat, provided that they can both see and hear the Rogue Trader. Typically, this means they must be in the same location aboard the ship (such as the bridge).*

"The Rogue Trader may not give himself the bonus from Exceptional Leader."

CHAPTER 3: SKILLS

Medicae (page 83): The following paragraph should be added to the First Aid use of the Medicae Skill: "The First Aid use of the Medicae Skill can be used to treat any number of untreated injuries with a single Medicae Test. If successful, the Medicae Test removes Damage as detailed above. Once the Medicae Test is performed, the injuries are treated (for better or worse) and cannot be treated with another First Aid Test. They may be treated with an Extended Care Test."

CHAPTER 4: TALENTS

Master Engineer (page 92): The Tech Use Prerequisite for Master Engineer in is +10. It should be +20.

Electro Graft Use (page 91): In Table 4-1: Talents the Prerequisite for Electro Graft Use should be Mechanicus Implants.

Psychic Technique (page 104): The description of Psychic Technique should be changed to read: *"Either through training or natural development, the Explorer has learned an additional Psychic Technique. Once this Talent has been selected, the Explorer must select one new Psychic Technique in any Discipline he possesses that possesses an xp cost equal to or lower than the xp cost of the Talent. Then, the Explorer spends xp equal to the cost of the Technique selected (if the Explorer cannot spend this xp for any reason, he may not select this Talent). Note: this Talent is unique in that the Explorer will not spend the xp cost listed in the Advance Tables of his Career in order to purchase it, but the xp cost of the Technique itself. The xp cost listed in the Advance Tables is provided solely to determine which Psychic Techniques may be selected via that particular Talent."*

CHAPTER 5: ARMOURY

Weapon Classes (page 114): The Class heading at the bottom of the second paragraph reads: "Describes what class the weapon is, either an exotic, melee, thrown, pistol, basic, or heavy weapon." It should instead read "Describes the weapon's Class. Weapon Classes include Melee, Thrown, Pistol, Basic, and Heavy."

Storm Quality (page 117): Add the following sentence: *"As every shot with a Storm weapon is actually two shots, the weapon consumes double the amount of ammo the RoF indicates."*

Autogun (page 118): In Table 5-4: Ranged Weapons, the Autogun should have a reload time of "Full."

Mars Melta Gun (page 118): In Table 5-4: Ranged Weapons, the Mars Pattern Meltagun is listed as having a weight of 40 kilograms. This should be 7.5 kilograms.

Mezoa Melta Gun (page 118): In Table 5-4: Ranged Weapons, the Mezoa Pattern Meltagun is listed as having a weight of 46 kilograms. This should be 8.5 kilograms.

Mars Multi-Melta (page 118): In Table 5-4: Ranged Weapons, the Mars Pattern Multi-Melta is listed as having a Rate of Fire of S/3/—. This should be S/—/—. (It has no Semi-automatic Rate of Fire).

Photon Flash Grenade (page 126): The description for this item should end with the following sentence: "Anyone within 15 metres of a detonating photon flash grenade must make a **Challenging (+0) Toughness Test** or be Blinded for 1d5 Rounds."



Virus Grenades (page 126): The entry for virus grenades should include this addition. *“The toxins from virus grenades are often skin-transmitted and inhaled. Virus Grenades ignore armour. However, at the GM’s discretion, fully sealed armour such as sealed storm-trooper carapace with rebreathers or sealed power armour (or void suits) can allow an individual to be immune to the effects of a virus grenade. Virus grenades have no effect on targets with the Machine (3) Trait (or higher).”*

Knife Availability (page 131): The Knife Availability in Table 5-8: **Melee Weapons** should be changed to Abundant.

Overcharge Pack (134): This should be under **Ammunition** on page 135.

Silencer (134): Under **Upgrades**, it lists “hunting rifle.” Replace this option with “long-las, needle rifle, and needle pistol.”

Backpack Ammo Pack/Power Pack (page 135): The description of the Backpack Ammo Pack/Power Pack should be modified to say that the pack can hold 80 rounds of ammunition for a Plasma weapon, Melta weapon, Hellgun or Hellpistol, or 300 shots for any other Las weapon. The Backpack Ammo Pack/Power Pack does not have the capacity to power or carry ammo for Heavy Weapons, with the exception of Heavy Stubbers, Heavy Bolters, and Heavy Flamers.

Light Power Armour and Power Armour Availability (page 138): The Availability for Light Power Armour and Power Armour in Table 5-12: **Armour** should be changed to Extremely Rare.

Medikit (Advanced) (page 142): The final sentence in the item description reads “This item grants a +20 bonus to Medicae Skill Tests and can be used even if the user does not have the Skill.” It should instead read “This item grants a +20 bonus to Medicae Skill Tests and the user may treat Medicae as a Basic Skill if he lacks training in that Skill.”

Arms Coffers (page 143): The Arms Coffers has enough room for two Basic weapons or four Pistol weapons (or one Basic weapon and up to two Pistol weapons). In addition, there is enough room for up to four clips of Basic weapon ammunition, or eight clips of Pistol weapon ammunition (or any combination thereof, where one clip of Basic weapon ammunition takes up the space of two clips of Pistol weapon ammunition).

Navis Prima (page 146): This item should grant its bonuses to both **Navigation (Stellar)** and **Navigation (Warp)** Tests.

REVISED PSYCHIC RULES

The revisions to the psychic rules in this errata are designed to streamline, simplify, and improve the current rules for Psychic Techniques. The corrections also fix several potential issues with how some of the Psychic Techniques work.

