

Five Parsecs from Terra



Crew Creation - Crew Roll

Roll 6 times on the Basic Crew Type table:

- If you roll an Imperial Citizen or Servitor continue to roll on the Background, Motivation and Class Tables
- If you roll a Xenos roll on the Xenos Crew Type Table (You may be asked to make rolls on additional tables if detailed in the stat notes).
- If you roll a Special Character roll on the Special Character table continue to roll on the Background and Motivation Tables (You may be asked to make rolls on additional tables if detailed in the stat notes).

BASIC CREW TYPE

ROLL

CREW TYPE

1 – 50

Imperial Citizen

The citizens of the Imperium vary in their form and appearances just as their home worlds do. There are many roles and functions to perform within the Imperium and each of these present their own disciplines, required skills and mentalities.

51 – 65

Xenos

It is not recorded exactly when humans learned that it was not alone in the galaxy, or which intelligent alien species it first contacted, but what is known in early Imperial records is that Humanity has been competing with xenos since the Age of Technology.

66 – 80

Servitor

Servitors were created due to the strict prohibitions against the development or use of machine intelligences according to the tenets of the Cult Mechanicus, whose tech-priests deeply fear the creation of Silica Animus. They believe such artificial general intelligences to be the embodiments of blasphemy against the Omnissiah.

81 – 100

Special Character

The Imperium is indeed a strange place - Strange Character types will have specific backgrounds, motivations, or classes predetermined, as listed. If so, do not roll on the relevant table.

Crew Creation - Crew Roll

SPECIAL CHARACTER

ROLL	SPECIAL CHARACTER
1 – 5	Ogryn
6 – 10	Ratling
11 – 15	Twist
16 – 20	Beastman
21 – 25	Death Cult Assassin
26 – 30	Vindicare Assassin
31 – 35	Sister of Battle
36 – 40	Goliath
41 – 45	Redemptionist
46 – 50	Engineer
51 – 55	Arbites Judge
56 – 60	Shock Troop
61 – 65	Tempestus Scion
66 – 70	Heretek
71 – 75	Imperial Navy Breacher
76 – 80	Pariah
81 – 85	Inquisitor
86 – 90	Unsanctioned Psyker
91 – 95	Rogue Trader
96 – 100	Sanctioned Psyker

XENOS CREW TYPE

ROLL	XENOS
1 – 15	Asuryani
16 – 30	Drukhari
31 – 45	T'au
46 – 60	Jokaero
61 – 80	Kroot
81 – 100	Kin

Crew Creation - Crew Stats

IMPERIAL AGENTS

TYPE	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	FAITH
Imperial Citizen	1	4	0	3	0	1

The peoples of the Imperium vary in their form and appearances just as their home worlds do. Whilst there is a generally agreed baseline Human standard, consisting of four limbs, one head, twenty digits and so on, the local environment and genetic stock have caused all manner of interesting anomalies, evolutionary adaptations, and fashions.

Proceed to make one roll on each of the Home World, Motivation and Class tables.

Servitor	2	4	1	4	2	0
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Servitors were created due to the strict prohibitions against the development or use of machine intelligences according to the tenets of the Cult Mechanicus, whose tech-priests deeply fear the creation of Silica Animus. They believe such artificial general intelligences to be the embodiments of blasphemy against the Omnissiah.

Proceed to make one roll on each of the home worlds Home World and Class tables to see where it was created and which adeptus it is in servitude / Servitors roll on a separate injury table / Servitors do not gain XP but can be upgraded via the exchange of scrips.

Crew Creation - Crew Stats

XENOS

TYPE	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	FAITH
Asuryani	1	5	0	2	1	0

In its time, the Aeldari Empire was without equal in the galaxy, spreading across both real space and the Web way. They counted themselves masters of the stars and every Aeldari was born a potent psyker, their abilities often used to both create and power their almost magical technology.

Roll on the Sanctioned Psyker Table / Access Xenos weapons and gear loot tables / Channeled Wrath: If this model successfully manifests a Psychic ability, they get +2 combat skill during a brawl until the end of their next turn.

Drukhari	2	3	2	2	0	0
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The Drukhari revel in piracy, enslavement, and torture, and are sadistic in the extreme. Drukhari armies make use of various anti-gravity skimmers such as Raiders and Ravagers to launch high speed attacks.

Roll on the Rogue Psyker Table / Access to Xenos weapons and gear loot tables / Blood Dancer: Each time this model assigns a stun counter to an enemy because of a brawl add an additional stun counter.

Tau	1	3	1	2	2	0
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The Tau claim to be a peaceful species when possible, asking if others will join their cause voluntarily instead of fighting against them. However, if their peaceful overtures are refused, the Tau may well decide to conquer a planet and add it to their growing stellar empire for the Greater Good, searing the flesh from the bones of anyone who stands against their benign intentions.

Access to Xenos weapons and gear loot tables / For the greater good: +1 to recruitment rolls / Orbital uplink: Ignore cover.

Jokaero	2	5	0	3	2	0
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The Jokaero's defining trait as a species is their extraordinary and seemingly in-born skill at crafting extremely advanced technologies from even the most rudimentary parts, a skill which may be related to the similar trait often seen in the Orks. The difference is that Jokaero technology will work for a member of another species, whereas Greenskin technology often will only function when used by Orks.

Access to Xenos weapons and gear loot tables / Master craftsman: Repairing kit is always successful / On the fly: During battle set up you may roll once on the weapons modification table and apply this to any weapon. At the end of the battle the modification is removed.

Kroot	1	4	1	3	0	0
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The consumption of flesh is one of the key tenets of Kroot spirituality, as it is believed that the consumption of prey imparts the "spirit" of that prey to the Kroot, which is then passed on to the Kroot's children. This is the average Kroot's understanding of their species' biological ability to undergo rapid evolution through the absorption of other species' DNA, with the belief in "spirit" as a substitute for "genetic absorption."

Access to Xenos weapons and gear loot tables / Carnivore: When within 2" of a casualty Kroot can perform a free action to devour the casualties genetic code and absorb one of their abilities. This can only be performed once per battle round and acquisition of the new ability is persistent until another ability is absorbed.

Kin	1	3	1	4	2	0
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To those they fight alongside or trade with, the Kin are invaluable allies. However, those they deem a risk to their people's survival they destroy with the same relentless rigor that the Kin apply to harvesting black hole accretion discs, manufacturing their incredible technologies or, indeed, anything else they set their minds to.

Access to Xenos weapons and gear loot tables / Recruits: During battle set up on a roll of 6+ an Iron Kin can be recruited for that battle / Judgement: Each time an enemy combat results in a crew member receiving a stun marker that enemy receives a judgement marker. Whenever a model with a judgement marker is the target of ranged or brawl combat the attacking model receives +1 to their combat rolls for each judgement marker on said enemy.

Crew Creation - Crew Stats

SPECIAL CHARACTER

TYPE	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	FAITH
Ogryn	1	3	1	6	0	0
<i>Ogryns possess many traits prized by the Imperium; they are brutally strong and completely loyal, although extremely limited intellectually, which restricts their battlefield role to simple and direct assaults.</i>						
Can be fitted with a BONE system / Has a 5+ Armor Saving throw / Motivation is always Loyalty / Roll on the Class Table.						
Ratling	2	5	0	2	2	0
<i>Regardless of their small stature, and their questionable status as sanctioned aberrants, Ratlings have proven invaluable to the Imperium's armies time and again. They make exceptional forward scouts and can move covertly into firing positions right under the nose of the enemy army.</i>						
Sniped: +1 Combat Skill when making a ranged attack over 18" / Stealthy: Each time a ranged attack is made against this model subtract 1 from the hit roll / Roll on the Class Table.						
Twist	1	4	0	3	0	1
<i>These people are destined to become the outcasts and lower classes of Imperial society. They are shunned and are often hunted down and killed as the Imperium has little tolerance for any who deviate from the divine perfection of the baseline Human form in mind or body.</i>						
Curse of Mutation: Roll on the mutation table/ Roll on the Class Table.						
Beastman	1	4	0	3	0	0
<i>Beastmen do not necessarily look alike, and different animal traits can manifest themselves in everyone, but apart from this form of phenotypical variation they are a genetically stable human subspecies and are a form of Abhuman rather than an actual mutant.</i>						
Berserker: If you score a successful hit which resolves with a stun while brawling for the first time this turn immediately start another brawl with the same two models.						
Death Cult Assassin	1	3	2	4	0	1
<i>Cult Assassins train endlessly in a wide range of weapons, honing their skills so that every stroke of the blade, every drop of blood spilled is an offering to the emperor.</i>						
Uncanny Reflexes: If you roll a single 1 dice during the reaction phase it must be given to this model.						
Vindicare Assassin	1	4	1	3	0	1
<i>Characters of great charisma, many false prophets, and false messiahs among them, have fallen to the Vindicare's bullet, most commonly whilst they are preaching their false beliefs to their followers and spreading heresy against the Imperium.</i>						
Faultless Shot: When equipped with either a Sniper rifle or Longlas add +2 combat skill.						
Dominion	1	4	0	3	0	2
<i>Dominions are amongst their Order's most aggressive warriors, driven by the need to destroy the emperor's foes. Though their training has tempered the worse excess of their impetuosity, Dominions still yearn to fight at the fore of any Sororitas attack</i>						
Cleansing flames: Add 4" to the range of all flame weapons that this model is equipped with.						
Goliath	1	4	0	4	0	0
<i>Goliaths are bred like prize cattle - to create the toughest, strongest, and most unthinkingly loyal workers of the furnace in the Imperium. They are however, known for being extremely slow, relying on strength alone in battle.</i>						
Slaughter Stash: May use Slaughter with no risk of negative effects.						
Redemptionist	1	3	1	3	0	2
<i>A Redemptionist is a fanatical priest of the Adeptus Ministorum who follows an extreme and unforgiving doctrine of the Imperial Creed in which redemption in the eyes of the God-Emperor can only be found in death.</i>						
Redemption through death: If they become a casualty during combat other crew members gain +1 combat skill.						

Crew Creation - Crew Stats

TYPE	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	FAITH
Engineer	2	3	0	3	0	0
<i>Engineers are engineer mystics, members of the Adeptus Mechanicus who are dedicated to the Machine God and steeped in arcane knowledge.</i>						
May have up to 4 implants and up to 2 implants of the same kind can stack / Add +2 when engineer is directly making repairs to kit.						
Arbites Judge	1	4	0	3	0	1
<i>Judges often work closely with the Arbites' Chasteners and pronounce sentences over any prisoners held within their Precinct courthouse, though any Arbitrator also has the authority to proclaim sentences and execute those sentences in the field.</i>						
Lockdown: Enemies within 6" cannot make move actions / Cannot be involved with illegal activities.						
Shock Troop	1	4	1	3	0	0
<i>Cadians believe that discipline is the single most important factor in the operation of any army.</i>						
Charge: Cadian's can you still take a combat action after they have dashed.						
Tempestus Scion	1	4	1	3	0	0
<i>Trained from their youth by the Schola Progenium in the arts of war, Storm Troopers are, perhaps, the finest soldiers ever to serve in the Imperial Guard.</i>						
Hotshot: Once per battle they can overcharge their lasgun to give a +3 damage on the hit roll.						
Heretek	1	4	0	3	0	0
<i>Tech-priests who turn their backs on the teachings and strictures of the Cult Mechanicus in pursuit of usually dark and forbidden technologies linked to the power of the Warp and the Ruinous Powers of Chaos.</i>						
May have up to 4 implants and up to 2 implants of the same kind can stack / Access to Xenos weapons and gear Roll on the Class Table.						
Imperial Navy Breacher	1	4	0	3	0	0
<i>Methodical, professional, and well-drilled, Imperial Navy Breachers work well within a unit to breach and clear the corridors and chambers of enemy void craft or space hulks.</i>						
Assured: If this operative is within 2" of Obj marker or is carrying an objective when a combat action is made against them their opponent suffers -1 on their hit roll.						
Blank	1	4	0	3	1	1
<i>A Blank, also known as an Untouchable, a psychic Null, and a Pariah, is a Human who possesses the rare mutation sometimes described as the "Pariah Gene" that makes them generate no psychic presence in the Immaterium, thus leaving them essentially soulless.</i>						
Pariah Gene: Immune to Psychic activity / gives opponents -6 to projection roll within 12" gives -10 to projection roll within 6" / Roll on the Class Table.						
Inquisitor	2	4	1	4	1	2
<i>An Inquisitor is a clandestine agent and one of the highest-ranking members of the Imperial Inquisition. Inquisitors are the secret policemen and intelligence agents of the Imperium.</i>						
Roll on the Ordo table / Enigmatic Character: +2 when rolling for recruitment, can reroll character creation rolls for the recruit / +1 roll on the Very Rare Weapons table.						
Rogue Psyker	1	4	0	3	0	0
<i>Left unchecked, psykers present a potential danger to entire worlds.</i>						
Roll on the Unsanctioned Psyker Table / Roll on the Class Table.						
Rogue Trader	2	4	1	4	2	0
<i>A Rogue Trader can be many things but whether standing as diplomat before a planetary ruler, cutting a shadowed deal in a void station undercity, bellowing orders amidst an armed host set upon plunder, or striding the bridge of a mighty starship, they remain one thing above all.... free.</i>						
Roll on the Rogue Trader Table.						
Sanctioned Psyker	1	4	1	3	0	1
<i>All Human psykers have an ordained role as servants of the Imperium if they have the willpower to control their abilities and not become a danger to others.</i>						
Roll on the Sanctioned Psyker Table / Roll on the Class Table.						

Crew Creation - Crew Stats

SINGLE BATTLE REINFORCEMENTS

TYPE	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	FAITH
Grey Knight SM	1	4	2	5	0	1
<p>Unlike other Astarte's, every Grey Knight is a potent psyker. Yet, in the 10,000 standard years of Imperial history, no Grey Knight has ever been corrupted by the Ruinous Powers of Chaos.</p> <p>Roll on the sanctioned Psyker Table twice / One roll on the Very Rare Weapons table.</p>						
Deathwatch SM	1	4	1	5	1	0
<p>It is the sacred task of the Deathwatch to stand sentry against all these terrible xenos races and many more besides. They are ready to act when such ancient evils rise to threaten Mankind once more. The Space Marines of the Deathwatch form the first, and often only, line of defense against these inhuman horrors.</p> <p>One roll on the Very Rare Weapons Table / If fighting against enemies from the Xenos 1 or Xenos 2 list add +2 to Combat Skill.</p>						
Seraphim	1	6	1	3	0	1
<p>These angelic warriors are known as Seraphim, and they are exclusively trained to use Jump Packs. More importantly, they are also taught the co-ordination, dexterity, and control to fire two pistols at once.</p> <p>Flying: can move over terrain and objects / Dual Wield: Equipped with two bolt pistols two hit rolls can be made per combat.</p>						
Iron Kin	1	4	1	4	0	0
<p>The Ironkin were created by -- and to this day are still manufactured by -- the Votann. Ironkin are truly self-aware, sentient machine intelligences. They possess tremendous cogitational power and can mimic Kin social behaviors so well that they have integrated fully with their flesh and blood cousins within League society.</p> <p>Kin received +1 combat skill and +1 Toughness when within 6" of Iron Kin / One roll on the Very Rare Weapons Table.</p>						
Servo Skull	0	6	1	2	0	0
<p>Servitors were created due to the strict prohibitions against the development or use of machine intelligences according to the tenets of the Cult Mechanicus, whose tech-priests deeply fear the creation of Silica Animus. They believe such artificial general intelligences to be the embodiments of blasphemy against the Omnissiah.</p> <p>Plasma gun / Chainsword / Flying</p>						

Crew Creation – Special Character Tables

Ordo

Roll	Ordo	Description	Effect
1 - 2	Xenos	<i>The Ordo Xenos is served by its Chamber Militant, the Deathwatch Space Marines, who draw on Veteran Astarte's from Chapters across the Imperium of Man to form the Deathwatch's Kill-teams and destroy the many foul xenos threats to the survival of Mankind.</i>	Access to Xenos Weapons and Gear loot tables / Recruits: During battle set up on a roll of 6+ a Deathwatch SM can be recruited for that singular battle
3 - 4	Malleus	<i>The Ordo Malleus was essentially the heart of the Inquisition, founded in the period after Horus had launched his great rebellion against the Emperor of Mankind.</i>	Roll on the Sanctioned Psyker table / Recruits: During battle set up on a roll of 6+ a Grey Knight SM can be recruited for that singular battle
5 - 6	Hereticus	<i>The arrival of an Ordo Hereticus Inquisitor is met with as much trepidation as awe since none know where their gimlet gaze may land and upon whom their suspicions might fall.</i>	Roll on the Unsanctioned Psyker table / Recruits: During battle set up on a roll of 6+ a Seraphim can be recruited for that singular battle

Rogue Psyker

Roll	Ability	Effect
1 - 25	Precognition	Gain re-rolls - Every 1 rolled as a reroll results in 1 stun marker inflicted on your self
25 - 50	Hemorrhage	Target receives 1 stun marker / whenever a 1 is rolled it results in a stun marker
51 - 75	Vortex of Doom	Target and every figure within 3" receive 1 stun marker / -4 to projection roll
76 - 100	Puppet Master	Roll 5-6 on a D6 and gain control of target opponent model for one turn. On a roll of 1 this character becomes a casualty.

