

Warhammer 40K: Imperial Navy

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Where the Imperial Guard is the Hammer of the Emperor, the Navy is his mighty Shield. For every threat that manages to set foot on the holy soil of the worlds of the Imperium, only to be beaten and thrown back by the Guard, or the Sororitas, or the Astartes, a hundred, nay a thousand are stopped in the void by the vigilance and might of the Imperial Navy. Mighty city sized cathedrals of power sail the unforgiving stars for thousands of years, facing every threat the galaxy can offer. Entire generations live and die without setting foot on a planet, or even leaving the ship that is their entire world. Massive city sized ships clash in the void, unleashing titanic energies unimaginable even by those who wield them. For the next 10 years, or more depending on drawbacks you will be serving as a member of the God Emperor's Hammer; the Imperial Navy.

Gender: the Imperium doesn't care, everyone bleeds the same, and everyone dies the same. Women are rare at flag rank, but they aren't unknown, and outside of officer ranks they're as common as men.

Location: You may choose to start anywhere in the Imperium that a member of the Navy could reasonably be, or roll 1d8 on the table below to gain an extra 100 points.

- 1) **Segmentum Solar** - The core of the Imperium, containing the Throne World itself. Many would think that this would be the safest and most orderly place in the galaxy, Yet time and again, history has shown that even here, there is war, and many of the enemies of mankind are cunning enough to know that if they wish the end of the Empire, they must strike here.
- 2) **Segmentum Pacificus** - The segment of the galaxy lying to the galactic west of Segmentum Solar. This segmentum contains the region of the Sabbat Worlds Crusades.
- 3) **Segmentum Tempestus** - Located to the galactic south of Segmentum Solar, the segmentum's segmentum fortress, & home base of Battlefleet Tempestus is in the Bakka system.

- 4) **Segmentum Obscurus** - Located to galactic north of Segmentum Solar, this region of space contains the Eye of Terror, and has been infamous for Chaos incursions for millennia. Following the events of the 13th Black Crusade, a large portion of this segmentum was cut off from the Imperium by the Cicatrix Maledictum.
- 5) **Segmentum Ultima** - Located to the galactic east of Segmentum Solar, this is by far the largest segmentum, and contains the 2nd largest 'stable' Warp Storm in the galaxy. Like Segmentum Obscurus, a great deal of this segmentum was cut off from the Imperium by the Cicatrix Maledictum. This segmentum contains the Realm of Ultramar as well as the Tau Empire.
- 6) **Halo Stars** - The Halo Stars are a region of stars to the galactic north of Segmentum Obscurus. At least some of these areas are noted to be beyond the light the Astronomicon, making warp navigation difficult and dangerous (though not impossible.) Since many in the Imperium see the light of the Astronomicon as the sign of the Emperor's care and protection for them, it is a subject of superstitious dread. This region mostly unexplored, and carries many unknown xenos dangers.
- 7) **Koronus Expanse** - This region of space is actually beyond the boundary of the Empire, although humans dwell here as well. In this space, what little human order exists mostly comes in the form of the mailed fist of a rogue trader's dynasty, yet occasionally the Navy will send patrols even here, looking to catch pirates and other threats before they reach the Imperium proper.
- 8) **Free Choice** - The Emperor's beneficence shines on you, allowing you to choose any location in the galaxy where a member of the Imperial Navy could be expected to be found. This explicitly does not allow you to start in any extremely secure location that your origin could not reasonably allow you to go.

Backgrounds:

Enlisted Crew/Drop In

The smooth functioning of even the smallest Imperial Warp capable Void ship requires the services of many thousands toiling far from the view of their betters. The Imperium doesn't care enough to keep track of every lower

deck laborer in their city sized ships, and it will be relatively simple to slip you in.

Armsman

With crews numbering in the tens, or even hundreds of thousands, most live lives of squalor and toil, it's not surprising that all captains feel the need for a private security force. That's before considering combat, and possible boarding actions, or repelling boarders, wild and dangerous creatures, or mutants. Armsmen are still mostly Enlisted Crew, but they are more trusted and more valuable, and so receive somewhat better treatment. They are also the only lower decks crew members who are allowed to carry weapons on a daily basis. Just remember, your value lies in standing between danger and more valuable personnel and equipment.

Pilot

The hotshots who crew the Imperial Navy's small craft are something of a breed apart from the majority of Imperial spacefarers, just as spacefarers are a breed apart from the majority of Imperial citizens. While the navy as a whole focuses on multi-kilometer long space behemoths, these men and women pit their skills and daring against a malevolent galaxy in vehicles less than a hundred meters long. Many serve on the Furys, Sharks, or Marauders designed for void combat, stationed on a starship, space station, or other naval base. Others pilot smaller airborne vehicles in support of the Imperial Guard. Pilots tend to be a superstitious lot, even for Imperials, greatly concerned with luck. They also tend to know more about the mysteries of the Omnissiah than those outside the members of the Mechanicus. Their lives are dependent on their craft, and their crews are too small to allow someone who doesn't know at least a little bit of another's job.

Enginseer

The Flesh is Weak, but the Machine Endures. You are a Priest of the Machine God. Where others see incomprehensible metal and wires, you see the workings of the divine. To much of the Martian priesthood you are a lesser, as your labors rarely advance the Quest for Knowledge directly, and to those

around you in the navy, you are a bizarre and unsettling Cogboy probably with rusty metal where your brain should be and an unhealthy fixation on toasters. But you know that you are blessed. You serve on one of the mightiest and holiest temples of the Omnissiah, communing with ancient and mighty machine spirits, and without your devotion and that of those like you, the very Imperium itself could not exist.

Astropath

As a child, one of the Black Ships came to your world. You were turned over, willingly or not. You endured the trials of the journey to Terra, and the far more arduous trials there. Where many died, you survived. Where most were found too lacking in self-control and will, and were either killed or used to power the Golden Throne, you were judged Worthy. Your training left scars, both physical and emotional, but at last you were judged ready. You, and your compatriots, were brought to the holiest place in the entire galaxy; to the foot of the Golden Throne. You looked upon the Emperor of Mankind himself, a privilege not given to the wisest High Lord of Terra, the most holy Ecclesiarch, or the mightiest Astartes Chapter Master, and he looked back. The sight burned the eyes from your sockets, but in the midst of the pain you felt as he detached the tiniest fraction of his very soul, and implanted it within you. Now soulbound, your psychic powers of communication are strengthened, and your soul is shield from the corruption of Chaos. Rejoice! He smiles upon you! You are part of the web of communication that binds the Imperium together.

Navigator

They call you “Mutie” and “3 Eye” the ignorant rabble of the Imperium. Fools! They could never understand. You were born as an Imperial Noble, but your line predates the Empire. In fact, your kind has held sway over space travel since the fabled Dark Age of Technology. When the time comes to leave the confines of normal space, the rest of the crew hides behind shutters, trying desperately to pretend that they are still in the realm they know. Not you. You look upon the substance of the Empyrean itself, protected only by the quirk of your genetics, & guide your ship to safe harbor. You can expected to be protected and indulged, but not welcomed.

Officer

Stiff upper lip, chap. Nobless Oblige, and all that. Someone needs to keep the rabble in line and provide the guidance they need. As an officer, you need to be a skilled melee combatant, you need to understand void combat, and you need to understand leadership. But more than all of those, you need to be able to keep your head when everything drops in the recycler, and think your way to a solution, and the willingness to make the hard decisions and do what needs to be done.

Perks

General

Rank (100 cp per level) - By default, you start as a new member of the lowest grade of your specialty. Each purchase grants you 1 earned promotion, limited to the highest rank in your origin. For example, an Enlisted jumper could reach Master Chief Petty Officer. Officers may not start at a higher rank than full Admiral through purchases of Rank.

Intro Cut scene (100 cp) When you or your forces first encounter a new faction or champion, time will freeze, and you will get to view a short (always less than 5 minutes) cinematic clip, that will give you a brief introduction to them, generally focused on their ethos and/or style. You may choose to end this early or toggle it off if you wish.

Void Supremacy (200 cp) - There are those who say that for a spacefaring society, ground combat would never happen. They are quite evidently wrong. Still, it can never be denied that it presents an overwhelming advantage. Reconnaissance, Transportation, Fire Support, there are a million ways control of the orbitals gives you an advantage. This takes that a step farther. If you control the space around a planet this provides an additional force multiplier to any allied land, water, or air forces fighting on that planet.

Glorious Combat (300 cp) There are, quite frankly, several elements of Imperial tactics and combat doctrine make very little sense. Fortunately, that no longer matters. This perk allows you to enforce the combat paradigm of the 40k setting. Massed lasgun volleys & fixing bayonets and charging will remain at least partially viable tactics, and opponents will not simply obliterate you from orbit. In space, broadside combat, ramming, and boarding actions will be feasible, and you'll find that many enemies have a distinct predilection for doing the same.

Touched by the Emperor (400 cp) - The Emperor Protects! This truth is a fundamental element of the bedrock of Imperial society. And to protect, the Emperor makes use of mortal, (& post-mortal,) instruments. To those allies around you are obviously such an instrument. People will look to you for salvation when things get desperate. In addition, this negates any destiny or plot armor that would determine who will win or lose in any conflict. This is a good thing, because fate will regularly draw you to pivotal events in this galaxy.

Enlisted Crew/Drop In

A Will to Endure (100cp) - This galaxy is full of horrors physical, mental, or emotional. Millions are sent to horrific deaths to allow billions to live. Labor that isn't performed by giant & barely understood machines, is performed by lobotomized cyborgs called "Servitors". It isn't surprising that people break, either physically, mentally, or emotionally. Some even turn to Chaos, and a guaranteed eternity of damnation and torture, whether for some measure of respite or for revenge. Fortunately, you endure. You will never break, and will always be able to perform at least at a bare minimum level.

Man the Lifeboats (200cp) - =Fighting in multi-kilometer ships crewed by multi thousands and powered by colossal explosive engines, as they throw house sized explosive shells at each is extremely dangerous, and that's before some idiot commander decides it's a good idea to ram the enemy and detonate the warp core ripping both sides from existence. Now you have something a 6th sense, of the "rats fleeing a sinking ship" variety. You will have warning, with enough time to reach a life boat at a dead run from where you are. Furthermore, you are guaranteed that there will be a lifeboat in range that has at least 1 open spot, and is not sufficiently damaged to render it pointless.

1 Amongst Untold Billions (400cp) - Your superiors not carefully regarding human life does in fact have it's upside. Many people in power ignore those they think do not have any, subconsciously believing that any creditable threat would naturally have to come from someone they regard as having power. You are easily passed over and not noticed. Even the most secure vaults and secret chambers need to be swept, after all, and the conspirators need to have their amasec and caviar brought and served to them. This functions as an SEP field. As long as you look like a menial, and do not draw attention to yourself, people will assume that you're supposed to be there unless they know otherwise for certain.

Rogue Trader (600cp) - It looks like you aren't a lower deck rating after all. You are, in fact, a Rogue Trader. A Noble of the Imperium. Rogue Traders are some of the most fortunate beings in the entire galaxy of the 40k setting, with a broad range of privileges most comparable to an Inquisitor, and without the same responsibilities. Rogue Traders are empowered to act in the Imperium's name and interests beyond the border of the Imperium itself. Beyond the borders of the Imperium their word is, at least theoretically, the word of the Emperor himself, so long as they are acting in the interests of the Imperium. To this end, they are legally empowered to acquire and operate void ships, even military grade ones, and raise, equip, and maintain private armies. They may trade both within and without the Imperium, but theoretically their immunity is only effective outside the border. As much in the Imperium, theory & practice don't always match. Within the borders of the Imperium their power and authority fluctuates with their wealth and other assets, but is generally equivalent to that of a Planetary Governor. You will find that in future jumps you will enjoy the same authority and latitude.

Armsman

Sergeant (100cp) - A Sergeant in motion outranks a Lieutenant who doesn't know what is going on. Theoreticals and Practicals, as Guilliman would say, and you are a master at the practical. You know every trick of managing the day to day functioning of a military unit, and can keep your cool, even in the midst of disaster. You are also skilled at training people in naval or marine skills, capable of whipping them into shape in half the time others would require.

CQC (200cp) - Combat, for an Armsman, is a brutal, close quarters affair, where you never have good sight lines, you are constantly surrounded by things that will kill you if they break, and quarter is rarely asked or offered. You are an expert in fighting under those conditions, using the environment to your advantage, and minimizing collateral damage. You even know how to use collateral damage as a weapon against your enemy, if you're willing to take that risk.

Ear to the Ground (400cp) - Armsmen are the first line of defense against mutiny, and often responsible for detecting it in a nascent state. To do this, they need to do more than just beat up enlisted crew and carry out punishment. You have the skills of a successful agent of repression. You can recognize all the subtle tells of potential rebellion, as well as the other signs that would let you know when real trouble is coming. You're also very good at setting up snitches, watching out for the knife in your back or "accidents", and keeping people from uniting against you without too severely reducing their ability to do their jobs.

Tunnel Fighting (600cp) - Fighting on shipboard is not like fighting on the ground. Passages can be narrow, cramped, and winding, & travel occurs in all 3 dimension. Fighting on a Space Hulk is even worse. At least ships usually have decks and set planes for them. A space hulk is a collection of multiple derelict ships and objects all jammed together at random angles and melded together by the Warp, and the direction of "down" can change from one step to the next with no warning. They are also filled with all kinds of nasty xenos, mutants, and/or chaos worshipers. And you never know when it's going to decide to up and drop back into the Warp. Hope you've got a Gellar field activated, or have the willpower and luck to survive being a reality warper in a plane of ancient, malicious, and super powerful reality warpers. Honestly, being told to clear a space hulk can mean being condemned to a fate far worse than mere death. You never have problems with changes in gravity or orientation, and always have an accurate 3d mental map of where you've been, and can easily integrate maps or images. You are also a good enough melee combatant to survive melee combat with a Genestealer Patriarch, even unarmored and with a standard chainsword, and a good enough shot to hit a 2 inch by ¼ inch target at a half kilometer with a mil spec Lasgun using iron sights. You could duel an Astartes and beat them on points, if not in strength or equipment.

Pilot

Flyboy (100cp) - What kind of pilot doesn't know how to fly? You know how to operate every kind of aerial small craft operated by any Imperial faction. Your skills with these vehicles is equivalent to a professional fighter pilot specializing in that vehicle. You also know how to project that je ne sei qua that gets fighter jocks into so many bar fights and boudoirs both. Finally, you are given a certain degree of latitude in military regulations and expectations based on how valuable you are.

Daredevil (200cp) - "There's no weapon too short for a brave man." Space combat for a small craft pilot means flying your craft right at a humongous ship shooting shells that probably weigh more than your whole craft, as it spits out all kind flak from defensive turrets and trying to get close enough that you can hit something important with your comparatively tiny weapons to actually do damage. You, however, take the ethos of the Daredevil and make it work for you. The more risks you choose to take with your safety and that of your vehicle, the greater the damage you can do.

On a Wing and a Prayer (400cp) - "Though there's one motor gone, we can still carry on. Coming in on a Wing and a Prayer". Fury Interceptors and other small craft don't have escape pods. And an unprotected human in a void suit in a space that's filled with plasma bursts and giant laser beams is likely to be dead extremely quickly. Even if they did, there are plenty of captains and admirals that wouldn't see the point in looking for survivors. If you want to survive, you're going to need to make sure your fighter, bomber, or assault boat survives. Fortunately, your Benefactor has an answer to that. So long as you are alive, and your vehicle retains at least the general appearance of a small craft, it will continue to limp along for long enough for you to reach either a friendly ship, or an at least marginally habitable planet, provided that one exists within the star system your battle occurs in.

Impossible Pilot (600cp) - What you can do with a small craft is, quite frankly, impossible. You can dance rings around Eldar or Drukari vehicles, even in a craft that shouldn't be able to keep up. You can make your craft do things that are, or should be, physically impossible. Flying through a cinematic minefield is child's play for you, and goading your enemies into shooting each other aiming at you would be a fun diversion. You aren't invincible, but you are the very best pilot in the entire galaxy.

Enginseer

Rite of Percussive Maintenance (100cp)- Sometimes called the “Technical Knock”. Simply, you know just how to hit a piece of machinery to cause it to work properly. This can function on any device, but is only really reliable on relatively simple or intermittent problems. On the other hand, being able to just whack a computer and have it stop flickering, rather than spending hours debugging or testing to find the one loose wire is quite helpful.

Overseeing the Laity (200cp) - Enginseers, unlike many Techpriests, are unable to operate in secure sanctified holy ground free of any of the unenlightened. Their domains, at least the vast majority of their domains, are trodden underfoot daily by the believers. What’s worse, they cannot do all the rituals themselves, or provide sanctified laity for every job. Many rites need to be performed daily, or even more often, by the crew at a particular station. Fortunately, you can share some of your enlightenment with those who depend on you for spiritual guidance. You can share watered down versions of any of your technical or crafting perks for use in maintenance and operation settings.

Machine Touched (400cp) - You are Machine Touched, a condition that some in the Cult Mechanicus consider sacred, and others consider heretical. You can talk to machine spirits, and they listen to you. They even like you, and will work better for you than for anyone else, They will also work for you when they should be physically non-functional. You can also speak with servitors, if you choose, and even re-awaken these lobotomized cyborgs to human levels of awareness with prolonged effort. With a different kind of effort you can view the past memories of machine spirits and servitors. Machine spirits will tell you what is wrong with the devices you inhabit, and may even choose to do other things, like opening sealed portals or secret doors you didn’t even know existed.

Blessed by the Machine God (600cp) - You were specially blessed by the Omnissiah. Equipment you care for never breaks down, and functions long past what should be physically possible. You can see and feel the flow of information, whether that is traveling by wires, or wirelessly, and can even intercept it and get a sense for what is being conveyed. You are extremely skilled at building and repairing human 40k tech and you understand how to build every non-Archaeotech ship and/or small craft of the Imperium. You can also merge with machine spirits, even the massive machine spirit of an

Ark Mechanicus, without losing yourself, and can even claim the dominant role in such a merging. Such a gestalt shares the strength and knowledge of both members, and any knowledge gained by the gestalt is kept by both parts when they separate.

Astropath

Sanctioned Psyker (100cp) - You're a psyker, Jumper. You can't really be an Astropath without being one. Your specialty is Telepathy, and unlike most psykers, you are officially sanctioned, and even soulbound. What does that mean? Well to those that are new to 40k, when a psyker uses their power they open a door to the Warp, which may be noticed by a daemon. Daemons of course want to be able to wreak their will on the Materium, that is, on physical reality. To do that they can corrupt or deceive a mortal into acting as their agent, or if a psyker is powerful enough and/or their will is weak enough, they can jump through the door into their mind, possessing them, most likely eating their soul for brunch, and wearing their body as a disguise. Sanctioning means that you have been trained in the use of your powers by Imperial authorities, and that you have been judged stable enough and of strong enough willpower that you're less likely to get possessed. After being Sanctioned, some psykers who specialize in Telepathy go through the process of Soul Binding. They are brought into the the holiest part of the Imperial Palace, before the Golden Throne of the Emperor himself. There, he purifies their souls, and binds a fragment of his own soul to each one. This burns out the eyes and optic nerves of each one, but they are strong enough psykers to be able to sense their surroundings as well as a normal human sight using their abilities. However, it gives them a boost in power, and also provides a degree of additional protection, both against corruption and possession.

Clear Channels (200cp) - Astropathic messages are not like radio messages. It's closer to dream interpretation, or deciphering a google translate of Latin poetry from a 6th century monk who didn't know how to spell and had terrible penmanship as relayed through a game of Telephone. One way it can be like radio messages is that the receiver must contend with interference and distortion. This is made all the worse by the inconsistency of time in the Warp. A message might be received a week after being sent, or 5 months before, or 100 years afterwards. Add to that is that fact that particularly distant messages may have to be relayed through multiple

Astropath relays to reach their intended destination, and you begin to understand the difficulties of communicating in 40k. Fortunately, it's a problem that you don't have to worry about. Messages you send or receive will always come through with the intending meaning, as if from a written transcription. All the additional will remain in the background, where you can sift it for further clues if you wish, but it will never get in the way of the actual intended message. You are also guaranteed that your message will arrive in time if that is reasonably possible. This applies to all Telepathic powers you may have.

Stellar Ranges (400cp) - If you could only send messages that would be heard within the same star system, your abilities wouldn't be all that useful. Soulbinding already boosts your abilities to being able to be heard in neighboring systems, but beyond that sources mention pooling their powers in an Astropathic Choir to send messages. With this perk, your telepathic powers will reach half way across the Segmentum, although without Clear Channels it's very unlikely for anyone to understand you on the other side of the Cicatrix Maledictum, or any Warp Storm really. This applies to all Telepathic powers you may have.

Gestalt Powers (600cp) - No matter how powerful a psyker, they can't do everything by themselves. When Astropaths need to do things that are beyond the abilities any one of them alone, they form what is called an Astropathic Choir. There they pool their powers together. You have the same ability to pool psyker or other psychic abilities with others for increased effect. This has a synergistic effect. It is not a simple addition, nor does it suffer diminishing returns in your case, but it is not multiplicative either. Still, you can merge psyker, psychic, and psionic powers, regardless of their nature or source, though all the members of the gestalt must be willing. There is no upper limit to the power you can achieve, but as the anchor and focus, holding each additional member of the link will add stress and necessary concentration, and this cannot be maintained indefinitely, or without close physical proximity..