CHAPTER 6: PSYCHIC POWERS

Using Psychic Techniques (page 157): Under Table 6-1: **Psychic Strength**, in the “Fettered” column, both entries should be changed to: *“Make a Focus Power Test, counting Psy Rating as half normal. No chance to manifest Psychic Phenomena.”* In the “Sustaining Multiple Powers” column, both entries should be changed to: *“+10 to all rolls on the Psychic Phenomena Table, decrease Psy Rating by 1 per power.”*

Focus Power (page 157): The entry under the Focus Power header should be replaced with the following: *“Any use of a Psychic Technique requires a Focus Power Test. A Focus Power Test is either a Characteristic Test (usually Willpower) or a Skill Test (usually Psyniscience). To successfully activate the Technique, the psyker must pass the Focus Power Test, rolling equal to or under the Characteristic or Skill with a percentile dice in the same fashion as any other Characteristic Test or Skill Test.*

When making a Focus Power Test, the psyker adds +5 to his Characteristic for each level of his effective Psy Rating. Note that a psyker’s effective Psy Rating may be different from his normal Psy Rating, depending on whether or not he is using the Technique at a Fettered, Unfettered, or Push level, or if there are other effects in play.

At the Fettered level, the psyker counts his Psy Rating as half his normal rating (rounding up) in all instances relating to the Technique being activated. However, no matter what the results of the roll are, he cannot manifest Psychic Phenomena.

At the Unfettered level, the psyker counts his Psy Rating as his normal rating in all instances relating to the Technique being activated. If he rolls doubles (11, 22, 33, etc) on his Focus Power Test, he manifests Psychic Phenomena and must roll on the Psychic Phenomena Table (see page 160).

At the Push level, the psyker counts his Psy Rating as his normal rating +3 (in the case of a sanctioned psyker) or +4 (in the case of a renegade psyker or sorcerer) in all instances relating to the Technique being activated. The Psyker automatically manifests Psychic Phenomena, and must roll on the Psychic Phenomena Table (see page 160) adding +5 for each +1 Psy Rating used when activating the technique.

If the Focus Power Test is an Opposed Test, the Psyker must successfully pass the Test and gain more successes than at least one of his opponents to activate the Technique.

If a psyker is using a Technique at the Unfettered Level, and he fails the Focus Power Test but still rolls doubles, he still generates Psychic Phenomena. A result of 91 or higher on the Focus Power Test always fails.”

TELEPATHIC CONNECTION

Many of the powers in this section allow the psyker to establish a “telepathic connection” with a target. The telepathic connection is a variant on the “Thought Sending” technique. However, where Thought Sending only allows a psyker to broadcast, a telepathic connection allows the psyker to engage in back-and-forth communications, even if the target is a non-psyker. The abilities of this telepathic connection depend on the effective Psy Rating used to establish it (these levels are the same as those under Thought Sending):

- Psy Rating 1-2: Psyker and target(s) can send and receive verbal communications only.
- Psy Rating 3-4: Psyker and target(s) can send and receive blurry, black and white images.
- Psy Rating 5-6: Psyker and target(s) can send and receive clear colour images, accompanied by other sensory input.
- Psy Rating 7+: The psyker (not targets) sends so powerfully he sounds like he is shouting.

Certain powers allow a psyker to establish a “Fettered or Unfettered Strength” telepathic connection. This refers to the actual Psy Rating of the psyker if he was operating at Fettered or Unfettered Strength, not the effective Psy Rating the psyker actually used to manifest the technique (which could be different). For example, a psyker with Psy Rating 3 who established a “Fettered Strength telepathic connection” would create a telepathic connection that always operated at Psy Rating 2 (verbal communications only), even if the psyker Pushed (manifested the power at +3 Psy Rating) to establish the connection in the first place.

Unique Fate Point Bonus (page 159): The following box should be added to page 159:

THE POWER OF FATE

Astropath Trancendents are blessed by being soul-bound to the God-Emperor of Mankind. Among other benefits, this allows them to spend Fate Points in a manner unique to their class. When making a Focus Power Test, an Astropath may spend one Fate Point to add +1 to his effective Psy Rating for that Test. An Astropath may only spend 1 Fate Point in this manner per Focus Power Test.

Astropathic Relay (page 159): The maximum bonus psy rating for an astropathic choir should be +10, rather than +5.

Discipline Mastery (page 159): The Basic Technique for a Discipline does count towards the number of powers required to acquire Discipline Mastery.

Basic Technique: Thought Sending (page 162): The range of this Technique should change to 10 metres x Psy Rating, instead of 1 km x Psy Rating. In addition, all instances of the phrase “or receiving” in the power’s description should be deleted—in effect the power only allows the character to send messages (although the character could receive them from another psyker with this or another telepathic ability).

Telepathic Connection (page 159): The **Telepathic Connection** sidebar at the top of this page should be added to page 162.

Mind’s Eye (page 163): In **Table 6-4: Telepathic Communication Techniques**, Mind’s Eye should have a Focus Time of “Half Action,” “Yes” in the Sustain column, and “Willpower” in the Focus Power Test column. In the Technique’s entry on that page, its Focus Power Test should read: “Willpower.”