Sanctioned Psyker

Roll	Ability	Effect
1 - 25	Perfect Timing	Allow self and crew to ignore cover when targeting
25 - 50	Warp Speed	+1 combat +1 movement
51 - 75	Gate of Infinity	Roll 5-6 on a D6 and teleport to any location on the map at least 3" away from enemy
76 - 100	Cloak of obscurity	Roll 4-6 on a D6 and create cloak of invisibility spanning 3" radius from model - other models can be obscured by the cloak

Crew Creation – Special Character Tables

Rogue Trader			
Roll	Psyche	Description	Effect
1 - 15	Scoundrel	<i>The scoundrel looks to turn every possible situation to his own personal advantage, and will often take risks others would find reckless, gambling with his own life and those of all his servants. Violence is rarely the first option for such Rogue Traders, and they often maintain a mask of self-effacing amiability</i>	If another crew member is within 2" of this model when this model is targeted for a ranged attack, they can switch the targeting to the other crew member / Roll three die for each roll on the loot tables and keep the two preferred results each time
16 - 30	Merchant Prince	<i>Merchant Prince Rogue Traders are entirely consumed by the quest for riches, gained not by the crude application of threats or violence, but the shrewdly negotiated contract. The Merchant Prince seeks to establish the most lucrative of trading contracts, ensuring that the other party benefits from the deal, but not nearly so much as he does</i>	Whenever you receive scrips, receive that many +1 / All costs are reduced by +1 scrips / If another crew member is from the mechanicus faction you whenever you roll on the loot table you may roll twice
31 - 45	Explorer	<i>To the explorer, the most hostile of environments is a challenge to be faced head-on, and the most fearsome of slaving alien beasts is a fascinating opportunity for study and interaction (or sometimes autopsy). The explorer is ever keen to don an envirosuit and plunge headlong into the most dangerous or bizarre of alien landscapes</i>	Roll twice on the world traits table and apply both results / Roll twice on the deployment condition table and keep the preferred option / Add one survival suit to your inventory
46 - 60	Missionary	<i>The missionary Rogue Trader suffers the xenos poorly, seeing little or no value in establishing profitable trading relationships with alien worlds. More likely, he will seek to suppress such cultures and limit their influence, ensuring their alien creeds do not spread to taint the hearts of men. Such Rogue Traders are often accompanied on their voyages by an army of Ecclesiarchy representatives, who he will make every effort to establish on any lost Human worlds he discovers.</i>	+2 Faith / If a Xenos enemy is determined during battle set up receive +1 combat skill / If a Xenos is a crew member you cannot seize the initiative
61 - 75	Diplomat	<i>It is the diplomat who can gain the confidence of the inscrutable Eldar, earning such trust as to be allowed to set foot on their Craft worlds. It is he who may turn the path of alien invasion, negotiating a truce that allows both parties to extricate themselves from a war neither would ultimately stand to gain from.</i>	Access to the Xenos Weapons and Gear table / If a Xenos is a crew member you will always seize the initiative / Enemy Xenos Morale is -1 / +2 to Patron rolls when this crew member performs the find a patron task
76 - 90	Psychopath	<i>With wanton enthusiasm, they wage war on all they consider to be an enemy of the Imperium. Some spend a lifetime out beyond the fringes, laying waste to Emperor-knows how many worlds, while others return periodically to the Imperium, announcing their deeds and expecting all manner of grand receptions and official ceremonies. Many take on one foe too many, and simply disappear from the annals of the Imperium's history.</i>	-2 when performing a rival check - For every successful battle round scored against a rival reduce this number by 1 for every unsuccessful battle round scored against a rival increase this number by 1 / +1 Faith
91 - 100	Trader Militant	<i>These bloodthirsty Rogue Traders are commonly known by the general populace of the Imperium as Traders Militant, and their Warrant is often referred to by their fellows as a "Warlord Warrant."</i>	+2 to Recruitment rolls when this crew member performs the recruit task / Roll once on the Xtremely Rare weapons table / If at least two other crew members are from the arbites, militarum or sororitas faction then all members can reroll hit rolls

Crew Creation – Background

MOTIVATION

ROLL	MOTIVATION	EFFECT	RESOURCES	STARTING ROLLS
1 – 8	Wealth	-	+1 D6 Scripts	-
9 – 14	Fame	-	+1 Story Point	-
15 – 19	Glory	+1 Combat	-	+1 Armor
20 – 26	Survival	+1 Toughness	-	+1 Gear
27 – 32	Escape	+1 Speed	-	+1 Tool
33 – 39	Adventure	-	+1 D6 Scripts	-
40 – 44	Truth	-	+1 Rumor, +1 Story point	-
45 – 49	Technology	+1 Savvy	-	+1 Tool
50 – 56	Discovery	+1 Savvy	-	-
57 – 63	Loyalty	-	Patron, +1 Story point	-
64 – 69	Revenge	+2 XP	Rival	+1 Common Weapon
70 – 74	Romance	-	+1 Rumor, + Story point	-
75 – 79	Faith	+1 Faith	+1 Rumor, + Story point	-
80 – 84	Political	-	Patron, +1 Story point	-
85 – 90	Power	+2 XP	Rival	-
91 – 95	Order	-	Patron, +1 Story point	-
96 – 100	Freedom	+2 XP	-	-

Home World

ROLL	HOME WORLD	EFFECT	RESOURCES	STARTING ROLLS
7 – 16	Forge World	-	-	+1 gear
17– 25	Highborn	+1 Savvy	+1 D6 Scripts	-
26– 31	Hive World	+1 Speed	-	+1 common weapon
32– 37	Shrine World	-	Patron, +1 Story point	-
38– 43	Void Barn	-	2 Quest Rumors	-
44– 49	Daemon World	+1 Faith	-	-
50– 55	Penal Colony	+1 Toughness	-	-
56– 61	Quarantine World	+1 Savvy	-	+1 Tool
62– 67	Agri World	+1 Toughness	-	+1 Consumable
68– 73	Feudal World	+1 Combat	-	+1 Very Rare Weapon
74– 79	Frontier World	+1 Savvy	-	+1 Armor
80– 85	Death World	+1 Reactions	-	+1 Rare Weapon
86– 92	Garden World	-	+1 D6 Scripts	-
93– 100	Research Station	+1 Savvy	+1 D6 Scripts	+1 Tool

Crew Creation – Background

CLASS

ROLL	TYPE	FACTION	EFFECT	RESOURCES	STARTING ROLLS
1 – 3	Interrogator	Inquisition	+1 Savvy	1 Rumor	-
4 – 6	Penal Legion	Militarum	+1 Combat Skill		+1 Common Weapon
7 – 9	Veteran	Militarum	-	+1 Story Point	-
10 – 12	Menial	Mechanicus	-	-	+1 Tool
13 – 15	Rune priest	Mechanicus	+2 XP	-	+1 Gear
16 – 18	Lex mechanic	Mechanicus	+1 Savvy	-	+1 Tool
19 – 22	Electro-priest	Mechanicus	+1 Faith	-	+1 Rare Weapon
23 – 25	Artisan	Mechanicus	-	-	+1 Very Rare Weapon
26 – 28	Hive Scum	Civilian	+2 Speed	Rival	-
29 – 32	Trooper	Arbites	+1 Speed	Patron	+1 Common Weapon
33 – 35	Enforcer	Arbites	+1 Combat Skill	-	+1 Rare Weapon
36 – 38	Regulator	Arbites	-	+1 Story Point	-
39 – 42	Arbitrator	Arbites	+2 XP	-	+1 Consumable
43 – 45	Investigator	Arbites	+1 Reaction	Patron	-
46 – 48	Subordinate	Administarum	-	-	-
49 – 52	Menial	Administarum	-	Rival	-
53 – 55	Cipher	Administarum	+1 Reaction	-	+1 Tool
56 – 58	Scribe	Administarum	+1 Reaction	-	-
59 – 62	Curator	Administarum	+1 Savvy	+1 D6 Scripts	-
63 – 65	Missionary	Ministorum	+1 Faith	-	+1 Rare Weapon
66 – 68	Crusader	Ministorum	+1 Speed	-	+1 Common Weapon
69 – 72	Confessor	Ministorum	-	-	+1 Gear
73 – 75	Banisher	Ministorum	+1 Toughness	-	+1 Common Weapon
76 – 78	Arch-Exorcist	Ministorum	+2 Faith	Rival	-
79 – 82	Novice	Sororitas	-	-	+1 Gear
83 – 85	Cantus	Sororitas	-	1 Rumor	-
86 – 88	Novitiate	Sororitas	+1 Faith	+1 Story Point	-
89 – 92	Sister	Sororitas	+2 Toughness	-	+1 Rare Weapon
93 – 95	Sister Superior	Sororitas	-	Patron	+1 Very Rare Weapon
96 -100	Guardsmen	Militarum	+2 Combat Skill	-	+1 Rare Weapon

Crew Creation – Equipment

Equipment includes Weapons, Armor, Gear, Consumables, Grenades, and Tools although this is only a small selection of the items available within this game.

As part of crew creation, you can make the below rolls to determine your starting equipment:

- 3 rolls on the Common Weapons table
- 3 rolls on the Rare Weapons table
- 1 Roll on the Amor, Gear, Consumables, Grenades, and Tools tables

COMMON WEAPON

ROLL	TYPE
1 - 10	Laslock
11 - 20	Bow
21 - 30	Auto pistol
31 - 40	Autogun
41 - 50	Shotgun
51 - 60	Knife
61 - 70	Staff
71 - 80	Truncheon
81 - 90	Stub Revolver
91 - 100	Chainsword

RARE WEAPON

ROLL	TYPE
1 - 10	Hand Flamer
11 - 20	Flamer
21 - 30	Long Las
31 - 40	Hot-Shot Las pistol
41 - 50	Heavy Stubber
51 - 60	Combat Shotgun
61 - 70	Sniper Rifle
71 - 80	Great Weapon
81 - 90	Hunting Lance
91 - 100	Warhammer

VERY RARE WEAPON

ROLL	TYPE
1 - 10	Bolt gun
11 - 20	Meltagun
21 - 30	Plasma Pistol
31 - 40	Autocannon
41 - 50	Hand Cannon
51 - 60	Needle Pistol
61 - 70	Eviscerator
71 - 80	Power Fist
81 - 90	Power Sword
91 - 100	Shock Maul

Crew Creation – Equipment

AMOUR

ROLL	CLASS	TYPE
1 - 20	Basic	Chainmail Suit
21 - 40	Flak	Flak Coat
41 - 60	Basic	Armored Body glove
61 - 80	Basic	Feudal World Plate
81 - 100	Flak	Flak Vest

GEAR

ROLL	TYPE
1 - 20	Backpack
21 - 40	Chrono
41 - 60	Respirator
61 - 80	Survival Suit
81 - 100	Chameleoline Cloak

CONSUMABLES

ROLL	TYPE
1 - 20	Amsec
21 - 40	Frenzon
41 - 60	Recaf
61 - 80	Stimm
81 - 100	Tranq

GRENADSES

Roll	Class	Type
1 - 20	Grenades	Stun Grenade
21 - 35	Grenades	Web Grenade
36 - 56	Grenades	Krak Missile
56 - 70	Explosives	Fire Bomb
71 - 85	Grenades	Choke Grenade
86 - 100	Grenades	Haywire Grenade

Crew Creation – Equipment

TOOLS

Roll	Type
1 - 10	Data slate
11 - 20	Field Suture
21 - 30	Grapnel and Line
31 - 40	Las cutter
41 - 50	Magnoculars
51 - 60	Manacles
61 - 70	Medi-kit
71 - 80	Micro-bead
81 - 90	Pict Recorder
91 - 100	Regicide Set

Crew Creation – Equipment

SHIP

Roll	Faction	Ship Type	Debt / 1D6 +	Hull	Trait
1 - 5	Imperial Citizen	Armed Freighter	20	25	Standard Issue
6 - 10	Imperial Citizen	Carrack-class Transport	30	35	
11 - 15	Imperial Citizen	Cetaceus-class Freighter	20	25	
16 - 20	Imperial Navy	Cobra-class Destroyer	20	25	Armored
21 - 25	Imperial Navy	Defence Monitor	25	30	
26 - 35	Imperial Citizen	Fast Clipper	20	25	Dodgy Drive
36 - 40	Imperial Navy	Firestorm-class Frigate	35	40	
41 - 45	Imperial Citizen	Galaxy-class Armed Freighter	40	45	
46 - 50	Imperial Citizen	Jericho-class Pilgrim Vessel	20	25	
51 - 60	Imperial Citizen	Q-Ship	30	25	
61 - 70	Imperial Navy	Spectre-class Frigate	25	30	Armored
71 - 80	Imperial Navy	System Ship	30	35	Fuel Efficient
81 - 90	Imperial Navy	Thunderbolt-class Heavy Frigate	35	40	Fuel Hog
91 - 95	Imperial Citizen	Vagabond-class Merchant Trader	15	20	
96 - 100	Imperial Navy	Viper-class Destroyer	35	40	Emergency Drives

Stats - Weapons

RANGED

CLASS	TYPE	AVAILABILITY	RANGE	SHOTS	DAMAGE	TRAITS
Las	Las pistol	Common	8	1	0	Pistol
Las	Laslock	Common	16	1	0	Single use
Las	Lasgun	Common	18	1	0	
Launcher	Grenade Launcher	Common	14	1	0	Area / Heavy
Low-Tech	Bolas	Common	6	1	4	Single use
Low-Tech	Bow	Common	10	1	0	Snapshot
Low-Tech	Cross Bow	Common	16	1	1	Heavy
Solid Projectile	Auto pistol	Common	6	2	0	Pistol
Solid Projectile	Autogun	Common	16	2	0	
Solid Projectile	Shotgun	Common	6	2	1	
Solid Projectile	Stub Automatic	Common	6	2	0	
Solid Projectile	Stub Revolver	Common	8	1	0	Pistol
Flame	Hand Flamer	Rare	6	1	0	Pistol / Burn
Flame	Flamer	Rare	14	2	1	Burn
Flame	Heavy Flamer	Rare	16	2	1	Burn
Las	Long Las	Rare	24	1	0	Critical
Las	Hot-Shot Las pistol	Rare	6	1	1	Pistol / Hotshot
Las	Hot-Shot Lasgun	Rare	18	1	1	Hotshot
Launcher	Missile Launcher	Rare	20	1	2	Area / Shock wave / Heavy
Solid Projectile	Heavy Stubber	Rare	18	3	1	Overheat
Solid Projectile	Combat Shotgun	Rare	10	3	1	
Solid Projectile	Sniper Rifle	Rare	30	1	2	
Exotic Weapons	Webber	Rare	8	1	0	Stuck
Bolt	Bolt Pistol	Very Rare	8	1	1	Pistol / Piercing
Bolt	Bolt gun	Very Rare	18	1	2	Piercing
Bolt	Heavy Bolter	Very Rare	24	1	2	Piercing
Melta	Meltagun	Very Rare	18	1	1	Burn / Piercing
Plasma	Plasma Pistol	Very Rare	8	1	1	Pistol
Plasma	Plasma Gun	Very Rare	18	1	2	Overheat
Solid Projectile	Autocannon	Very Rare	18	2	2	
Solid Projectile	Hand Cannon	Very Rare	8	1	2	Critical
Exotic Weapons	Needle Pistol	Very Rare	8	1	1	Pistol / Toxin
Exotic Weapons	Needle Rifle	Very Rare	20	1	1	Toxin
Exotic Weapons	Web Pistol	Very Rare	8	1	0	Pistol / Stuck
Bolt	Storm Bolter	Xtremely Rare	18	2	2	Focused / Crushed
Melta	Inferno Pistol	Xtremely Rare	10	1	3	Pistol
Exotic Weapons	Grav Pistol	Xtremely Rare	10	1	0	Graviton
Exotic Weapons	Gravitation Gun	Xtremely Rare	16	1	0	Graviton

Stats - Weapons

MELEE

CLASS	TYPE	AVAILABILITY	DAMAGE	TRAITS
Chain	Chainsword	Common	1	Tearing
Low-Tech	Shovel	Common	1	Critical
Low-Tech	Knife	Common	0	
Low-Tech	Shield	Common	0	
Low-Tech	Spear	Common	0	
Low-Tech	Staff	Common	0	
Low-Tech	Sword	Common	0	
Low-Tech	Truncheon	Common	0	
Low-Tech	Whip	Common	0	Elegant
Chain	Chainaxe	Rare	1	Tearing
Chain	Chainblade	Rare	1	Tearing
Low-Tech	Great Weapon	Rare	1	Clumsy
Low-Tech	Hunting Lance	Rare	0	Elegant
Low-Tech	Warhammer	Rare	1	Clumsy
Chain	Eviscerator	Very Rare	2	Tearing / Clumsy / Crushed
Power	Power Fist	Very Rare	2	Power Field
Power	Power Sword	Very Rare	1	Power Field / Piercing
Power	Power Axe	Very Rare	1	Power Field
Power	Power Maul	Very Rare	2	Power Field
Shock	Shock Maul	Very Rare	2	Stun / Clumsy
Shock	Shock Whip	Very Rare	1	Stun / Elegant
Force	Force Sword	Xtremely Rare	1	Force / Piercing
Force	Force Staff	Xtremely Rare	1	Force
Power	Omnissian Axe	Xtremely Rare	3	Power Field / Melee