Navigator

3rd Eye (100cp) You can see the currents of unreality, and by carefully matching your or your ships actions they can lead you to what you're looking for. You can look into the warp without being instantly driven insane & have

all the benefits of a Navigator's 3rd eye (which may be a physical eye, or a psychic construct at your choice,) & the training of a Navigator. You also have a bit of an instinctual sense of the currents of reality. Through a great focus of will, you can bend your mind to finding something, whether that is a physical object or location, or a more nebulous goal such as 'stop the chaos ritual about to devour this planet'. The more clearly you can visualize & understand your goal, the more quickly your sense can lead you to it. This will not do the work for you, but it will help lead you to what steps you or others need to do to arrive there. Be warned that this extreme level of focus is extremely draining, & please don't fry your brain. In future settings, where the Warp is generally not as much of a complete epileptic nightmare, you will still be able to navigate, although without a beacon, your jumps will be slow and short, as they were before the age of strife.

Any Port in a Storm (200cp) When a Warp Storm hits, or your Gellar Field is failing, it can be imperative to get back to Materium as soon as possible. However, that isn't always possible, especially in times or areas of major disturbance. Warp Storms can impinge on the Materium, making them little safer, or you could re-enter the Materium in an asteroid belt, or inside a planet. Also, if at all possible, you don't want to drop back in the dark space between stars, far from any hope or help, or even a rock to be shipwrecked on if your ship breaks. But the Emperor Protects! Whenever you are in the midst of an issue and need an immediate emergency refuge you will see a small ball of golden light. You don't have to respond, but if you choose to follow it, it will lead you to a refuge. This refuge is guaranteed to either have a breathable atmosphere, or a way you could provide a breathable atmosphere, and not to be immediately lethal. More than that, there is a good chance that there are resources in the vicinity that you might be able to use, if you can find them and make them usable.

Charting the Warp (400cp) - Being able to see into the warp without dying or going insane is only the first step. Most Navigators pilot ships along established warp routes from one star to the next. Many routes and many systems have been lost over the millennia, and many more may never have been visited. In fact, despite spanning most of the galaxy, many, perhaps even more than 90% of star systems in the galaxy are outside the Imperium. Areas of space that come within the distances delineated by the Segmentum, but which are not part of the Imperium itself, and may never have been visited, are called "Wild Space", and they are common, even in Segmentum Solar. Consider the classic Warhammer intro, and how it mentions "a million worlds". Even assuming that it should say "millions of

worlds”, and that all the worlds are in separate systems which we know they are not, and being extremely generous giving them 100,000,000 star systems, some estimates of the size of the galaxy say that there are approximately 960,000,000,000 stars. Still, the techniques the Navigators used to chart the warp even before the Astronomicon still exist, even if few know of them, and fewer still would take the risk. Now you know them too. More than that, you can look out at the Warp, and get a sense of the nature of the Materium around where you would exit. This isn’t perfect, nothing in 40k is, but it is extremely useful, and in other settings where the Warp is calmer what you can sense will become much clearer.

Warp Shenanigans (600cp) - The Warp can do a lot of funny things. Time dilation are common in both direction. Furthermore, time travel and item duplication are rare but by no means unknown. This perk gives you the fiat guaranteed ability to learn to trigger any kind of Warp effect or anything a psyker of any kind or race could accomplish. This does not grant the knowledge or the skill, just the ability to learn to do it without killing, corrupting, or damning yourself (as long as you are sufficiently careful.)

Officer

Leadership (100cp) - A Leader without any followers is just a wanderer shouting and waving his arms. Honestly, even with every armsman on board, the officers of a ship would not be able to maintain control if the overwhelming majority of the crew weren’t willing to at least passively accept their authority. Many pirate ships started out as proud navy vessels before an unwise commander drove a large enough segment of the crew into open revolt. Given the lot of many common voidfarers, it may seem amazing that they would accept their lot, but people’s capacity for acceptance is profound if they’ve never known anything better. Still, bovine acceptance can never produce excellence, and a crack crew requires a strong degree of personal investment. even from the lowest members. You have the qualities of a great leader, not just a passable one. You know how to instill an Esprit de Corps, and give people something to look to beyond themselves. When you respect people, even in a backhanded way, (“they may be base-born scum, but man can they fight”) it comes across, and you know just how to build upon that as well.

Tactics (200cp) - For this jump, you aren't here as Custodian, or a Primarch, and even the Astartes generally don't fight alone. Your greatest strength is in fighting alongside your comrades, coordinating your efforts, enhancing your strengths, & minimizing your weaknesses. This allows you to share the effects of your combat ability perks with those who fight alongside you. This only last so long as those you are leading in person are actually in combat.

Strategy (400cp) - Tactics are very important, but in the end, a single battle is only a single battle, no matter how glorious, and it is easy to win the battle and lose the war. The ability to see the weak points in your position, and that of your enemy, understanding how different actions will effect the course of the conflict, knowing where you can borrow forces from, what locations have to be reinforced, and which ones must, regrettably, be sacrificed, this is Strategy. You know all this, and have an instinctive feel for the flow of wars that will allow you to deduce trends, even when some of the information is hidden by the enemy. You can also share your strategy and planning perks with your subordinates, so long as you and they are engaged in a direct, specific conflict.

Logistics (600cp) - Amateurs discuss Tactics, Professionals discuss Logistics. A navy sails on it's stomach, after all. Logistics is a part of warfare that seems to be often handwaved in 40k, but it's vitally important. It doesn't matter if you have the greatest warriors the Imperium has ever seen, if their armor is broken, their weapons are empty, and their vehicles are out of fuel, they're little more than dead meat. They need someone like you. You are a wizard at organization, delegation, and support, knowing instinctively what needs to go where & when, and even getting a sense of where to find the supplies you seek. This works on big and small from stubber rounds to macrocannon shells it works on weapons, and ammo, and other supplies, and it even works on exceedingly rare or restricted items like Vortex Torpedoes or Archaeotech. You are also a true master at manipulating bureaucracy, and getting them to give you what you want. Finally, you are able to run an extra instance of yourself. This instance cannot engage in combat, but has all your perks, and can handle any kind of day to day activity that you could handle, whether training, or crafting, or managing.

Items

All items are import options for any reasonable equivalent you may have. You receive an extra 300cp that must be spent on items, vehicles, or ships.

General

Soylens Viridian (free) - This one foot case, one meter on a side, refills at midnight with bars of Soylens Viridian. They are marked “Product of Simia Orichalcae” and chemical analysis shows that they are made up of refined petroleum byproducts. One bar, about 2.5 inches by 6 inches, provides a full meal to an active, fit man. The less said about the taste, the better, and a steady diet of these very dense bars will lead to an eater spending a considerable amount of time in the lavatory.

Servo Skull (50cp) - A small hovering robot, built into a human skull. This can be a combat model, equipped with a single las pistol, stubber pistol, or bolt pistol, a sensor model stocked with all kinds of special sensors, a pict-caster with a built in video camera and holographic projector, a general utility model, or any other (non-sentient, non-archaeotech) model seen in 40k.

Bilge Rations (50cp) - dead rats, over-sized bugs, and fungi growing on old insulation, you’d be surprised at what people will be willing to eat. I wouldn’t call it “food” precisely, but this 1 foot cube box of rusty metal will refill with organic material every midnight. I don’t recommend you take this, but you can make your own choice.

Throne Gelt (50cp) - 100,000 Thrones. 40k does indeed have money, but it is not standardized. There are forms of currency that are cast by individual segmenta, by individual sectors and subsectors, that are printed by various merchant guilds, and that are put out by different planets, or even different hives on the same planet. With this you get 100,000 Thrones worth of money in whatever currency or combination of currencies you choose, based on the value of those coins or bills when you acquire them. Each purchase doubles your cash reserve.

Cherub (100cp) - Yes you can actually buy this, you sick puppy. A cherub is a kind of servitor, a lobotomized cyborg drone, genetically engineered and modified to look like a large baby with wings, and then installed with all the mechanical parts it needs to do it’s job. You can have any (non-sentient, non-archaeotech) model of cherub seen in 40k. This one was grown in a vat without ever having a consciousness and was not a regular human baby that was taken and modified.

Canned Food (100cp) - Yes, this is actually food. This 1 foot cube cabinet refills at midnight with spam, canned spinach, and other cheap yet long lasting food items.

Fresh Fruit (200cp) - It may be hard to believe how great a craving people can develop for fresh fruit and fresh vegetables. This 1 foot cube mini-fridge refills at midnight with mundane common fruits and vegetables and meat. Nothing special or high quality, but it will fill your cravings, & you'd be surprised at what you can trade it for after a long time in the void.

Servitor (200cp) - Servitors. The robots of the Imperium. Well actually, they're lobotomized cyborgs, but that's just details, right? Some servitors are grown in vats without ever having sentience. Others are sentenced to become servitors for some crime. Servitors can be anything from a simple cargo loader, to an autopilot, to a heavily armed and armored combat unit. You may pick any one (non-sentient, non-archaeotech) servitor shown in Warhammer 40k

Contraband (200cp) - Smuggling is rife within the Imperium of Man. Perhaps one of the many reasons for this may be that some of the smugglers are on the navy ships intended to prevent smuggling. This 1 foot square box expands to a crate 2 meters on a side, and is full of proscribed goods. These might be illegal drugs, or minor xenos artifacts, or texts that the mechanicus or the ecclesiarchy or someone else deem unsuitable for the public, or some other goods that it is illegal for the majority to possess. And it is in fact *quite* illegal. Execution would probably be on the light end of punishments, and authorities in the Imperium are quite creative when it comes to punishment. However, to the right customer, their value is worth the risk. How you deal with these is up to you, but please do be careful.

Escape Pod (200cp) - This hatch can be installed on any vehicle you own, on any surface large enough to hold it (2 meter diameter circle) even if it's far from the hull. Passing through the hatch allows you to enter an escape pod which at that point appears on the hull of the vehicle. This escape pod has fold out beds for 20 people, mats on the floor for emergency bedding, and emergency supplies enough to keep up to 50 people alive for a month. Unlike any other 40k escape pod, it has an emergency Gellar Field & Warp Drive, and it's autopilot is capable of making a single, short range warp jump with it.

Personal Gellar Field (200cp) - Yep, you heard that right. This device, roughly the size of a full size bible, projects a gellar field around a roughly

human sized individual & what they're carrying (within reason). It prevents daemons from passing through, and provides resistance to all warp effects. Still, don't look out into the warp if you aren't a Navigator. It can still drive you crazy very quickly.

The Admiral's Table (300 cp) - This briefcase unfolds into a 2 foot by 2 foot card table. Once per day on command, this table will summon either a set of food fit for the finest connoisseur, the type that an admiral's staff would serve for a major banquet, or the daily fare of the governor of a particularly wealthy planet. Alternatively, it can generate a supply of the finest mundane ingredients. The maximum amount of either that will be produced in a day is what would fit on the surface of the card table.

The Breaking Yard (300cp) - In a desolate star system without a single planet, but filled with dense asteroid fields, lies the Breaking Yards. At first it seems like a serviceable if shabby and run down shipyard surrounded by a field of wrecked vessels in various stages of deconstruction, and a number of macrocannon and point defense turrets to discourage pirates or debt skippers, but closer inspection reveals that there are no facilities of any kind that would allow for the construction of any of the parts that would be needed to build ships. Instead, this yard operates by taking wrecks and stripping them of anything that might be useful or valuable. Ship components can either be sold for use elsewhere, or installed on different ships for a fee. This comes with a crew of scruffy void-born laborers and technicians, and possibly a heritech as well, and their only loyalty is to you. You get to take the entire star system and any upgrades with you into future jumps, where you can choose to import it, or keep it as a warehouse attachment

Saints Relic (300cp) - This can take 2 forms. It can be either a preserved body part kept in a secure casket, or it can be an effect that you apply to another item. Either way it has several effects. First of all, it works like a cross to a vampire, repelling them, and causing great pain on contact, with it's strength depending on the faith of the wielder. Secondly it gives a degree of resistance to warp effects, or boost any existing resistance. Thirdly, it can boost the prestige of the bearer in the eyes of the faithful, provided that they do not believe the bearer is unworthy. If it is applied to an item, it also boosts the effectiveness of the item.

Weapons

Laspistol (50cp) - Ah the laspistol. A favorite of mortal officers throughout the Imperium. A semi-auto weapon with an effective range (the range at which a skilled user has a good chance of hitting what they're aiming at,) of 100 meters, and a lethal range of over a kilometer, the laspistol has some definite strengths. A single power pack will last for 60 rounds, and can be recharged by sunlight, or even simple body heat.

Grenades (50cp) - 4 grenades any of which may be Frag, Krak, Stun, Smoke, Blind, Flash, Anti-plant, Hallucinogenic, Plasma, or Filament.. If used, they re-appear in the Warehouse the next day. Hallucinogenic, Plasma, or Filament grenades each count as 2 grenades.

Mono Weapon (50cp) - A Mono weapon has a super-fine edge that can cut through most armor and will never lose it's edge. Any edged melee weapon may be a mono weapon. If you choose knife it may be a bayonet

Bolt Pistol (100cp) - A "pistol" that fires something like a 40mm grenade with a rocket engine to add to it's velocity, ones made for mortal humans are generally scaled down to save weight and lower recoil. You can choose where it's sized for a brawny human or a space marine. There are quite a lot of types of specialty bolter ammo out there, but the standard are bolts designed to penetrate and then explode inside a person. In the hands of a trained shooter, a bolt pistol has an effective range of approximately 100 meters.

Hand Flamer (100cp) - Portable with the Sororitas, as well as preachers and zealots, it's a pistol flamethrower. It has a 10 meter range, and holds enough fuel for 12 seconds of flame before refueling.

Chain weapon (100cp) - It's a chainsaw sword. Or ace. Or 2 handed great-sword. Or even gauntlet. For those jumpers who like to RIP AND TEAR! If you choose a knife it can be a bayonet. For sheer brutality, there are few things that can match it.

Inferno Pistol (200cp) - A very rare pistol version of a short range anti-tank weapon, it can reach out to 30 meters at most, but anything you hit is going down for good. On the other hand, it can only take 3 shots before needing to reload, and have extended reload times.

Plasma Pistol (200cp) - Shooting super-heated plasma at a target, plasma pistols lack some of the penetration of an Inferno pistol, but they have a

range of almost 100 meters, and have a capacity of 10 shots before facing the same extended reload times. It also has an overcharge mode that uses up 3 times the fuel, and requires 6 seconds between shots or risk it exploding, but gives it a range of 120 meters, and significantly increased penetration and damage.

Power Weapon (200cp) - A power weapon can be any kind of melee weapon, and is surround by a disruptive energy field that gives it significantly increased penetration and causes it to do greater damage than it otherwise would.

Digital Weapon (+100cp) - Digital weapons, favored by Inquisitors and the rich and paranoid, are pistols scaled down into the form of a large ring. Made by the ape-like Jokaero, they give up all but a single shot, have a range less than 10 meters, and take longer to reload than normal, but many feel the trade-off is worth it for never being unarmed and having a shot that the enemy won't expect. Digital weapons can be made from laspistols, hellpistols, hand flamers, inferno pistols, or needle pistols. A person can wear a digital weapon on each finger, but not on the thumbs.

Enlisted Crewman

Personal Memento (100cp) - Sometimes, when things are bleakest, what a person needs most is a reminder of happier times. This can take a number of forms, based on your background, and may in fact be an effect applied to a different item. Staring at this item will cause you do go into a minute of reminiscence, after which you will find yourself emotionally and mentally refreshed.

Hazard Vac Suit (200cp) Looking something like an old fashioned diving suit, this vac suit protects against vacuum & environmental hazards like chemicals & radiation. It has enough life support for a full 8 hour shift, plus a an extra 4 hours cushion. It's tough enough to stand up to substantial wear, but does not impede your fine dexterity when needed. The boots have electromagnets to allow you to walk in zero gravity.

Still (400cp) - Cheep booze, the sailor's comfort. Many captains don't even bother trying to crack down on private rotgut production, knowing that for every still they shut down, 2 more will open up within the week. This particular still is special in several ways. First, it supplies it's own power.

Second, it can run on any biological materials. Third, it's output is variable based on the quality of the supplied ingredients. Feed it dead rats and fungus and bilge water, and you can expect to produce cruddy ethanol rotgut or low-grad promethium, but feed it right and you'll be surprised at what it can produce. Rare fruits of excellent quality and purest glacier spring water could produce the vintages fit for an admiral's everyday drinking. The highest level of drinking snobs relies more on the prestige of the name than the actual taste, and of course you'll have to supply that yourself, but the quality of the beverage itself is only limited by the quality of the ingredients. It can also be used to make any liquid that you know how to make, even magical ones. Just set it up, feed in the ingredients, and let it get to work.

Hab Levels (600cp) - A gothic archology decked in imperial symbolism, this property, shaped vaguely like an Imperial cruiser, is all yours. At purchase, it provides room for 90,000 people to live in tenement squalor, 9,000 in close but secure quarters, 900 in luxury, 90 in 5 star first class relaxation suites 9 in opulent decadence beyond the dreams of the .1%. You may, of course, modify it to your heart's content, but remember that better living quarters require more space, and if you try to improve the lots of those on the bottom you may find the housing capacity going down precipitously. This property may be combined with other properties you own, and imported or left as a Warehouse attachment. It may also be integrated into a vehicle you own that is at least half a kilometer long, providing it's benefits without taking up space. Inactive Companions may stay at this property, or combined properties, but they may not leave into the general jump setting.

Armsman

Naval Shotcannon (100cp) - A heavy, 2 gauge shotgun, capable of semi-auto fire or 3 round bursts. It comes with 10 full 24 round box magazine, a tripod, ear protectors, bags to be turned into sandbags, and supplies of any special shotgun ammo you have, remade in it's size.

Jump Pack (200 cp) - Death from Above! This large backpack allows you fly, and even to successfully land on a planet from space through a combination of anti-gravity and jet propulsion. It can be attached to armor, a space suit, or power armor, or alternatively can be worn like a backpack.

Power Armor (400cp) Shipboard combat can get extremely messy, and for that, you have this suit. Protects against vacuum & is armored to resist

weapons fire. This suit of consecrated artificer power armor gives some of the best defense the Imperium has to offer mortals, and it also gives a significant strength boost allowing you to use many support weapons as personal weapons. It is also warded against psychic powers or creatures. It has a 6 hour internal air supply, recharging plugins for any energy weapons, and sophisticated coms and targeting setup as well as night vision. Finally, the visor acts as a HUD and display screen, and the suit has a universal adapter that can plug in to any electronic device you own.

Munitorum (600cp) - No, this is not THE Munitorum. This is A Munitorum. A shipboard storage for extremely potent ammunition. This warehouse is for storing all types of physical munitions, from individual stubber rounds to gigantic macrocannon shells. What makes this one particularly valuable is that it has an attached STC fragment that will endlessly make copies of any ammunition you have that is not unique and does not have a specific defined number existing, (unless you have the ability to make more of them yourself.) The Munitorum is extra-dimensional in nature, allowing it to store an unlimited quantity of ammunition, and ONLY ammunition. The ammunition has to be something that is designed and used as ammunition. Just because you can fling planets doesn't mean you can store your empire here. The speed of manufacture is equal to the fastest industrial production in the setting the ammo comes from. This can be a Warehouse attachment, a separate property, or be attached to a vehicle you own that is at least half a kilometer in length.

Pilot

High G Vac Suit (100cp) - This suit protects you against vacuum & helps to reduce G forces experienced by the wearer by up to 4Gs.

Fuzzy Dice (200cp) - Did you know that fuzzy dice were first used by American fighter pilots in World War II? Hanging these fuzzy 6-sided dice in the provides what may seem to others as miraculous luck. 6 times per die per battle, an attack that would hit the craft of anything in it will instead hit one of the die's faces.

Gun Cutter (400cp) - A favorite of Inquisitors, Rogue Traders, and anyone who wants to travel normal space in comfort without sacrificing armor or

firepower, a Gun Cutter is basically a Thunderhawk Gunship that's had some of its guns taken off, including the humongous Battle Cannon, taken off (don't worry, it's still well armed, with 2 autocannons, 2 heavy bolters, a nose mounted quad lascannon, and wing hard-points for missiles or drop tanks for extra fuel,) to make room for small but comfortable quarters for 12 and a hold capable of holding 30 people or equivalent cargo, and its engine replaced with something that's almost as fast but much more fuel efficient. At 26.6 meters, it's a formidable ship, for something that can operate in atmosphere and even land. How all that fits in there is something I can't answer. Many stick with 6 cabins and leave off the lascannons and the wing hard points, but yours is top of the line.

Flight Deck (600cp) - Home Sweet Hangar. Of course you need to have some place to keep all your nifty small craft. This set of armored small craft can hold up to 120 vehicles up to 100 meters in length, or more for smaller vehicles, although only 60 of those may be ready and in position to launch at any one time. The hangar is armored and sealed against vacuum and environmental effects, and has a forcefield that keeps it sealed when the hangar doors are open. It also has attached storage for fuel and spare parts, attached small craft repair bay for when your fancy new craft get shot up, and lounge, recreation, simulation, training and ready room facilities. As an imported property, it also has landing fields. This can either be added to a vehicle you own that is at least half a kilometer long, or can be a property or warehouse attachment. The repair bay is large enough and well enough equipped to do full rebuilds on vehicles up to 100 meters in length.