Mind Probe (page 164): This sentence should be added to the entry: *“Although a successful Mind Probe takes five Rounds to complete, it only requires a single Focus Power Test. Failing the Focus Power Test (or losing, as it is an Opposed Test) only takes one Round for the psyker manifesting the power.”*

Psychic Scream (page 164): Change the description of this power to the following: *“By focusing all of his will behind one massive psychic scream, the psyker can injure or stun an opponent out to a range of 5m x Psy Rating. If the psyker succeeds on his Focus Power Test, he deals 1d10 Impact Damage +1 additional Damage per point of effective Psy Rating. This attack ignores Armour. The target must pass a Toughness Test with a penalty equal to 5 x the psyker’s effective Psy Rating, or be Stunned for one Round, plus a number of additional Rounds equal to his Degrees of Failure.”*

Dominate (page 165): The following sentence should be added to the end of the Technique’s description: *“The psyker may maintain this power for a maximum number of rounds equal to his effective Psy Rating.”*

Puppet Master (page 166): This Technique’s xp cost should be “500” not “300.” This should also be reflected in **Table 6-7: Telepathic Domination Techniques**.

Divination Imperial Tarot Techniques (page 168): In **Table 6-9: Divination Imperial Tarot Techniques**, the Focus Power Tests should be listed as follows:

Psycholocation: Psyniscience
 Foreshadow: Willpower
 In Harm’s Way: Willpower
 Augury: Psyniscience
 Psychometry: Psyniscience
 Divining the Future: Psyniscience
 Walking the Path: Psyniscience
 Blessed by the Emperor: Psyniscience

Blessed by the Emperor (page 169): Replace the sentence *“If successful, the psyker gains a +20 bonus to all Weapon Skill and Ballistic Skill Tests, and Ballistic Skill Tests against him are at a*

–30 penalty” with “If successful, the psyker gains a bonus to all Weapon Skill and Ballistic Skill Tests equal to 5 times his effective Psy Rating, and Ballistic Skill Tests against him suffer the same value as a penalty.” In addition, the psyker’s ability to shout warnings takes a Half Action but affects all allies within range.

Foreshadow (Page 169): Replace “gains a +30 bonus to one skill roll” with “gains a bonus to one Skill Test equal to 5 times his effective Psy Rating.” Using “Foreshadow” does not count as sustaining a Psychic Technique. Delete the sentence: “This power must be used at the Unfettered Psychic Strength or higher.”

In Harm’s Way (page 169): Replace the sentence “Until the end of the next turn, the psyker gains a +20 bonus to all Weapon Skill and Ballistic Skill Tests, and Ballistic Skill Tests against him are at a –30 penalty” with “Until the end of the next turn, the psyker gains a bonus to all Weapon Skill and Ballistic Skill Tests equal to 5 times his effective Psy Rating (to a maximum of +20), and Ballistic Skill Tests against him suffer the same value as a penalty.” Using “In Harm’s Way” does not count as sustaining a Psychic Power. Delete the sentence: “This power must be used at the Unfettered Psychic Strength or higher.”

Telekinetic Force Techniques (page 171): In Table 6-15: **Telekinetic Force Techniques** the Precision Telekinesis and Telekinetic Shield Focus Power Tests should be changed to “Willpower.”

Precision Telekinesis (page 171): The following sentence should be added to this entry: “If using this Technique to attack with a weapon, the psyker must still spend Actions as he would were he wielding the weapon. He benefits and suffers from all penalties and bonuses he would normally have were he wielding the weapon (including Proficiency penalties), and measures all ranges to targets from himself, not the weapon. If he (not the weapon) does not have line of sight to the target, he suffers the usual penalties for blind firing.”

Force Bolt (page 171): The wording of this Technique should change to “The psyker can hurl a bolt of force at an opponent. If he activates the Technique, he hits the target with a psychic ranged attack that deals 1d10+2 Impact Damage, with a bonus of +2 Damage per point of effective Psy Rating. This attack can be dodged in the same manner as any other ranged attack, but if it hits and the psyker scores at least 3 Degrees of Success, the target is also pushed back 1d5 metres and knocked prone.”

Telekinetic Crush (page 171): This Technique deals an additional +2 Damage per point of effective Psy Rating. This entry should also include the sentence: “This Technique cannot be dodged.”

Telekinetic Weapon (page 171): This Technique deals an additional +3 Damage per point of effective Psy Rating, not +1.

Force Shards (page 172): The sentence saying “When activated, the psyker brings a number of force shards into existence equal to his Willpower Bonus” should change to “When activated, the psyker brings a number of force shards into existence equal to his effective Psy Rating.” Also, the sentence “The force shards

can be launched singly or as a group at ranged targets. The psyker makes a Ballistic Skill Test to hit the target and deals 1d10 Rending Damage with a bonus of +1 per Psy Rating..” should change to “The force shards can be launched at targets as a ranged attack in subsequent turns. The psyker makes a **Challenging (+0) Willpower Test** to hit the target. On a success he hits with one force shard, plus one additional hit per degree of success, to a maximum number of hits equal to the number of force shards. Each shard deals 1d10 Rending Damage with a bonus of +2 Damage per Psy Rating and a Penetration equal to the Psy Rating used in the Technique. The shards may hit any number of targets within two metres of the primary target. This attack can be dodged in the same manner as any other ranged attack.”

Storm of Force (page 172): The sentence saying “The psyker must make a Ballistic Skill Test to hit each of the targets” should change to “the psyker must make a **Challenging (+0) Willpower Test** to hit each of his targets.” In addition, the following sentence should be added to the end of the description: “This attack can be dodged in the same manner as any other ranged attack.” Further, this Technique deals +3 Damage per point of effective Psy Rating, not +2.