GRENADES - All have the **Area** and **Single use** traits

CLASS	TYPE	AVAILABILITY	RANGE	SHOTS	DAMAGE	TRAITS
Grenades	Stun Grenade	Common	6	0	0	Stun
Grenades	Web Grenade	Common	6	0	0	Stuck
Grenades	Krak Missile	Common	6	0	0	Shrapnel
Explosives	Firebomb	Common	6	0	0	Burn
Grenades	Choke Grenade	Rare	6	0	0	Choke
Grenades	Haywire Grenade	Rare	6	0	0	Haywire
Grenades	Smoke Grenade	Rare	6	0	0	Smoke
Grenades	Frag Missile	Rare	6	0	1	Shockwave
Grenades	Krak Grenade	Very Rare	6	0	1	Shrapnel
Explosives	Melta Bomb	Very Rare	0	0	2	Bomb

Stats - Gear

ARMOUR

CLASS	TYPE	AVAILABILITY	EFFECT / TRAIT
Basic	Chainmail Suit	Common	Cut proof / Heavy 2
Flak	Flak Coat	Common	Blast Protection / Heavy 2
Basic	Armored Body glove	Rare	I'm hit / Can't touch this
Basic	Feudal World Plate	Rare	Saw Proof / Heavy 2
Flak	Flak Vest	Rare	Blast Protection
Flak	Imperial Guard Flak Armor	Rare	Blast Protection / I'm hit / Heavy
Mesh	Mesh Vest	Rare	Tis but a flesh wound
Carapace	Enforcer Light Carapace	Rare	I'm hit / Cut Proof / Can't touch this
Carapace	Carapace Armor	Rare	Tis but a flesh wound / Saw Proof / Heavy
Carapace	Militarum Tempestus Carapace	Very Rare	Tis but a flesh wound / Saw Proof
Power	Power Field	Very Rare	Power / The Emperor Protects
Displacer	Displacer Field	Very Rare	Displaced
Power Armor	Light Power Armor	Xtremely Rare	The emperor protects / can't touch this / tis but a flesh wound
Stealth Gear	Battle Suit	Xtremely Rare	Kunnin / I'm hit

GEAR

TYPE	AVAILABILITY	EFFECTS / TRAIT
Backpack	Common	Roll one additional time on the loot table post battle / Heavy
Chrono	Common	Re-Roll Battle Event
Respirator	Common	Ignore choke effects / Heavy
Survival Suit	Common	Ignore environmental effects / Heavy
Chameleoline Cloak	Rare	Cannot be targeted for ranged attacks if model hasn't moved during the previous turn
Explosive Collar	Xtremely Rare	BOMB
Photo Visors	Rare	Ignore all line of site and visibility modifications
Rebreather	Rare	Ignore choke effects / Heavy
Void Suite	Rare	Ignore environmental effects
Synskin	Very Rare	Can stack with other Armor +6 saving throw

CONSUMABLE - All have the **Single use** trait

TYPE	AVAILABILITY	EFFECTS / TRAIT
Amasec	Common	+1 to recruitment roles
Frenzon	Common	+2 Movement / -1 Toughness Until end of battle
Recaf	Common	+2 Reaction Until end of battle
Stimm	Common	Ignore any stun markers gained during battle
Tranq	Common	+1 Injury rolls
Lho-Sticks	Rare	Remove 1 stun marker
Slaught	Rare	+2 Movement / +2 combat Until end of Turn
Spook	Rare	Allows Psyker to pick one additional Psyker ability for this battle
De-Tox	Very Rare	Removes and prevents any Toxin effects
Sacred Unguents	Very Rare	Ranged attacks Hit automatically - Lasts until end of turn

Stats - Gear

TOOLS

TYPE	AVAILABILITY	EFFECTS / TRAIT
Auspex Scanner	Rare	If an enemy begins or ends a move within 4" and Line of Sight of the character, you may immediately fire one shot from any Pistol carried. The shot is resolved even if the enemy is in contact with a character and Hits only on a natural 6.
Combi-Tool	Rare	+1 to all Repair attempts.P83
Comm Leech	Very Rare	When rolling to Recruit, you may roll an additional D6.
Data slate	Common	May be deployed before a battle, if the Seize the Initiative roll would be penalized or negated. The penalty can be ignored, but the Bot is Damaged on a D6 roll of a 1.
Demolition Kit	Very Rare	BOMB - Rather than exploding during the beginning of the next turn demolition charge can be remotely detonated using a free action
Diagnostor	Rare	Prevent one roll on the post-battle Injury Table, no matter the source of the injury. You must decide before rolling the dice / Single use.
Excrciator Kit	Very Rare	When making the Reaction roll each round, you may roll one additional die, then choose a die to discard.
Field Suture	Common	Remove one stun marker
Grapnel and Line	Common	As a Combat Action, the character may use the launcher to scale a terrain feature within 1". The character can ascend to 12" but must reach a surface they can stand on.
Grav Chute	Rare	The character suffers no damage from falling and can descend from any height with no risk. If dropping more than 6", it counts as the character's Move for the round.
Hand-Held Targeter	Rare	Spend a free action to Add 12" range to another crewmember's weapon as long as they are within 2"
Las cutter	Common	As a Combat Action, the character can cut a man-sized hole through any terrain feature up to 1" thick. The tool has no effect on force fields.
Magnoculars	Common	Spend a free action to Add 6" range to another crewmember's weapon as long as they are within 2"
Manacles	Common	If within 1" of a target you may roll a D6 on 1-2 the restraint fails on a 3-5 they cannot move, or enter combat for 1 turn, on a 6 they cannot move or enter combat for 2 turns
Medi-kit	Common	A character recovering from an Injury may subtract one campaign turn from the recovery duration required. If this reduces the time to zero turns, they may act normally this campaign turn. Single use.
Micro-bead	Common	If two or more crew members are equipped with Micro-beads if one crew member has unobstructed line of site, the other crew members can ignore cover
Servo Skull	Rare	Servo skull can be deployed by owner at any point during the battle - See Servo Skull Character Stat
Multicompass	Xtremely Rare	Roll twice on the world traits table and pick the preferred
Multikey	Rare	Whenever you arrive at a planet where a license is required, roll 1D6. On a 4+, the Sector Permit is accepted. You must roll for each license type, on each planet.
Null Rod	Xtremely Rare	Grants immunity to Psychic abilities
Pict Recorder	Common	Add +1 when rolling to see if Rumors result in a Quest and when rolling for Quest resolution.
Psy Focus	Xtremely Rare	+4 to projection roll
Regicide Set	Common	Each campaign turn, one crew member may gamble on the side. Roll 1D6. On a 1-4, earn that many scrips. On a 5, earn nothing. On a 6, the locals don't take kindly to losing, the dice are lost, and the crew member must roll on the post battle Injury Table.
Screamer	Rare	Screamer may be deployed as a free action. When a model comes within 2" of the screamer, they automatically receive a stun marker
Signal Jammer	Rare	Any enemy within 5" suffers -1 to all Hit rolls when shooting.

Stats - Gear

CYBERNETIC IMPLANTS

TYPE	AVAILABILITY	EFFECT / TRAIT
Augur Array	Rare	Re-Roll Exploration Rolls
AutoSangine	Very Rare	Ignore Toxin effects
Baleful Eye	Xtremely Rare	Counts as hotshot Las Pistol
Bionic Arm	Rare	+1 to Successful Melee resolve hit rolls
Bionic Legs	Rare	+1 Movement
Bionic Respiratory System	Rare	Ignore choke effects
Bionic Heart	Very Rare	+5 Saving throw
Calculus Logi Upgrade	Very Rare	+1 XP when training
Cerebral	Very Rare	Re-Roll Trade rolls / Can't roll on the character events table
Interface Port	Rare	During battle set up on a roll of 6+ an Iron Kin can be recruited for that battle
Locator Matrix	Rare	+1 When checking for Rivals
Maglev Coils	Very Rare	Can move over terrain and obstacles
Mechadendrite	Very Rare	+1 Combat Skill
Memorance	Rare	+1 story point when objective is achieved
MIU Weapon Interface	Very Rare	Can take an additional attack each turn
Sub skin Armor	Rare	Can stack with other armor / Saving throw +5
Synthmuscle	Rare	+1 Combat Skill / +1 Movement
Vocal	Rare	Acts as ranged weapon / Range 24" / Shots 1 / Damage 0 / Area / Stun
BONE	Very Rare	Can only be used on Ogryns / Gives +2 Reaction, +1 Combat Skill and +1 Savvy

WEAPON MODS

TYPE	AVAILABILITY	EFFECT / TRAIT
Auxiliary Grenade Launcher	Rare	Adds characteristics of grenade launcher to weapon except the range is dictated by the modified weapon
Compact	Common	Snapshot
Custom Grip	Rare	+1 to ranged hit rolls with this weapon - If weapon is traded to another crew member, they suffer -1 to ranged hit rolls with this weapon
Exterminator	Common	Adds characteristics of hand flamer with the addition of the Single Use trait
Fluid Action	Rare	Increase shot by +1
Melee Attachment	Common	Give the ranged weapon the characteristics of a knife when fitted to a pistol or a spear when fitted to any other weapon
Modified Stock	Rare	+2 to hit rolls
Mono	Rare	Piercing
Omni-Scope	Xtremely Rare	12" to weapon range / +1 to hit rolls / Ignore all line of site and visibility modifications
Photo Sight	Very Rare	Ignore all line of site and visibility modifications
Red-Dot Laser Sight	Rare	+1 to hit rolls
Reinforced	Rare	Applies the great weapon characteristics when used in melee
Sacred Inscriptions	Rare	+1 Faith
Silencer	Common	Allows for ranged attack before a movement
Telescopic Sight	Common	12" to weapon range
Tox Dispenser	Rare	Weapon gains Toxin trait
Suspensor	Very Rare	Ignore all line of site and visibility modifications

Stats – Xenos Equipment

RANGED WEAPON

CLASS	TYPE	AVAILABILITY	RANGE	SHOTS	DAMAGE	TRAITS
Ork	Grot Blaster	Common	14	1	0	
T'au	Pulse Rifle	Common	18	1	0	
Ork	Shoota	Common	18	1	0	
Kroot	Kroot Bow	Common	18	1	2	Snapshot
Aeldari	Shuriken Catapult	Rare	10	1	0	Stun / Pistol
T'au	Burst Cannon	Rare	20	3	1	Overheat
Drukhari	Splinter Pistol	Rare	8	1	0	Pistol
Ork	Slugga	Rare	8	1	0	
Aeldari	Shuriken Pistol	Rare	8	1	1	Pistol
Drukhari	Splinter Rifle	Rare	18	1	1	
Necron	Gauss Flayer	Very Rare	18	1	2	
Kin	Ion Blasters	Very Rare	14	2	1	Graviton
Kin	Exo-Armor Grenade Launcher	Very Rare	16	2	2	Area / Shrapnel
Tyrranid	Spike Rifle	Very Rare	22	1	1	Toxin
T'au	Rail Gun	Xtremely Rare	30	1	4	Piercing
Kin	Volkite Charger	Xtremely Rare	26	1	3	Critical

MELEE WEAPON

CLASS	TYPE	AVAILABILITY	DAMAGE	TRAITS
Ork	Choppa	Common	0	Clumsy
Kin	Concussion Maul	Common	0	Stun
Necron	Flayer Blades	Common	0	Tearing
Kroot	Kroot Blade	Common	0	
Drukhari	Hekatarii Blade	Rare	0	Critical
Aeldari	Banshee Blade	Rare	1	Force
Kin	Plasma Blade Gauntlet	Rare	1	Power Field
T'au	Bonding Knife	Very Rare	1	Elegant
Drukhari	Klaives	Very Rare	1	Toxin
Ork	Kill Saws	Very Rare	3	Tearing / Melee
Necron	Hyper phase Sword	Xtremely Rare	2	Graviton
Drukhari	Hermonculous Tools	Xtremely Rare	3	Toxin / Crushed

Stats – Xenos Equipment

ARMOR

CLASS	TYPE	AVAILABILITY	TRAITS
Aeldari	Mesh Armor	Rare	Evasive Action / I'm hit
Necron	Dispersion Shield	Very Rare	Displaced / Tis but a flesh wound / Cut proof
Kin	Exo-Armor	Xtremely Rare	Power / The emperor protects / Allows for use of Exo-Armor Grenade Launcher

Stats – Unique Character Equipment

RANGED WEAPON

CLASS	TYPE	RANGE	SHOTS	DAMAGE	TRAITS
Ork	Kombi Rocket	18 / 24	1	0 / 2	Same traits as Shoota / Missile Launcher
T'au	Twin Fusion Blasters	20	2	1	If target is within 10" damage is increased to 2 / Piercing
Kroot	Kroot Rifle	24	1	2	Snapshot
Kin	Vulkanite Disintegrator	18	1	1	Stun / Haywire
Imperial	Heirloom Pistol	8	1	0	Pistol / Critical
Imperial	Sanguine	12	1	2	Snapshot / Piercing / Pistol
Imperial	Raffir Ringleader Pistol	12	1	0	Pistol / Critical / Scared
Mechanicus	Mechanicus Pistol	8	2	0	Pistol / Overheat
Imperial	Ripper Pistol	8	1	1	Pistol / Point Blank / Piercing / Toxin
Imperial	Ripper Gun	18	3	1	Point Blank
Imperial	Dual Master Crafted Hot-Shot Las Pistols	12	2	1	Pistol / Point Blank
Tyranid	Death Spitter	14	1	1	Piercing / Toxin / Scared
Imperial	Exitus Rifle	38	1	2	Overheat / Clumsy
Ork	Customer Mega Blasta	16	1	1	Area / Scared / Shockwave
Aeldari	Singing Spear	12	1	2	Clumsy / Force / Ranged and Melee Weapon

ARMOUR

CLASS	TYPE	TRAITS
T'au	XV22 Stealth Suit	Kunnin / Cut Proof / Tis but a flesh wound
Kin	Bastium Void Armor	Ignore Environmental Effects / Displaced
Imperial	Inquisitorial Power Armour	The emperor protects / tis but a flesh wound / Evasive action
Imperial	Hydraphur Pattern Judge's Carapace Armor	Tis but a flesh wound / Saw Proof / Evasive action
Imperial	Vindicare Stealth Suit	Kunnin / Saw Proof
Ork	Kustom Force Field	While friendly models are within 6" of this model, they received a 6+ saving throw

Stats – Unique Character Equipment

MELEE WEAPON

CLASS	TYPE	DAMAGE	TRAITS
Ork	Power Claw	2	Power Field / Melee
Drukhari	Lelith's Blades	1	Elegant / Critical / Force
Aeldari	Singing Spear	2	Clumsy / Force / Ranged and Melee Weapon
Kin	Blade of the Ancestors	2	Power Field
Imperial	Monomolecular Rapier	0	Sharp
Imperial	Ultima Pattern Power Maul	2	Power Field / Shockwave / Melee
Imperial	Gaunt's Chainsword	1	Tearing / Piercing
Imperial	Sanctity	2	Each time an attack is made with this weapon, saving throws cannot be made against that attack
Mechanicus	Omnissian Axe	2	Power Field / Melee
Imperial	Envenomed Blade	1	Toxin
Imperial	Dueling Sabre	0	Duel Wield / Sharp
Tyrranid	Scything Talons	0	Duel Wield / Critical
Imperial	Death Cult Long Knives	1	Can only be wielded by Sevora / Duel Wield
Imperial	Death Cult Power Sword	1	Can only be wielded by Severina / Power Field
Necron	Warscyth	2	Heavy (unless wielded by a necron) / Power
Ork	Attack Squig	1	When a brawl is entered make 2 additional hit rolls with this weapon

GEAR

CLASS	TYPE	TRAITS
Imperial	Bionic Eye	Add 6" to any weapons range
Imperial	Vindicare Spy Mask	Ignore Toxin affects / Ignore environmental conditions

REINFORCEMENTS

CLASS	TYPE	SPEED	COMBAT SKILL	TOUGHNESS	AI	EFFECTS / GEAR
Tau	Comms Link Drone	5	0	2	G	If comms link drone has unobstructed line of site of a target O'Shaserra can ignore cover modifiers when making a ranged attack against that model
Tau	Guardian Drone	5	0	2	G	If within 3" of O'Shaserra gains 4+ saving throw
Imperial	Servo Skull, Gorgias	5	0	2	G	Baleful Eye

Stats – Ship Upgrades

SHIP UPGRADES

COMPONENT	COST	DESCRIPTION
Medicae Deck	25	Fully stocked medicae deck to aid long-term recovery. Each campaign turn when recovering from Injuries, select a crew member who can mark off 2 campaign turns of recovery time.
Brig	15	The brig of the ship has been upgraded to be environmentally stable. When traveling to a new planet, you may take on cargo. Roll 2D6 and discard any 5-6. Select the highest remaining die and earn that many scrips from delivering a shipment to the new world. If both dice are discarded, no shipments are available. If your ship is damaged in transit, the cargo is also lost.
Lux Net	10	Access to extensive data records via Lux Net have been added to aid in decision making. When traveling to a new planet, you may roll up the details for one additional planet, and then select which to visit.
Shuttle	15	Launch bay with a standard Arvus lighter shuttle for quick deployments. If you receive the Distress Call Starship Travel event, you may roll twice and pick the higher roll. If a planet is Invaded, you may add +2 to the roll to get off-world.
Rogue Trader Contact	20	Access point to the corporate extra-net framework to help in diversifying risk-managed portfolios during times of economic volatility. You may carry out one free Trade action each campaign turn, without requiring a crew member to be assigned to it.
Drop Pod	25	Rapid deployment system, stolen from remains of an epic battle the crew stumbled on. Cost is associated with the repair of the pod. Pretty safe. When setting up a battle, roll 2D6. On an 8+, Drop deployment is viable. Select up to two crew figures who will land using this method. They do not set up at the beginning of the battle. Instead, at the end of any round, select a point on the tabletop, move it 1D6" in a random direction, and then set up both characters within 1" of the final marker. They cannot act on arrival but will act normally in the following round.
Probe Launcher	10	Launching device for scientific probes. Useful for all manner of tasks in deep space. If you receive the Asteroids Starship Travel event, you can roll twice to avoid the field.
Disruption Macro Cannons	15	Auto-tracking Macro Cannons, calibrated for Semi-Autonomous Pulse Fire. That's what the manual says, in any event. If you receive the Raided Starship Travel event, you may add +1 to the roll to avoid the battle. If you must flee from a world that is being Invaded, you may add +1 to the roll.
Sanctioned Astropath	15	With the aid of sanctioned Astropath your voyages through the warp are certainly less eventful. If you roll the Navigation Trouble Starship Travel event, you do not have to subtract 1 story point. If you roll the Travel-Time Starship Travel event, you may receive the benefits of both that event AND Uneventful Trip.
Gellar Field	20	Protection for travel through the warp. Because of the unserviced nature of the field generators they can only hold up for a few moments, but everything helps. If you roll the warp event on the travel event table, you will only receive 2 hull damage and must roll on the injury for 2 crew members.
Void Shield	15	If your ship would sustain damage from any source, reduce the damage by 1 Hull Point. Note that the Asteroids Starship Travel event potentially inflicts multiple Hits with the Improved Shielding protecting against each.
Clemency Pastern Life Sustainer	15	Standard for non-jump travel. When managing Upkeep, you may opt to Suspend any crew members. They do not participate in any events, cannot undertake tasks, or go on missions, do not recover from Injuries, and do not require Upkeep. While suspended, the character doesn't count as part of the crew. You can have up to 4 crew members Suspended at any one time. During any Upkeep step of a future campaign turn, you can revive any Suspended crew. They must be counted as part of your crew during the Upkeep step of that campaign turn and will act normally thereafter. Any Injuries must still be recovered from normally after revival.
Crew Quarters	15	Improved living quarters for improved comforts, as well as more efficient life support systems. When determining Upkeep for your crew, you may count your crew as having two crew members less than normal.
Miloslav G-616.b Warp Engine	15	Once fitted, these devices allow a wide range of readily available matter to be converted into Jump fuel. Starship travel costs are reduced by 2 scrips.

