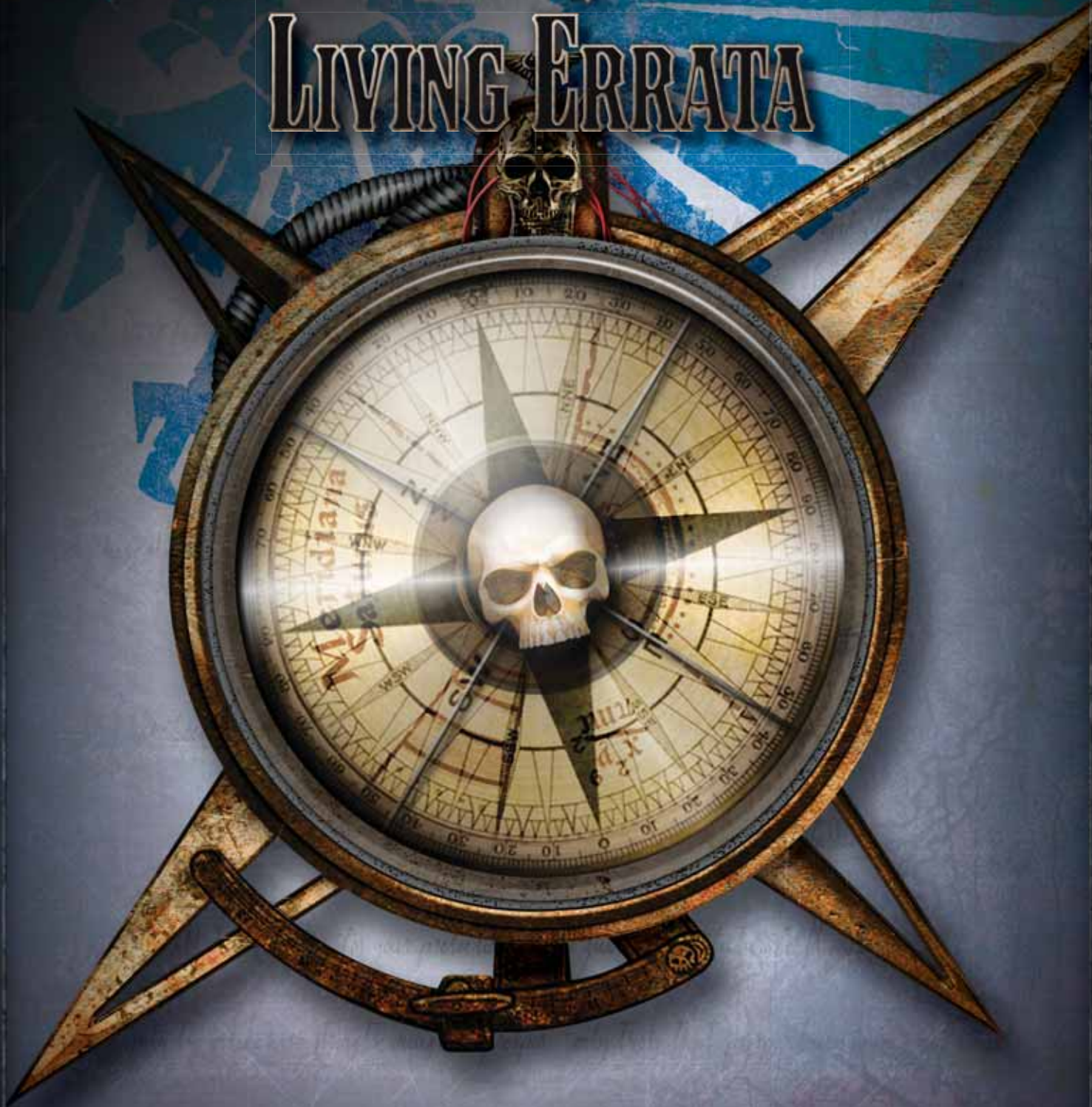


ROGUE TRADER

LIVING ERRATA



VERSION 1.0

ROGUE TRADER LIVING ERRATA

This is the living errata for the Rogue Trader RPG line. The Errata is dividing according to product. The most recent updates to this errata are in red. This errata had its most recent update: **April 7th, 2010.**

Special thanks to Paul Tucker for compiling this errata.

ROGUE TRADER CORE RULEBOOK

CHAPTER 1: CHARACTER CREATION

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

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

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

CHAPTER 2: CAREER PATHS

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

DUPLICATED SKILLS AND TALENTS

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

ARCH MILITANT CAREER

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

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

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

ASTROPATH TRANSCENDENT CAREER

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

Note: The advances listed at Rank 1 are the two advances the Astropath receives free as starting Talents. When selecting these starting powers, all pre-requisites apply, and neither power can cost more than 200 xp.