CHAPTER 7: NAVIGATORS

Navigator Powers (page 179): On page 179, column 1, the sentence reading “unless otherwise noted, using a Navigator Power is a Standard Action” should be changed to “unless otherwise noted, using a Navigator Power is a Half Action. In starship combat, unless otherwise noted, a Navigator may use one Navigator Power per Strategic Turn (at the GM’s discretion, the Navigator may use more than one power if the powers do not effect the starship combat).”

Navigator Powers (page 180): On page 180, the power The Lidless Stare should be changed to note that the power takes a Full Action.

Navigator Powers (page 180): On page 180, the power Tides of Time and Space should be changed to note that the power takes a Free Action.

Warp Navigation (page 184): On page 184, “Stage Three: Charting the Course” the first paragraph contains a sentence that reads: “This is another **Ordinary (+10) Perception Test**, whose results are kept secret by the GM.” This sentence should read: “This is accomplished by a **Ordinary (+10) Navigation (Warp) Test**, whose results are kept secret by the GM.”

Warp Navigation (page 186): On page 186, “Stage Five: Leaving the Warp” the first paragraph contains a sentence that reads: “Once the Navigator’s destination has been reached, he must make a **Hard (–20) Perception Test** to determine the accuracy of his entrance point in real space...” This sentence should read “Once the Navigator’s destination has been reached, he must make a **Hard (–20) Navigation (Warp) Test** to determine the accuracy of his entrance point in real space...”

CHAPTER 8: STARSHIPS

Ryza Pattern Plasma Battery (page 202): In the table 8-4: Lances and Macrobatteries the Ryza Pattern Plasma Battery should have its Power changed to 8.

Table 8-5: Supplemental Components (page 204): The Titanforge Lance Battery has an Appropriate Hull Types of “All ships.” This should be “Light Cruisers, Cruisers.”

Additional Facilities (page 204): All additional facilities should be marked with †, as these Components may not be selected more than once per vessel.

Actions (page 212): This section contains the sentence: “Players may perform actions in any order they choose, so an Extended Action may be performed before a Shooting or Manoeuvre Action in order to provide it with a bonus, or a ship may move before or after shooting.” This should instead read: “Under normal circumstances, players must perform the ship’s Manoeuvre Action before its Shooting Action, and may perform Extended Actions anywhere in this order that they wish (before a Manoeuvre or Shooting Action to grant it a bonus, for instance, or afterward to compensate for its consequences).”

Jam Communications (page 218): The entry should be changed to “*The Character makes a **Difficult (-10) Tech-Use Test**, targeting a ship within 10 VUs of his vessel. If he succeeds, that ship is unable to use vox-transmitters or other technologies to communicate with other ships. Psychic communicators—such as an Astropath—are unaffected. For every degree of success, the range of Jam Communications is extended by one VU.*”

Focused Augury (page 217): The range on this ability is listed as “extreme range.” It should instead be listed as “20 VUs.”

Strength (page 219): The first bullet point under Strength reads: “This is the maximum number of hits a macrobattery can land on an enemy ship.” It should instead read: “This is the maximum number of hits a macrobattery or lance can land on an enemy ship.”

CHAPTER 9: PLAYING THE GAME

Using Actions (page 237): Under the heading “Using Actions” add the sentence “*An Explorer cannot perform more than one of the following during his Turn: an Action with the “Attack” subtype, using (not sustaining) a Psychic Technique, or using a Navigator Power. The only exception to this is that a character may use a Psychic Technique or Navigator Power that only requires a Free Action during his turn and still perform an action with the “Attack” subtype on the same Turn. They may not use an additional Psychic Technique or Navigator Power during that Turn.*”

Feint (page 237 and 239): In **Table 9-4: Combat Actions** and in its entry, Feint should not have the “Attack” subtype.

Manoeuvre (page 237 and 241): In **Table 9-4: Combat Actions** and in its entry, Manoeuvre should not have the “Attack” subtype.

Charge (page 238): The attacker’s Charge Move should refer to **Table 9-30: Structured Time Movement (Metres/Round)**, not **Table 9-31**.

Full Auto Burst (page 239): The total number of hits scored by a weapon cannot exceed the weapon’s Fully Automatic Rate of Fire.

Run (page 242): The character’s Run Movement should refer to **Table 9-30: Structured Time Movement**, not **Table 9-31**.

Semi-Auto Burst (page 242): The total number of hits scored by a weapon cannot exceed the weapon’s semi-automatic Rate of Fire.

Righteous Fury (page 245): The final sentence of this paragraph reads “If that second attack hits, the attacker may make an additional damage roll and add it to the damage total.” It should read “If that second attack hits, the attacker may roll one additional Damage die (1d10) and adds the result to the Damage total.” Further, add the following sentence at the end of this paragraph: “If the original attack did not have an associated attack roll, the attacker is considered to automatically succeed at the second roll to add the additional Damage for Righteous Fury.”

Example (page 245): The final three sentences of the following Example should read “Grak now makes a second Damage roll of 1d10 and gets 4. Grak’s Damage total for the attack is 16 (10 + 2 + 4 = 16). The Emperor has truly smiled upon Grak this day.”

Critical Damage Example (page 251): The tables referenced in the example should be changed to **Table 9-15: Explosive Critical Effects – Arm** and **Table 9-14: Energy Critical Effects – Leg** respectively.

Falling (page 261): The table referenced should be **Table 9-6: Hit Locations**, not **Table 9-8**.

Movement and Environment (page 265): The Movement rates for Characters described on **Table 9-36: Structured Time Movement (Metres/Round)** should instead refer to **Table 9-30**.

Acquisition and retainers (page 274): Rules on the acquisition of retainers and component quality for starships will be available in forthcoming supplements.