Stats – Traits

WEAPON TRAITS

TRAIT	NOTES
Area	Select a target point within range. Every figure within 3" of the target point are hit on an unmodified D6 roll of 4+ (5+ if partially obscured from the blast).
Burn	Non-robot targets that are hit but survive will move a full move in a random direction. This does not apply to hits deflected by armor.
Clumsy	-1 to Brawling rolls if opponent has higher Speed.
Critical	A natural 6 on the Hit roll will inflict 2 hits on the target.
Elegant	When Brawling, the user may reroll the die. Enemies will reroll if they have a lower total than their opponent.
Focused	All shots must be directed against the same target.
Heavy	-1 to hit penalty if the model moved this round / Cannot Lunge
Melee	+2 to Brawling rolls.
Overheat	If the weapon was fired in the previous round, 1 less Shot is fired (non-cumulative).
Piercing	Ignore Armor Saving Throws.
Pistol	+1 to Brawling rolls. +1 to hit within 6".
Shockwave	A target that survives a hit is thrown 1D6" directly backwards.
Shrapnel	All shots hit on a 5+ regardless of hit modifiers, skill, or Cover.
Single use	The item can be used only once and must be deducted from the available supply. The Panic Fire rule cannot be used with Single-use weapons.
Snapshot	+1 to hit within 6" (Cumulative with Pistol).
Stun	Any target hit is Stunned, even if the attack was deflected by Armor.
Stuck	Target cannot make any move action during this or the next turn
Choke	Models within range suffer one stun unless they roll 4-6 on a D6 / Roll a D6 to determine how many battles rounds the gas lasts for
Haywire	Models within range or are the target cannot apply equipment-based modifiers to their rolls / Roll a D6 to determine how many battle rounds the effect lasts for
Smoke	Blocks line of site within the area of effect / Roll a D6 to determine how many battles rounds the smoke lasts for
Bomb	Used as a free action / Items range is 6" area from location / Item requires one action point for set up and will detonate at the beginning of the next battle round / Hits are automatic
Hotshot	Roll D6 on a result of 5-6 weapon can be overcharged to generate +3 to combat rolls - On a result of 1-4 model receives a stun marker
Toxin	When resolving a hit if the target does not become a casualty rather than receiving a stun counter, they receive -1 across all stats except faith
Graviton	When resolving a hit rather than using weapon damage to modify the roll use the targets toughness
Tearing	Roll one extra die to resolve the hit and throw the lowest away
Power Field	If target is using armour and the hit is successful rather than rolling for damage armor is instead destroyed
Force	If wielded by a Psyker add +2 to weapon damage
Crushed	For every successful hit roll made with this weapon the enemies panic gets +1
Scared	Whenever a successful hit with this weapon results in a stun marker opponents' models can't come within 6" of the model who made the shot
Point Blank	This weapon can be used when in brawling range of an enemy
Sharp	Hit rolls hit automatically
Duel Wield	Make 2 hit rolls for this duel wield weapon

Stats – Trait

ARMOR TRAITS

TRAIT	NOTES
Heavy	-1 to movement
Heavy 2	-2 to movement
Cut Proof	-1 to Melee Weapon resolve hit rolls made against wearer
Saw Proof	-2 to Melee Weapon resolve hit rolls made against wearer
Blast Protection	-1 to Grenades, Launcher and solid projectile resolve hit rolls made against wearer
I'm hit	-1 to Ranged Weapon resolve hit rolls made against wearer
Tis but a flesh wound	-2 to Ranged Weapons resolve hit rolls made against wearer
Can't touch this	-1 to hit rolls
Evasive action	-2 to hit rolls
The emperor protects	Saving throw on +5
Kunnin	Can only be targeted when within 12" of enemy
Power	Resistant to being destroyed by power weapons
Displaced	When a successful hit is made against you roll a D6, on a 6 the hit is discounted / on a 2-5 the resolve hit roll has -3 / on a 1 you are displaced through the warp and removed from the battlefield returned to your ship

SHIP TRAITS

Emergency Drives: If you have to perform an emergency take-off while your ship is damaged, reduce the Hull damage sustained on the roll by 3.

Fuel-efficient: When traveling to a new world, the fuel cost is reduced by 1 credit.

Fuel Hog: When traveling to a new world, the fuel cost is increased by 1 credit.

Standard Issue: The cost of all Starship Components (see p.60) is reduced by 1 credit.

Dodgy Drive: Any time the ship takes Hull damage, roll 2D6. If the roll is equal to or below the amount of damage sustained, the drive is misbehaving, and 2 additional points of damage are sustained.

Armored: Any time the ship takes damage, you lose 1 Hull Point less than indicated by the rules.

World Steps - Travel Events

Travel events

ROLL	EVENT
1-7	Asteroids: Rocky debris everywhere, maybe from a recent collision? If you wish to avoid it, roll 1D6, requiring a 5+ to chart a safe path. If successful, roll again on this table. To go through the field, select a crew member and roll 1D6+Savvy three times, requiring a 4+ to succeed each time. Each failed roll inflicts 1D6 Hull Point damage to the ship.
8-12	Navigation trouble: Is this place even on the star maps? Lose 1 story point as you drift through empty space, then roll again on this table. If your ship is currently suffering from Hull Point damage, and you roll this event, a random crew member must roll on the Injury Table, as system failures cause life support malfunctions across the vessel.
13-17	Seized: Your vessel catches the eye of a Xenos Armada. Intimidation might work: Select a crew member and roll 1D6 +Savvy. A 6+ is required to avoid conflict. Otherwise, set up a battle in cramped territory, using the Xenos Cat 1 Encounter Table. Enemy numbers are determined by rolling 3D6, picking the highest die (with campaign crew size 5, roll 2D6 and pick highest; with campaign crew size 4, roll 1D6). Add the numbers indicated in the enemy table, +1 extra figure. There is no objective. If you drive them off, they flee back to their ship. If you lose, you lose all scrips and everything in your Stash, though you can keep the ship. If you win, you get the normal rewards for winning an Opportunity mission, plus a bonus roll on the Loot Table. Note that this battle is an 'out of sequence' encounter and does not count as the main Battle stage for the campaign turn.
18-25	Deep space wreckage: You find an old wreck drifting through empty space. Scanning it, you get 2 rolls on the Loot table. Both items are damaged and need to be Repaired.
26-29	Drive trouble: It's not supposed to make that sound. Select 3 crew members and have each roll 1D6+Savvy. A 6+ is required for success. For each failure, you are grounded on the next world for one turn while the drive is reset. Taking off before the drive is reset inflicts 2D6 Hull Point damage to the ship
30-38	Down-time: It's a long time Select a crew member of choice and add +1 XP. The crew has time to do maintenance tasks and can Repair 1 damaged item with no roll required.
39-44	Distress call: "This is Rogue Trader Jeremiah Blitz". If you come to their aid, roll 1D6. <ul style="list-style-type: none"> • 1: The ship's drive must have detonated moments after you received the signal. Your ship is struck by a wave of debris as you approach, suffering 1D6+1 Hull Point damage. • 2: You only find drifting wreckage. • 3-4: You can rescue a crew member. Treat this as the Escape Pod event. • 5-6: You arrive in time to help save the ship from a drive malfunction. Select a crew member and roll 1D6+Savvy. A 7+ is required to succeed, but you may make three attempts. If you succeed, the jubilant crew give you a bunch of stuff. Roll three times on the Loot table. If you fail, the drive detonates, and your ship is damaged, select a crew member and roll 1D6+Savvy three times, requiring a 4+ to succeed each time. Each failed roll inflicts 1D6 Hull Point damage to the ship.
45-50	Patrol ship: An imperial strike force patrol vessel hails you informing you to prepare for boarding and to be ready for inspection. Roll 1D6, on a 1 - 3 you're not going to take this lying down and engage with the imperial strike force. Set up a battle in a cramped territory using the Imperial Strike Force Encounter table. Enemy numbers are determined by rolling 3D6, picking the highest die (with campaign crew size 5, roll 2D6 and pick highest; with campaign crew size 4, roll 1D6). Add the numbers indicated in the enemy table, +1 extra figure. There is no objective. If you drive them off, they flee back to their ship. If you lose, you lose all scrips and everything in your Stash, though you can keep the ship. If you win gain a Rival for the force which you defeated. If you roll 4-5 Roll 1D6 - 3, each die that scores above a 0, results in that number of items being confiscated as contraband. You can give them any items carried or in your Stash. Due to the military presence, the next world you visit cannot be invaded.

World Steps - Travel Events

ROLL	EVENT
51-53	Cosmic phenomenon: A crew member sees a strange manifestation in space. When they ask around, nobody else saw anything, and the ship's computers confirm nothing was there. The crew member adds +1 Luck (if they are able). This event can only ever happen once in a campaign. Treat as nothing happening if it happens again. If you have a Sanctioned Psyker in the crew, they predict it's a good omen. Add +1 story point. If you have Rogue Psyker in your crew deduct -1 story point.
54-60	Escape pod: You find an escape pod drifting through space. If you opt to rescue them, roll 1D6. 1: They're a wanted Hive Scum war lord. If you let them go when you arrive on the next world, they might do you a favor later. The next time you make a new Rival, roll 4+ on 1D6 to immediately remove the Rivals from the campaign. If you turn them in, claim 1D6 scrips, but get a Rival from their old gang. 2-3: They reward you with 1D3 scrips and a roll on the Loot Table when you arrive on the nearest world. 4: They have nothing to pay you with but do have some interesting information. Add 1 Quest Rumor and 1 story point. 5: They are willing to join your crew. Roll up a new character, but they come with no equipment at all. If you don't want to hire them, they just leave at the next world. 6: As entry 5, but the character begins play with 10 XP yet unspent.
61-66	Accident: Routine maintenance task. They must rest up for one campaign turn to recover from the Injury, and one item they carry is damaged.
75	Travel-time: Local conditions force you to jump to the very edge of the system and approach under standard drives. Any Injured crew may rest for one campaign turn.
76-85	Warp Event: The crew are forced to travel through the warp to avoid a large fleet Tyrannids. On a roll of 3-6 the ship becomes attacked by some kind of warp entity. The ship suffers 6 hull points of damage (ignoring any modifiers that may reduce this) and you must roll on the injury table for each crew member.
86-91	Time to reflect: How is the story unfolding? What did it all mean? Add +1 story point.
92-95	Engaging the Savant: There's time to sit, have a read, and maybe even indulge in a bit of education. Roll 1D6. On a 1-2, a random crew member earns +3 XP. On a 3-4, a random crew member earns +2 XP, and a second random crew member earns +1 XP. On a 5-6, three random crew each earn +1 XP.
96-100	Locked in the library: Pouring over old records and fragments of data, the captain has unearthed some intriguing information about the sector of space you are heading into. You can roll up the planetary info (problems, conveniences, licensing requirements) for three to fuel limitations, you must visit one of the three generated. All three generated worlds remain in the campaign and can be visited later.

World Steps – New World

NEW WORLD

ROLL	TRAIT	DESCRIPTION
1-3	Hive Smog	During battle, visibility is reduced to 1D6+8"
4-6	Carnivorous plants	When setting up the table, you must add 1D6+2 individual plant features or 1D3 areas of vegetation (roughly 3-5" across) If a model comes within 2' of these features, they are atomically hit and must roll to resolve hits adding +2 Damage. Crew members from a death world can ignore this rule.
7-8	Warzone	When setting up the table, you must add 1D6 ruined buildings or craters to the table. Crew members from a feudal world gain +1 combat skill while on this planet
9-10	Heavily enforced	When fighting opponents from the Hive Scum Encounter Table, the number encountered is reduced by 1. When rolling to see if they become Rivals, only roll a single die as normal. Apply the opposite if fights opponents from the Imperial Strike Force Encounter Table.
11-12	Rampant crime	When fighting opponents from the Hive Scum Encounter list, add 2 to the number encountered. Rolls on the enemy encounter resulting in an encounter with an Imperial Strike Force should be discarded and rerolled.
13-14	Invasion risk	Add +1 to all Invasion rolls.
15-16	Imminent invasion	Add +2 to all Invasion rolls and if the world is invaded, rolls for war progress are at -1.
17-18	Space travel not yet discovered	You cannot spend more than 3 scrips per campaign turn on ship Repairs.
19-20	The markets crashed	Add +1 to the roll when recruiting.
21-22	Medicae science	The cost for accelerated medical care is only 3 scrips per character.
23-24	Mechanicus Strong hold	Add +1 to all Repair attempts.
25-26	Opportunities	Add +1 to the roll when searching for Patrons.
27-29	Booming economy	When rolling for post-battle scrip rewards, any 1 on the dice is rerolled until it shows a score other than 1.
30-32	Busy markets	Each campaign turn, you may spend 2 scrips once to roll on the Trade Table.
33-34	Local Governance	When attempting to leave, you must roll 2D6. On a 2-4, you are delayed and cannot leave this campaign turn without a bribe equal to the roll in scrips. You may try again next campaign turn.
35-36	Religion > Education	You must roll 6+ to be approved for Advanced Training on this world.
37-38	Expensive education	The fee to enroll in Advanced Training is 3 scrips.
39-41	Lock Down	No more than one crew member may take the Explore option each campaign turn.
42-43	Imperial sector	The world cannot be Invaded.
44-46	Gloom	In battle, maximum visibility is restricted to 1D6+6".
47-48	Servitor Factory	All Servitor upgrades are 1 scrip cheaper.

World Steps – New World

ROLL	TRAIT	DESCRIPTION
49-51	Fuel refinery	Traveling from this world costs only 3 scrips.
52-53	Xenos species restricted	Roll 1D10 to determine which species is restricted: 1 Asuryani / 2-4 Drukhari / 5 T'au / 6 Jokaero / 7-9 Kroot / 10 Kin Characters of this type cannot be hired here (count as baseline Humans instead) and cannot undertake any crew jobs. They may participate in combat normally. Rolls on the enemy encounter resulting in an encounter with Xenos 1 or Xenos 2 should be discarded and rerolled.
54-55	Weapon licensing	Any weapon obtained through the Trade Table or purchased outright costs +1 scrip.
56-57	Import restrictions	You cannot sell any items on this world.
58-59	Militarum outpost	Add +2 to Invasion rolls. Add +2 when checking for war progress.
60-62	Death World	When rolling on the Roving Threats Encounter Table, increase the number of opponents by +1.
63-64	Trade Hub	The cost of all Ship Components is reduced by 2 scrips.
65-67	Barren	No plant features can be used on the battlefield.
68-69	Hot blooded Locals	Opponents become your Rivals on a roll of 1 or 2.
70-72	Free trade zone	One crew member per campaign turn can roll twice when using the Trade Table and choose either result.
73-74	Merchant state	+2 when rolling to find a Patron. Patrons are always Merchant Guilds. Failing a mission means being blacklisted and you cannot get Patrons here again.
75-76	Adventurous population	When successfully Recruiting, you may roll up one additional character and then choose who to hire.
77-79	Tundra	Any character making a Dash may opt to slide. They move 1D6" in a straight line and must move the full distance. If they collide with anything, they – and any character they collide with – are knocked 1" in a random direction and become Stunned.
80-81	Plateau	Do not place any hills or raised ground on the battlefield.
82-84	Fuel shortage	The cost to travel from this world is raised by 1D3 scrips. You may roll each campaign turn.
85-86	Metallurgic dust	All Laser, Beam, or Blast weapons are -1 to Hit at ranges exceeding 9".
87-89	Living is costly	Your crew size counts as being 2 higher for the purpose of Upkeep costs.
90-91	Interdiction	You are only approved to stay for 1D3 campaign turns. To extend your stay, you must obtain a license. Roll 2D6, requiring an 8+.
92-93	Null zone	No teleportation device of any type works.
94-96	Crystals	Place 2D6 crystals on the battlefield. If you don't have any, use rocks.
97-100	Fog	All shots beyond 8" are -1 to Hit.