Engineer

Mechanicus Implants (100cp) - As a servant of the Machine God, it would be more than rare for you not to have any bionic upgrades. You have 4 mechadendrites (robo-tentacles,) and can get a heavy servo-arm by trading in 2 mechadendrites each. You also have an Electro-graft. This is a small port that is grafted into your nervous system. This will allow you to interface with machine data ports and certain types of data nets. Electro-grafts can take many forms, such as electroos, skull shunts, finger probes, or spine jacks. Next are the Electro Inductors. These are palm-sized metal skin grafts that appear much like tattoos to the uninitiated. The electroos are wired into your nervous system, where they derive power from the bio-electrical emanations of the flesh. They can be used to emit or siphon power in many ways. Electro

inductors can be any colour, and can appear anywhere on the body—though hands or mechadendrites are the usual sites. 4th is the Respirator Unit. This implant involves tubes, wires, vox-grills, or other augmetic parts replacing the lower face and neck. It purifies your air supply, helping you to resist airborne toxins and gas weapons. The respirator unit also contains a vox-synthesiser capable of transmitting your voice in a variety of ways. Respirators can appear as simple grill units or intricate mask-like carvings. 5th is the Cuber-mantle This is a framework of metal, wires, and impulse transmitters that is bolted onto your spine and lower rib cage. As you gain further implants, this mantle acts as a sub-dermal anchorage point. Amongst some servants of the Omnissiah, this cyber-mantle is often referred to as “the true flesh.” One would have to look beneath the red robes of a Tech-Priest to discover what a cyber-mantle looks like, and thus no one admits to having seen one. Next is the Potentia Coil. Cradled within the cyber-mantle is a power unit known as the potentia coil. This mass can store energy and produce various types of fields. Coils come in many types, from small crystal stack affairs to bulky electrical galvinators salvaged from vehicle engines. Many a hunchback within the Adeptus Mechanicus is blamed upon a primitive coil. Finally there’s the Cranial Circuitry. This is a series of linked processors, implants, and cortical circuits that augments your mental capacities. Most sit within housing bolted onto the skull, whilst others nestle within the brain itself. As you grow in the seriousness of your devotions, more and more of the brain that deals with useless things such as emotion and intuition can be scooped away to provide room for additional augmentations. Cranial circuits are often very crude-looking and rather aged.

Cog Axe (200cp) - Symbol of your position within the Cult Mechanicus, the Cog Axe is both a versatile multi-function tool, and a potent power weapon capable of cleaving the enemies of the Omnissiah. It also is a sign of prestige and respect within the Mechanicus.

Archaeotech (400cp) - Archaeotech. Advanced, and lost, ancient machines from the Dark Age of Technology. Objects of veneration by the Mechanicus, and sources of incredible power. You may have a single copy of any individual Archaeotech device. Please note that both Void Ships and Titans are not singular devices so much as collections of multiple machines working together. You could, for example, get a Warlord Sinister’s Warp Cannon, or an ancient and powerful Modified Jovian Drive, but not a full Warlord Sinister, or completely archaeotech ship.

Dry-dock (600cp) - While ships of the Imperium are incredibly robust, and many repairs can be made floating in space, still there are many repairs that require the ship to be docked. This setup allows up to 4 vehicles of up to Warhammer 40k Cruise size, (but not Battlecruisers or Grand Cruisers,) to dock and be repaired, or even, over time, built from scratch. This can be integrated into a vehicle at least 6.5 kilometers in length or to a space station, or can serve as a warehouse attachment, or can float free in space. You will have to provide the crew and their living spaces yourself, as well as the materials and ship components. For those looking to get into shipbuilding, the Cobra and Iconoclast class Destroyers, Claymore class Corvette, and Lunar class Cruiser are known for being relatively simple and easy to build for their size and class, even with minimal resources and little trained labor. It's also true that the difficulty of construction scales faster than size. Just a couple tips.

Astropath

Psychic Hood (100cp)- The greatest danger to an Astropath is not the enemy in front of them, at least usually. The greatest danger is in fact their own powers and the myriad daemons of the Immaterium that want to eat their soul and use their body. This hood, woven with protective sigils, and combining special circuitry to bleed off extra warp energy, this gives a small, but vital boon to help keep your warp powers from going out of control. Since you're buying it here, it will also do the same for all your supernatural powers, providing a cushion against overuse or out of control abilities.

Emperor's Tarot (200cp) - Care to have your fortune read? These highly illustrated cards are actually wafers of psycho-reactive crystals that aid in divination. Here they are used to get in touch with the wisdom and perception of the Emperor of Mankind. They are a potent focus for any non-evil divinatory abilities, supplanting the need for any other specific focus, although your efforts can still be aided with other additions. Even if you do not have any divinatory abilities, you can still use them for surprisingly accurate tarot readings. They also can shift their faces to be the appropriate displays for any card games you know.

Nemesis Force Weapon (400cp) - A premier psyker weapon, of a type wielded, (among others,) by the Imperium's premier psychic warriors, the Grey Knights. Like a Power weapon, a force weapon easily cuts through

armor and normal matter, it also, unlike a Power weapon, does additional damage directly to the soul of the victim. Nemesis Force weapons are strengthened even further by the strength of the wielder's psychic powers. Essentially, it scales with how powerful of a psyker you are. Of note, Navigators are not considered psykers for the use of Force weapons.

Psychic Choir (600cp) – Astropaths and other psykers often combine their powers in order to accomplish great feats. Imperial psykers have discovered certain tricks of techno-arcana that can boost the power of a group, and built special areas for this purpose. This is one such set of chambers, by default looking something like the inside of a gothic cathedral. It boosts all psychic powers used within, but that's not all. Unlike any other such building, it severely curtails the consequences of failure. Sure, you might fry your brain, but you won't accidentally summon a daemon or call down a fireball on a friend or something. This can be a warehouse attachment, or an independent property, or can be attached to any vehicle you own that is at least half a kilometer in length.

Navigator

Eye patch (100cp) – While you may or may not enjoy reveling in the fear, awe, and disgust of those around you, it can occasionally be quite convenient to fit it. This eye patch can be adjusted to fit over your 3rd eye. When worn, it becomes invisible, and disguises any mutations or other out of place characteristics.

Warp Charts (200 cp) - These 4 ancient charts each show a warp route between 2 locations of your choice that do not rely on the Astronomicon. They are more challenging to follow, and incur greater risk of problems during the transit, but they have been out of use for so long that few people even know that such routes exist, and the chance of the particular route you use being known is almost non-existent. I hope I don't have to explain the value of having a hidden back door to your chosen systems.

The Hollow Atlas (400cp) - This xenos artifact can prove a powerful aid to those who travel the void. The Hollow Atlas is a series of clear crystal spheres nested within one another. Each sphere is covered in spindly, complex etchings impossible to decipher, and all but the outermost sphere are rotating rapidly in different directions. The entire assembly glows with a soft-blue light.

The device provides a series of maps for the entire region that includes the jumper's starting location. However, using such a strange xenos device is not for the weak-willed. It takes great effort and willpower to activate, and can only be activated by a person with some kind of psyker or psychic ability. For the Hollow Atlas, both Astropaths and Navigators count.

When active, a series of highly detailed three dimensional star-charts in glowing blue energy erupt from the Atlas to fill whatever room or area it is currently occupying (within reason). Usually, these charts are of a region of space the user is interested in visiting and thinking about. The region displayed can be as large as a sub-sector or as small as a single solar system. However, sometimes the Atlas does not show the user what he wants to see, but other regions entirely. Often there is no discernible reason for this, however should the user heed the Atlas and travel to this region of space, he seldom finds the trip wasted.

In future jumps, the Hollow Atlas will update to the region around the owner's starting point.

Navigator Spire (600cp) – Looking something like a gothic wizard's tower, this structure is part dwelling, part arcane workshop, and part observatory. The windows on the very top level open onto the Warp, allowing you to look outside of reality itself. From there, with the right skill, you can not only navigate through the Warp, but also see vessels headed to your location, as well as observe conditions giving you a way of detecting Warp Storms or major psychic workings before they are completed. It also has it's own, independent Gellar field, protecting it from daemons and warp rifts. Just as a bonus, you can also use the windows to look back into previous jumps, or into your home world, if you want to check out how people you knew are doing. This property can be either a warehouse attachment, or an independent property, or can be attached to any vehicle you own that is at least half a kilometer in length.

Officer

Dress Sword (100cp) – It's not enough to slay the enemies of mankind, you must look impressive doing so. This chain cutlass is fine and well balanced, and is obviously of high quality. It also has the interesting feature that any martial feats you accomplish while wielding it, and any speeches where you brandish it, are inherently more impressive than they would otherwise be.

Antigathics (200cp) – Life extending drugs are a fact of life for the leadership of the Imperium, but that doesn't mean that they aren't rare and extremely expensive. Here you have a case containing 20 vials of an age-regression medicine. Each time this medication is applied, roll a 20 sided die. This is the number of years that the patient's body gains back. However, roll a 2nd 20 sided die. If the number is less than or equal to the number of doses the patient has ever received of this particular type of antigathics, their body develops a resistance to it, and it will no longer be effective for them. The case refills on the next Sanguinalia after all the doses in the case have been used. The new doses may or may not be of a different type of antigathics.

Control Key (400cp) – A baton of office, topped by default with an Aquila symbol, this rod has a power field allowing it to be used as a potent melee weapon. In addition, it also conceals a cogitator with powerful override protocols. If it is inserted in a notch next to the captain's throne on the bridge of an Imperial void ship, it will give any person holding it complete control of all of the ship's automated systems as long as it is still in the slot and is still being held.

Flag Bridge (600cp) – An admiral needs a flag bridge/Central Control, and that's just what this is. It has multiple stations for specialists, and a throne in the central for the most important person: you. It's well armored, but with giant windows and a giant hololithic tank to display the battlefield. The scare can be adjusted from less than a kilometer up to a scale to incorporate multiple galaxies. The strategy game fans will be happy to hear that it shows the location and boundaries of all your lands, properties, vehicles, and forces in real time, and each one can bring up a small box with icons and text to indicate it's status and condition. This can be a Warehouse attachment, a separate property, or can be attached to any vehicle you own that is at least half a kilometer in it's longest dimension.



Vehicles

Chiropteran Scout (50cp) – A small, nimble, jet aircraft. It is limited to in-atmosphere travel only, but it does have VTOL capability. It can carry a pilot and a copilot, and carries a long range augur array rather than weapons.. It has a cruising speed of 1,200 kph.

Arvus Lighter (100cp) – The Arvus Lighter is a utility shuttle intended to transport people and goods from a planet to a ship in orbit. This is not a fighter craft, and it's relatively clumsy and lumbering, but it is a common workhorse of the void. The vehicle has a cruising speed of 1,600 kph, and can hold a pilot, copilot, and 12 passengers or equivalent cargo. It is, however, completely unarmed.

Halo Barge (100cp) – Where a Lighter is designed to move a small number of people conveniently, the Halo Barge is a mass hauler. It is used carry either bulk cargo or bulk passengers in a decidedly non-combat environment. It has a cruising speed of 1,400kph, but in addition to it's pilot and copilot it can carry 40 people and 40 metric tons of cargo at the same time without modification. Some users modify it to carry more of one at the cost of the other. It is also unarmed.

Aquila Lander (150cp) – A popular and effective vehicle, the Aquila Lander is a multi-role unit, capable of operating both in atmosphere and the void, whether in light ground attack, exploration, or battlefield transportation. It can move at a cruising speed of 2,200 kph, carries 10 people or equivalent cargo in addition to it's pilot, and bears a nose mounted autocannon.

Shark Assault Boat (200cp) – Also known as a boarding shuttle, an Assault boat is designed to carry combatants from one ship to another and allow them to make a hostile entry. At 55 meters long it's longer than the Millennium Falcon, but it's still puny by Warhammer 40k navy standards, lacking any kind of warp drive, gellar field, or void shields. It has a cruising speed of 2,400 kph, and carries a crew of a Pilot, Copilot, Gunner/Crew Chief, and Tech-Priest Enginseer. It's armed with a twin -linked Las-breacher and an Autocannon loaded with armor piercing shells, but it's true weapons are it's cargo of 50 soldiers. It's role is to fly over to the enemy ship without being shot, latch on to the hull, hopefully near something important, but through the hull, and unload it's passengers.

Fury Interceptor (200cp) – Primarily serving in void combat, the Fury can also serve as a very heavy attack craft in atmospheric actions. There it is

intimidatingly powerful, with a turreted twin linked long barreled lascannon, 2 long barreled lascannon banks with 5 linked lascannons each, and 12 void capable missiles. It has a crew of 4, with a pilot, copilot, forward gunner/crew chief, and tech-priest engineeer, and moves at a cruising speed of 2,500 kph. Still, for all it's impressive might, it's unlikely to do any significant damage to a warp capable void ship. Instead, Interceptors are used defensively to pick off enemy small craft and torpedoes, and offensively to suppress the enemies anti-small craft turrets to allow assault boats and bomber to make their attacks.

Starhawk Bomber (200cp) - To many within and without the navy, the idea of a craft slightly smaller than an assault boat posing a credible threat to a capital ship can seem laughable. Those laughing have generally not been on the receiving end of a bombing run. They may be slow for void small craft, with a cruising speed of a 'mere' 1,800 kph, and are less armored as well, but they can pack a punch that can cripple far larger ships under the right circumstances if well handled. It carries a Pilot, Copilot, 5 Gunners, a Bombardier, & a Tech-Priest Engineeer. As secondary anti-small craft weapons it carries a Twin Linked Lascannon, 2 Twin Linked long-barreled multilaser turrets, and 2 remote twin linked heavy bolter turrets. For it's main weapons it carries 10 anti-voidship missiles and 40 plasma bombs.

Voidships

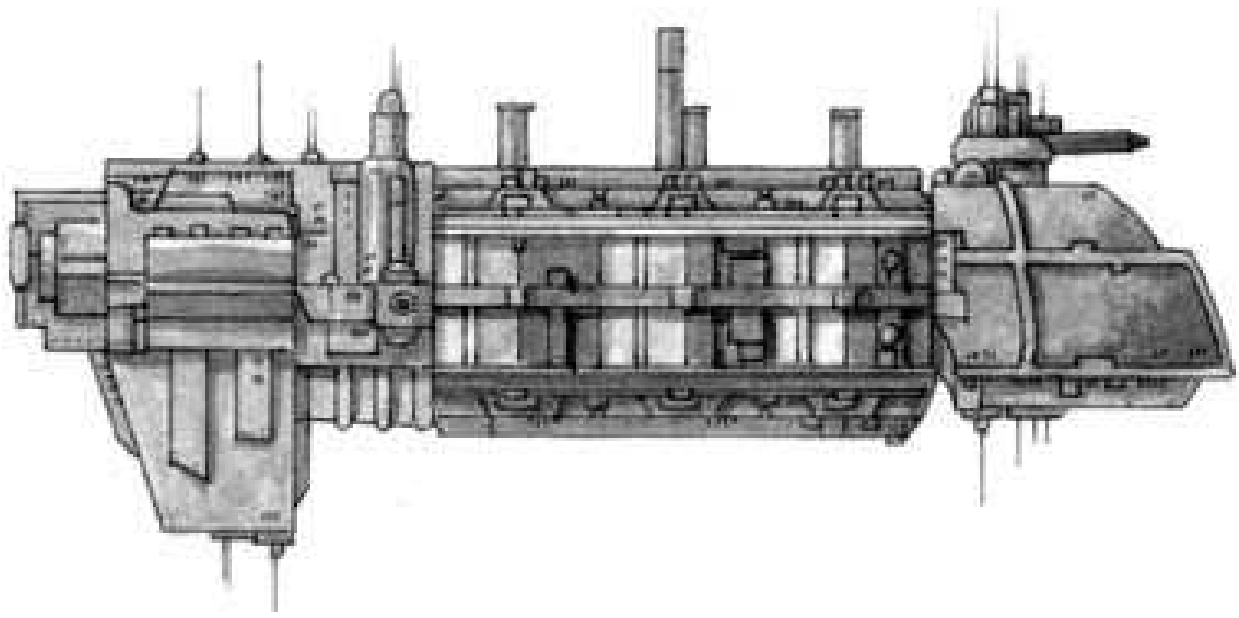
Transports



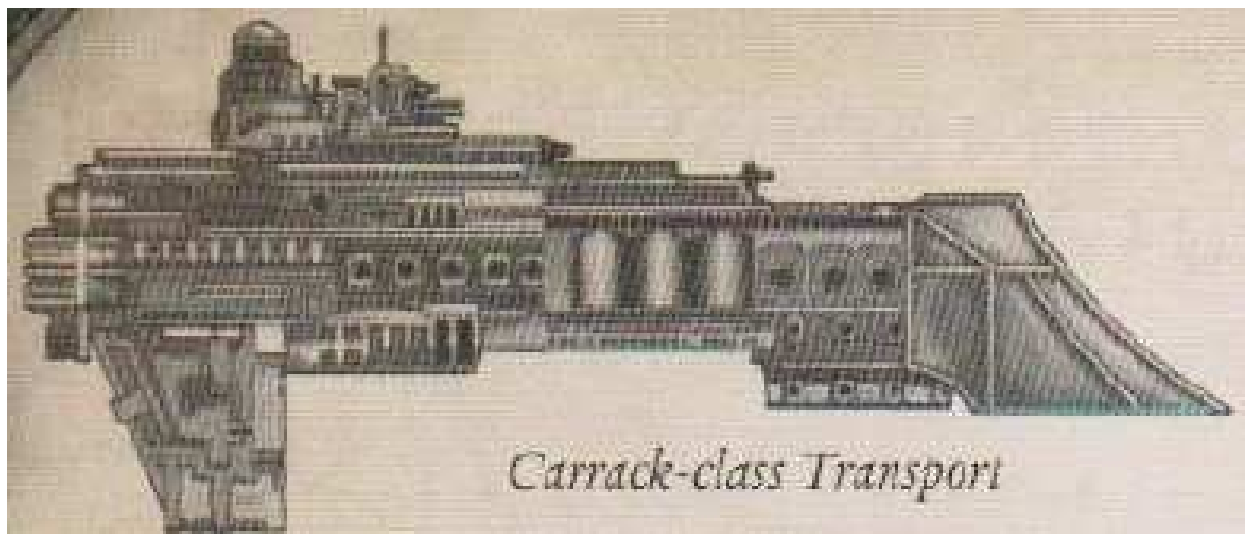
Jericho-class Pilgrim Vessel (200cp) - Jerichos are enormous tanker ships that have had their massive fuel tanks converted to passenger (or troop) quarters. They are large, slow and unwieldy. Jerichos are fairly ubiquitous, filling roles throughout the Imperium. They are 2.25km long, and approximately .3k abeam. They mass approximately 9 megatonnes, and carry a crew of approximately 20,000. They carry approximately 30,000 passengers in various levels of comfort, as well as retaining cavernous cargo bays. Their maximum sustainable acceleration tends to be 1.6 gravities. They have 1 weapon mount each on the Prow, Port and starboard, and have a set of anti-small craft and anti-torpedo turrets.



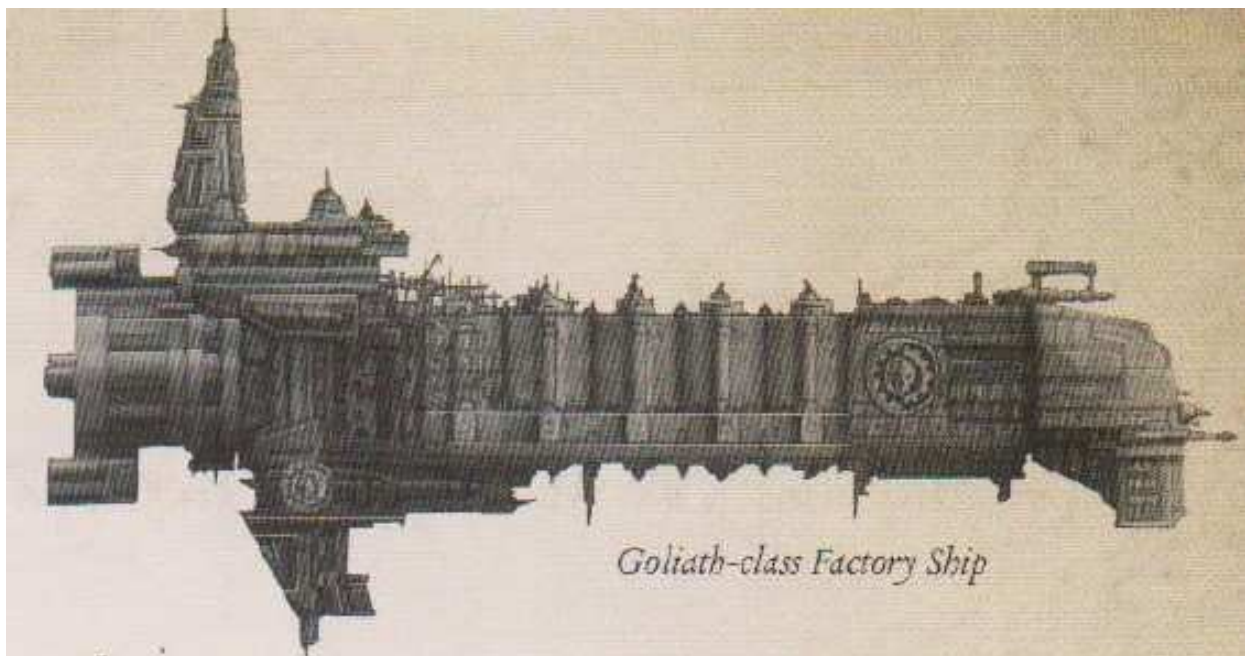
Vagabond-class Merchant Trader (200cp) – Vagabonds are common, if smaller, multi-purpose merchant vessels that are popular among poorer chartist captains. They are reliable and unassuming, if not dashing or potent. A Vagabond is 2km long and approximately .4km abeam. They mass approximately 8 megatonnes and carry a crew of approximately 18,000. They have a maximum sustainable acceleration of 2.1 gravities. Vagabonds are equipped with a dorsal and a prow mount for weapons, as well as an array of defensive turrets.