CHAPTER 10: THE GAME MASTER

Gaining Mental Disorders (page 296): In the Example, Rylar Mane actually has a bonus of +10 to his Trauma Test, not a penalty.

CHAPTER 14: ADVERSARIES AND ALLIES

From Beyond Trait (page 265): The second sentence of this Trait reads: "It is immune to Fear, Pinning, Insanity Points, and psychic powers used to cloud, control, or delude its mind." This sentence should instead read: "It is immune to Fear, Pinning, and Psychic Techniques used to cloud, control, or delude its mind. It no longer gains Insanity Points."

Wyrdling Mutation (Page 369): In Table 14-3: Mutations the Wyrdling Mutation found at roll 51-55 should have the following appended to the end of its text: "*The mutant still needs to meet the minimum requisites for their chosen Psychic Techniques and both Techniques must be from the same Discipline. They do not gain the Basic Technique of the Discipline.*"

Battle Servitor (Charron-Pattern) (page 374-375): This creature's Traits list the "Armour Plated" Trait. This Trait should be removed, and the value of its Machine Trait should be 6 instead of 4.

Grapplehawk (Falax-Pattern) (page 375): This creature's Traits list the "Armour Plating" Trait. This Trait should be removed.

LURE OF THE EXPANSE

CHAPTER 3: THE WORLD BEYOND

Witchblade (page 132): On page 132, the sidebar subsection **Witchblades** contains a sentence that reads: "Using a Witchblade requires an Exotic Weapon Training talent, and in the hands of a non-Eldar it is simply an unusual power weapon." Remove this sentence, and replace it with the following: "Using a Witchblade requires an Exotic Weapon Training Talent, and in the hands of anyone other than an Eldar psyker it is simply an unusual power weapon."

Excess Void Armour (page 139): Excess Void Armour increases a ship's Armour by +3, and is cumulative with the Armour Plating component.

INTO THE STORM

CHAPTER 1: ADVANCED ORIGINS

The Warrant and Ship Origin Path (page 34): On the chart, "Ecclesiarchial Bequest" should be "Ministorum Bequest" and "Bribery" should be "Intrigue."

CHAPTER 2: KORONUS CAREERS

KROOT MERCENARY CAREER

Kroot Mercenary Starting Talents (page 52): Kroot Mercenaries begin play with Melee Weapon Training (Primitive).

Kroot Mercenary Advances (page 53-55): The Kroot Mercenary should be able to take Shadowing at Rank 3 for 200 xp, and Shadowing +10 at Rank 6 for 200 xp.

ORK FREEBOOTER CAREER

Ork Origins: Mekboy and Painboy (page 52): These Origins grant +5 Intelligence in addition to their other benefits.

Ork Freebooter Characteristics (page 52): Table 2-2: Ork Characteristics has several incorrect values. The following values are correct:

Weapon Skill: 35

Ballistic Skill: 15

Strength: 35

Ork Freebooter Advances (pages 67-69): The Ork Freebooter has the Dual Strike Talent listed at both Rank 4 and Rank 7. This Talent should only be available at Rank 4, for the listed 500 xp.

GENETOR ALTERNATE CAREER RANK

A Machine of Flesh (Talent) (page 82): The Talent Groups for this Talent should not include Multiple Arms or Winged.



CHAPTER 3: EXTENDED ARMOURY

Table 3-1: Ranged Weapons (page 113): The Assault Stubber has the class “Heavy,” not “Basic.”

Scatter Rounds (page 116): The entry for the Scatter Round should include the following sentence: *“Determine the point of impact for this weapon following normal rules. Then, using the Scatter Diagram on page 248 of the ROGUE TRADER Core Rulebook, deviate three additional shots from this weapon 1d10 metres from the point of impact. These shots each deal 2d10 X Damage with the Blast (2) Quality.”*

Table 3-2: Grenades and Missiles (page 117): The entry of the Howler Grenade has a listed Damage of 3d10 X, a Penetration of 1, and the Qualities Blast (3) and Shocking. This is incorrect: the entry should have a listed Damage of “Special,” a Penetration of 0, and no Special Qualities (the special abilities of the weapon are covered in its entry on page 116).

Table 3-3: Exotic Ranged Weapons (page 120): The Razorweb Launcher has the class “Basic,” not “Heavy.” In addition, it has the Inaccurate Quality.

Table 3-4: Melee Weapons (page 123): The Mezoa Pattern Thunder Hammer should have the Shocking Quality.

Mezoa-Pattern Thunder Hammer (page 124): The Mezoa-Pattern Thunder Hammer doubles the user’s Strength Bonus when dealing Damage (or, if the user already has Unnatural Strength, it adds one to the user’s Unnatural Strength Modifier).

Archeotech Blurshield (page 138–139): The last sentence in this item’s description should read “Blurshields impose a –20 penalty on all Weapon Skill and Ballistic Skill Tests made to attack the wearer.”

Table 3–14: Archeotech and Xenostech (page 140): The item listed as the “Warp Jump Pack” should instead be called a “Teleportation Pack,” to correspond with the Teleportation Pack item on that page.

Void Abacus (page 138–139): The Test to use this item should be an **Ordinary (+10) Navigation (Warp) Test**.

CHAPTER 4: STARSHIPS EXPANDED

Lathe-class Monitor Cruiser (page 153): The Lathe-class Monitor Cruiser is listed as having one Dorsal Weapon Capacity Slot. This is incorrect. The correct listing is “Prow 1, Port 1, Starboard 1.”