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

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

EXPLORATOR CAREER

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

MISSIONARY CAREER

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

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

NAVIGATOR CAREER

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

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

SENESCHAL CAREER

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

VOID-MASTER CAREER

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

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

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

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

SPECIAL ABILITIES

Exceptional Leader (page 72): This sentence should be added to the Rogue Trader Special Ability section: *"The Rogue Trader's Exceptional Leader ability may be used once per Strategic Turn in Space Combat, provided that they can both see and hear the Rogue Trader. Typically, this means they must be in the same location aboard the ship (such as the bridge)."*
"The Rogue Trader may not give himself the bonus from Exceptional Leader."

CHAPTER 4: TALENTS

Master Engineer (page 92): The Tech Use Prerequisite for Master Engineer in Table 4—1: Talents is +10. It should be +20.

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

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

in the Advance Tables is provided solely to determine which Psychic Techniques may be selected via that particular Talent."

CHAPTER 5: ARMOURY

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

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

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

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

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

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

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

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



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

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

CHAPTER 6: PSYCHIC POWERS

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

Focus Power (page 157): The entry under the Focus Power header should be replaced with the following:

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

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

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

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

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

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

REVISED PSYCHIC RULES

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

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

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

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

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

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

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

Foreshadow (Page 169): Using “Foreshadow” does not count as sustaining a psychic Power.

In Harm’s Way (page 169): Using “In Harm’s Way” does not count as sustaining a Psychic Power.

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

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



Force Bolt (page 171): The wording of this Technique should change to *“The psyker can hurl a bolt of force at an opponent. If he activates the Technique, he hits the target with a psychic ranged attack that deals 1d10 Impact Damage, with +2 damage per effective Psy Rating. This attack can be dodged in the same manner as any other ranged attack.”*

Force Shards (page 172): The sentence saying *“When activated, the psyker brings a number of force shards into existence equal to his Willpower Bonus”* should change to *“When activated, the psyker brings a number of force shards into existence equal to his effective Psy Rating.”* Also, the sentence *“The force shards can be launched singly or as a group at ranged targets. The psyker makes a Ballistic Skill Test to hit the target and deals 1d10 Rending Damage with a bonus of +1 per Psy Rating..”* should change to *“The force shards can be launched at targets as a ranged attack in subsequent turns. The psyker makes a **Challenging (+0) Willpower Test** to hit the target. On a success he hits with one force shard, plus one additional hit per degree of success, to a maximum number of hits equal to the number of force shards. Each shard deals 1d10 Rending Damage with a bonus of +1 Damage per Psy Rating and a Penetration equal to the Psy Rating used in the Technique. The shards may hit any number of targets within two metres of the primary target. This attack can be dodged in the same manner as any other ranged attack.”*

Storm of Force (page 172): The sentence saying *“The psyker must make a Ballistic Skill Test to hit each of the targets”* should change to *“the psyker must make a **Challenging (+0) Willpower Test** to hit each of his targets.”* In addition, the following sentence should be added to the end of the description: *“This attack can be dodged in the same manner as any other ranged attack.”*

CHAPTER 7: NAVIGATORS

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

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

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

power takes a Free Action.

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

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

CHAPTER 8: STARSHIPS

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

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

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

CHAPTER 9: PLAYING THE GAME

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

Feint (page 237 and 239): In Table 9-4:

Combat Actions and in its entry, Feint should not have the “Attack” subtype.

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

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

Full Auto Burst (page 239): The total number of hits scored by a weapon cannot exceed the weapon’s fully automatic rate of fire.

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

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

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

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

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

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

CHAPTER 10: THE GAME MASTER

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

CHAPTER 14: ADVERSARIES AND ALLIES

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



FREQUENTLY ASKED QUESTIONS

Question: Does a weapon with Storm generate a maximum number of hits equal to the ROF of the weapon, or double the ROF?

Answer: Double the ROF.

Question: When dodging shots from weapons with Storm, how many shots does each degree of success on a Dodge Test avoid?

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

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

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

Also note that an Explorer using an MIU is still subject to the one action with the "attack" subtype per round rule.

Question: Can the Arch-militant choose "ship weapons" as the class of weapons he specialises in?

Answer: No.

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

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

Question: When using Telekinetic Weapon, does the Pyker add his strength bonus to damage dealt?

Answer: No.



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