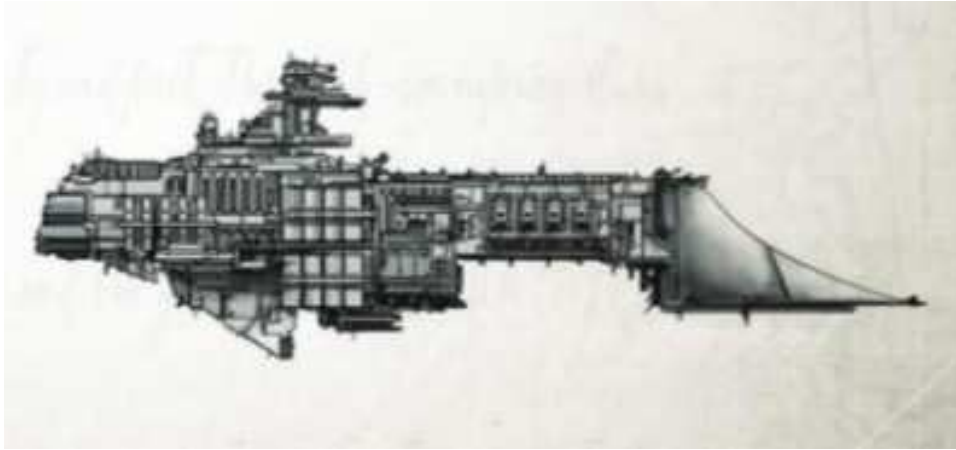
Loki class Q-ship (200cp) - A category, rather than a class, a Loki is a transport that has been modified as a combatant. Disguised as helpless merchantmen, they are used by the Imperial Navy for pirate hunting and convoy protection. Still they retain some of their cargo holds, and can still be used for securely transporting goods. A Loki generally has 2 batteries of anti-ship weaponry, one mounted dorsally, and one in the prow. Still these ships are designed so that some of their components can be easily hidden or disguised. Loki are generally 2 km long, and approximately .4km abeam. They mass in the 8 megaton range, have approximately 18,000 crew, and have a maximum sustainable acceleration of 3 gravities. However, they are still somewhat clumsy in maneuvering. They carry a single array of turrets designed for defending against torpedoes and small craft.



Carrack (250cp) – The Carrack is a recent (less than 1,000 years old,) attempt to recreate the Star Galleon concept, being intended to be capable of carrying a large amount of cargo, while still being able to fight off light raiders. Given that most captains, like most Imperial citizens, believe the galaxy is becoming a steadily more dangerous place, they have proved popular, and give the lie to the claims that Imperial shipbuilding is a dying art. In addition to their cavernous cargo hold, these ships are armed with 2 dorsal macrobatteries and an array of defensive turrets. Carracks are 2.1km long and .4km abeam at the fins. They mass 8.5 megatonnes, and carry a crew in excess of 19,000. Their highest sustainable acceleration is 2.3 gravities.

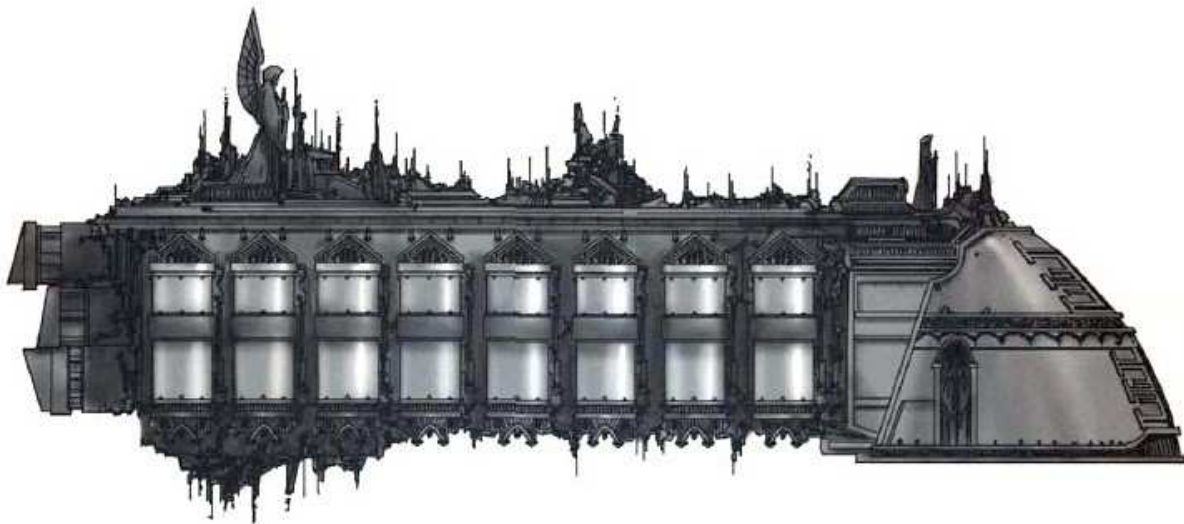


Goliath class Factory Ship (250cp discount Engineer) – Goliaths are great factory ships that devour stellar plasma to power their fuel creation processors. They are fragile and potentially explosive craft, but absolutely vital to the Imperium. Most Goliaths are property of the Adeptus Mechanicus. In addition to 2 humongous cargo holds, they are equipped with a Plasma Refinery which in addition to its primary purpose produces extra power for the ship as long as it harvests plasma at least once a year, and a Manufactorum. Goliaths are armed with a macrobattery Port, Starboard, and Dorsal, as well as a supply of defensive turrets. They are 4.9km long and .9km abeam at the fins, and mass 16 megatonnes empty. They have a crew complement of roughly 41,000 and can maintain 1.5 gravities of acceleration.



Orion class Star Clipper (250cp) – Cargo capacity and efficiency are not the only considerations in a transport. Many times, an express delivery will net enough profit to compensate for a

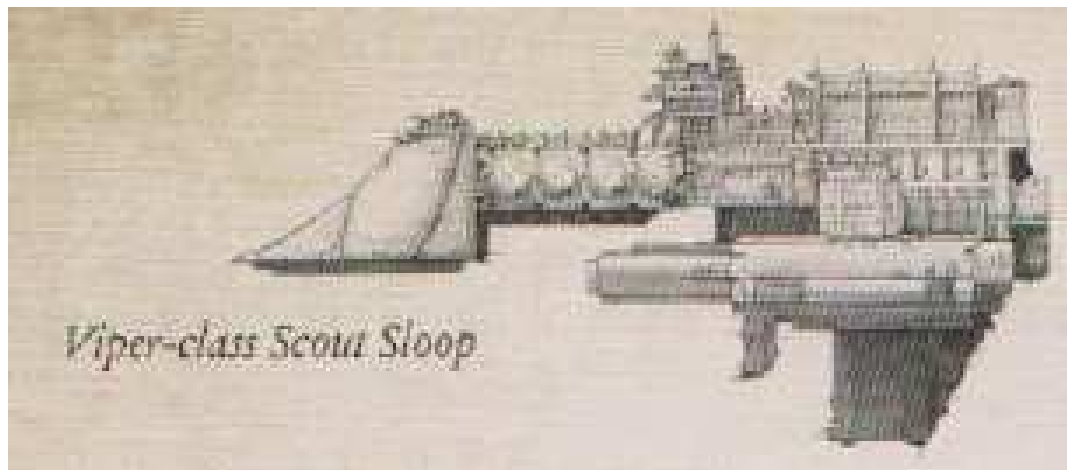
lack of mass delivered, especially in dangerous conditions. As fast as many raiders, Orions are equally valuable to legitimate traders looking to carry more valuable cargoes at a premium, and smugglers. They are 3 km long, approximately .4 km abeam at the fins, and mass in the 8 megaton range. Their crews run approximately 14, 000 and they have a maximum sustainable acceleration of a massive 5.4 gravities. They generally mount 2 anti-void ship batteries; one dorsally, and one on the keel. They carry 1 array of smaller turrets.



Universe class Mass Conveyor (400cp) – Universes are some of the largest ships in the entirety of the Imperium. These massive 12km long and 1.3km abeam ships plod along at a half gravity of acceleration between worlds carrying a truly awe-inspiring amount of goods. They are relatively simple in concept, but staggeringly epic in scale. Unloading a Universe can take months unless at a particularly well equipped hive or forge world, and

the same for loading. They always have at least 4 cavernous main cargo holds and a secondary generatorium to increase the available power. They are so oversized that no technology in the Warhammer 40k setting can increase their speed. Universes mass more than 60 megatonnes completely empty, and carry 60,000 crew. They have capacity for 500,000 passengers without additional space dedicated to it.

Raiders



Viper class Scout Sloop (250cp) – One of the smallest warp-capable vessels in the Navy,

the Viper is a fast scout ship, with incredibly powerful real space engines. Sometimes reconnaissance is performed, not in carefully maintained secrecy, but in a screaming pass too fast for enemies to catch. In addition to its speed, Vipers are equipped with powerful auspex. This specialized design has had to make some compromises. Vipers are relatively tiny, cramped ships, with limited armament or space for other components. They have a single dorsal macrobattery, and 1 set of defensive turrets. Vipers are .95km long and .25km abeam at the fins. They mass 4.9 megatonnes and have a crew of 7,500. Their maximum sustainable acceleration is 6 gravities.



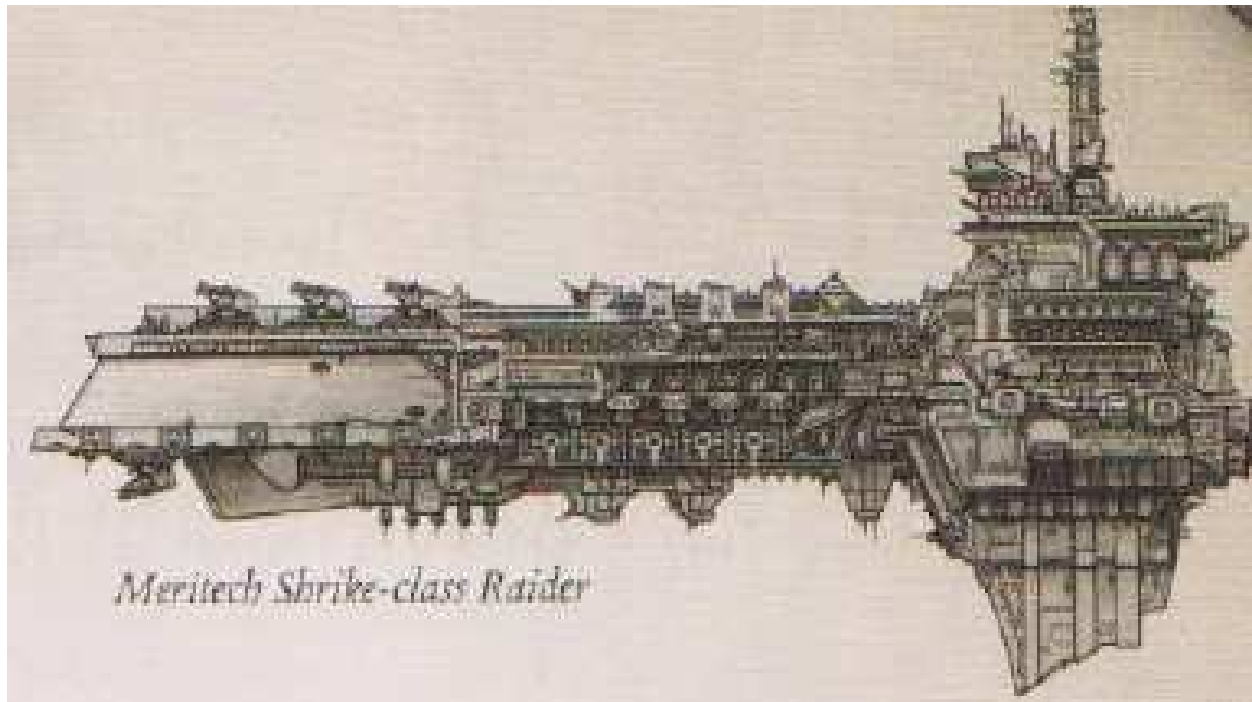
Iconoclast class Destroyer (300cp) – Although strongly associated with the forces of Chaos, Iconoclasts are widespread across the fringes of the Imperium. The majority of Iconoclasts are used by opportunistic pirates who may have no connection to the Great Enemy. In fact the design is very similar to any number of small escort ships turned out by all shipyards, as well as shadow ports and shipyards that exist beyond the borders of the Imperium. Iconoclasts are simple, compact, easy to duplicate, and easy to construct, and can be assembled in even the most primitive void shipyard given time. They are also very easy to repair. Iconoclasts carry 2 Dorsal Macrobatteries and an array of defensive gatling autocannons. They are 1.3km long and .4km abeam at the fins. They mass 6.1 megatonnes, and carry a crew exceeding 16,000. Iconoclasts can sustain a speed of 7.2 gravities.

Hazeroth class Privateer (300cp) – Hazeroths are popular with pirates and privateers, especially those of the infamous Hazeroth Abyss (from whence they got the name.) Most sacrifice cargo space and armor for better engines and reinforced interior bulkheads, with the intention of running from anything they cannot defeat. They are 1.5km long and approximately .25km abeam. At 'only' 5 megatonnes they are tiny for a human voidship, with a crew of 22,000, which while more than many transports is again small by the standards of warships. They do have an impressive maximum sustainable

acceleration of 5.6 gravities. Hazeroths have a Prow and Dorsal weapon mount, as well as an array of defensive turrets.

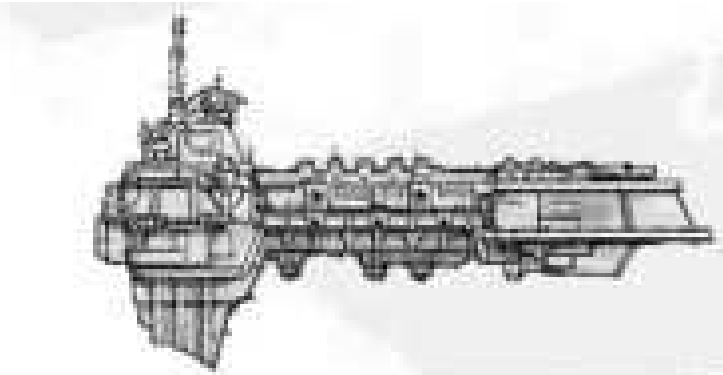


Cobra class Destroyer (300cp discount Officer) Cobras are one of the smallest warp-capable ships in the imperial fleet, and also one of the fastest. They generally used as Torpedo boats. They are also relatively quick and simple to build. A Cobra has 2 weapon slots, one on the prow, (Generally holding torpedo tubes,) and one dorsal (with a macrocannon). They are 1.5km long, and .3 km abeam at the fins. They mass 5.7 megatons, and carry a crew of approximately 15,000. They have a maximum sustainable acceleration of 7.6 gravities. They carry 1 array of smaller turrets.



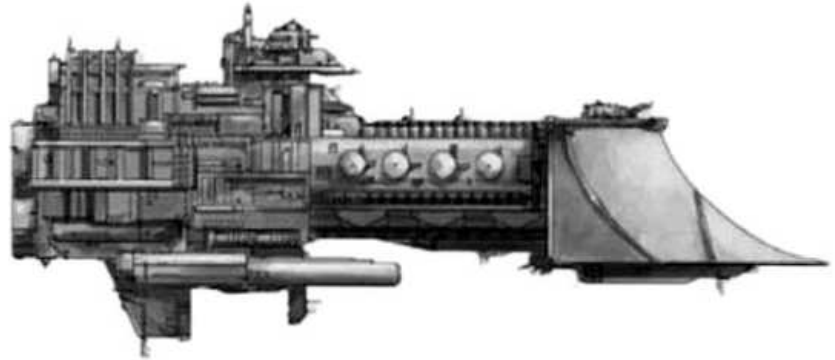
Meritech Shrike (350cp) – The Meritech were infamous void gypsies who drifted into piracy, and eventually drifted further into outright war when they ambushed a trio of Battlefleet Swords and one escaped. They were crushed over a 15 year conflict, and many of the surviving ships were sold to rogues and pirates in order to buy passage for the clan leaders to safety. The vessels were originally equipped with advanced technologies not sanctified by the Adeptus Mechanicus. Few operators are able to maintain them at their original incredibly lithe performance level, but they are still very dangerous raiders. They include kilometers of sophisticated linkage cabling with at one time allowed a highly advanced core cogitator to exercise extreme control over the systems. Although the heretechal cogitator is long removed the linkage remains, and allows greater control over ship systems. Shrikes are armed with a Dorsal Macrobattery, Prow Torpedo Tubes, and an array of Point Defense turrets. They are 2km long and .25km abeam at the fins. They mass 4.5 megatonnes and carry a crew of 15,000. Even without the advanced systems they keep an acceleration of 5.9 gravities.

Havoc class Merchant Raider (350cp) - Havocs are heavy raiders with a reputation as something of glass cannons, with weapons rivaling many frigates, fast engines, and a relatively sizable cargo space. However,



they do lack armor. Havocs are 1.6km long and approximately .4km abeam. They mass approximately 6 megatonnes, and are staffed with approximately 24,000 crew, and can maintain an acceleration of 4 gravities. They have 1 dorsal and one Prow weapon emplacement, as well as an array of defensive turrets.

Frigates



Claymore class

Corvette (350cp) –

Corvettes are specialist

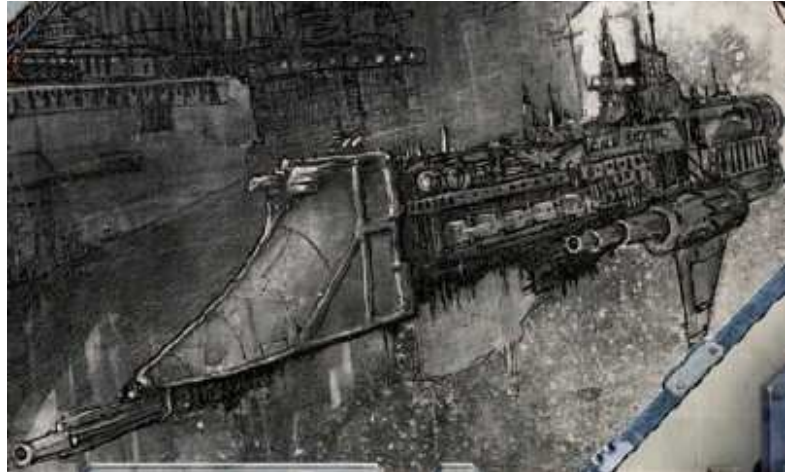
escorts half way between Frigates and Raiders. They are generally slower and more heavily armored than raiders, but smaller and less powerful than full frigates. They are quickly and easily constructed during wartime, with simple components and rugged designs, easily constructed in mobile Mechanicus repair shipyards and civilian shipyards that can't usually build warships. They tend to be unpopular with Navy officers, who value honor and tradition, and resent being ordered to serve on new and untested ships without any battle honors and relegated to convoy escort. That being said, these ships have saved millions of civilian lives in battle against much larger ships, or whole packs of raiders. Claymores have 2 Dorsal Macrobatteries, and hold an acceleration of 4.6 gravities. They are 1.4km long and .3km abeam at the fins. They mass roughly 5.9 megatonnes, and carry a crew of 21,000. Claymores are defended by an array of defensive gatling autocannons.



Sword class (400cp discount Officer) – The Sword class is the quintessential Imperial frigate. These dependable vessels have been in the service of humanity since at least the earliest days of the Imperium. So relatively common are they that it is rare to see an Imperial battleship or cruiser without at least 2 as escorts, and as probably the most common human warship in existence they are seen under many flags, not just the Navy alone. Swords serve in Astartes chapter fleets, Inquisitorial forces, the forces of the Archenemy, the dreadful ships of the Black Ships, Rogue Trader forces, the Explorator fleets, pirate wolfpacks, and even the system defense fleets of some of the richest and most independent systems. Swords are designed with the idea that they will be escorting larger ships in combat, and so they are very sturdily built, with plenty of redundant systems. As successful as it is, the Sword design has served as the basis of several other frigate designs. Measure 1.6km long and approximately .3km abeam at the fins, and mass about 6 megatonnes. Standard complement is around 26,000 crew members, but like any ships crew it can fluctuate with combat, accidents, births, and disease. Swords can maintain an acceleration of 4.5 gravities, and have 2 dorsal weapon emplacements, plus an array of defensive turrets.

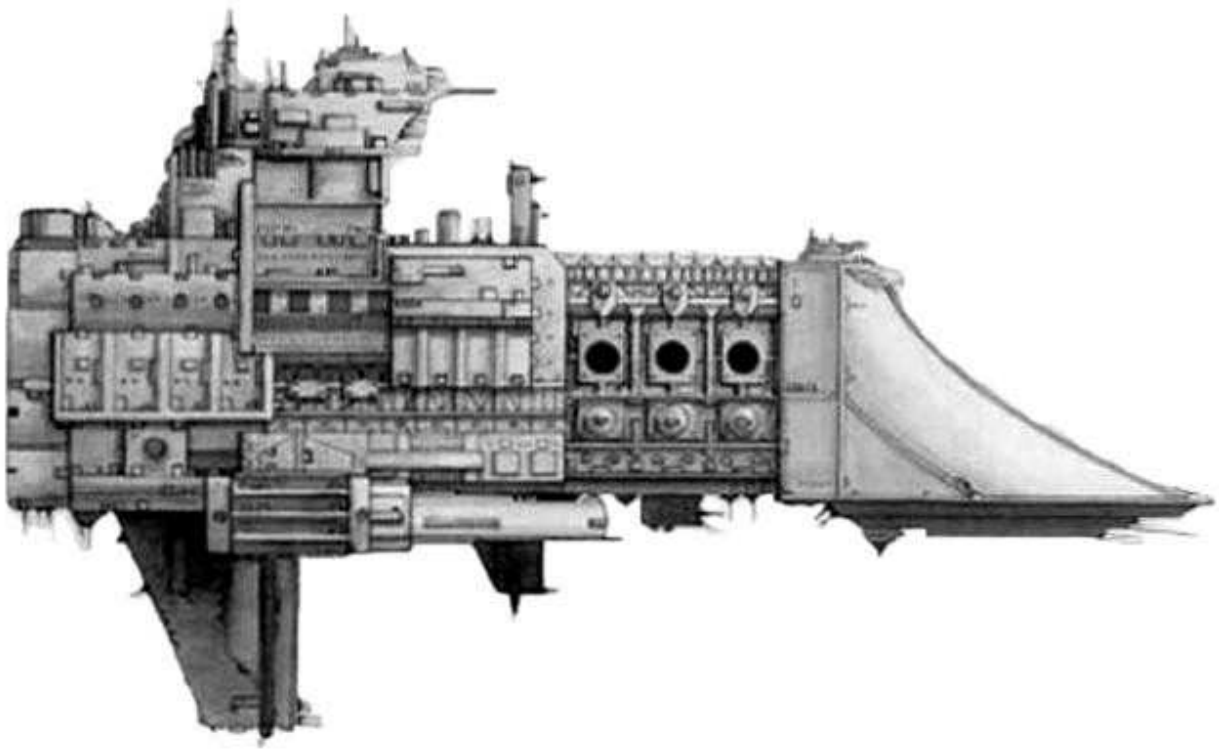
Tempest class Strike

Frigate (400cp) - Tempests are specialized frigate designs, most often found in and around the Calixis sector. It forgoes long and medium range firepower for heavy smashing short range fire. In order to reach that range, Tempests bear triple armored prows and boosted drives. They often carry a number of assault boats and a higher supply of naval troops for boarding actions. Tempests are a bit shorter and beamier than Swords, being 1.5km long and roughly .4km abeam at the fins. They also mass about a tenth of a megatonne more. As stated before they tend to have larger crews, averaging 30,500. They can maintain up to 4.7 gravities of acceleration. Like the Sword it has 2 Dorsal weapon mounts and an array of defensive turrets.