World Steps – Trade Table

TRADE TABLE

ROLL	TRADE RESULT	EFFECT
1 - 3	A personal Weapon	Roll once on the Common Weapon table
4 - 6	Sell some cargo	Earn 2 scrips
7 - 9	Find something useful	Roll once on the Loot table - Item is like new
10 - 11	Quality Amasec	Recruit a new character to your crew
12 - 14	Savant with a story	A crew member of choice listens to the wizened man and earns 1 XP
15 - 18	Bits of scrap	You sell it on to an interested party earning 1 scrip
19 - 22	Medicae Pack	Choose from Medi-Kit, Stimm, Tranq, Ration pack or Recaf
23 - 24	Worthless Trinket	Roll 1D6. On a 6 add 1 Story point .
25 - 26	Local Data Slate	If you receive a quest on this world or the next, you may immediately add 1 Rumor
27 - 28	Luxury Trinket	Receive +2 when used during Recruiting / If traded roll twice and keep the preferred outcome / If a swift finds this item, they keep it and add 2XP
29 - 30	Basic Supplies	Skip upkeep costs for one campaign turn
31 - 34	Contraband	You can refuse to honor this trade but if you keep the item, you may sell it for 1D6 Scrips . If you roll a 4-6 you also receive a Rival
35 - 37	Weapon Mod	Roll on the Weapon Mod table
38 - 39	Useless Trinket	Roll 1D6. On a 6 earn 1 Story point
40 - 44	Trade goods	Every time, you arrive on a new planet you may roll 1D6 to see how many Scrips you can sell the goods for however on a 1 the goods have perished.
45 - 48	Something Interesting	Roll once on the Loot table

World Steps – Trade Table

ROLL	TRADE RESULT	EFFECT
49 - 51	Fuel	Roll 1D6 you have secured that many scripts worth of fuel which can be used to offset travel costs
52 - 53	Spare Parts	Add +1 when making a repair attempt. If the roll is a natural 1 then the spare parts have been fully used
54 - 55	Xenos Relic	Roll 1D6 on a 5-6 add 1 story point on a 1 - 2 remove 1 story point
56	Merchant Sale	You may pay 3 scripts and roll on the Loot table. Item must be used by the respective crew member
57 - 59	Ordnance	Roll on the Grenades table
60 - 62	Imperial Standard	Roll on the Common Weapons table
63	Odd Device	You may pay 1 script then Roll 1D6 . On a 6 you may roll on the Loot table. On 1 - 5 the device appears to do nothing and is discarded
64 - 65	Imperial Fuel Cell	Zero travel costs when jumping to a new planet
66 - 69	Hot tip	Gain 1 quest rumor
70 - 71	Insider information	If you choose the find a Patron task in the next turn you will automatically find one.
72 - 75	Heavy caliber	Roll on the Very Rare Weapons table
76 - 78	Dubious Profit	A merchant with ties to hereteks will buy any weapons for 3 scripts each. If you sell any weapons to this vendor, then if this current planet or any subsequent planets have the Heavily Enforced trait you add 2 Rivals
79 - 81	Bodily Modifications	Roll on the Cybernetics Implant table
82 - 86	A workman is only as good as his tools	Roll on the Tool table - the item is damaged and requires repair
87 - 91	Slightly used	Roll on the Loot table - the item is damaged and requires repair
92 - 95	Medicae's pocket	Obtain 2 stimms and 2 med-kits
96 - 100	Frigate parts	Roll 1D6 you have secured that many scripts worth of parts used to repair Hull Point damage

World Steps – Exploration Table

EXPLORATION TABLE

ROLL	EVENT	EFFECTS
1-3	I know a good deal when I see one	Roll on the Trade Table instead.
4-6	Meet a Patron	You are offered a Patron job.
7-8	Must've been something I ate	The character eats bad food and must spend 1 campaign turn in Sick Bay. Servitor and Ratling ignore this event.
9-11	Meet someone interesting	Gain a Quest Rumor. A Sanctioned Psyker character may roll 1D6, and on a 5+ receives a second Rumor.
12-15	Had a nice chat	Roll 1D6+Savvy. On a 5+ gain +1 story point.
16-18	See the sights, enjoy the view	No effects.
19-21	Make a new friend	Roll up a new character and add them to the crew. If your character is Kin, the new character is also Kin.
22-24	Time to relax	No effects.
25-28	Possible bargain	Give up a weapon of choice, then roll 1D6. On a 6, get a roll on the Loot Table, otherwise get 2 Scripts.
29-31	Alien merchant	Give him any item, then roll on the Xtremely Rare Weapons table
32-34	Got yourself noticed	If you have Rivals, select one at random. You will have to fight them this campaign turn.
35-37	You hear a tip	You may opt to automatically track down a Rival to fight this campaign turn.
38-40	Completely lost	Roll 1D6+Savvy. On a 4+ the character finds their way back in time, otherwise they will be unable to participate in a battle this campaign turn. Either way, roll again on this table to see what they find while wandering the streets.
41-44	Someone wants a package delivered	When you travel to a new world, if this crew member is still in the crew, earn 3 Scripts and roll 1D6. On 1-2, you've acquired a Rival and receive +1 story point.
45-47	A tech fanatic offers to help	Pick a damaged item of equipment and roll 1D6. On 5-6 you have it fixed for free. A Jokaero instead spends the afternoon talking shop, earning +2 XP.

World Steps – Exploration Table

ROLL	EVENT	EFFECTS
48-50	Got a few drinks	No effects.
51-53	I don't have a gambling problem!	Discard one item from the character's equipment or crew Stash. Servitors and Redemptionists ignore this event.
54-57	Overheard some talk	Gain a Rumor.
58-60	Pick a fight	Add a Rival to your list. If a Kin gets this event, add the Rival as normal, but the first time you meet them in battle, they have -1 enemy, as you already knocked one out in the initial brawl.
61-64	Found a trainer	Character earns +2 XP.
65-68	Information broker	Buy up to 3 Rumors for 2 Scripts each.
69-71	Arms dealer	Purchase any number of rolls on the Rare Weapons table for 3 scripts each.
72-75	Promising lead	Earn +3 Scripts if you do an Opportunity mission this campaign turn.
76-79	Just needs a little love	Roll on Tool table, but the item is damaged and needs to be repaired before it can be used. If the character is an Jokaero, the item works right away.
80-82	Get in a bad fight	Character must spend 1D3 campaign turns in Sick Bay and loses one item of carried equipment (player choice).
83-86	Offered a small job	When fighting this campaign turn, select a random enemy figure. If your crew kills them, earn 2 Scripts. No reward if they run away.
87-90	Offered a reward	When fighting this campaign turn, select a random terrain feature. If a crew member moves into contact and spends a Combat Action, you can retrieve a package and earn 2 Scripts.
91-94	You make a useful contact	Next campaign turn, add +1 to your choice of a roll to Recruit, find a Patron, or Track a Rival.
95-96	Who left this lying around?	Add your choice of a Las pistol, Knife, Autogun, or Shotgun.
97-100	This place is rather nice, really.	When you are ready to leave this world, unless it is being Invaded, you must pay 1 story point, or this crew member will decide to stay behind. can keep their equipment, though.

World Steps – Job Offers

PATRON

ROLL	PATRON	NOTES
1-2	Corporation	+1 to the roll on the Danger Pay Table.
3-4	Local Adeptus	-
5	Sector Adeptus	-
6-7	Rogue Trader	-
8-9	Merchant Cabal	-
10	Heretek Group	+1 to the roll on the Time Frame Table.

DANGER PAY

ROLL	DANGER PAY
1 - 4	1 Script
5 - 8	2 Scripts
9	3 Scripts
10+	3 Scripts and roll twice picking the higher die when rolling for mission pay

SCHEDULE

ROLL	TIME
1 - 5	This turn
6 - 7	This or the next turn
8 - 9	This or the following 2 turns
10+	Any time

BHC TABLE

	CORPORATION	LOCAL ADEPTUS	SECTOR ADEPTUS	ROGUE TRADER	MERCHANT CABAL	HERETEK GROUP
Benefits	8	8	8	5	8	8
Hazards	8	8	8	8	8	5
Conditions	5	8	8	8	8	8

World Steps – Job Offers

BENEFITS

ROLL	BENEFITS	EFFECTS
1-2	Fringe Benefit	Roll on the Loot Table
3-4	Connections	Gain a Rumor.
5	Company Store	Roll on the Trade Table
6	Health Insurance	Discard 2 campaign turns of injury recovery, assigned as you see fit.
7	Security Team	Reduce enemy force numbers by 1
8-9	Persistent	Patron remains available if you travel.
10	Negotiable	If you accept this job, you may reroll the Danger Pay roll and pick the better of the two rolls.

HAZARDS

ROLL	HAZARD	EFFECTS
1-2	Dangerous Job	Increase enemy force numbers by +1.
3-4	Hot Job	After the job, you will earn an enemy on 1-2 instead of the normal roll of a 1.
5	VIP	A random enemy will have +1 Toughness and a final Combat Skill of +2 (regardless of current value)
6	Veteran Opposition	Enemy is -1 to panic range.
7	Low Priority	Reduce enemy force numbers by 1.
8-10	Private Transport	If you have Rivals, they cannot track you this campaign turn.

CONDITIONS

ROLL	CONDITIONS	EFFECTS
1	Vengeful	If the mission fails, the Patron becomes a Rival.
2-3	Demanding	Danger Pay is only upon success.
4	Small Squad	You cannot deploy more than 4 crew.
5	Full Squad	You must have 6 available crew.
6	Clean	You cannot ever have made Imperial Strike Force Rivals.
7-8	Busy	If the mission is a success, the Patron offers a new job next campaign turn.
9	One-time Contract	This Patron cannot be retained as a contact.
10	Reputation Required	You must have completed a prior Patron job on this world.

Battles – Ready for Battles

DEPLOYMENT CONDITION

OPPORTUNITY / PATRON	RIVAL	QUEST	CONDITION
1-40	1-10	1-5	No Condition
41-45	11-15	6-10	Small encounter: A random crew member must sit out this fight. Reduce enemy numbers by -1 (-2 if they initially outnumber you)
46-50	16-20	11-25	Poor visibility: Maximum visibility is 1D6+8". Reroll at the start of each round.
51-55	21-25	26-30	Brief engagement: At the end of each round, roll 2D6. If the roll is equal or below the round number, the game ends inconclusively.
56-60	26-30	31-40	Toxic environment: Whenever a combatant is Stunned, roll 1D6+Savvy skill (0 for enemies). Failure to roll a 4+ becomes a casualty.
61-65	31-45	41-50	Surprise encounter: The enemy can't act in the first round.
66-75	46-50	51-60	Delayed: 2 random crew members won't start on the table. At the end of each round, roll 1D6: If the roll is equal or below the round number, they may be placed at any point of your own battlefield edge.
76-80	51-60	61-65	Slippery ground: All movement at ground level is -1 Speed.
81-85	61-75	66-80	Bitter struggle: Enemy Morale is +1.
86-90	76-90	81-90	Caught off guard: Your squad all act in the Slow Actions phase in Round 1.
91-100	91-100	91-100	Gloomy: Maximum visibility is 9". Characters that fire can be fired upon at any range, however.

NOTABLE SIGHT

OPPORTUNITY / PATRON	RIVAL	QUEST	NOTABLE SIGHT
1-20	1-40	1-10	Nothing special
21-30	41-50	11-25	Data slate: Gain a Quest Rumor.
31-40	51-60	26-35	Excommunication: Select a random enemy figure. Add +1 to their Toughness. If they are slain, gain 1D3 Scripts.
41-50	61-70	36-50	Loot cache: Roll once on the Loot Table (p.131).
51-60	71-75	51-55	Shiny bits: Gain 1 scrip.
61-70	76-80	56-65	Really shiny bits: Gain 2 Scripts.
71-80	81-90	66-80	Person of interest: Gain +1 story point.
81-90	91-95	81-90	Peculiar item: Gain +2 XP.
91-100	96-100	91-100	Xenos Tech: Roll 1D6. On a 1-4, it can be sold for 1 scrip. On a 5-6, roll on the Loot Table.

OPPORTUNITY MISSION

ROLL	OBJECTIVE
1-2	Move Through
3-4	Deliver
5-6	Access
7-8	Patrol
9-10	Fight Off

Battles – Readyng for Battles

QUEST MISSION

ROLL	OBJECTIVE
1-2	Move Through
3-4	Search
5-6	Defend
7-8	Acquire
9-10	Fight Off

PATRON MISSION

ROLL	OBJECTIVE
1-2	Deliver
3	Eliminate
4-5	Move Through
6-7	Secure
8	Protect
9-10	Fight Off

RIVAL ATTACK

ROLL	ATTACK
1	Ambush
2-3	Brought friends
4-7	Showdown
8	Assault
9-10	Raid

Battles – Enemy Encounter

Enemy Encounter

Element	Opportunity	Patron	Quest	Unknown Rival
Hive Scum	1-30	1-25	1-15	1-50
Imperial Strike Force	31-60	26-60	16-40	51-80
Xenos 1	61-80	61-75	41-70	81-100
Xenos 2	81-100	76-100	71-100	-

Enemy Weapon Rules

Type	Hive Scum	Imperial Strike Force	Xenos 1	Xenos 2
Standard	Roll once on the common weapons table	-	-	-
Specialist	Roll once on the rare weapons table	Swap weapon for two rolls on the rare weapons table	+1 combat skill	+1 Speed
Lieutenant	Equipped as Specialist and +1 combat skill	Swap weapon for one roll on the very rare weapons table and +1 combat skill	+1 combat skill and +1 Toughness	+1 Speed + 1 Toughness

Battles – Hive Scum

Bounty Hunter: When setting up, roll 1D6. If the score is 1-3, that many bonus scrips will be paid out if you Hold the Field after the battle.

Revenge: When rolling to see if a defeated gang becomes a Rival, you must roll 2D6, with a 1 on either die indicating you've acquired them as Rivals. If both dice score a 1, they hate you. They become Rivals AND will increase the numbers encountered by +1 in all battles.

Battles – Hive Scum

HIVE SCUM

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI
1-10	Hive Scum	2	1 - 3	4"	0	3	A

Organized gangs run many backwater settlements, fighting for control.

Leg it: When a ganger is hit by a shot, they will retreat 3" away from the shooter

11-19	Escher	2	1 - 2	4"	0	3	A
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Strikingly different from the other gangs, the Escher population is almost entirely made up of women. The few men that are there are shriveled and imbecilic and play no part in the normal affairs of the Escher.

Female Focus: If your crew contains a Goliath the Escher get +1 combat skill. If your crew contains an arbetes the Escher get +1 Panic

20-27	Ash Waste Nomads	1	1-2	4"	0	3	D
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The only thing better than making something valuable is stealing it from someone else.

Scavengers: You roll twice on the Battlefield Finds Table.

28-34	Redemptionists	2	1	4"	0	3	A
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Fringe Space is full of odd, para-religious groups, congregating around this or that principle. They are often heavily armed, and up to no good.

Intrigue: Roll 2D6 and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.

35-43	Corpse Grinder Cult	2	1	6"	0	4	R
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For some, life in space just drives them nuts. Homicidally so.

Bad shots: Their shooting only Hits on a natural 6. If they are equipped with a chain weapon, they gain +1 combat

44-48	Spyre Hunters	2	1-3	5"	1	2	A
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Young nobles from the Spire come down to hunt underhive gangers and thereby prove their worth in a world of ruthless politics, plotting and assassination.

Careless: You are +1 to Seize the Initiative. 6+ Saving Throw.

49-51	Scavvies	1	1-2	5"	0	4	D
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Living at the very bottom of the hive, through inbreeding and exposure these "citizens" display extreme physical and mental mutations. The only place you will find these dwellers in the underhive where they will always have the upper hand.

Alert: You are -1 to Seize the Initiative.