Markov 1 Warp Engine (page 156): The Overcharged ability should read as follows: “Reduce the base travel time for a journey through the Immaterium by 1d10 days per full

week of travel. If the voyage is shorter than 1 week before this reduction, it has no tangible effect. It may be further modified by the results of the Navigation (Warp) Test.”

Markov 2 Warp Engine (p. 156): The Overcharged ability should read as follows: “Reduce the base travel time for a journey through the Immaterium by 1d5 days per full week of travel. If the voyage is shorter than 1 week before this reduction, it has no tangible effect. It may be further modified by the results of the Navigation (Warp) Test.”

Table 4–1: Essential Components (page 157): The entry right below the “Lathe-pattern 2a Drive” is not named. It should be named “Lathe-pattern Class 2b “Escort” Drive.” The Repulsor Shield Array takes up 2 Space, not 1.

Table 4–2: Lances and Macrobatteries (page 159): The entry Sunhammer Lance Battery should have an Appropriate Hull Type Entry of “Light Cruiser, Cruiser” instead of “All Ships.”

Table 4–3: Supplemental Components (page 160): The entry Sunhammer Lance Battery should have an Appropriate Hull Type Entry of “Light Cruiser, Cruiser” instead of “All Ships.”

Table 4–3: Supplemental Components (page 160): The Space listed for the Sunhammer Lance Battery is 4; it should be 6 instead.

Table 3–6: Upgrades (page 164): The “Staravar Laser Macrobattery” entry should instead be the “Storm Trooper Detachment” entry. The Rarity remains unchanged.

Sovereign Venture (page 168): The Weapon Capacity Slots for the Sovereign Venture should be “Prow 1, Port 2, Starboard 2,” and the SP Total Cost should be “70.”

CHAPTER 5: VEHICLES

Damaging Vehicles (page 177): The rules for Righteous Fury against vehicles should include the sentence: “An attack may only generate Righteous Fury against vehicles if the attack damages the vehicle.”

Arvus Lighter (page 180): The Arvus Lighter has a listed speed of 22 AUs. It should have a listed speed of 10 AUs.

CHAPTER 6: EXPANDED PSYCHIC POWERS

Stripping the Husk (p. 191): The first sentence of the Novice level of this power reads “To use this power the Navigator makes an **Opposed Willpower Test** against the Target.” It should read “To use this power, the Navigator makes an **Opposed Willpower Test** against a Target in his direct line of sight within 100 metres.”

BATTLEFLEET KORONUS

CHAPTER I: THE WEAPONS OF WAR

Assault Boat Operations (page 14): The first sentence of the third paragraph of this section makes reference to a Test “gaining a +5 bonus for every squadron of friendly bombers after the first.” This citation should instead read “gaining a +5 bonus for every squad of friendly assault boats after the first.”

Craftsmanship and Morale (page 17): The second paragraph of the sidebar contains the sentence: “To represent this, after a Component is installed, the ship’s Morale is immediately modified based on the Craftsmanship Level, as per Table 1–4.” Replace this sentence with the following: “To represent this, after a Component is installed, the ship’s Morale is immediately modified based on the Craftsmanship Level, as per Table 1–4 or Table 1–5 (depending on which table is relevant to the Component in question).”

Table 1–5: Lance and Macrobattery Craftsmanship Modifiers (page 18): This table should include the following reminder: “The SP Modifier to Components on this chart is applied automatically, and is not a valid selection when choosing modifiers based on Craftsmanship Level.”

Exorcist-class Grand Cruiser (page 21): The Carrier ability should specify that the Jovian-class Launch Bay Components are Landing Bays.

Mars-class Battlecruiser (page 22): The Carrier ability should specify that the Jovian-class Launch Bay Components are Landing Bays.

Defiant-class Light Cruiser (page 26): The Carrier ability should specify that the Jovian-class Launch Bay Components are Escort Bays.

Table 1–8: Essential Components (Page 33): This should include the following profile for the Mezoa-pattern Theta-7 Drive: Hull Type: Transport, Power: 44 Generated, Space: 18, SP +1

Mezoa Gellar Void Integrant (page 33): The second sentence of the Poorly Tuned ability states that “The vessel suffers a +5 penalty to all rolls on the Warp Travel Encounters Table.” It should read as follows: “This vessel suffers a –5 penalty to all rolls on **Table 7–4: Warp Travel Encounters** (see page 186 of the **ROGUE TRADER Core Rulebook**).”

Table 1–9: Starship Weapons (page 35): The Voidsunder Lance Battery should have a listed Strength of 3, not 1.

Manufactorium (page 39): Under the Manufacturing and Additional Templates abilities, the text references “each Manufactorium.” These references should instead say “a Manufactorium,” as a vessel can normally only have a single Manufactorium Component.

Plasma Scoop (pages 39–40): The bonus to Achievement Points on Endeavour Objectives under the Fuel Gathering ability should be +25 instead of +5.

Table 1–10 (page 41): The Bombardment Cannons entry on this table should require a Space of 3 instead of 2.

Table 1–11: Archeotech Components (page 42): The Warp Antenna entry on this table should require a Space of 0 instead of 1.

Table 1–12: Archeotech Weapons (page 42): The Jovian-pattern Nova Cannon should require a Power of 6 instead of 5. The Plasma Accelerated Torpedo Tubes should require a Power of 2 instead of 1, a Space of 4 instead of 6, and a Ship Points of 2 instead of 4.