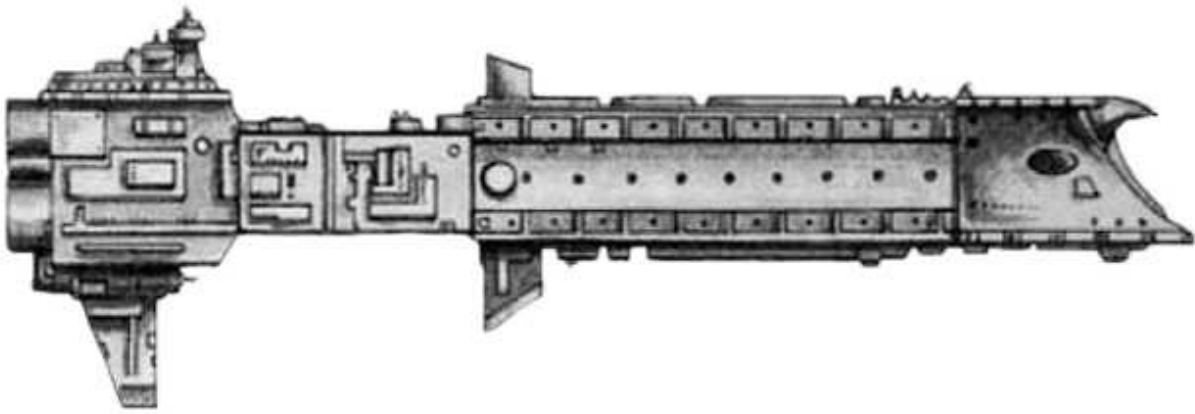


Firestorm class (400cp) - The Firestorm is a relatively recent design, intended to create a lance armed frigate. They can generally outrange and outgun most frigates and raiders. It carries 2 weapon slots, one dorsal and one prow (which houses the lance.) A Firestorm is 1.8 km long, and .3 km abeam at the fins. It masses approximately 6 megatons, and has an approximate crew of 25,000. A stock Firestorm's maximum sustainable

acceleration is 4.4 gravities. They are defended by an array of smaller defensive turrets.



Turbulent class (400cp) - The Turbulent is a heavy escort designed to range ahead of the main fleet hunting the enemy scouting vessels. Some deride this squat looking ship as antiquated for its vacuum tube internal message system and electric lights. Others regard them as “lucky” ships, and many senior admirals have served on these ships at some point in their career. Also, for some reason their engines produce slightly more usable power than other ships using the same engine design. Turbulents are 1.95km long and .3km abeam at the fins. They mass 7.5 megatonnes and carry a crew of 25,000. They can maintain an acceleration of 4.3 gravities, and are defended by a point defense array.



Falchion class (450cp) - The Falchion is a “new” class, having first been laid in 261 M41. With a mere 550 years of service, many in the Navy's senior ranks overlook it as an untried vessel in no way comparable to the venerable Sword. Still these ships are very well constructed, flexible, and (relatively) innovative. Unusually for a frigate, the Falchion carries Torpedo tubes (albeit with half the ammunition storage of a Cruiser) in addition to the 2 Dorsal Macrobatteries. Originally designed as an escort for larger craft, many of the more reactionary senior officers tend to treat it as nothing more than an up-gunned heavy destroyer. Falchions are 2.2km long and .3km abeam at the fins. They mass 6.5 megatonnes and carry a crew of 27,000. They can maintain an acceleration of 4.6 gravities, and have an array of point defense turrets.

Light Cruisers



Dauntless class (550cp discount Officer) - Dauntlesses are considered the

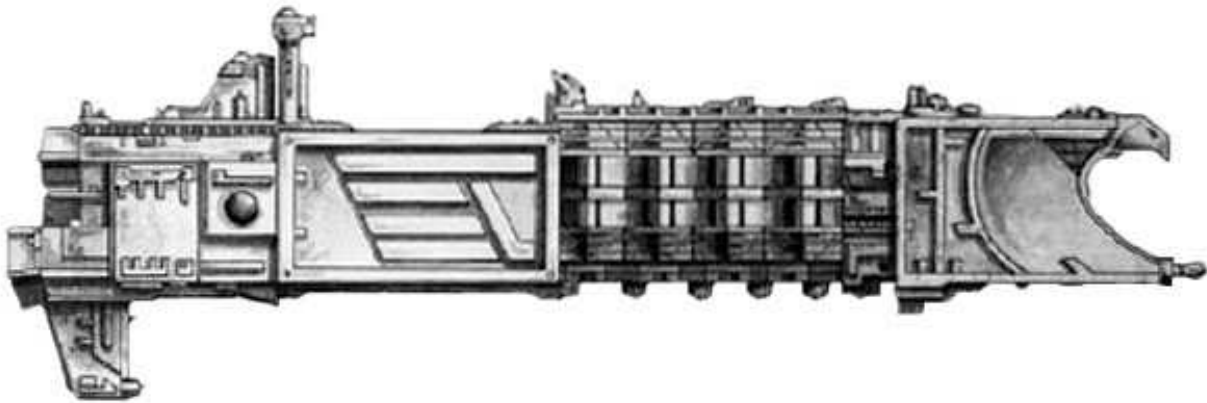
eyes and ears of the fleet. They are smaller than full cruisers and can make speeds rivaling frigates, yet they have the endurance and boast the storage space to carry the fuel and supplies for long patrols. They are generally equipped with a powerful lance battery on the Prow, in addition to a Port and Starboard weapon mount. Dauntlesses are 4.5km long and roughly .5km abeam at the fins, and mass a full 20 megatonnes. They support a crew in the region of 65,000, and can hold an acceleration of 4.3 gravities. They also have an array of defensive turrets.

Lathe class Monitor Cruiser (550cp discount Engineer) – The Lathe class was designed for the Explorator fleets of the Mechanicus. Unlike many light cruisers, it focuses on long range detection & endurance rather than speed and maneuverability. Lathes are 4.2 km long and .5km abeam at the fins. They mass almost 21 megatons, and usually carry 35,000 and 25,000 servitors. They can sustain a maximum acceleration of 6 gravities. They have room for 4 anti-voidship weapons, 1 mounted each Prow, Dorsal, Port & Starboard. The Lathes have an array of smaller defensive turrets.



Endeavor class (550cp) – Rather than a scout, as many Light Cruisers are designed, the Endeavor is something of a Pocket Cruiser. Slower and more heavily armed and armored than most light cruisers, and cheaper and easier to maintain and crew than a full Cruiser, it is nevertheless smaller and less heavily armed than a full cruiser, facts which tell against it when it inevitably finds itself thrust into filling the place of a full cruiser. They are often best used as convoy flagships and as escorts for bigger vessels, or in defending areas important enough to warrant a major ship, but unlikely to see full scale fleet engagements. Endeavors are 3.8km long and .5km abeam at the fins, and mass 22 megatonnes. They carry a crew of more than 67,000 and have a maximum acceleration of 3.9 gravities. They are equipped with 2 banks of

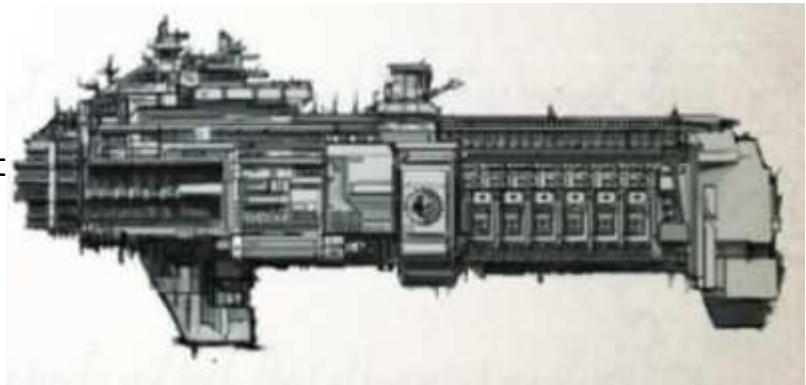
Torpedo Tubes on the prow, and Macrobatteries to Port and starboard, and have 2 point defense arrays.



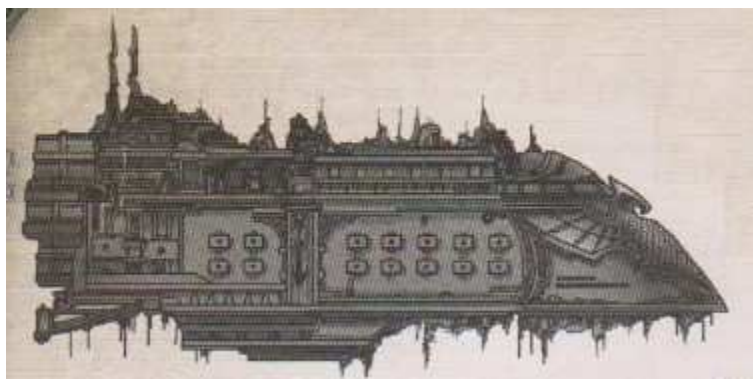
Defiant class (600cp) - The Defiant is a rare carrier variant of the Endeavor, and is rarely used on it's own, since it's typical weapons leave it vulnerable to direct attack and totally reliant on it's fighters for defense. They sometimes form the flagships of long range light recon patrols. At other times they serve as a support vessel to another ship. Defiants replace the Macrobroadships of the Endeavor with landing bays. They carry a crew of 61,500, as well as 6,100 pilots and support staff, and lose .1 gravity of acceleration.

Secutor class Monitor-Cruiser

(600cp) - The Secutor is a modified version of the Lathe class. It is up-gunned, and armored, and able to carry the void shields of a full cruiser, but is slower and less maneuverable. They are



4.3 km long, and half a km abeam at the fins. They mass in at 24 megatons, and carry a crew of approximately 50,000. They have a maximum acceleration of 3.9 gravities. They carry 4 weapon emplacements; 1 each on the port and starboard, as well as one mounted dorsally, and one on the prow. Secutors have 2 arrays of defensive turrets.

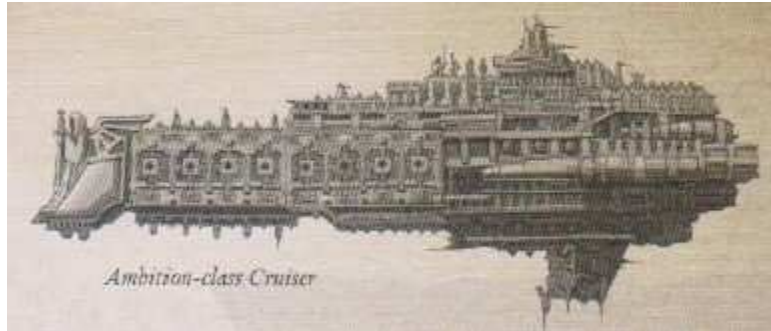


Cruisers

Conquest class Star Galleon (500cp discount Enlisted) - When the Emperor sent out the first Rogue Traders at the very beginning of the Great Crusade, great treasure ships were commissioned for them. These exploration vessels, purpose built as cruiser/transport hybrids can load enough supplies to last them for a year, are equipped with at least 2 vast cargo holds to carry back the treasure they found, and are armed with 2 weapon mounts each to Port and Starboard. After all these years of modification and repair, no 2 Conquests are truly the same, even as much as most Imperial ships. They are 5.1km long and about .7km abeam at the fins, and mass about 30 megatonnes unloaded. Conquests carry a crew of 65,000 at a maximum acceleration of 2.1 gravities, and are defended by an array of defensive turrets. All conquests are glamorous and beautiful in the view of Imperials, a glittering city in the stars, decked with ancient treasures from lost empires. Conquests can be equipped with Cruiser or Transport components, though if a component has versions for both it must take the Cruiser version.

Ambition class (600cp) –

While the Imperial Navy is far and away the largest purchaser of warships in the Imperium, but they are not the only one, and rarely even full cruisers may be commissioned from scratch



by extremely wealthy individuals, such as Rogue Traders. They invariably include the most opulent and luxurious quarters, and frequently favor efficiency over some of the super-redundant redundancies of Navy designs. The Ambition is one such design. Some navy commentators have opined that it's likely to be more brittle than “true” cruisers, but to date no record of any battle between one and a navy cruiser has come to light to prove or disprove that assertion. Ambitions are 4.9km long and 2km abeam at the fins, and mass 25 megatonns. They carry a complement of 89,000 crew, and have a maximum sustainable acceleration of 3 gravities. Ambitions are armed with 1 Prow weapon spot, and 2 each to Port and Starboard, as well as 2 arrays of point defense turrets.

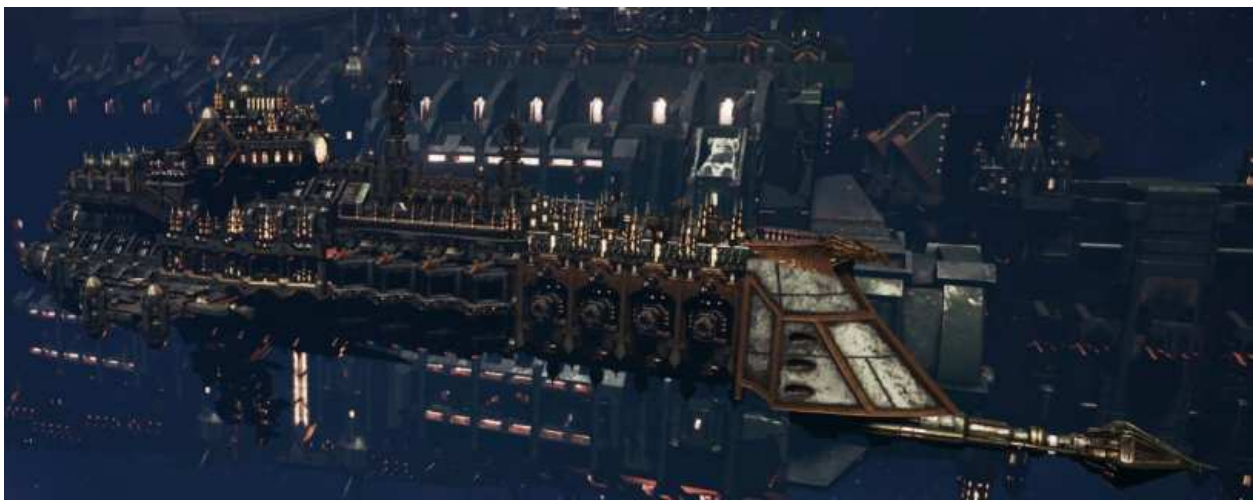


Lunar class (600cp discount Officer) – Lunars form the backbone of the battlefleets. Their relatively uncomplicated design dates to or before the dawn of the Imperium, and they can be constructed at worlds that are normally incapable of building capitol ships. They generally mount an installation of Torpedo tubes in their fore slot and 2 Macrobatteries and 2 Lance Batteries, one each on Port and Starboard. Lunars are 5km long and .8km abeam, and mass about 28 megatonnes. They carry a crew

averaging at 95,000, and can maintain an acceleration of 2.5 gravities, and have 2 arrays of defensive turrets.



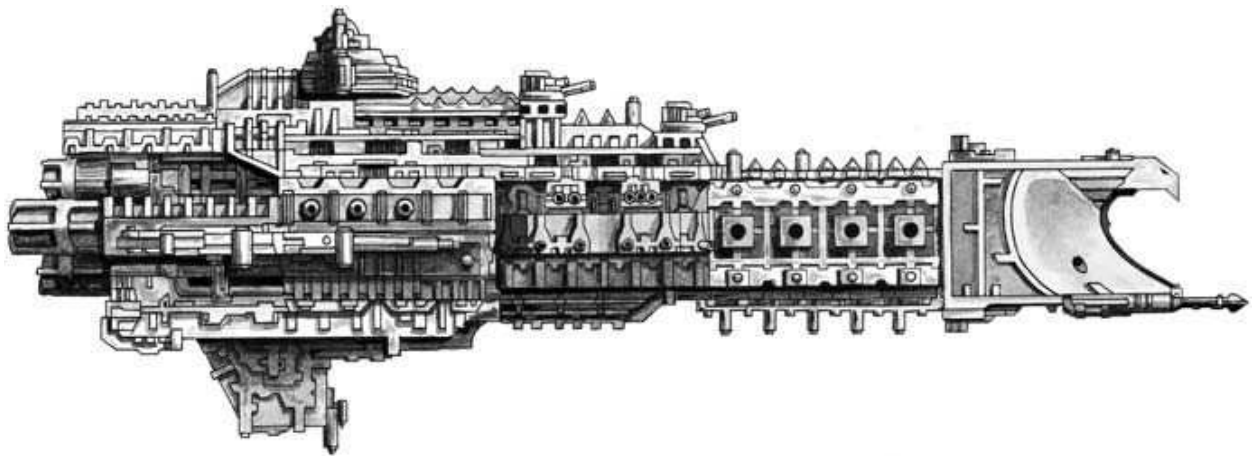
Tyrant class (600cp) – The Tyrant class was designed in the 38th millennium on the idea of powerful plasma weapons. They originally mounted a mix of power intensive long range weapons, and less power intensive shorter ranged weapons, but many users replace the shorter ranged weapons with archaeotech longer range, but less power intensive weapons when they can get their hands on them. A Tyrant is 5km long, and .8km abeam at the fins. It masses 27.2 megatons, and carries approximately 90,000 crew. It has a maximum sustainable acceleration of 2.4 gravities, and has a Prow weapon mount and 2 each on the Port and Starboard. Tyrants have 2 arrays of defensive turrets.



Dictator class (650cp) – The Dictator class started out as a retrofit for heavily damaged Lunar cruisers, replacing the rear of the Port and Starboard weapons with landing bays. They have proved popular enough as long range

anti-piracy patrol flagships that some have now been constructed from scratch. Dictators are 5.1km long and .8km abeam at the fins. They mass 29 megatonnes and have a crew of 85,000, plus approximately 15,000 pilots and support personnel. Dictators retain an acceleration of 2.5 gravities. Aside from the landing bays they have a batch of Torpedo tubes at the Prow, and a Macrobroadside to Port and starboard. They also have 3 arrays of gatling autocannons for defense against enemy fighters and torpedoes.

Battlecruisers

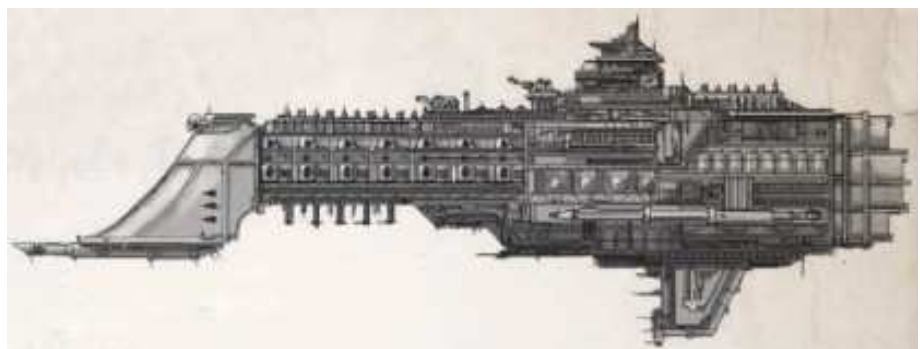


Armageddon class (650cp) – Armageddons show that variants of the adage “When the Emperor gives you Lemons, you make Lemonade” still see use in the 41st millennium. An Armageddon is built on the ruined hulk of a Lunar class cruiser, upgraded and up-gunned to take the fight back to the foe. Lunars were never designed to carry the extensive crews required, to say nothing of the upsized engines and weapons, and the thickened armor, and Armageddons are undoubtedly cramped. More than that, room that would normally be used to store supplies had to be sacrificed, and the remained has to supply the much larger crew, leading to Armageddons only being able to store 3 months worth of supplies, compared to the 6 months of most other craft. Still, their power is undeniable, and no admiral would turn them away when they are available. An Armageddon is 5km of armored might, with a beam of .8km at the fins. It masses a whole 30 megatonnes and carries over 98,000 crew. It can accelerate at 2.5 gravities, and has 2 point defense banks.