Battles – Hive Scum

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI
52-57	Cawdar	2	1-2	5"	0	3	D
<p><i>Separatist groups violently opposing the state and the mega-corps.</i></p> <p>Stubborn: They ignore the first casualty of the battle when making a Morale check.</p>							
58-64	Delaque	2	1-3	5"	0	4	C
<p><i>Delaque, who specialize in spying and assassination. The gangers often wear large trench coats, with large internal pockets for concealing weapons and other large items.</i></p> <p>Nocturnal Vision: Delaque are unaffected by reductions in weapons range and targeting.</p>							
65-71	Pit Slaves	3	1 - 3	4"	0	4	A
<p><i>Slaves of the Guilders with appendages replaced by industrial tools such as giant saws and drills.</i></p> <p>Dogged: If reduced to only 1 or 2 figures, they become Fearless and will not flee.</p>							
72-79	Ratskins	3	1-2	6"	0	3	C
<p><i>Agile and gregarious, these rat-like humanoids show up almost anywhere in space.</i></p> <p>Alert: You are -1 to Seize the Initiative. Scavengers: Roll twice on the Battlefield Finds Table.</p>							
80-83	Van Sar	1	1-2	4"	0	4	T
<p><i>Weird criminal syndicates who seem to view high-tech with an almost religious reverence.</i></p> <p>Loot: Gain an extra Loot Roll if Holding the Field 6+ Saving throw.</p>							
84-90	Orlock	2	1-3	4"	0	3	D
<p><i>Any starship port facility will have assorted low-lives and villains hanging around, waiting to see if today is the day they make it big. It rarely is.</i></p> <p>Friday Night Warriors: When a scum is slain, all allies within 6" will retreat a standard move at their base speed directly back towards their own battlefield edge.</p>							
91-94	Goliaths	0	1	4"	1	5	R
<p><i>Human-derived brutes possessing massive upper body strength. Often succumb to berserk fury.</i></p> <p>Ferocious: +1 to Brawling rolls when initiating combat. Aggro: If Hit by a shot and surviving, immediately move 1" towards the shooter.</p>							
95-100	Palentine Enforcers	1	1-2	4"	1	3	T
<p><i>The Enforcers are the chief source of law enforcement in the underhive.</i></p> <p>Trick shot: Any natural 6 when they shoot allows an additional shot against the same target or another target within 2".</p>							

Battles – Imperial Strike Force

Drop Pod: During battle set up the Imperial Strike Force may deploy at any point during the game and at any position on the battlefield 9" away from an enemy model considering usual model set up rules which are determined by the AI.

The choice must be applied to all models at the same time.

IMPERIAL STRIKE FORCE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	Weapons
1-6	Death Korpse of Krieg	1	1 - 2	4"	1	5	D	Flamer / Shovel

The Death Korps of Krieg are siege specialists and those regiments raised on Krieg seek to repent for their former treachery against the Imperium by displaying a disturbing disregard for their own lives in combat.

Dug in: Get a +1 combat skill when in cover.

7-13	Death Cult Assassins	0	1 - 3	5"	1	4	A	Power Sword
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Death and blood underpin Human existence. It is a common truism that only through continued blood-sacrifice in the face of a hostile universe will Mankind prevail, a sacrifice likened in the Imperial Creed to the bodily sacrifice of the Emperor Himself.

Intrigue: Roll 2D6 and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.

14-18	Cadian Shock Troops	2	1 - 3	4"	0	3	A	Lasgun / Melee Attachment
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Cadians believe that discipline is the single most important factor in the operation of any army.

Alert: You are -1 to Seize the Initiative. **Charge:** Cadian's can you still take a combat action after they have dashed.

19-27	Arbitrators	1	1-2	4"	1	4	T	Power Maul / Heavy Stubber
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Remorseless and single-minded, Arbitrators do not forgive or forget any crime against Imperial Law and pursue their quarry relentlessly until the emperor's justice has been served.

Persistent: If encountered as Rivals, all rolls to remove them from Rival status are at -1.

28-35	Imperial Navy Breachers	1	1-2	4"	0	3	C	Shield / Combat Shotgun
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These naval soldiers are regularly drilled, both to keep themselves sharp during long voyages and to ensure the indentured toiler-class of workers that service the many needs of the starship are kept in line.

Dogged: If reduced to only 1 or 2 figures, they become Fearless and will not flee.

Battles – Imperial Strike Force

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
36-41	Repentia	2	1	5"	0	4	A	Chain Sword
<i>These warriors, known as Sisters Repentia, band together into groups that seek redemption in the fires of battle.</i>								
Ferocious: +1 to Brawling rolls when initiating combat.								
42-48	Bulgryns	-1	1-3	3"	0	6	R	Grenade Launcher / Shield
<i>Ogryns possess many traits prized by the Imperium; they are brutally strong and completely loyal, although extremely limited intellectually, which restricts their battlefield role to simple and direct assaults.</i>								
Cowardly: Lieutenants are affected by Morale dice.								
49-52	Electro Priests	2	1-2	4	0	3	A	Displacer Field / Shock Maul
<i>Electro-priests are techno-zealots devoted to the Cult Mechanicus, particularly the mysteries of energy, its flow through conductive bodies and the motivating spark, the sacred "Motive Force," it provides to Machine Spirits.</i>								
Electoo Trap: If they become a casualty Electoo trap triggers and creates a 6" area shock wave. resolve hits against any models in this area.								
53-56	Sisters of Silence	0	1-2	6"	1	4	A	Feudal world plate / Flamer or Bolt gun or Power Sword
<i>The Sisters of Silence are an all-female order of Imperial Witch Hunters tasked with hunting down rogue psykers and other psychic threats across the galaxy.</i>								
Prediction: You cannot Seize the Initiative.								
57-63	Skitarii Rangers	1	1	5"	1	4	T	Arc Rifle
<i>Skitarii Rangers are the unstoppable cyborgs of the Skitarii Legions that do not rest until the bloody deed is done, for they are driven ever onward by the imperative to locate their foes and ensure their destruction.</i>								
Kunnin: Can only be targeted once within 12" of attacker.								
64-68	Tempestus Scions	2	0	6"	1	3	A	Carapace Armor / Hotshot Lasgun
<i>Trained from their youth by the Schola Progenium in the arts of war, Storm Troopers are, perhaps, the finest soldiers ever to serve in the Imperial Guard.</i>								
Storm Trooper: Each time this model in this unit makes an attack, an unmodified hit roll of 6 scores 1 additional hit.								
69-72	Sicarian Ruststalkers	0	1-2	4"	2	5	T	Twin Swords
<i>Most Sicarians are constructed from the mortally wounded bodies of fallen Skitarii. It is a traumatic and painful transformation that unravels the recipient's psychological stability.</i>								
6+ Saving Throw.								
73-76	Retributor Squad	0	1-2	4"	0	3	A	Heavy Flamer
<i>Retributors prefer to rely upon Heavy Flamers, unleashing searing infernos that burn their opponents out of cover and reduce them to charred corpses</i>								
Fireproof: Immune to flame weapons 6+ Saving Throw.								
77-83	Sisters of Battle	1	1-2	4"	0	3	A	Bolt gun
<i>The battle-sister is the most basic rank of the sisters of Battle achieved after a woman has completed her training as a novice, taken her vows to the emperor and been assigned to a Militant Order.</i>								
The emperor protects: +1 Faith								
84-88	Ratlings	2	1-2	5"	2	2	C	Sniper Rifle
<i>Though less resilient than their baseline Human comrades, Ratlings are naturally excellent shots. It is said that Ratling marksmen can take the head off a Heretic from over a kilometer away.</i>								
Sniped: +1 Combat Skill when making a ranged attack over 18"								
89-100	Catachan Jungle Fighters	1	1-3	4"	0	4	C	Knife / Las Gun
<i>Their home world of Catachan is a jungle Death World, where natural selection ensures only the deadliest flora and fauna survive.</i>								
Ambush: Can take a combat after making a dash if they were behind cover at the start of the movement.								

Battles – Xenos Cat 1

Serious Threat: Add +1 when rolling for a Unique individual

Xenos Interest: If on a quest mission when rolling for number of opponents reroll results of 1.

XENOS CAT 1

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	Weapons
1-14	Gretchin / Ork	0	1 - 3	5"	0	2	A	Grot Blaster
<i>Grots flood across the battlefield in great squabbling mobs. Individually feeble and cowardly, Grots can nonetheless prove surprisingly dangerous in large numbers.</i>								
Mob Mentality: Double the number of Grots indicated by the "number of opponents" section.								
15-26	Fire Warriors	0	1-2	4"	1	3	T	Pulse Rifle / Bonding Knife
<i>A Fire Warrior Strike Team is a high-speed detachment of shock troops who lay down sheets of withering Pulse Rifle fire, throwing EMP Grenades and aiming powerful tactical support turrets at a rapidly depleting foe.</i>								
For the greater good: If you ever fight Fire Warriors as Rivals, add +2 to their numbers.								
27-34	Guardians	0	1-2	4"	1	4	T	Shuriken Catapult / Mesh Armor
<i>Clad in psycho-reactive armor and armed with lethal Shuriken weaponry, the Guardians of the Craft world Aeldari armies are able warriors all.</i>								
Intrigue: Roll 2D6 and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.								
35-39	Ork Boyz / Ork	2	1	4"	0	3	A	Shoota / Choppa
<i>Ork Boyz charge into battle in a great mass, crashing into the enemy like a green landslide.</i>								
Careless: You are +1 to Seize the Initiative (for a final modifier of 0).								
40-42	Stealth Battle Suits	0	1	6"	2	5	T	Burst Cannon
<i>Fire Warriors serving in a Stealth Team specialize in covert operations such as infiltration, sabotage, reconnaissance, and ambush.</i>								
Kunnin: Can only be targeted once within 12" of attacker. Tough fight: A random survivor gains +1 XP.								
43-46	Necron Warriors	0	0	3"	1	4	D	Gauss Flayer
<i>Necron Warriors are the primary infantry troops of the soulless, undying mechanical monstrosities known as the Necrons.</i>								
Fearless: Never affected by Morale. 5+ Saving Throw.								
47-50	Wyches	0	1-2	5"	1	3	C	Splinter Pistol / Hekatarii Blade
<i>The Wych Cults provide their kin with a feast of agonies that, for a while at least, keeps their blades from one another's throats.</i>								
Loot: Gain an extra Loot roll if Holding the Field Intrigue: Roll 2D6 and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.								

Battles – Xenos Cat 1

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
51-53	Incubi	0	1	6"	2	3	A	Klaives
<p><i>The Incubi are an order of faceless warriors, masters in the use of the long-bladed weapon known as the Klaive. Everything about a fully armored Incubus conveys menace.</i></p> <p>Tough fight: A random survivor gains +1 XP.</p>								
54-59	Cthonian Berserkers	1	1-2	5"	1	4	R	Concussion Maul
<p><i>Cthonian Berserkers are amongst the most heavily cybernetically-augmented and courageous of the Kin.</i></p> <p>Quick feet: They add +1" to the distance for any Dash move.</p>								
60-64	Kommando	1	1-2	5"	0	3	C	Slugga / Choppa
<p><i>Where most Orks love getting stuck in with a minimum of muckin' about, Kommandoz prefer to spread panic and fear behind enemy lines.</i></p> <p>Alert: You are -1 to Seize the Initiative (for a total of -2). Kunnin: Can only be targeted once within 12" of attacker.</p>								
65-74	Hearthkyn Warriors	1	1-2	4"	1	4	D	Ion Blasters
<p><i>Hearthkyn Warriors are the soldiers of the line and the primary infantry of the Leagues of Votann.</i></p> <p>6+ Saving Throw.</p>								
75-79	Flayed ones	1	1	5"	1	4	A	Flayer Blades
<p><i>Flayed Ones are twisted and ghoulish Necron terrors afflicted by an ancient infection that breeds a hunger for organic flesh in them.</i></p> <p>6+ Saving Throw.</p>								
80-85	Spindle Drones	2	0	3"	0	5	D	Razor Sharp Limbs (+1 damage)
<p><i>Typical security bots used to guard all manner of installations and locations.</i></p> <p>Careless: You are +1 to Seize the Initiative (for a total of 0). Fearless: Never affected by Morale. 6+ Saving Throw</p>								
86-90	Howling Banshees	1	1-2	5"	1	4	A	Shuriken Pistol / Banshee Blade
<p><i>These lightly equipped warrior-women are fearsome melee combat specialists who draw their inspiration from the unearthly creature with which they share a name.</i></p> <p>Stubborn: They ignore the first casualty of the battle when making a Morale check.</p>								
91-95	Kroot Carnivore Squad	0	1-2	4"	1	3	T	Kroot Bow / Close combat weapon
<p><i>It has been reported that Kroot Carnivores can become tainted by Chaos by eating the flesh of those who serve the Ruinous Powers.</i></p> <p>Up close: If a Rage Lizard is within 1" of terrain, they may add +1 to Hit Rolls.</p>								
96-100	Nob / Ork	0	1	4"	1	5	R	Kill Saws
<p><i>Serving as a crude greenskin ruling class, the Nobz are never about reminding the Boyz who's in charge by making a few bloody examples.</i></p> <p>Ferocious: +1 to Brawling rolls when initiating combat.</p>								

Battles – Xenos Cat 2

Xenos Strong Hold: If you have travelled to a new world this turn add +2 when rolling for enemy numbers.

XENOS CAT 2

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
1-4	Lychguard	0	0	4"	0	5	D	Hyper phase Sword / Dispersion Shield
<p><i>The Lychguard are the elite protectors and emissaries of the Necron nobility.</i></p> <p>Careless: You are +1 to Seize the Initiative. Hold the ground: +1 to Brawl rolls if they didn't move this turn. Invasion Threat. Test at +1.6+ Saving Throw.</p>								
5-12	Pathfinders	0	0	4"	2	3	T	Rail Gun
<p><i>Compared to standard Fire Warriors, Tau Pathfinders have a more specialized role on the battlefield and possess incredible long-range reconnaissance capabilities.</i></p> <p>Invasion Threat. 6+ Saving Throw.</p>								
13-18	Einhyr Hearthkyn	1	1	4"	0	4	C	Exo-armor / Exo-armor Grenade Launcher / Plasma Blade Gauntlet
<p><i>Clad in formidable exo-armor and equipped with a fearsome array of ranged and melee weaponry, Einhyr Hearthguard are a force to be reckoned with.</i></p> <p>Invasion Threat.</p>								
19-28	Kabalite warriors	2	1 - 2	4	1	4	C	Splinter Rifle
<p><i>The warriors of the Drukhari Kabals lie at the heart of every Drukhari strike force, pirate fleet and slave raider assault.</i></p> <p>Invasion Threat.</p>								
29-34	Iron Kin	2	0	3"	0	5	D	Volkite Charger
<p><i>The Ironkin are self-aware robots, machine intelligences who are considered full and equal citizens of the Leagues of Votann by the organic Kin.</i></p> <p>Careless: You are +1 to Seize the Initiative. 6+ Saving Throw.</p>								
35-44	Kroot Hounds	2	1 - 2	7"	1	2	B	Fangs (Damage +0)
<p><i>An over-sized lizard brimming with spikes and sharp teeth.</i></p> <p>Needle fangs: Armor Saving Throws are ignored.</p>								

Battles – Xenos Cat 2

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
45-56	Mandrakes	0	1-2	5"	0	3	R	Baleblast (Damage +2)
<p><i>This vile breed is secretly feared even by other Dark Eldar, for a Mandrake can pull itself into any region of space-time through another being's shadow, emerging with a sibilant hiss to sink its frigid claws and teeth into flesh.</i></p> <p>Leap: If they end a move within 3" of a Human, they may leap into contact as a Free Action. Shimmer: Move through terrain and solid obstacles.</p>								
57-63	Gargoyle	2	1-2	5"	0	5	B	Fangs (Damage +0)
<p><i>Physically, Gargoyles strongly resemble the Termagants from which they are genetically derived, with compact but lithe bodies encased in a lightly armored exoskeleton.</i></p> <p>Gruesome: Characters rolling for post-battle Injuries must apply a -5 to the roll.</p>								
64-69	Wracks	0	0	5"	2	5	A	Hermonculous Tools
<p><i>A Wrack is a twisted biological creation of the Drukhari Haemonculi, individuals of that species dissected and refashioned into living instruments of torture.</i></p> <p>Ferocious: +1 to Bowling rolls when initiating combat. Easy targets: +1 when firing at this enemy. 5+ Saving Throw. Tough fight: A random survivor gains +1 XP.</p>								
70-78	Termagants	2	0	5"	0	3	B	Spike Rifle
<p><i>The quadrupedal Termagant (Gauntii virago) serves as the standard infantry unit of any Tyranid swarm. Speed, agility, and survival are the main characteristics of the Termagant bioform.</i></p> <p>Easy targets: +1 when firing at this enemy. Stubborn: They ignore the first casualty of the battle when making a Morale check</p>								
79-84	Genestealer brood	2	1-2	5"	0	4	B	Fangs (Damage +0)
<p><i>A Genestealer (Corporaptor hominis) is a bioform of the multispecies Tyranid race that was genetically designed by the Hive Mind for the infiltration of other intelligent species' settled worlds.</i></p> <p>Alert: You are -1 to Seize the Initiative.</p>								
85-97	Hormagant	2	0	6"	1	2	B	Claws (Damage +0)
<p><i>A Hormagant is one of the most dangerous Tyranid creatures in a Hive Fleet. Not because of their size or viciousness, but because they multiply out of control.</i></p> <p>Fate worse than death: If the post-battle Injury roll is death, the character cannot be saved, and no rerolls are possible for any reason. Times tables: At the start of every third round add three more Hormagant's to enemies' deployment zone.</p>								
98-100	Tyranid Warriors	-1	0	4"	2	6	A	Talons (Damage +3)
<p><i>Tyranid Warriors are large creatures, but still smaller than the massive Tyranid Hive Tyrants. They are fast and powerful, with the capability to be strong at ranged combat or in close quarters in a similar fashion to the Hive Tyrant.</i></p> <p>Stubborn: They ignore the first casualty when making a Morale check. Unstoppable: Move through terrain and solid obstacles.</p>								

Battles – Unique Individuals

Unique Individuals are Fearless and will not be affected by **Morale** checks.

Note that they may follow a different AI routine than the group they are accompanying.

Many Unique Individuals have a Faith Stat.

Unique Individuals

ROLL	TYPE	SPEED	COMBAT SKILL	TOUGHNESS	AI	FAITH	WEAPONS
1-6	Gratzdakka - Ork War boss	4	2	5	A	0	Kombi Rocket / Power Claw / Attack Squig

"Our machines are the best. Our boyz are the best. We take your tanks and make them more powerful. We respect you as favored foes. I, Gratzdakka, offer you a chance to join my Mekboyz. War and gold will be your forever reward."