CHAPTER IV: RULES OF WAR

Crew Population and Morale (page 115): The first sentence of the third paragraph of this section reads: “NPC starships are able to sustain an amount of Crew Population or Morale Damage equal to their ship’s Hull Integrity plus Crew Rating” It should instead read: “NPC starships are able to sustain an amount of Crew Population or Morale Damage equal to their ship’s Hull Integrity plus Crew Rating Bonus (the tens digit of their Crew Rating).”

Example (page 124): The Example on this page contains the sentence: “**Power:** 7 (Infantry Power 4: Heavy Modifier +2: Tech Level Modifier +1) Attack 4d10+6, Armour: 12 (Power level x2).” It should instead read: “**Power:** 7 (Infantry Power 4: Heavy Modifier +2: Tech Level Modifier +1) Attack 4d10+6, Armour: 8 (Base Power x2).”



Small Units and Attack Dice (page 125): This page should contain the following sidebar:

SMALL UNITS AND ATTACK DICE

While smaller units can carry out more precise tasks than larger units, they lack the brute force of massed groups of soldiers. Battalions (Squadrons) and larger units roll the full 4d10 when attacking. Companies (Flights) typically roll 3d10 when attacking, and groups of soldiers smaller than a Company roll 2d10 or even 1d10 when attacking, at the GM's discretion. Additionally, when the GM sees fit, larger units may roll additional dice when fighting against smaller units, although the GM should keep in mind that larger forces typically cannot bring their full force to bear at once upon smaller ones when awarding these bonuses or penalties. The GM should waive or modify these penalties as necessary to reflect typical combat formations for extremely elite fighting forces, such as Space Marines and Titans.

HOSTILE ACQUISITIONS

CHAPTER II: PLAYING THE ROGUE

Null Bay (page 73): This Component should have the following profile in **Table 2–23: Archeotech Components:** Appropriate Hull Types: All Ships, Power: 1, Space: 2, SP: 1.

Overload Shield Generators (page 77): The third paragraph in this item's entry contains the sentence "*Best Craftsmanship overload shield capacitors may only be reactivated once daily, but also increase the vessel's void shield Strength by 1.*" It should instead read: "*Best Craftsmanship overload shield capacitors may only be reactivated once daily, but also increase the vessel's void shield Strength by 1 at all times.*"



THE KORONUS BESTIARY

CHAPTER II: BEASTS AND MONSTERS

Razorwing (page 21): The Razorwing's melee attack for its Wings should be listed as: "(1d10+2; Pen 3; Razor Sharp)."

Scorpion Chainsword (page 53): The Damage type for this weapon should be listed as "R" (Rending).

Wraithlord (page 57): The Wraithlord should possess the Unnatural Toughness (x2) Trait instead of the listed Unnatural Toughness (x3) Trait, and the Toughness Bonus listed with its Characteristics should be (16).

STARS OF INEQUITY

CHAPTER III: POPULATING THE EXPANSE

Size (page 103): The second paragraph makes reference to "Hard Infrastructure." These references should read "Infrastructure Upgrades."

Complacency (page 103): The final sentence of the first paragraph makes reference to "Hard Infrastructure Upgrades." This should read "Infrastructure Upgrades."

Piety (page 104): The final sentence of the first paragraph makes reference to "Hard Infrastructure Upgrades." This should read "Infrastructure Upgrades." It also mentions "Cultural Districts." This should read "Cultural Improvements."

Productivity (page 104): The final sentence of the first paragraph should read "Productivity can be improved by the addition of certain Infrastructure Upgrades and Support Upgrades (see page 112)."

Research Mission (page 104): The starting Complacency value of this Colony should be 3 instead of 2.

Mining and Industry (page 105): The final sentence of the first paragraph of this section states that "Newly Founded Mining and Industry Colonies begin with either a Mine or Manufactorum

Upgrade.” This text should instead read “Newly founded Mining and Industry Colonies begin with an Industrial Facility Support Upgrade.” Further, The starting Complacency value of this Colony should be 2 instead of 1.

Ecclesiastical (page 105): The final sentence of the first paragraph of this section states that “Newly Founded Ecclesiastical Colonies begin with a Cultural District Upgrade.” This text should instead read “Newly founded Mining and Industry Colonies begin with an Cultural Improvement Support Upgrade.” Further, The starting Complacency value of this Colony should be 2 instead of 1.

Agricultural (page 104): The starting Complacency value of this Colony should be 2 instead of 1.

Infrastructure Upgrades (page 113): This section makes reference to “Hard Infrastructure” and “Hard Infrastructure Improvements.” These references should read “Infrastructure Upgrades” instead.



FREQUENTLY ASKED QUESTIONS

“Abandoning the Quest for Knowledge is the only true Heresy.”

—Magos-Errant Decius Abraxas

Question: Does a weapon with Storm generate a maximum number of hits equal to the Rate of Fire (RoF) of the weapon, or double the Rate of Fire?

Answer: Double the Rate of Fire.

Question: When dodging shots from weapons with Storm, how many shots does each Degree of Success on a Dodge Test allow the defender to avoid?

Answer: In the specific case of Storm weapons, a successful Dodge Test dodges two shots, plus two additional shots for every Degree of Success.

Question: What is the largest weapon that can be used with an MIU?

Answer: This depends on where the weapon is mounted. If on the shoulder, for instance, it is likely that only a Pistol weapon could be used, as anything larger would be too heavy and unwieldy. In general, only Basic and Pistol weapons can be used with MIUs, however if the Explorer found a way to mount a heavy weapon on a mobile platform or vehicle (and didn’t mind being linked to said weapon) he could install an MIU on it.