Chalice class

(650cp) –

Battlecruisers are ships that exemplify



the idea of running from anything that they can't fight and chase down things that can't fight them, but the Chalicees take this philosophy to another level. In theory this is a very interesting concept. A fast heavy cruiser, with light armor and powerful weapons. Unfortunately, they have a tendency to be used as stand-ins for battleships in the line of battle, where they can't use their speed to avoid more powerful ships, and they don't have the armor to withstand the crushing brutality of the wall of battle. Chalicees are almost exclusive to Battlefleet Calixis, where they were originally designed. Their weaknesses were shown during a way with xenos in the Hazeroth Abyss in 123 M40, and since. A concerted campaign by the Inquisition to hide these military losses has left the majority of the Imperium's citizens aware of their existence with the false impression that these ships form the steel core of Battlefleet Calixis. As part of the modifications to give it greater speed and power they have extra plasma conduits. These do indeed increase the usable power generation, but they have a distressing tendency to be hit and rupture in combat, starting deadly fires. Chalicees are 5.1km long and .8km abeam at the fins. They mass about 29 megatonnes and have a crew in excess of 98,000. There their max sustainable acceleration is a blistering (for a battlecruiser,) 3.4 gravities, and they have 2 arrays of turrets for point defense. Chalicees sport 6 weapon mounts. 1 in the prow, 1 Dorsal, 2 Port, and 2 Starboard.



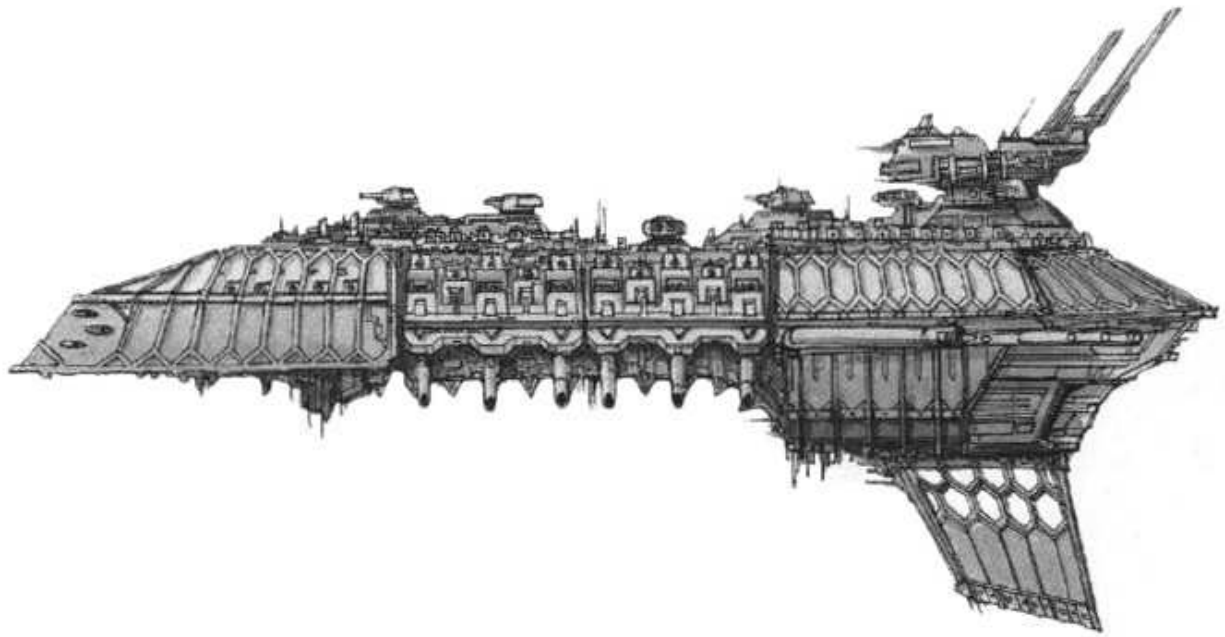
Overlord class (650cp) – Battlecruisers are an attempt to recreate the idea of a heavy fast ship, without using rare and difficult to maintain technology. The Overlord is an early and successful one, and a pure warship, designed solely for combat. They generally have a Dorsal Lance battery, 2 Macrobroadsides to Port & 2 more to Starboard, and Prow mounted Torpedo Tubes. They are 5.3km long and .85km abeam, and mass 31 megatonnes.

Overlords can carry a crew that tops 100,000. They can maintain 2.4 gravities of acceleration. They carry 2 point defense arrays.



Mars class (700cp discount Pilot) – The Mars class was designed as a “jack of all trades” warship, with a Dorsal Lance Battery, a Macrobroadside to Port & Starboard, Launch bays to Port & Starboard, and a Armored Prow with a Mars pattern Nova cannon, both of which are intrinsic to the design and can't be removed. They are flexible ships, but changes in naval doctrine led to Mars and most of the Imperium's major shipyard discontinuing construction in late M38. Mars are 5.4km long and .85km abeam at the fins. They mass near 33 megatonnes, and have crews exceeding 105,000. Their max sustainable acceleration is 2.3 gravities. They have 2 defensive turret arrays.

Grand Cruisers



Repulsive class (700cp discount) – In the superstitious realm of Imperial starship construction and operation, on occasion an entire class of ship may come to be thought cursed from the first design. The Repulsives (the original class name is long lost,) are graceful and powerful, with an innovative weapon mix, fully realizing an ancient doctrine for a relatively fast and maneuverable heavy warship, but something about them seems to make them prone to gellar flickers. Over the years, many have fallen to the Archenemy or been lost in the warp, and many of the remainder are mothballed, or have been sold off to other interested parties. Repulsives are 7.4km long and 1.5km abeam at the fins. They mass roughly 39 megatonnes, and have a crew averaging 134,000, and can hold an acceleration of 2.4 gravities. They have a 1 Prow, 1 Dorsal, 2 Port and 2 Starboard weapon mounts, as well as 3 point defense arrays, but their fine balance leaves them unable to add additional armor beyond that included in the original design.



Avenger class (700cp) – Avengers are the stereotypical grand cruisers, if something so absurd has actual meaning. They are simple and brutal with massive short range broadsides designed for breaking enemy lines. Given their standard tactics; IE to charge into the midst of an enemy formation and disrupt them with short range fire allowing other ships to capitalize of the confusion this creates, they are today some of the rarest of the already rare grand cruisers. Every surviving Avenger proudly bears the scars of many a desperate combat. Avengers are 7.5km long and 1.8km abeam at the fins, or at least they were at that long forgotten time when they were new. They mass about 40 megatonnes, and are crewed by more than 140,000 souls. They can sustain an acceleration of 2.2 gravities. They have 3 weapon emplacements on Port and 3 on the Starboard, and are defended by 3 arrays of point defense turrets.



Exorcist class (700cp) – Exorcists were originally designed for extended, self-sufficient patrols. They fell out of favor along with all Grand Cruisers, and many were sold to other interested parties. Carriers are not particularly popular in the navy, and Exorcists are carriers. Of their 3 Port and 3 Starboard weapon mounts, at least 1 each is equipped with a carrier launch bay. Exorcists are 7.3km long, and 1.1km abeam, and mass 37 megatonns. Their crews number around 112,000, and their acceleration of 1.99 gravities is offset as they use their strike craft to close with the enemy. They boast 3 arrays of defensive turrets.

Battleships



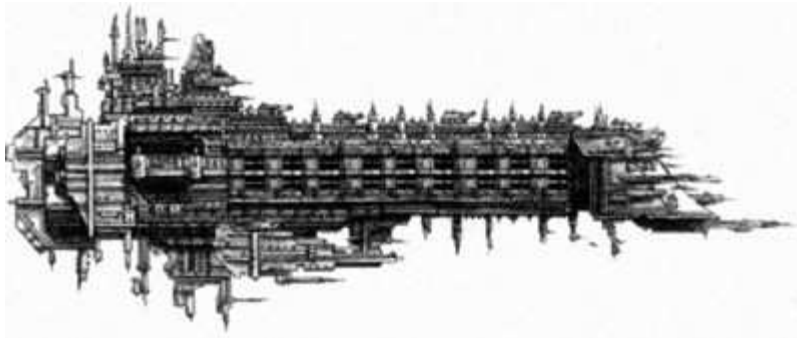
Oberon class (900cp) – The Oberon class was an early iteration of the Emperor class, designed to be able to handle any kind of situation without specializing in any one. They have 2 Dorsal Lance Batteries, and 2 Macrobroadsides, and a Landing bay on both Port and Starboard. Where Oberons really shine is on long patrols, where their versatility comes into its own. They also carry a full year's supply. Oberons are 10.2km long and

1.2km abeam. Their nominal crew complement is 142,000. They also have 3 defensive turret arrays.



Emperor class (900cp) – The Emperor class is at least as old as the Imperium itself. These combination Carrier and Flagships are venerable and proud of the tradition they exemplify. When Hive Fleet Behemoth had cornered the combined Imperial Navy and Ultramarine fleet and all seemed lost, it was an irreplaceable Emperor class that charged headfirst into the middle of the swarm and detonating it's warp engine, sucking it and most of the swarm into the eternal doom of the warp and saving trillions of lives. Emperors carry 2 Dorsal Lance batteries and 2 Landing bays and a Macrobroadside on each side. They also have a command bridge optimized for carrier operations. They also have 3 arrays of point defense turrets. Emperors are 10.4km long and 1.2km abeam., and carry 175,000 crew members.

Nemesis class (950cp discount Pilot) – Nemesises are very rare ships that some consider the apex of the Emperor design line. They are pure carriers, with 3 Landing Bays to Port and 3 to Starboard. Their only

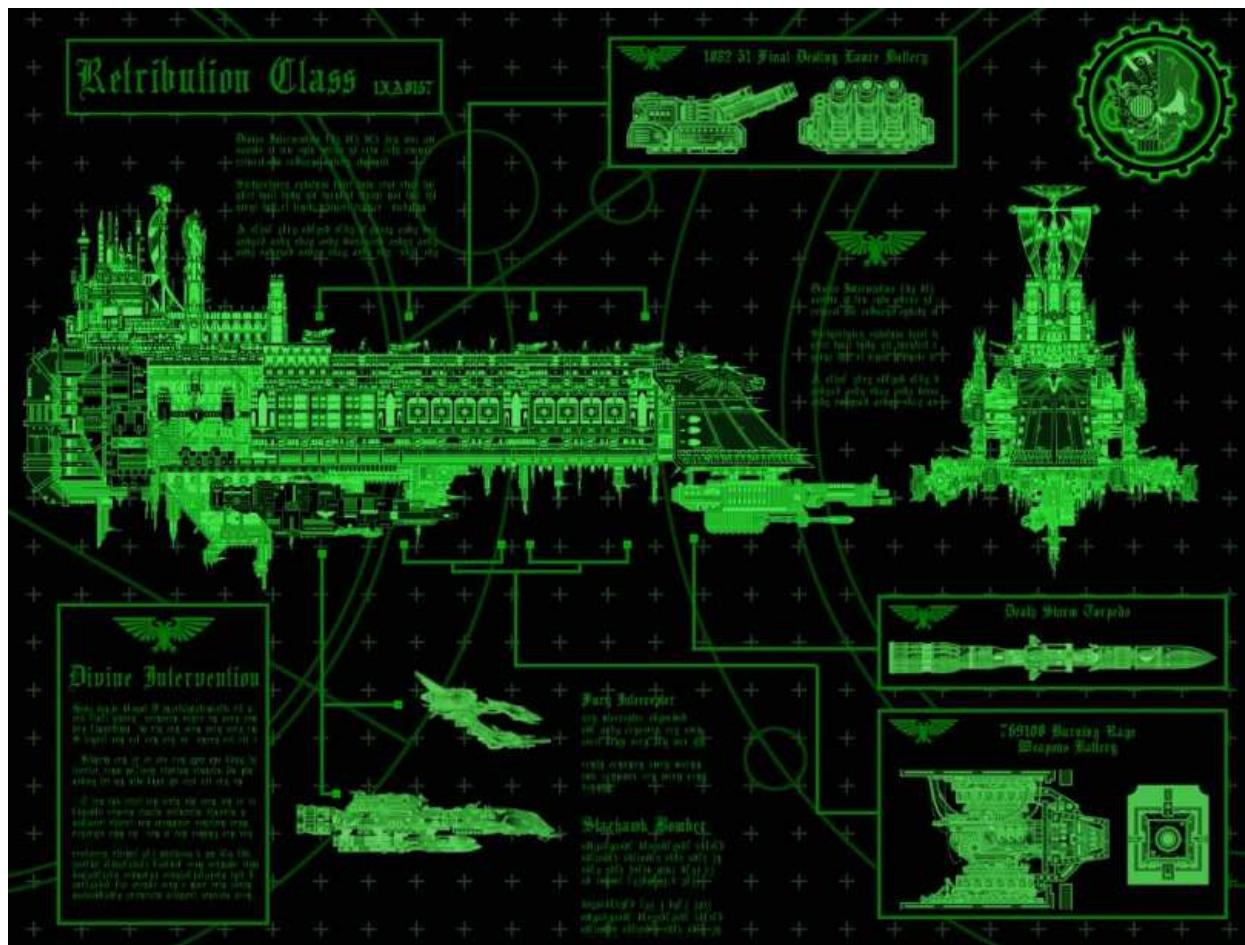


direct weapons are 2 Dorsal Macrobatteries. Nemesises are slightly more nimble than many battleships, and are intended to avoid closing where possible. They are 10.4km long, and 1.2km abeam, with a standard crew of

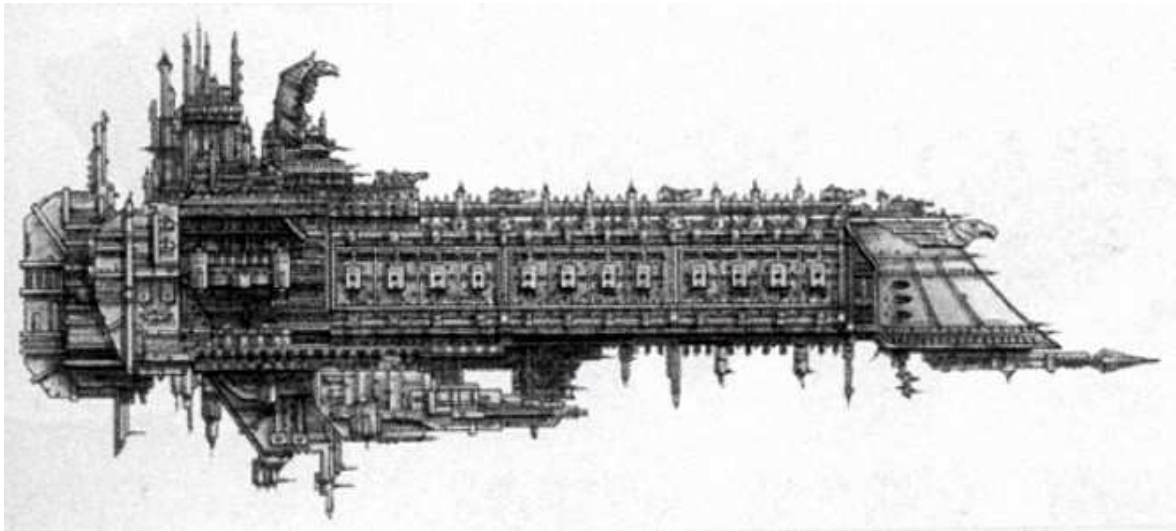
180,000. All Nemesises are ships that started their service as Emperors and then were modified to the Nemesis pattern.



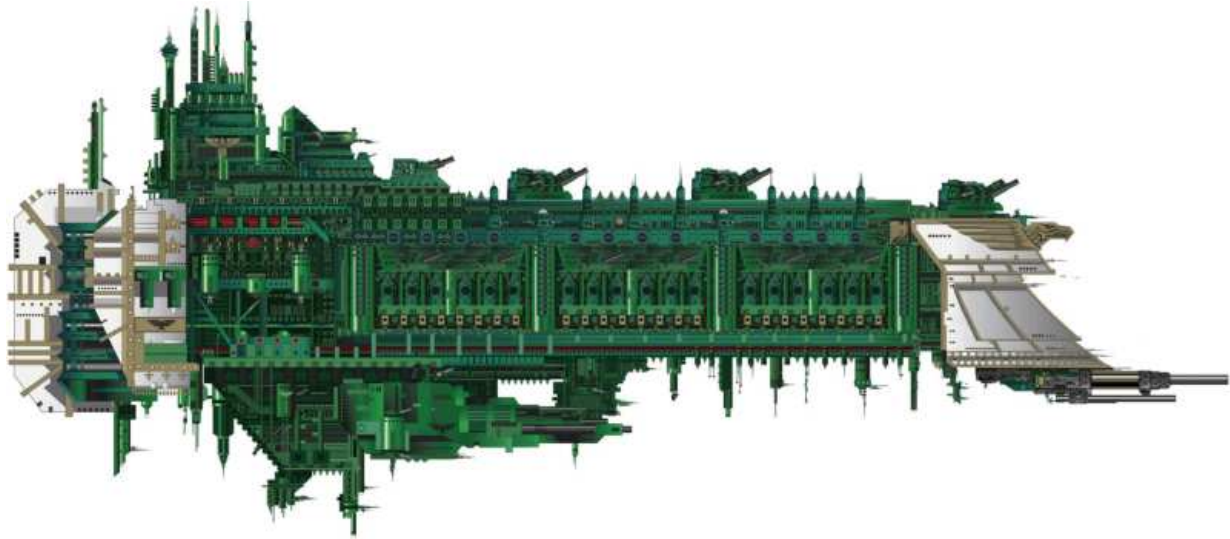
Apocalypse class (950cp) - The Apocalypse class is one for which the knowledge of its construction has been lost. Some believe they were designed to combat the threat of the large number of Grand Cruisers in service to the Ruinous Powers, a task at which they are quite effective. The design is also considered to be the predecessor to the Retribution class of battleships. Apocalypses are armed with a Nova Cannon and 6, yes, 6 Lance Batteries. 3 to Port and 3 Starboard. The Port and Starboard Lance batteries are Sun-hammer Lance Batteries, which have much greater range than usual. They also have a single Dorsal Macrobattery, and 3 sets of defensive turrets. Their engines are also supercharged, boosting energy production to power the lances. Apocalypses are 10.3km long and 1.1km abeam, and have a crew of 150,000.



Retribution class (950cp discount Officer) – The Retribution is a favorite of many Battlefleet admirals, who prefer it despite it's lack of the advanced sensors of the Emperor class for it's great abilities in direct combat. Retributions come with heavy armor and an armored ramming prow, as well as Torpedo Tubes, a Dorsal Lance Battery, and on each side 2 Mars pattern Macrobroadsides and a Landing Bay, plus 3 defensive turret arrays. They are 10.3km long and 1.2km abeam, and have a normal crew of 160,000.

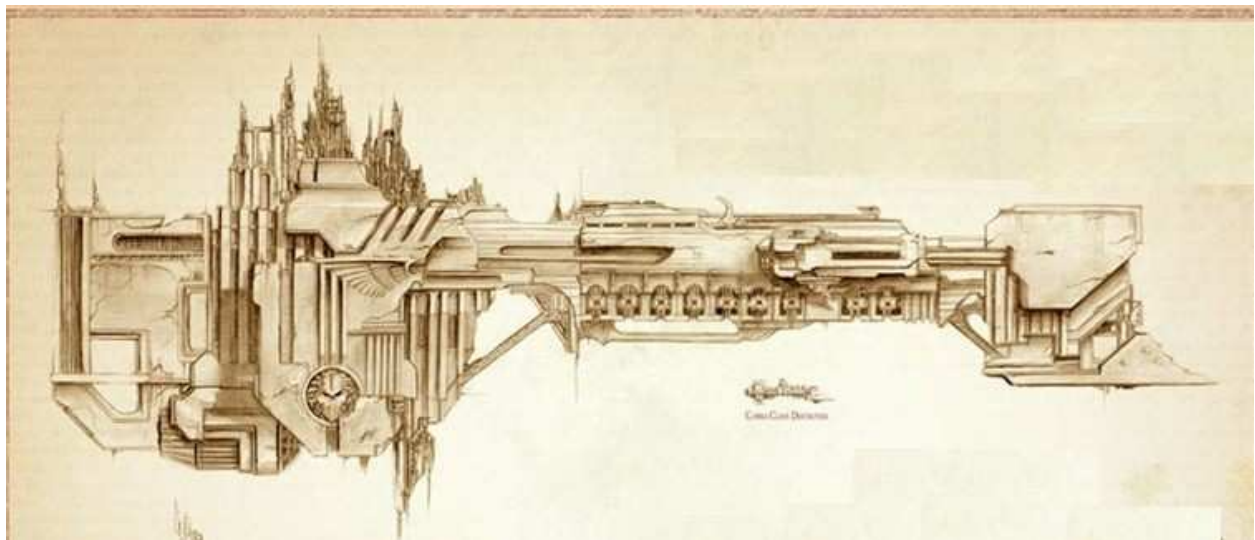


Invincible class Fast Battleship (950cp) – Innovation is regarded as a sin by many in the Imperium, but that doesn't mean it never happens. The somewhat ironically named Invincible is the brainchild of Admiral Kisher of Segmentum Tempestus. They were envisioned specifically to counter the forces of Chaos and the Eldar, both of which tend to have ships that are faster than Imperial Ships. He wanted a ship with the armament of a Battleship but the speed of a Light Cruiser. It was never designed for the line of battle, being intended to hunt down irregular forces. They were supposed to be faster than ships that were stronger, and stronger than ships that were faster, and they were, racking up a number of victories against heretics and xenos. Unfortunately battlefleet commanders saw ships with the size of battleships, with the armament of battleships, and that looked like battleships, and they treated them like battleships, throwing them into the thick of the heaviest fighting, where they proved unfortunately vulnerable. Originally 15 were ordered, but the last 5 were canceled after 3 exploded one right after the other at the battle of Swetz Clime, and they were given the moniker “Kisher's Combustibles”. Apparently someone missed the memo, because now there's one more. Invincibles are 10.2km long, 1.2km abeam, and carry a crew of 155,000. They are armed with Torpedoes, a Dorsal Lance battery, and on each side a Lance Battery and 2 Macrobroadsides., and they have 3 sets of defensive turrets.