Dead Tough: This model has a +5 Saving throw / War boss: when other friendly models are within 6" of this model, they gain an additional hit roll.

7-12	O'Shaserra - Tau Commander	7	1	4	T	0	XV22 Stealth Suit / Twin fusion blasters / Guardian Drone + Comms link Drone
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O'Shaserra is a dynamic leader who rose to recent fame in the battles of the K'resh Expansion. There, she smashed the Ork menace, and her cadres suffered historically low casualties in return.

Camouflage Field: When this model has a stun marker assigned add -1 to all hit rolls made against it / Infiltrator: During setup this model may be placed anywhere on the battlefield 9" away from an enemy model.

13-17	Dahyak Grekh - Kroot Mercenary	5	1	4	D	0	Kroot Rifle / Melee Attachment
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Born on the world of Akchan-Kur to the Kroot Kharakh-Kar Clan, Grekh is a veteran of many wars across the galaxy. He was sent by his Clan's elders to seek out relics aboard the Seventh Blackstone Fortress.

Concealed Booby Traps: Once per battle at the end of the opponents moving phase choose an enemy and roll a D6 on a 4+ roll to resolve the hit (booby trap has +1 Damage) / Carnivore: When within 2" of a casualty Kroot can perform a free action to devour the casualties genetic code and absorb one of their abilities. / Deploys with 2 Kroot hounds

18-22	Lelith Hesperax - Drukharri Succubus	5	1	5	A	0	Lelith's Blades
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Lelith Hesperax is by far the deadliest of her deadly kind, able to bring swift death with the slightest flick of her lithe limbs or flowing hair sewn with razor sharp barbs. She rarely speaks, although her voice has been compared to honeyed velvet. Most other Succubi look upon her in envy and awe.

Quicksilver Dodge: This model has a 4+ saving throw and each time a melee hit roll is made against this model it has -1.

23-25	Taldeer - Aeldari Farseer	4	1	4	C	0	Shuriken Pistol / Singing Spear
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Taldeer, also called Taldeer the Dreamer, was a Farseer of Craft world Ulthwé and the leader of the Asuryani strike force sent to Lorn V in anticipation of an impending Necron attack. She and her strike force saved General Sturnn's Astra Militarum troops present on Lorn V on two different occasions, without them knowing until much later.

Ghosthelm: This model can't be affected by Rogue Psyker abilities / Precept: If a friendly model is within 6", they may reroll hit rolls / Roll twice on the Sanctioned Psyker Table

Battles – Unique Individuals

ROLL	TYPE	SPEED	COMBAT SKILL	TOUGHNESS	AI	FAITH	WEAPONS
26-30	Uthar the Destined / Kin Kahl	5	1	5	A	0	Volcanite disintegrator / Blade of the Ancestors / Bastium Void Armor
<p><i>As the most accomplished hero of the Greater Thurian league, Kahl Uthar is marked for greatness. Few can assess the foe as swiftly or mercilessly as Uthar and – once he has his enemies' measure – he soon cuts them to pieces with the glowing plasma edge of the Blade of the Ancestors.</i></p> <p>Judgement: Each time an enemy combat results in a friendly model receiving a stun marker that enemy receives a judgement marker. Whenever a model with a judgement marker is the target of ranged or brawl combat the attacking model receives +1 to their combat rolls for each judgement marker on said enemy / Ancestral Fortune: Once per battle anytime this model or another within 6" makes a hit roll, resolve a hit roll, or make a saving throw roll you may discard the result and change it to a 6 / Deploys with an Ironkin.</p>							
31-35	Janus Draik - Rogue Trager	6	1	4	T	1	Heirloom Pistol / Monomolecular rapier / 2 Web Grenade
<p><i>Draik has pushed forward the Imperium's boundaries in the Segmentum Pacificus for decades. Exploring the uncharted regions outside Imperial Space, he searches for rare commodities to sell to Humanity's ruling elite. His preferred method of acquiring new worlds involves appealing to the interests of their greedy and self-important rulers by plying them with exotic riches and aged amasec aboard his opulent shuttle, Vanguard.</i></p> <p>Multi-Spectral Auspicator: Reroll hit rolls of 2 or less for attacks made by this model / Concealed Archeotech Weapon: Once per battle when drake is activated pick an enemy model within 3" of Draik and roll a D6, hit on a 4+ and resolve hit roll adding +1 Damage</p>							
36-41	Erasmus Crowl - Imperial Inquisitor	6	1	4	T	1	Sanguine / Power Armor / Servo Skull, Gorgias
<p><i>Crowl utilizes the long-barreled revolver Sanguine and wears Power Armor. He is accompanied by his Servo-Skull, Gorgias, which frequently mutters both nonsense and introspective truths.</i></p> <p>Roll on the Ordo Table / Spy Network: When an enemy unit is set up on the battlefield after initial deployment, you can select one friendly model within 6" of this model. The selected unit can make a ranged attack against that enemy immediately / No stranger to pain: If this model would be assigned a stun marker roll a D6 on a roll of 5-6 the stun marker is discarded.</p>							
42-44	Shira Lucia Calpurnia - Arbitres Justicar	5	2	4	A	1	Ultima Pattern Arbitres Power Maul / Raffri Ringleader Pistol / Hydraphur Pattern Judge's Carapace Armor
<p><i>Standing a head shorter than her peers, Arbitrator Calpurnia has dirty blonde hair reaching just below her ears and green, chilly eyes. Three parallel scars running from her left eyebrow straight into her hair and an old hip wound attest to her philosophy of leading from the front.</i></p> <p>Castigator's Arrest: If a brawl results in neither this model or the other becoming a casualty the enemy model is placed under arrest and cannot perform any actions if this model stays within 3" of it / Ruthless Efficiency: This model can choose to double up its actions performing either a double movement or a double combat.</p>							
45-48	Ibram Gaunt - Militarum Commander	4	2	4	T	1	Bolt Pistol / Gaunts Chainsword / 4 Krak grenades
<p><i>Ibram Gaunt, also known as the "People's Hero," is an Imperial commissar and the commanding officer of the Tanith First and Only regiment of the Astra Militarum, better known as "Gaunt's Ghosts."</i></p> <p>Voice of command: Other models Panic is reduced to 0 / Move, Move, Move!: Once per battle this model and every model within 6" may add +4 to their speed / Take cover: If this model is targeted and hasn't made a move during this turn or the previous turn hit rolls against it add -2.</p>							

Battles – Unique Individuals

ROLL	TYPE	SPEED	COMBAT SKILL	TOUGHNESS	AI	FAITH	WEAPONS
49-53	Ephrael Stern - Sister of Battle	6	1	2	T	3	Bolt Pistol / Sanctify / Krak Grenades
<p><i>Ephrael Stern was a sister of Battle of the Order of Our Martyred Lady who was predestined to acquire special psychic abilities born of her unshakable faith in the Emperor of Mankind that far surpassed those of any ordinary psyker.</i></p> <p>Devine Protection: Other friendly models have a 5+ saving throw / Roll twice on the Sanctioned Psyker Table.</p>							
54-56	Almarax - Mechanicus Tech Priest Engineer	4	0	4	C	0	Omnissian axe / Mechanicus Pistol
<p><i>Tech Priest Almarax served on the planet Dolumar IV where on the orders of Planetary Governor Severus, he conducted several torturous tests on the captured Tau Ethereal Aun'el Ko'Vash; in the planet's prison complex, to determine if the Ethereal Caste had any psychic abilities.</i></p> <p>Hyper cybernetic Physiology: Anytime a friendly model within 6" of this model would receive a stun marker roll a D6 on a 5-6 the stun marker is discarded / Roll twice on the Cybernetic Implant Table.</p>							
57-61	Sly Marbo - Militarum Guardsman	4	3	5	T	1	Ripper Pistol / Envenomed Blade / 2 Krak Grenades
<p><i>Sly Marbo, sometimes called the "One Man Army," is one of the most decorated members of the Astra Militarum in Imperial history, in this case a revered member of the Catachan Jungle Fighters. He is known to possess unparalleled military skills, including the ability to handle a Sniper Rifle like a Vindicare Assassin and survival and ambush skills that rival those of any member of the Adeptus Astarte's. It is not known whether the name "Sly" is an earned name as per Catachan tradition, or his actual given one.</i></p> <p>Hidden Ambush: During deployment this model may be set up in ambush. During the beginning of any turn, you may set this model up anywhere on the battlefield 9" away from an enemy model / Shadow: Once per battle at the end of a round you may remove this model from the battlefield. Then at the beginning of the next turn you may place it anywhere on the battlefield 9" away from an enemy model.</p>							
62-65	Nork Deddog	3	1	8	A	1	Ripper Gun
<p><i>Nork Deddog is a legend in his own lifetime, an Ogryn whose fighting abilities as an Astra Militarum soldier are almost as astonishing as mental development that can only be called precocious for one of his subspecies. Due to his unusual mental acuity, he quickly came to the attention of the Commissars of the Imperial Guard and Nork soon found himself placed on special duties. Nork's reputation for loyalty is unsurpassed and his skills as an Ogryn Bodyguard have been in high demand by Imperial officers across the galaxy.</i></p> <p>Big Target: If a ranged attack is made against a friendly model within 12" of this model, then hit rolls and resolving hit rolls must be made against this model instead / Make way: If this model makes a dash action and ends within 1" of an enemy model it can still take make a combat action.</p>							
66-69	D'onne Astride Ge'Sylvanus "Mad Donna" - Hive Scum	5	0	4	R	0	Plasma Pistol, Chainsword / Bionic Eye
<p><i>"Mad" Donna was once D'onne Ulanti, twelfth daughter of o1d Sylvanus, patriarch of the Noble House Ulanti up in the Spire. Sylvanus wanted to keep her pure for a convenient political marriage sometime, so he kept her locked up in a needle-thin tower on the outside of the spire. Some say Sylvanus used to slip in there and torment her others say that it was living amidst the unroofed skies that drove her crazy in the end.</i></p> <p>Psycho Bitch: If an enemy would receive a stun marker due to brawling with this model, then this model gets to make another brawl attack (only applicable once per battle round) / Hunted: During battle event phase roll a D6 on a roll of 4-6 the opposing team may deploy Kal Jericho anywhere on the field 9" away from an enemy.</p>							
70-75	Kal Jericho - Bounty Hunter	5	2	5	C	0	Dual Master Crafted Hot-Shot Las Pistols / Dueling Sabre
<p><i>If style were a man, then it would undoubtedly be Kal Jericho. With easy good looks and an even easier charm, Kal has a reputation for being as fast with his mouth as he is with his guns, the former getting him into trouble as often as the latter gets him out of it.</i></p> <p>A charmed life: Model has a +3 saving throw and cannot be the target (directly or indirectly) of Area attacks / Dead; Not Alive: If Kal is deployed as a condition of Mad Donna's Hunted ability if the players crew complete the job successfully, they will receive 2D6 Scripts during the Post Battle phase.</p>							

Battles – Unique Individuals

ROLL	TYPE	SPEED	COMBAT SKILL	TOUGHNESS	AI FAITH	WEAPONS
76-79	BellaDonna - Bounty Hunter	6	1	4	A 0	Power Axe / Plasma Pistol / Bionic arm / Bionic leg / Bionic Eye
<p><i>She would lose her left arm, left leg, and right eye in the attack and with her husband's death, the alliance between the Cult and Ran Lo was ended. In the aftermath of the attack though, Belladonna desired nothing more than vengeance and once she had recovered, and had her missing limbs and eye replaced with industrial bionics, she entered Hive Primus' Underhive in search for her husband's killers.</i></p> <p>Berserker: When Belladonna enters brawl combat she can roll an additional hit die and resolve both / Combat master: Model never suffers penalties to their hit rolls / True Grit: If receiving a stun marker, you may roll 1D6 and on a 5-6 discard that stun marker.</p>						
80-82	The Red Terror - Tyrannid	5	2	6	R 1	Scything Talons / Death Spitter
<p><i>Survivors spoke of a beast with a blood-colored carapace, talons that could tunnel through rockcrete, and a maw so wide it could swallow a human whole. With every re-telling, the legends grew more fearsome and terrifying. Some claimed that the Red Terror was the size of a Ravenor; others swore it was as big as a Trygon.</i></p> <p>Bore hole: This model may forego a combat action and choose to bore into the earth. It can reappear anywhere on the field within 24" of its starting place / Buried in wait: Rather than deploying this model as usual you may bury it under the earth and choose to deploy it at the start of any battle round anywhere on the field 9" away from an enemy model / Brood: Two Termagants accompany this unique character and may use the Bore hole and Buried in wait abilities as long as they are within 2" of this model.</p>						
83-85	Severina and Sevora Devout - Death Cult Assassins	6	3	3	A 2	Death Cult power sword or Death Cult Knives / Mesh Vest
<p><i>Raised from birth by an ancient sect known as the Emperor's Blades, Severina and Sevora are identical twin sisters who have been taught to wield a blade with astonishing speed, but are unable to read, write or speak. They communicate with an intricate sign language developed by the cult, and, when not actively hunting, they hone the ritual deathblows taught to them by the ancient masters and mistresses of the sect.</i></p> <p>Twins: This Unique character includes two models who share all of them same attributes and abilities / Doubletake: At the beginning of a battle round you may swap the position of each of the twin models / Double Trouble: If both models are brawling with the same opponent than roll an additional hit die and resolve it as normal.</p>						
86-91	Viktor Zhou - Vindicare Assassin	5	1	4	D 1	Exitus Rifle / Vindicare Stealth Suit / Vindicare Spy Mask
<p><i>The Vindicare Clade was established in a secret location on Terra at the direction of the Grand Master of Assassins and was tasked like all the other Assassin Clades with killing those who opposed the formation of the Imperium of Man and the will of the Emperor of Mankind.</i></p> <p>Headshot: If you roll a natural 6 during the hit roll the target immediately becomes a casualty / Faultless Aim: Add +2 to hit rolls / Lightning reflexes: This model receives a +5 saving throw.</p>						
92-96	Mogrok - Ork Big Mek	3	1	5	T 0	Kustom Mega Blasta / Power Claw / Kustom Force Field
<p><i>Mogrok, known as Mogrok the Mangler, is an infamous Big Mek of the Split-Grin tribe of Bad Moons. It was Mogrok who first convinced the Goffs Warlord Grukk Face-rippa to look beyond conquering one planet and to launch his Red WAAAAGH! into the stars.</i></p> <p>Flesh Shield: If other friendly models are within 6" of this model cannot be targeted / Force Field Boosta: Once per battle you may boost your force field so that friendly models within 12" receive a 5+ saving throw.</p>						
97-100	Vargard Obyron - Necron Lychguard	4	2	5	G 0	Warscyth / Dispersion Shield
<p><i>While Obyron is the well-known bodyguard for Zahndrek, he is a ferocious military commander in his own right. He also possesses the ability to cut through dimensions and reappear across the battlefield, taking with him any of the units that he commands. Sliced Dimension:</i></p> <p>During movement this model may roll 1D6 on 1-3 if and any models within 3" receive a stun marker - on 4-6 it is able to teleport along with any friendly models within 3" to any point on the battlefield 6" away from an enemy model / Hardwired for destruction: Each time this model makes an attack it can reroll natural hit rolls of 1.</p>						

Battles – Unique Individuals

Battle Events add a random component to the tabletop battle beyond the simple to Hit rolls and damage checks. At the end of Round 2 of the battle, roll once on this table and apply the result to the gaming table. Roll a second random event at the end of Round 4. No additional events are rolled. In some cases, the two events can be incompatible or non-sensible when both applied. If so, discard the second event with no effect.

BATTLE EVENTS

ROLL	EFFECT
1-5	Renewed efforts: The enemy is making a concerted effort to push you back. For the rest of the battle, after all enemy figures have acted, select a random figure that may immediately take a second Move and second Combat Action.
6-9	Enemy reinforcements: An additional 2 enemy figures arrive at the center of the opposing battlefield edge. One is armed as a Specialist (if applicable to the enemy type).
10-13	Change of plans: The enemy switches to the Cautious AI type for the rest of the battle. If they were already Cautious, they instead switch to Tactical AI. Enemies with no ranged attacks are unaffected by this event.
14-16	Lost heart: The enemy has had enough of this fight. At the end of the next round, they will leave the field.
17-20	Seized the moment: Select a crew member who may move and act in both the Quick and Slow Actions phases next round.
21-26	Critters! Place 1D3 Hormagants in the center of the center of the table and move each of them 1D6" in a random direction. At the beginning of the Enemy Actions phase, they will move towards the nearest figure and attack, regardless of which side the figure is on. If you are already fighting Hormagants, this is bad news, as they are of course part of the enemy brood.
27-30	Ammo fault: Select a random figure in your crew. If they fired a weapon last round, it cannot be used for the rest of the battle. If they did not, select a random carried weapon, which can be fired only once this battle.
31-34	Visibility change: If visibility is currently reduced, increase the vision range by +1D6". If visibility is currently unlimited, reduce it to 1D6+6".
35-38	Tougher than expected: Select a random enemy figure. They receive +1 Toughness (to a maximum of 6) and remove all current stun markers on that figure.
39-42	Snapshot: Select a figure in your crew. They may fire a weapon immediately. If the weapon is a Pistol, it Hits automatically, otherwise roll to Hit normally.
43-46	Cunning plan: In the next round, do not roll for Initiative. Each of your crew acts in the Quick or Slow Actions phase as you prefer.
47 - 50	Possible reinforcements: Place 3 markers evenly spaced along the opposing battlefield edge. At the start of the Enemy Actions phase next round, select a random marker, and roll 1D6. On a 5-6, a new basic enemy figure is placed on the marker, otherwise it is removed. Roll for one marker per round until they are all gone. If a crew member moves within 3" of a marker, it is removed instantly.