Question: When can an Explorer fire a weapon he has connected to himself with an MIU?

An Explorer using an MIU is still subject to the one Psychic Technique, Navigator Power, or Action with the “Attack” subtype during each of his Turns rule (outlined on page 7 of the **ROGUE TRADER** Living Errata). An MIU means that he can dedicate all of his Turn to other Actions (such as making a Full Move Action or assuming a Defensive Stance) and still make a Standard Attack Action with a single MIU-linked weapon as a Free Action at any point during that Turn.

Question: As addressed on page 7 of the **ROGUE TRADER** Living Errata, an Explorer can only attack once during his Turn. But how many times can an Explorer attack during another character’s Turn?

Answer: Technically, there is no limit to the number of times an Explorer can attack during any Turn other than his own. Of course, there are only a few ways to attack during other characters’ Turns—but if an Explorer makes a melee attack against an enemy as that foe moves away from him, he can still use the Counter-Attack Talent to make an attack after a successful Parry (and even use the Counter-Attack Talent after Parrying a second attack that Turn, provided that he can make multiple Parry Reactions, such as with the Wall of Steel Talent).

Question: Can the Arch-militant choose “ship weapons” as the Class of weapons he specialises in?

Answer: No. See the following question for a full list of weapon Classes he can select.

Question: Which Classes of weapon can an Arch-militant select with the Weapon Master Special Ability (see page 72 of the **ROGUE TRADER** Core Rulebook)?

Answer: Arch-militants may choose from the list of weapon Classes on page 117 of the **ROGUE TRADER** Core Rulebook: Melee, Thrown, Pistol, Basic, and Heavy. Exotic is not a Class of weapon (see page 3 of the **Rogue Trader** Living Errata).

Question: When using Psychic Techniques that have effects that are modified based on Psy Rating, does the player use his base Psy Rating, or his effective Psy Rating (modified by the Psychic Strength and other potential factors)?

Answer: In all cases, you use effective Psy Rating.

Question: When using the Telekinetic Weapon Psychic Technique, does the pysker add his Strength Bonus to the Damage he deals?

Answer: No.

Question: Since Navigators wield Warp powers, but do not possess a Psy Rating, can they gain a Psy Rating through the Wyrdling mutation?

Answer: No. Navigators are not psykers and can never become psykers or gain a Psy Rating. They have their own mutation chart (Table 7–2: Navigator Mutations, on page 182 of the **ROGUE TRADER** Core Rulebook), and should never roll on Table 14–3: Mutations on page 369 of the **ROGUE TRADER** Core Rulebook. Even if they gain mutations through accumulating Corruption Points or for any other reason, they still roll on Table 7–2: Navigator Mutations instead of Table 14–3: Mutations.

Question: Are the effects of the Hatred Talent ever cumulative?

Answer: No, multiple iterations of the Hatred Talent never “stack.” This includes cases where Explorers somehow gain the Hatred Talent multiple times against the same group (having Hatred (Eldar) twice and attacking an Eldar) and when multiple distinct Hatred Talents apply to a single individual (having Hatred (Eldar) and Hatred (Pirates) and attacking an Eldar Corsair). The bonus to Weapon Skill Tests granted by the Hatred Talent never exceeds +10.

Question: When the “Unwilling Accomplice” ability of a Press-Ganged character (from page 28 of the Origin Path in the **ROGUE TRADER** Core Rulebook) says “You gain a single Skill (as long as it has no prerequisites),” does it mean “Talent” instead of “Skill?”

Answer: No, this ability is correct as written. Certain Skills, such as Psyniscience, have special requirements, and it reinforces the fact that the character cannot choose an improved level of a Skill (Medicae +10, for instance) with this ability.

Question: Does the Scale Modifier affect the purchasing of Ship Components?

Answer: No. As discussed on page 274 of the **ROGUE TRADER** Core Rulebook, Starship Components receive an equivalent modifier from Table 9–36: Starship Component

Acquisitions. The Example text on page 274 is misleading—the macrocannons “Primus” and “Secundus” are part of a single Macrobattery Component that Lord-captain Brevarn wishes to upgrade. Acquiring multiple Starship Component requires multiple Acquisition Tests.

Question: How much can a single Barracks Component hold in terms of Strength and Power as set forth in **BATTLEFLEET KORONUS**?

Answer: Though the specific number of troops that can fit in a Barracks is intentionally left abstract to account for the diversity of ships and components across the Koronus Expanse, a single Barracks Component can usually only accommodate a single Regiment of Infantry.

Question: How does the Psy Rating boost based on nearby Orks from an Ork Weirdboy’s Da Powa of Waaagh! Talent in **THE NAVIS PRIMER** interact effects that reduce his Psy Rating?

Answer: An Ork Weirdboy always determines his Psy Rating from Da Powa of Waaagh! first, then factors in any relevant reductions to it. So, if he is surrounded by 12 other Orks (which increases his Psy Rating to 10, the maximum value) and is Sustaining two Psychic Techniques (which reduces his effective Psy Rating by 2), his effective Psy Rating is 8.

Question: When creating a Ship Component with the **Treasure Generator** in **STARS OF INEQUITY** (see pages 83–92), what are the base profile for the Components on Table 2–29: Ship Components (see page 85)?

Answer: This was intentionally left vague, so that the Game Master can choose the example of the Ship Component type from the table that is most relevant and appropriate to the situation at hand. Game Masters can find examples of these types of Components in volumes such as the **ROGUE TRADER** Core Rulebook, **INTO THE STORM**, and **BATTLEFLEET KORONUS**.



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