Victory class (1000cp)- Victory class battleships are an ancient design which distinguished itself during the Great Crusade. Many think it is a variant of the Retribution class, with it's macrobroadside replaced with Lance batteries, and a Nova Cannon replacing the Torpedo tubes in an attempt to replicate the Apocalypse class. Victorys come in at 10.3km long and 1.2km abeam, and have a crew of 170,000. Like most battleships they have 3 sets of defensive turrets.

Special



Gloriana class Super Battleship (1600 cp Discount Officer) – Glorianas are utterly massive ships (in the image above the smaller ship is a Cobra class destroyer, and yes they are to scale to each other.) The Emperor

directed that one be made for each of the Primarchs. There are some pieces of evidence that suggest there may have been a few others, though whether they were ordered by the Emperor, or survivors from the Dark Age of Technology is unknown. With this purchase that evidence is confirmed. While called a class, each one was highly individual. Yours can have up to 24 weapon mounts in locations of your choice, as well as 9 sets of defensive turrets. Length is another area that varied, but yours is 22km long and 2km abeam, and carries a crew of 700,000. They are always built with a Fleet Flag Bridge, an armored prow, and 2 Stygies pattern Bombardment Cannon Broadships; short ranged in void combat, but especially potent planetary bombardment. As powerful a weapon as any Gloriana is, it's worth as a symbol may be even greater. Expect to be ordered to serve as the flagship of the highest ranking official in your starting area, followed by their superior once they hear of it and so on. You are quite likely to end up hosting the Lord Admiral of the entire Segmentum at some point during this jump.



Ark Mechanicus (1800 cp Discount Engineeer) - The Ark Mechanicuses are massive monuments to the power of human technology. While these ships may go to war alongside naval ships, they do so as allies, not as vassals or property. These ships are the exclusive property of the Adeptus Mechanicus. For all their fearsome might, these ships are not designed as warships. An Ark Mechanicus is commissioned to advance the quest for knowledge, and the entire mechanicus resent their diversion from their proper role. The Ark Mechanicus is 15km of lost technology, stretching 1.5km abeam, and with a crew of 400,000. It mounts 2 Nova Cannons and a set of Torpedo Tubes on the Prow, 3 Dorsal weapon mounts, and 4 each on the Port and Starboard. It can carry up to 2 years worth of supplies. However, the real draw is not the weapons, but rather the forgotten Dark Age of Technology components that

it may contain, unbeknownst even to the most experienced and knowledgeable member of the crew. One Ark Mechanicus, when partially roused, was discovered to contain sensors capable of tracking and targeting a target that was cloaked and out of phase with reality, in the middle of an overwhelming spacial distortion, which was commanded by a precognitive Eldar, and destroying it with a cannon that shot quantum-superposed the enemy with itself causing mutual annihilation, and leading to a temporary black hole. Discovering even one of it's secrets will not be easy or simple, and you could spend the whole jump trying to unlock them all and not run out.

Pharos Device (1600 cp Discount Navigator) – The Pharos was a pre-Imperial installation of Necron design. While operating on very different principles, and significantly less powerful, the Pharos, like the Astronomicon, served as a beacon aiding navigation through the Warp. It was used by Guilliman when Imperium Secundus was separated from Terra by massive warp storms during the Horus Heresy. It was destroyed during the Heresy, but after the Indomitus Crusade Belasarius Cawl discovered that there may have been more than 1 such installation. Apparently that is true, because you now have one. While it does not have the same range as the Astronomicon, it also does not require an godlike level of psychic might to operate, nor does it require the sacrifice of thousands of psykers. It is also filled with necron technology, but if you decide to tamper with that it is entirely at your own risk. It is located either on a planet you own, or a planet near your starting point. In future jumps it becomes a Property you may import or not in the standard way of fiat backed properties.



Wayfarer Space Station (1100 cp Discount Civilian) – While the Imperium devotes a percentage of it's energy into war-making that would be frankly impossible in any other setting, civilians, or at least, non-combatants still outnumber combatants by more than 10 to 1. Wayfarer is a designation given to a broad category of small civilian deep void space station operating largely independently. Many times they are hubs of asteroid mining or gas extraction. Sometimes they are Mechanicus research stations. Some grew up out of Vox or astropathic relay stations, or watch stations along long-forgotten borders. Others are found along mostly empty stretches of major trade routes servicing traffic, or at the junctions of minor trade routes. They have extensive hydroponics decks allowing them to be self-sufficient in terms of food and air, and have multiple civitas decks, containing all the businesses and facilities of a town. Yours is a rough sphere about 5km in diameter, with 10,000 crew who's occupation is exclusively focused on the operation of the station, as well as up to 100,000 other inhabitants in various roles. It has 2 Mars pattern Macrobatteries, and a Starbreaker Lance battery. It also has 2 Landing Bays. Your station is defended by a Multiple Void Shield array and 2 sets of defensive turrets. Attached there are 6 docks that can accommodate a ship up to Cruiser size, as well as 2 drydock slips that can perform larger repairs on ships up to Light Cruiser size, or even slowly build small Transports and Raiders. Your station is not mobile, but is a Property.



Ramiles class Star Fort (1200 cp Discount Armsman and Pilot) - A Ramiles class Star Fort is a potent tool of Imperial might. 4 spokes each provide a docking port for a ship of up to Cruiser size. Between the spokes there are 4 quadrants, each has powerful Macrobroadsides and Lance batteries, as well as Torpedo Tubes and a Landing Bay for small craft. These potent stations are not only used by the Navy, but also by Astartes chapters like the Space Wolves and Ultramarines, and even as a Watch Fortress by the Deathwatch. Some stations, like yours for example have the facilities to construct some void ship components. Most impressive however, is that these vehicles which lack realspace drives are yet capable of warp travel. The potent generators of a Ramiles can generate a Warp bubble and a Gellar Field, after which it can be towed through the Warp to a new deployment point.

Daemons Crusher Battleship (1400 cp Discount Astropath) - The Daemon Slayer Cruiser is a unique Cruiser of the Imperial Navy. No available records of it's origin are available, and the story of how it ended up with the Navy, rather than the Inquisition or the Black Ships, or the Grey Knights is probably quite interesting. Members of the Adeptus Mechanicus theorize that it was constructed by a human colony during the Age of Strife in an attempt to keep space lanes open that were beset by Daemons and Warp Storms. It has a mysterious weapon called a Psychic Cannon (not to be confused with the weapons of the Grey Knights or the Psy-Titans,). Like a Nova Cannon, this weapon shoots an area of effect blast at extreme range. Unlike a Nova Cannon, the blast of the Psychic Cannon banishes daemons, and disrupts the synaptic communication and psychic commands of Tyranid Hive Ships. Apparently, with this purchase, this forgotten colony built a more potent big brother, the Daemon Crusher Battleship. The ship is 10.5km long and 1.3km abeam, with a crew of 170,000. It has a Dorsal Lance Battery and a Landing Bay, Lance Battery, and Macrobroadsides on each side, as well as 3 arrays of defensive turrets, but the real draw is the Prow mounted Psychic Cannon, which is even more potent than the one on the Daemon Slayer. A hit from this weapon can permanently destroy all but the strongest daemons, who are instead banished back to the Warp. However, at least one Magos has suggested that it's combat capability is actually secondary to it's true purpose. This member of the Cult of the Machine claimed that if it's operators knew the proper rituals of operation, they could fire it while traveling through the Warp to blast a path through Warp Storms.

Companions and Followers

Import/Create You may import or create one or more companions. Is 100cp per person, or 400cp for 8. Each companion receives a free origin with it's discounts and freebies, and 600cp, plus the 300cp bonus for items vehicles or ships.

CP Transfer For every 50cp you sacrifice, all companions purchased or imported receive an equal amount. So if you have 8 companions & spend 200cp, each companion will gain 200cp.

Cannon Companion (100cp) You get the chance to recruit a cannon character that is active at the same time as you are. Circumstances will conspire to arrange a positive meeting, but you have to convince them yourself. And no brainwashing, or anything that forces the choice. If you try that you loose twice the cp and they don't come with you.

Rosie the Riveter (200cp discount Enlisted) – Rosie was drafted from her work in a Voidship construction and repair yard. She has a tendency to wear a somewhat bulky void suit that don't entirely hide her curves, and keeps her hair short so it doesn't get caught in things or cause inconvenience when wearing a vac suit. While not a member of the Cult Mechanicus, she is instructed in the basics of secular repair techniques, and has a good feel for finding her way through the often maze-like interior of Imperial ships. She has a void suit and set of tools, as well as a rivet gun that has been converted into a rough and unwieldy but effective autopistol. If you are an Enlisted Crewmember, she's in your same duty detail

PFC Peter (200cp discount Armsman) – Fresh out of boot camp, with good evaluations and an eager zeal to destroy the enemies of the God Emperor of Mankind, Peter is a skilled naval trooper, trained in shipboard and void combat. He's especially good at climbing and rappelling, and always seems to know when things are about to go wrong before they do. Armed with an autogun, and a webber pistol, armored void suit, and bayonet/combat knife, he sees his faith in the Emperor as his greatest weapon. If you have the Armsman background he's in your squad, or assigned as your subordinate if you purchased rank. He is remarkably restrained in his application of force towards enlisted crew, claiming that “with great power comes great responsibility”.

Wing-man Warren (200cp discount Pilot) – Warren is a hotshot, and he knows it. Already a combat ace with several kills under his belt, he pilots the same type of craft as you, (or one of your choice if you don't have a small craft,) and he and you are partners, covering each other's back, whether that's in combat, or in bars and off-duty pranks. He does have a tendency to run his mouth, which can get him and you into trouble. He also has quite a lot of superstitions and “lucky” rituals, which may work, seeing as he does seem to very lucky. If you decide to follow them, you may find that you become luckier, if you can bear with never using the 3rd stall in the lavatory, drinking rat pee with breakfast every 3rd Tuesday of the month, and other similarly bizarre or inconvenient practices.

Linus the Lay Brother (200cp discount Engineer) – Linus is a member of the Cult Mechanicus, but is not ordained as a full priest. As a Lay Brother, his role is to serve with tasks that are too theological for those outside the cult, but which do not require the services of a full priest of the machine god, and well as serving as an assistant to a priest of the Machine God. Despite never attending seminary, he is of a calm and deeply methodical bent, often quoting passages of scripture both of the Mechanicus and the Imperial Creed, about which he also seems to be exceptionally well read. He also carries an old cloth about at all times, which he claims is a sacred relic, and speaks of the coming of the Cucurbita Maxima.

Acolyte Arthur (200cp discount Astropath) – Fresh from his soul binding, Arthur is older than most new Astropaths, yet has already survived harrowing ordeals. As a young sandwich maker he was kidnapped by foul xenos, only to escape and bring word to the rest of the Imperium. Over the course of the resulting war the xenos bombarded his planet until it was utterly destroyed. At that time, Inquisitor Prefect discovered that he was a psyker, and sent him to Terra for training. Arthur's two most precious possessions are a towel, and a data slate with “Noli Perterreri” inscribed at the top. Despite his eccentricities, Arthur is a potent psyker, with a remarkable talent for survival.

My Man Jeeves (200cp discount Navigator) – Members from the Navigator houses are nobles of the Imperium, and expect to be treated as such. Even on a naval warship, a Navigator is attended by servants and menials who cater to their every whim, as much as possible. Jeeves is a “Gentleman's Gentleman”; a personal servant who is part butler, part valet, part whatever else the master needs. Jeeves is a very skilled servant, and he takes his job very seriously. He will go out of his way to ensure that everything is just right

for his master. Those who give him leave to pursue matters in his own way will find him creative and knowledgeable, with a strong grasp of human psychology, and personal politics. He is also very well connected to the servant grapevine, able to pick up useful rumors about his master's friends and enemies alike. However, he is very particular in making sure that his master looks just right. If rebuffed in their suggestions, they will retreat into the wooden automaton-like responses of the very "correct" Gentleman's Gentleman, following orders to the letter, but not stepping an inch beyond them, or showing any kind of initiative. This can lead to masters who've gotten used to relying on his skills finding themselves landing in difficult situations. However, an apology, and honestly listening to their suggestions will bring them back.

Bradley the Batman (200cp discount Officer) – No, not THAT kind of "Batman". In this context, a batman is an armsman or enlisted crewman who is directed to act as a servant to an officer in addition to their normal duties, in exchange for extra pay and privileges. Bradley is about as far as possible from the idea of a servant to an important person. His face is weathered and scarred, and his chest is covered in what may be gang tattoos that he keeps covered. He's also hairy and wrinkled. Underneath that rough exterior is a man with a number of very useful skills. He's good with guns and knives, and moving silent and unseen. He's an expert scrounger, in fact he's made sergeant several times, only to be busted back down for smuggling or running a still. He's a good pilot with small craft and land vehicles, and he always seems to have a dozen grenades stashed about his person. He's a good cook as long as your tastes aren't too fancy. He's also perfectly willing to put his "scrounging" skills to work for you, so long as you return the favor by looking the other way where his many "side jobs" are concerned.

Fido the Fenrisian Cyberwolf (400cp discount Enlisted) – Ummm... Yeah. So there's that. You've acquired a furry friend. A Fenrisian Blackmane Wolf, augmented with extensive cybernetics. It's smart, it's fast, it's the size of a warhorse, and it was already capable of decapitating someone with a single bite even before someone replaced it's jaw with adamantium. It sees you as it's "alpha", and is just as loyal to you as you are to it. Just remember: there are no wolves on Fenris.

Sister Ellen (400cp): The good sister was raised as an orphan in a convent on Dimmamar, joining the Order of Triumphant Thor of the Adeptus Soriatas as soon as she had absorbed the teachings of her caretakers.

As a member of the sisterhood, Ellen is trained in battle and prayer, leading counter-boarding efforts in her power armor, and leading her congregations in prayer. As a devout follower of the Saint Thor, she radiates a dim light much like her patrons sanctity, calming souls in her vicinity, a calm she can in turn share with her sermons. Although the light is weaker in these poor souls, being fueled by their calm faith in the Emperor, the combined light of a ship full of the faithful can recreate Thor's famed miracles and calm the warp itself!

Jokaero Aide (400cp): Your ship hosts one of the strangest sights in the entire Imperium: a *Sanctioned Xenos*. The Jokaero look like orangutans from ancient Terra, but possess an unparalleled (and apparently instinctive) understanding of technology. They are also impossible to confine, merely inventing whatever it takes to escape, but show little regard for their miniature technological marvels, easily discarding the devices once their use is done.

This one appears to be a little more directable than most, however. As well as capering all over the ship; fixing, repairing, and miniaturizing whatever takes it's strange fancy, it will keep returning to your side and will gladly turn it's attention to whatever you point it towards. As it completely ignores everyone else on the ship, you can expect a mix of envy and privilege depending on your current position.

Doctor Itor: (400cp) Hailing from a planet you have never heard of, this menial has a fair degree of medical skill. He has a strange ability to cultivate medicinal fungi in the strangest of places, even deep within a starship's bilge, and can improvise simple medical equipment out of nearly anything. Whilst Itor is no surgeon, he can do much to keep the crew healthy and whole, which boosts morale no end.

Whether you are an officer who discreetly inserted the good doctor into your crew, or a menial who knew a treasure when he found one, the doctor will follow his friend to new worlds when his time here is done.

My Friend Lenny (400cp discount Armsman) Lenny is an Ogryn. He's about as smart as a 6 year old, and with the same level of impulse control, but he is about 3 meters of solid muscle, and more loyal to you than a Sister of Battle is to the Emperor (please don't kill me). Partially because he's not really smart enough to understand temptation or betrayal.

Baby Void Kraken (400cp discount Pilot) – A Spacer's Tale, a Fevered Nightmare... and a very real danger. Void Krakens are enormous, void-born silicone lifeforms, that look like asteroids until you are too close to get away, and eat metals and minerals. Void Krakens are ambush predators, and are not very fast, but if an unwary ship gets too close, it can unfurl it's tentacles

and begin to feed. This one is very the equivalent of an infant, only about 200 meters long, and you've somehow done the impossible and befriended it. Some Void Krakens can travel between star systems, and this seems to be one of that type. It will even refrain from eating your ship, but would be happy to feast on the ships of your enemies. Void Krakens never really stop growing as long as they have food, and there are tales of ones large enough to engulf a whole battleship.

Ellen the Electronic Sheep (400cp discount Enginseer) - Ellen falls somewhere on the line between “Extremely powerful & sophisticated machine spirit” & “Abominable Intelligence”. However, unlike most in both camp, Ellen is mobile, being able to transfer herself between sufficiently complicated devices to follow you.

Bodyguard (400cp discount Astropath) – Astropaths are frequently defended for multiple reasons. They are valuable and vulnerable, and if an enemy can take out all of your astropaths he has effectively cut you off from anything beyond light speed communications. At the same time, many people in the Imperium fear any psyker, and not without reason or the support of large parts of the Ecclesiarchy, and would kill them given the chance, no matter what anyone says about sanctioning. Finally, there's the fact that, while the soul binding process grants them a degree of protection, there is always the chance that they might lose control of their powers, or be overpowered by a daemon and used as a gateway to the Materium. There may come a time when someone needs to put a round through their head for their own good and that of everyone around them. This man has been highly trained and heavily augmented. He is entirely devoted to his duty. At any moment he is ready to either jump between you and a bullet, or put one of his own through your skull. His training and augmentation has made him especially skilled at spotting and fighting being that wield psychic powers.

Blank (400cp discount Navigator) Most people find Blanks very disturbing. Even the weakest of humans has some kind of presence in the Warp, but a Blank's presence is actually negative, like a whole in the void. That said, their abilities are very useful. A blank can look into the Warp with only a headache, but can't see the Astronomicon or plot a course. They can protect you against Daemons & psykers. You & your companions are not hampered by his influence for some reason.

Captain Locke (400cp discount Officer) Captain Locke is a highly skilled Captain, with a penchant for disregarding or “creatively re-interpreting” her

orders to allow her to do what she thinks is right & save people. This has led to her being out of favor, & she's been unofficially promised she will never be promoted again. She comes with her own Dauntless class Light Cruiser, which she commands.

Drawbacks

Fanwank (0cp) - Warhammer 40,000 has a saying "Everything is cannon, and nothing is". There are any number of theories, and hints, and contradictions, but very few absolute facts. Now, you get to choose the tone, and which of those theories and hints and positions are true for your jump, and which ones are not. This includes varying the degree of Grimdark in the setting.



Weebo Bait (0cp) - For a series as grim and gritty as Warhammer 40k, some people may be surprised to find out the number of cutesy depictions there are out there. Well guess what? Now you get to experience it for yourself. This won't affect the danger level at all; Genestealers will be just as

likely to cut you to pieces, or implant you and turn you into a drone, or eat you, but they'll be incredibly cutesy while doing it, and lisp about introducing you to "daddy broodlord". Smol Sister of Battle will be just as willing to burn you for heresy, but she'll also give you puppydog eyes while asking how you could bear to betray the emperor like this. If you want more examples of what I'm talking about, look up Bolter to Kokoro

Extended Stay (100cp) – Only in Death does Duty End. Each time you take this drawback you extend your stay by 10 years. In galaxy of endless war there are always more battles to fight.

Soylens Viridian (100cp) – So I have to warn you, this one is NOT worth the points. For the entirety of your stay here, everything you ingest will taste, smell, look, and feel like bars of Solens Viridian and rusty water unless the normal experience would be worse. For an extra 100 it's effects will be replaced as well. So no getting drunk, and magical or scientific ingestibles will be useless to you as well. No potions, no cultivation pills, nothing.

Supply Problems (100cp) – No ship in the Imperium can be entirely self-sufficient. Food, water, air, fuel, spare parts, and occasionally people all must be imported. Some ships make efforts to mitigate this. Some carry extra supplies, or set aside space to growing plants. Some few even have onboard Manufactorums allowing them to turn raw materials into at least some of the supplies they need. You seemed to be cursed to be unlucky in supplies. You can never everything you need, and will have to make do. At the same time your supplies seem to run out faster than they should.

Cabin Fever (100cp) – Imperial ships are immensely huge. The smallest ship listed above is twice the length of the longest ship ever constructed on this earth. Still, they can be extremely cramped. Packed to the gills with equipment of every sort, as well as a literal town or even city's worth of population. For the duration of this jump you will not be able to leave your ship(s), except to go to ships of your companions, or to meetings which nearly always seem to be held on another ship or space station. I hope you don't suffer from claustrophobia

Caricature Outfits (100cp) – Some of the outfits you see on characters in 40k are a bit... strange. Maybe you like that style. Maybe not. But it would be a shame for you not to get the whole experience. And since everything in 40k is turned up to 11, now you've turned it up to 12. Oh, and that weird effect that makes all those outfits work despite the fact that it should be a struggle just to move in them? I didn't bother to implement them.

The Long Way Around (200cp cannot be taken with System Defense Craft)

- Warp travel does funny things to time. On the other hand, you are on a very specific timetable. Therefore, I've decided not to worry about it. Any time you spend in the Warp does not count toward your ten year period. The same also applies to any effect that alters your actual or perceived time. You have wars to fight. I can't have you using up all your time here in a stasis vault or something.

Warp Sickness (200cp) - Many people have a hard time with Warp travel.

Many more have trouble between the Warp and the Materium, and vice versa. You have it much worse than most. Nightmares, disturbing visions, and what feels like your worst hangover and seasickness wrapped into one will plague you for any and all time you spend in the warp, as well as for an hour afterwards.

Mandatory Item Lockout (200cp) - Exactly what it says on the tin. All of your items/vehicles/properties/etc are locked out for the duration of the jump.

No Respect (200cp) - People just do not respect you. They don't value your opinions, and they don't value your actions. Perhaps are constantly overshadowed by the Ultramarines and the Grey Knights or something? Companions are immune to this, as are cannon characters you've purchased the opportunity to convince to join you.

Bureaucratic Bungling (200 cp) - For all the aliens and daemons that mankind faces, mismanagement and incompetence may just be bigger threats. Entire planets and regiments are declared traitor due to simple clerical errors. Unfortunately, Tzeentch has decided that you make an excellent target for these mistakes, and has chosen to arrange things so that you will face them near constantly. Just As Planned!

Mutant (300cp) - Hello little Billy. You're a mutant. And not the useful kind. You have some obvious and hideous physical deformity. This is very difficult, if not outright impossible to hide. Imperial society loathes mutants. They are second class citizens in the very best, and horribly killed on sight at worst. Good luck.

Imperial Politics (300cp) - After mismanagement, the greatest threat the Imperium faces is internal division. The Imperium of Man is not a nation in any functional sense. It could more accurately be described as a disparate collection of overlapping feudal systems associated by common religious

beliefs. Imperial factions, and sub-factions can and do make war upon each other, and even when nominally working together they are constantly jockeying for power and influence for individuals and sub-factions, often at the expense of the Imperium as a whole. And the organization tasked with combating this tendency is the worst of them all. Think Europe during the Crusades, or the Holy Roman Empire during the 30 Years War. Normally, most of that would be in the background, or at higher levels than you're likely to reach. Not anymore. Now everyone and his brother has an agenda, and to the Warp with the good of the Empire as a whole.

Emperor's Will (300cp) – The Emperor Protects. It is an article of faith for the people of the Imperium. It's easy to overlook that most of the time he protects by sending someone into danger to save you. And usually it's not some glowy saint who can come back from the dead. In these dark times he's seen you come into his galaxy, and in you he's seen a tool he can use to stave off the final night just that little bit longer. He's going to make sure that you somehow get dragged into every single disaster that's heading for humanity. He doesn't sleep, so why should you. I'll try to arrange that you get a day between crises, but no promises. Joining Chaos, or striking out on your own won't help. In fact it'll just make it worse. Tzeentch will take over the role of throwing you head first into every storm, although less “for a noble cause” and more “for the look on your face”. Meanwhile, the Emperor will arrange everything he can to try to bring you down.

System Defense Craft: (300 cp) Your ship has been assigned to system defense duties for the duration of it's time here. As such you are directly answerable to the system Governor, as well as the Imperial Navy, and your Warp Drive has been removed. After all, you won't need it here... Right?

Mandatory Power Lockout (300cp) – You know the drill by now. All your powers are locked out for the duration of the jump. Yep. I'm not going to risk Tzeentch stealing them and going joyriding through the multiverse.

Forget the Power of Science (300cp) – All of your scientific and technical knowledge and ability is locked out for this jump. Yes you heard that right. I didn't just say “Perks”. Everything. Anything technical or scientific that your origin wouldn't know, you won't for the duration of this jump. And just to make it perfect, I will fiat guarantee you and any attempts to introduce or develop this knowledge for yourself or the Imperium will be doomed to fail in a way that brings disaster on you and those you care about. Can't have you changing the setting, now can we?

Castaway (300cp) – You start in an escape pod, and no companions, human ships, or anything non-portable that you bought is with you. Hopefully you can find a habitable planet to land on, and then find some way of crafting a beacon that will call any passing Imperial ships to save you. And hopefully whoever finds that beacon is human, loyalist, and not looking to get a new slave or something.

Commorragh (400 cp) Disregard your rolled starting location. You instead start in Commorragh, the webway mega-megacity of the Drukari, the greatest sadists this galaxy of Grimdark could invent. In case you didn't know, this is very, very, VERY bad. You aren't in captivity yet, and you would be wise to keep it that way. Of note is that one of the most memetically cautious/cowardly individuals in the entire setting regarded blowing his own brains out to be *vastly* preferable to being a Drukari captive in Commorragh. The Imperial Navy isn't going to be mounting any rescue efforts into Commorragh, even if they knew you were alive. The place treats the rules of physics as overly uptight suggestions, and it's big enough for an entire battlefleet to get lost in. Of note if you take this drawback you can't gain points for choosing to roll your starting location. For an extra 200cp, and I really advise you not to take this, you start out already captured by the Drukari.

Freebootaz (400cp) – Early in your jump, you will encounter an ork pirate Kaptin, who will take a liking to how good a scrap you put up, and will decide to make you his “bestes' scrappin' mate”. He will raid and attack you at any chance he gets. He will always manage to escape if you defeat his forces, and round up an even bigger force next time. Put up a good enough scrap, and you may find yourself with a full on WAAAAAAGH! on your hands. This is in addition to any other forces you may face.

Eldar Assault (400) – Your arrival sent ripples through the Immaterium. Ripples that were picked up by an Eldar Farseer. She has seen the great power and change you will bring, and she fears it. She doesn't have enough clout to bring her whole craft world into battle with you, but she will arrange for all kinds of minor powers; pirates, monsters, anything, to harass you and try to wear you down. She also has connections with several corsair fleets, who she will urge to attack you. The more you succeed, and the more damage you do, the more her words warning about you will gain weight. If you keep winning flashily enough, or start to effect the balance of power, you may just find yourself facing a whole Craftworld and all the forces it can bring to bear.

Drukari Incursion (400) – Priests of Pain. Artists of Agony. The Dark Eldar live by inflicting pain on others so that Slaanesh, She Who Thirsts, will accept that pain instead of immediately devouring their souls. From their dark realm of Commorragh they feast on the agony of billions, but the soul of a Jumper is too good to pass up. A head on invasion is not their way, and your death is not their aim. No. They want you to suffer. If they can they will capture you and take you back to Commorragh, where the greatest of a race of the greatest sadists imaginable will work on you for the rest of your time here. If they can't capture you, they will cause pain other ways, by striking at those people and things you care about, and by every other method their imagination can concoct.

Glory Hound (400cp) – I, Cato Sicarious, have graciously decided to explain to your small mind the details of this drawback. I, Cato Sicarious know that it is difficult for lesser minds such as yours to follow the eloquence of I, Cato Sicarious, but I, Cato Sicarious shall graciously try anyway. I, Cato Sicarious, was intrigued to hear of this multiversal journey you have undertaken, and was struck by how much more worthy I, Cato Sicarious am to take this journey. I, Cato Sicarious, shall be following you around at all times on the lookout for any opportunities to show how superior I, Cato Sicarious am to you. I, Cato Sicarious, have many demands on my time, and so will not have time to help you or participate if you are in actual danger. However, never fear, for I, Cato Sicarious, will always show up in time to rightfully claim all the credit. I, Cato Sicarious, am the Knight Champion of Maccragge, Captain of the glorious 2nd Company, and future Chapter Master of the Ultramarines, and so naturally I, Cato Sicarious, am completely unkillable by any means, as well as naturally immune to anything that would capture or control me. I, Cato Sicarious, will now graciously allow you a chance to praise me

Inquisitive Inquisition (400cp) – So, yeah. It's totally not my fault, but someone may have sort of kind of possibly let slip a word to the Inquisition about your nature and knowledge about things that are not sanctioned for Imperial citizens to know. Tee~ Hee~. They won't declare you a heretic just from that, and even the most proactive won't immediately have you assassinated. But they'll be watching you very closely, for anything questionable, and some may try to arrange for you to receive the most dangerous missions. Oh, and be careful what you allow others to find out about. If they decide you're a threat face everything from assassins to a full on declaration of heresy and crusade.

Wrath of the Machine Spirit (400cp) – Hey Jumper? I bet you've seen a lot of technology in your time. You know how to push the buttons and operate things. Unfortunately for you, that's not how things work here. Here you have to appease the machine spirits. Recite the Litanies of Invocation. Ignite the Holy Incense. Anoint them in the Sacred Unguents. I hope you can remember all of them, because the machine spirits don't like you. They sense your lack of the proper respect and veneration, and they will take any deviation from the sanctified rituals as a personal affront. If the tech-priest says you need to take a proper trophy from a living and worthy enemy and hang it, uncleaned and untanned from your command lectern, you'd better do it.

Gellar Fluctuations (500cp) – A Gellar Field failure is one of the worst nightmares of sane human in the galaxy. When you are sailing through actual, literal, daemon infested, sanity destroying hell, any issues with your anti-daemon and anti-unreality shield is a major issue. Unfortunately for you, you have seriously bad luck with the Gellar Fields on any ship you travel on. Fortunately, you won't get deleted from existence, but you'll need to get used to disembodied screaming and bleeding walls, and other things out of horror films, and at least once on each jump an actual daemon will be able to make it's way onto the ship. Oh, and don't expect anyone who makes the correlation to be very happy about it or you. Of course you can't take this with System Defense Craft.

Godly Interest (600cp) – It looks like one of the 4 main gods of chaos has noticed you, and decided to give you their full attention. This is at least as bad of a thing as you are thinking. They are guaranteed to cause at least 600cp worth of problems for you over the course of 10 years. And don't think converting to their worship will save you. It will just make it worse. You may take this more than once, but the 2nd time you only get 300cp, the 3rd 200cp, and the 4th only 100cp.

Warp Issues (600cp) – Warp travel is not an exact science. In fact, there are very few indeed who would claim it is any kind of science at all. Unfortunately for you, your experiences with Warp travel will be even worse than normal. Expect temporal distortions, misjumps, warp storms, or some other issue on every jump. Of course you cannot take this with System Defense Craft.

13th Jumper Crusade (700cp) – Abbaddon (not “Failbaddon”, not with this drawback,) has it out for you personally. He's declared a Black Crusade with

the primary goal of feeding your soul to the chaos gods. If he succeeds, you chain-fail (of course,) and I have to destroy this entire iteration of the Warhammer 40,000 multiverse to prevent him from taking your powers and crusading across Jump-multi-multiverse.

Scenarios

Blackstone Portals *(officer only):*

You have been assigned to the defense of one of the Gothic Sectors Blackstone Fortresses, just as the Mechanicus make an astounding discovery: there's a warp portal, concealed at the heart of each of these powerful behemoths!

As the new officer, you are considered both expendable enough and of high enough clearance to be the first test subject, and find that the warp portal will throw you from any of the 6 fortresses to any other. Being at the heart of the fortresses, you can't actually get most starships in there, forcing you to make the transit in a shuttle.

Upon returning, several side effects become apparent. As the one who made the initial transit, you have bonded to the Portal network... meaning that only you can control it. Furthermore, you can engage a transit from outside the station, propelling yourself and whatever vessel you are on to the target station, although the further away you are the more violent this transition will be.

Unfortunately additional vessels can not be conveyed in this fashion so, after some brief initial interest, you are returned to your vessel and assigned to Blackstone Defense. An easy task, with the fortresses themselves being all but unassailable... but you know better, don't you Jumper?

Abbadon's 12th Black Crusade will arrive within a year, and you will be tasked with keeping the Blackstone fortresses from falling into his hands. Although your command of the Blackstone portals will override Abbadon's control, this is all it will do - you will have to defend the fortresses without their aid.

Scenario Reward:

Should you succeed in keeping even a single fortress out of the Despoiler's hands, you can take them with you. Though any Blackstones lost to the Imperium remain lost to you, the rest may be deployed as you will in any subsequent jumps. This only applies to ones you've been to, or ones the Imperium knows about by the end of your jump. You can't just fanwank that there are another 100 out there in extra without taking the time to find them. Once deployed, they remain in place unless you use other means to move them, until you move to your next Jump. The Portal Network will

become a Warehouse attachment, enabling you to visit even undeployed fortresses.

Should you have seized the Hand of Darkness and the Eye of Night from Abbadon, you can even deploy them in their active forms...

Imperium Nihilus – Within a year of the time your jump starts, (or of the time you finish one of the other scenarios,) Cadia falls, and the Cicatrix Maledictum is formed, trapping you on the wrong side, and cutting you off from Terra and the Astronomicon. Warp Storms ravage the galaxy, all the enemies of Man put their operations into overdrive, and nearly everything that could go wrong does go wrong. Many people see simply surviving under these conditions to be an impossible task. But your task is not merely to survive. Oh no. Your task is not merely to thrive. Such a goal would be unworthy of a jumper of your stature. Your goal is nothing less than the Make the Imperium Great Again. Or at least the portion of it on your side of the Great Rift. You have 500 years, barely an eye-blink where change in the Imperium is concerned. By the end of that time, Imperium Nihilus must contain as much space, as many planets, as much population and industry, and as much prosperity as it did during it's best time during the 39th Millennium. Don't count on the Indomitus Crusade or any of the cannon events doing your work for you either, at least not without you saving them. That wouldn't be any fun. And no, I'm not granting you an automatic position of power and respect to work from. Gaining that position is part of the task. *Scenario Reward:* When everything seemed bleakest, when the End Times arrived, you stepped up and showed that you could rally people behind you, and that with you at their head, they could deny destiny itself. Now you can take that ability with you. Your skill at rallying people, as well as your skill at organization, disaster management, and rebuilding is greatly increased, and you are naturally seen as someone to lead in a crisis. Beyond that, once per jump you may declare some great goal, and see people naturally flocking to your cause, because they believe that you can make the impossible possible.

Xenos Empire – Within five years of the start of your jump, (or within 5 years of when you finish another scenario,) a potent empire of xenos will be marked for extermination. These may be a race horrible enough to warrant all the the hatred anyone could offer, like the Rak'goul or the Worm that Walks, or it could be more ambiguous like the Tau, or like almost any faction from almost any other setting, it may even be made up of humans who simply don't worship the God Emperor of Mankind. Who knows. Maybe it's a lost fragment of the Star Wars galaxy? The Inquisition seems to have

redacted all the detail, if they even knew them in the first place. What is certain is that they are relatively strong, with several dozen star systems, faster than lite travel, and fighting capability that is a threat to imperial forces. Normally, a massive crusade would be gathered to deal with such a threat. In this case, those forces must have been diverted on other business. You have whatever forces you and your companions can arrange. The most straightforward method would be to simply exterminate them all, supposing you can. However, if you decide to, there may be another path. Assuming you can get them to fully submit to you and to the Imperium, and accept Imperial hegemony and domination, and assuming you can convince both the Inquisition and the Ecclesiarchy that it's the correct action, you may be able to get them declared them Sanctioned Xenos; allowed to live and serve Humanity and the Imperium. *Scenario Reward:* Whatever you decided, your reward is simple. You will be declared Imperial Governor of the region formerly controlled by this enemy. You get to take it, in whatever condition it ended up in, with you into future jumps, or leave it as a Warehouse attachment.

Tyranid Assault – The Great Devourer. That which devours worlds leaving nothing in it's wake. The patron of the Genestealers. The Endless Hunger. The Death Bugs from Spaaaaaaace. It seems like a new hive fleet has entered the galaxy, and you've been sent to stop it. Not that anyone actually thinks you'll succeed, or even survive. But if you hold it's attention for long enough, and do enough damage, then maby the rest of the Imperium will have time to gather forces capable of pushing it back. But that doesn't change your task. You must accomplish something that not even Kryptam and the Ultramarines could do. You must completely obliterate this hive fleet. No scattered tendrils may be left to rebuild over time. And no, you can't use Kryptman's strategies, or the “send it to the warp through sacrifice” play that the Ultramarines used. You have to exterminate it fair and square. How? Why are you asking me? You're the Jumper, aren't you? You're supposed to be uprisings and entertaining me. So get to it. *Scenario Reward:* Moby Dick. No monster can hide from your sight, and no foe is to great for your sword. Where others see an impossible godlike monster, you see another trophy waiting. You can track monsters through land, water, and space, and gain extra skill in fighting beast-like and monstrous enemies.

Pirates – Pirates are a constant thorn in the side of the Imperium. Preying on commerce, raiding weaker planets. Sometimes the are xenos. Sometimes they are the result of one Imperial sub-faction preying on another.

Sometimes they are humans who come from shadow ports, or from just beyond the Imperium's borders. Sometimes they are Imperial ships that have mutinied or gone rogue. But always and everywhere there is the threat of Chaos. And if their numbers get large enough, they can be a significant danger to a sector. Like in this case. Pirate activity within the sector is on the rise, and you have been tasked to deal with it. This will start out with trying to figure out where they will strike next and defending planets and merchants, but to deal with it once and for all you will need to find their base and cut them off from support, as well as tracking down any who escape. To start with, you will only hear of raiders, a few frigates, and some captured transports, but as time goes on their forces grow, as they are reinforced by outlaws, other pirates, mutants, psykers, mutineers and traitors. Take long enough and Chaos Warbands will start to take an interest. Eventually, you may end up facing corrupted ancient battleships, Chaotic Astartes, and daemons. It may in fact turn into its own mini Black Crusade. *Scenario Reward:* When you track the pirates down to their base, you will find they are operating out of an ancient human space station and shipyard. Depending on exactly when you do find them it may be anything from a mostly empty, non-functional, and derelict ruin to a fully active and fully corrupted stronghold of the Dark Mechanicus. Once you've cleared out the enemies, you get to take it with you, in whatever condition it is in when you're done.

Tau Incursion – The Tau have initiated another Sphere Expansion, and your sector is directly in its path. Seduced by promises of worldly gains, or the ideals of the 'Greater Good', planets and individuals are betraying the Imperium left and right, and there are few reinforcements available due to other threats elsewhere. Your mission, which you are duty bound to accept is to drive the Tau back, retake the worlds that have already fallen, and take at least five worlds from the Tau. *Scenario Reward:* Grimdark Exemplar/Nobledark Exemplar – You have the ability to shift the tone of a setting, along the Grim/Noble axis.

Necron Awakening – The Silent King has returned, and he's decided that with the Old Ones gone, the Orks scattered and divided, and only the pathetic humans in the way, it is time for the Necrons to awaken and take their rightful place as the only remaining sentient species in the galaxy. He's sent signals awakening every necron in the galaxy, and giving him full control of his empire again. They Eldar have decided to avoid them, and bug out when it gets too dangerous, and it's up to the Imperium to stop them. Good luck because you will need it. *Scenario Reward:* Sleeping Through the Boring Bits: Some settings have time skips, and you may not want to wait

through all the time in between. Now you don't have to. You can put your jump clock on snooze and you and your forces can sleep through that period. You are guaranteed not to get killed while you're asleep.

WAAAAAAGH! - Oi! You! We's Gork 'n Mork, 'n we 'eard wot a rite proppa scrapper youze is, and we's got an offa fo ya. We's gonna give youz the biggest scrap youz eva had. We's created 5 new Prime-Orks 'n told all o' de Orks in de galaxy dat deres a git wit da humies dats a rite scrapper an dey should get da biggest WAAAAAAGH! Eva togetha an show 'im dat da Orks iz da best scappers dere is. Da last time dis happened, Humies called it "The War of the Beast". Youz got ta kill all 5 and beat da WAAAAAAGH! Which nubuddy can do coz wez stronk. Scenario Reward: Orks is da biggest an da stronkest and dere gubbins works da best 'cause Orks knowz dey do. Still, ever oncet a wile dey find a humie dats as 'ard as dey are, nd wen dey do, de Orks knows it an dey gets stronker for it. For given us such a good scrap youz can 'ave dat effect too. If yur boyz no yuz de stronkest, den yul get stronker for each one.

Notes

There's a whole lot of conflicting lore and fanwanking. Allowing Chaos to claim your soul counts as choosing to end your chain and stay here for eternity as a pawn for Chaos. Tunnel Fighting doesn't guarantee that your mental map, and it is only as good as your own senses or those of sensors you may possess, so if you & they are fooled by an illusion, so will your map.

For those concerned, taking any psychic or Warp based perk ensures the Warp exists in other settings, though it's nature will depend on the setting, and most settings without 40ks Grimdark it will be much calmer and clearer.

Sanctioned Psyker - At least some psykers regrow their eyes over the course of their service, so as a reward for reading the notes you can have your eyes back.

If you want to import an existing companion into one of the special companions, I'm not going to stop you. Doing so will impact the personality of said companion.

If you take a drawback or scenario that overrides your starting location, you don't get any CP for rolling your starting location.

Transports, Raiders, and Frigates may only mount lances in keel or prow slots. Broadships (as opposed to batteries) may only be mounted on craft Light Cruiser size or larger, and may only be placed in a port or broadside slot. Torpedoes may be mounted on a prow or keel slot on any size of vessel. Nova cannons can only be mounted in a prow slot, and then only in vessels Cruiser size and up. Launch bays are generally only located in a port or starboard slot, although some transports have converted cargo holds to makeshift landing bays. Except for the Hold Landing Bay, Landing Bays may not be mounted on a craft smaller than a Light Cruiser.

If you take any of the special vehicles I'm going to have to put in a great deal of extra work to make sure that everyone you encounter doesn't immediately demand you turn them over, or try to kill you to claim them, and their cost reflects this. This doesn't mean that no-one will try, just that it won't automatically be the first thought of every powerful individual who even hears about it.

I drew a lot of inspiration from Lexicarnum and the Rogue Trader tabletop rpg.

Most of the images come from either Lexicanum or the other 40k wiki, or from Battlefleet Gothic Armada I or II, but the picture of the Victory class Battleship is from LordArcheronVolistad on Deviantart. The picture of the Oberon battleship was found on wargames-romania.ro, but I couldn't find any mention of the original artist and the link is dead. If there is anyone who I have forgotten to credit I apologize.

Spoiler Warning...

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If you purchase the Pharos, yours is powered by fiat, and does not contain C'tan shards.

To Do

Add Cybernetics,

Add Ship Upgrades/Customization

Expand Weapon Options

Add Weapon Customization

Add Armor & Armor Customization

Expand the Notes

Add more Images & Background

Change Log

0.5 Added descriptions of perks and items