Battles – Unique Individuals

ROLL	EFFECT
51 - 54	Clock is running out: At the end of the next round and each round, thereafter, roll 1D6. On a 6, the game ends immediately, and you are unable to complete any objectives. You will not count as Holding the Field unless you clear the table of enemies before this happens.
55 - 60	Environmental hazard: Select a random terrain feature. Any figure currently in, on, or within 1" of the feature must roll 1D6+Savvy and achieve a 5+ (enemies roll 1D6 and must roll a 4+) or take a Damage +1 Hit, ignoring any Armor Saving Throws. The feature is safe afterwards.
61 - 65	A desperate plan: A random figure in your crew cannot act next round, but instead select another figure of choice that may act in both the Quick and Slow Actions phases.
66 - 70	A moment of hesitation: Next round, select a single figure that acts in the Quick Actions phase (if any Xenos are in the squad, you must select a Xenos). All other figures act in the Slow Actions phase.
71 - 73	Fumbled grenade: A random enemy fumbles a grenade. The figure in question runs 6" in a random direction and is then Stunned. Every figure, crew, and enemy within 4" of the initial position will immediately run 4" directly away. The grenade then goes off harmlessly. If the enemy is one that would not use grenades, nothing happens.
74 - 77	Back up: If you have spare crew not taking part in the battle, you may have one crew member arrive. Place them on the center of your own battlefield edge.
78 - 80	Enemy VIP: A Unique Individual immediately joins the enemy force. Place them on the center of their battlefield edge.
81 - 85	Fog cloud: A dense cloud of fog envelops the center of the table for the rest of the battle. It extends 6" in every direction and blocks all visibility past 2".
86 - 89	Lost! A random crew member loses their way and misses the rest of the battle. Remove the figure from the battlefield. They rejoin you safely afterwards, looking a bit sheepish. Ignore this event if you are currently outnumbered.
90 - 93	I found something! Randomly select a crew member, then place a marker 1D6" from them in a random direction. The enemy will ignore it. If any crew member moves into contact and spends a non-Combat Action, roll for a Loot item, and claim it for use immediately.
94 - 97	Looks valuable: Randomly select a crew member, then place a marker 1D6" from them in a random direction. The enemy will ignore it. If any crew member moves into contact and spends a free action, obtain 1D3 scraps.
98 - 100	You want me to check that out?: Select a random crew member. They may opt to go check out something they insist they saw. If they do, they are removed from the battle. After the battle ends, they may roll once on the Loot table. If you opt not to go, you cannot send a different character, and the chance is lost.

Post Battle – Post Battle Activities

BATTLEFIELD FINDS

ROLL	FIND
1-15	Weapon: Randomly select a slain (but not Bailed) enemy from the battle. You may keep any weapons they were carrying.
16-25	Usable goods: Roll on the Consumables Table in the "Loot" chapter of the rules. You receive 1 dosage of the item indicated.
26-35	Curious Data slate / Invasion Evidence: You obtain a Quest Rumor. If the enemy is an Invasion Threat, you instead find Invasion Evidence. Earn +1 scrip and add +1 when checking for Invasion in the next step.
36-45	Starship part: Redeemable as equivalent to 2 scrips only when installing a Starship Component.
46-60	Personal trinket: On each planet you visit in the future, roll 2D6. On a 9+ you find the owner and receive a Loot roll as payment.
61-75	Debris: 1D3 scrips' worth on the scrap market.
76-90	Vital info / Invasion Evidence: Turn in this information to get a Corporate Patron automatically on this world. If the enemy is an Invasion Threat, you instead find Invasion Evidence; if so, earn +1 scrip and add +1 when checking for Invasion in the next step.
91-100	Nothing of value: ...not one thing!

INJURY

ROLL	RESULT	EFFECT	TURNS IN SICK BAY
1-5	Gruesome fate	Dead, and all carried equipment is damaged.	-
6-15	Death or permanent injury	Dead, or removed from the campaign.	-
16	Miraculous escape	The character survives and receives +1 Luck, but all items carried are permanently lost.	-
17-30	Equipment loss	Random carried item is damaged.	-
31-45	Crippling wound	Require 1D6 scrips of surgery immediately or suffer -1 permanent reduction to highest of Speed or Toughness.	1D6
46-54	Serious injury	No long-term effect	1D3+1
55-80	Minor injuries	No long-term effect	1
81-95	Knocked out	No long-term effect	-
96-100	School of hard knocks	Earn 1 XP (see below)	-

SERVITOR INJURY

ROLL	RESULT	EFFECT	TURNS IN SICK BAY
1-5	Obliterated	Destroyed, and all carried equipment is damaged.	-
6-15	Destroyed	Destroyed	-
16-30	Equipment loss	Random carried item is damaged	0
31-45	Severe damage	No long-term effect	1D6
46-65	Minor damage	No long-term effect	1
66-100	Just a few dents	No long-term effect	-

Post Battle – Post Battle Activities

TRAINING

COST	TRAINING
20	Pilot Training If a Starship Travel event calls for a Savvy test, you may roll 2D6, pick the better die and add +2 to the score.
15	Mechanic training If your ship is in need of Repairs, you may repair +1 Hull Point damage every campaign turn (meaning 2 points of damage are repaired per campaign turn). Engineers count any XP spent as double value for obtaining this.
20	Medicæ school After each battle, you may nominate a casualty that will roll twice on the Injury Table, picking the better result. This crew member must have been in the battle and must not have become a casualty. If your ship has a Shuttle, you can evac fast enough that this crew member can apply their skill even if they did not participate in the battle.
10	Merchant school When this crew member Trades, you may reroll one Trade roll each campaign turn. The new roll must be accepted and if the new roll offers a choice of whether to buy an item, you must accept. You may roll up all eligible Trade rolls before choosing what to reroll.
10	Imperial training If this crew member is part of your squad when fighting a battle, you may add +1 when rolling to Seize the Initiative. Arbiters or Militarum can obtain this training at -2 Cost.
15	Trader training When rolling to obtain licenses, Advanced Training applications, or searching for Patrons, add +1 to the roll.
10	Mechanicus Training All Servitor upgrades cost 1 scrip less. If a Servitor character must roll for a post-battle injury, you may roll twice, picking the better result.

Post Battle – Post Battle Activities

CAMPAIGN EVENT

Roll	Event
1-3	You've met a friendly Medicae who doesn't ask too many questions. Select up to two crew members in Sick Bay and reduce their Recovery time by one campaign turn each. If they recover, they can act normally next campaign turn.
4-8	The life support system on the ship needs upgrading badly. Upgrading the life support system will cost 1D6 scrips. The ship cannot be flown until this is paid. If your crew has an Jokaero, modify the roll by -1.
9-12	A chance meeting turns into a new ally. Roll up a new character and add them to the crew OR add +1 story point. You may decide after rolling up the new character.
13-16	You've made friends among the locals. +1 story point.
17-20	You managed to mouth off to the wrong people. Add a Rival.
21-23	An old nemesis has tracked you down. Select a prior Rival or roll up a new one. They will follow you from planet to planet until resolved. Receive +1 when rolling for the number of enemies in a battle.
24-26	A shady character offers you a deal. Give him any one item of equipment, then roll on the Trade Table.
27-30	You sell off some cargo you acquired on the last planet. Earn 1D6 scrips.
31-35	One of the crew overheard something interesting. Add 1 Rumor.
36-38	You've managed to settle some old "business". If you have any, you may remove one Rival of your choice. If you have no Rivals, your captain earns +1 XP instead.
39-41	An admirer wants to come along. Gain a new crew member, if desired. If your crew has any Kin members, the new member is also Kin.
42-44	A Xenos merchant offers you some strange device. If you want to buy it, pay 4 scrips, and then roll on the Xenos Table.
45-48	Equipment malfunction. If there are any items in your Stash, a random item is damaged and must be Repaired.
49-51	You've earned a bit of a bad reputation. If you know any Patrons on the current world, randomly select one that will no longer work with you. If you have no Patrons, shrug, and move on.

Post Battle – Post Battle Activities

ROLL	EVENT
52-56	The tax man is taking an interest in your business conduct. Roll 2D6 and pay the higher die in scrips. If you have insufficient scrips your ship is impounded until you can pay.
57-59	The crew has decided it's time for a new person to be in charge. Select a crew member to be the new captain. They immediately receive 3 XP. Roll 1D6. On a 1, the old captain leaves the campaign permanently, taking any items carried with them. If your crew has a Rogue Trader or Inquisitor, one of them must be selected, or they will leave.
60-63	You've made some business contacts. Add a new Patron to the list of those known.
64-66	Recent events made for a good learning opportunity. Every crew member receives +1 XP.
67-70	During routine maintenance, the gravitational adjuster got knocked out of alignment. Your ship suffers 1D6 points of Hull Point damage.
71-74	The crew spends a night drinking amasec and playing regicide. +1 story point.
75-78	You meet up with an old arms dealer contact who owes you a deal. Make 2 rolls on the Very Rare Weapon loot table and 1 roll on the Xtremely Rare Weapon loot table.
79-81	You renegotiate some old debts. If you currently owe money, reduce your debt by 1D6+1 scrips. If you owe nothing, earn 2 scrips for being prudent with your money.
82-84	The sector propaganda machine is awash with rumors of war. While you remain on this planet, any roll for Invasion is at +2.
85-88	A bit of time on your hands. The crew has a few days to do their own thing. Select two crew members at random and have each make a roll on the Exploration Table (p.80).
89-91	You got noticed by someone you'd rather avoid. Add a Rival. If you currently are on a Quest, the next campaign turn is automatically a battle against the new Rival, and they will add +1 to the number of enemies.
92-94	It's time to go! Whatever you did, every campaign turn you stay on this planet, you must add an additional Rival.
95-97	Unity government says no ships are authorized to leave. You cannot leave the planet during the next two campaign turns.
98-100	In hindsight, it'll make a great story. Select a crew member who was a casualty last battle. They receive +1 Luck. If nobody got hurt, receive +1 story point instead.

Post Battle – Character Event

CHARACTER EVENT

ROLL	EVENT
1-3	All this endless violence is depressing you. The character refuses to participate in any battle during the next campaign turn (except for an invasion battle). Get +1 story point, as they get a new perspective on life. Drukhari are unaffected by this.
4-6	You have some business to attend to elsewhere. The character is unavailable for the next two campaign turns. They require no Upkeep during this time and cannot be the target of any events. When they return, award them 1D6 XP, and roll once on the Loot Table. If the character is a Kroot, they return with a new ability (choose an enemy ability from Xenos cat 1 or 2).
7-10	You make some local friends. The character earns +1 XP.
11-12	You are starting to wonder if it is time to move on. If the character is currently in Sick Bay, roll 1D6. If the roll is equal or below the number of campaign turns of recovery left, they will decide to leave the crew.
13-15	You get a letter from home. The character earns +1 XP. Roll 1D6. On a 5-6 you immediately receive a Quest.
16-19	You argue with the rest of the crew. During the next campaign turn, the crew member refuses to do any tasks but will participate in battle normally.
20-23	You get in a scrap with another crew member. Randomly select another crew member and roll 1D6+Combat Skill for each. The lower score must spend one campaign turn in Sick Bay. On a draw, both go to Sick Bay. If a Kin is in the crew, you must fight them.
24-26	The local food is not sitting well with you. If in Sick Bay, reduce your recovery time by one campaign turn. If not, earn +1 XP.
27-29	You are not sure you are really the same person any longer. Roll on the Motivation Table and change to that motivation. You do not receive any items or resources, but if the new motivation would have any ability score bonuses, earn +1 XP for each +1 ability score you would have received normally. If you roll the current motivation, the character becomes particularly self-assured. Earn +1 story point.
30-33	It is time for a make-over! The character changes their clothes, hairstyle, or something else. This is only cosmetic. If you can, reflect this on the miniature.
34-38	Overhear something useful. Earn 1 Quest Rumor.
39-41	Earn a little on the side. Receive +2 Scripts.
42-45	Have a heart-to-heart talk with a crew member. Select a random crew member. Both earn +1 XP.
46-48	Time spent exercising is never wasted. Earn +2 XP.

Post Battle – Character Event

ROLL	EVENT
49-51	You pick up an unusual hobby. Earn +1 story point and the character talks about it constantly. If the character is Ogre or T'au, they also earn +2 XP.
52-55	The scars tell the story. If the character was injured in any way last or this campaign turn, they earn +2 XP.
56-59	You've had time to reflect on your adventures. Earn +1D3 XP.
60-62	You've made a real personal breakthrough. Select one ability score that has not been increased from its starting value when the character entered the campaign. It increases by +1 immediately.
63-66	You get hurt while working on the ship. Spend one campaign turn in Sick Bay, and the ship takes 1 Hull Point damage.
67-68	You have finally found true love in this bleak universe. If the character's motivation was True Love, they earn +1D6 XP. Regardless, get +1 story point. And it's a rather nice thought, isn't it?
69-71	A personal enemy has tracked you down. Add a Rival. If this character leaves your crew, the Rival also leaves.
72-75	Someone has sent you a gift. Roll once on the Loot Table.
76-78	You feel great. Eating well must be paying off. Put a note on your record sheet, next time this character would be forced to roll on the Injury Table, the roll is ignored.
79-82	You know someone who knows someone. Add a Patron.
83-84	Maybe you are leading a charmed existence? Add +1 Faith
85-87	You've put in a lot of hard work around here. Either repair 2 Hull Point damage or Repair one damaged item in the inventory. Jokaero and Mechanicus may do both.
88-91	They don't make them like they used to. A random item carried by the character is damaged and must be Repaired before it can be used again. Jokaero are not affected by this event.
92-94	Where did it go? A random item carried by the character has been lost. When rolling for a Character Event next campaign turn, roll 1D6+Savvy as well. On a 5+, the item turns up again, otherwise it is lost for good.
95-97	A deep feeling of melancholy and despair is afflicting you. The character will earn no XP next campaign turn. Beastmen are not affected by this event.
98-100	You've had a lot of time to burn. Next campaign turn, the character may perform an additional action, even if they are in Sick Bay.

Post Battle – Loot

LOOT CONDITION

ROLL	CONDITION
1 - 3	Damaged
4 - 6	Like new

LOOT TABLE

ROLL	TABLE
1 - 15	Common Weapons
16 - 25	Rare Weapons
26 - 30	Grenades
31 - 40	Armor
41 - 50	Gear
51 - 65	Consumables
66 - 80	Weapon Mods
81 - 85	Very Rare Weapons
86 - 92	Tools
93 - 96	Cybernetic Implants
97 - 100	Xtremely Rare Weapons

COMMON WEAPONS

ROLL	CLASS	TYPE
1 - 5	Las	Las pistol
6 - 10	Las	Laslock
11 - 15	Las	Lasgun
16 - 18	Launcher	Grenade Launchers
19 - 23	Low-Tech	Bolas
24 - 28	Low-Tech	Bow
29 - 33	Low-Tech	Cross Bow
34 - 38	Solid Projectile	Auto pistol
39 - 43	Solid Projectile	Autogun
44 - 48	Solid Projectile	Shotgun
49 - 53	Solid Projectile	Stub Automatic
54 - 58	Solid Projectile	Stub Revolver
59 - 60	Chain	Chainsword
61 - 65	Low-Tech	Shovel
66 - 70	Low-Tech	Knife
71 - 75	Low-Tech	Shield
76 - 80	Low-Tech	Spear
81 - 85	Low-Tech	Staff
86 - 90	Low-Tech	Sword
91 - 95	Low-Tech	Truncheon
96 - 100	Low-Tech	Whip

Post Battle – Loot

RARE WEAPONS

ROLL	CLASS	TYPE
1 - 7	Flame	Hand Flamer
8 - 15	Flame	Flamer
16 - 21	Flame	Heavy Flamer
22 - 28	Las	Long Las
29 - 35	Las	Hot-Shot Las pistol
36 - 41	Las	Hot-Shot Lasgun
42 - 48	Launcher	Missile Launcher
49 - 55	Solid Projectile	Heavy Stubber
56 - 61	Solid Projectile	Combat Shotgun
62 - 68	Solid Projectile	Sniper Rifle
69 - 75	Exotic Weapons	Webber
76 - 81	Chain	Chainaxe
82 - 88	Chain	Chainblade
89 - 92	Low-Tech	Great Weapon
93 - 95	Low-Tech	Hunting Lance
96 - 97	Low-Tech	Warhammer
98 - 100	Shield	Shield

Very Rare Weapons

Roll	Class	Type
1 - 6	Bolt	Bolt Pistol
7 - 12	Bolt	Bolt gun
13 - 18	Bolt	Heavy Bolter
19 - 24	Melta	MeltaGun
25 - 30	Plasma	Plasma Pistol
31 - 36	Plasma	Plasma Gun
37 - 42	Solid Projectile	Autocannon
43 - 48	Solid Projectile	Hand Cannon
49 - 54	Exotic Weapons	Needle Pistol
55 - 60	Exotic Weapons	Needle Rifle
61 - 66	Exotic Weapons	Web Pistol
67 - 76	Chain	Eviscerator
77 - 84	Power	Power Fist
85 - 88	Power	Power Sword
89 - 91	Power	Power Axe
92 - 94	Power	Power Maul
95 - 97	Shock	Shock Maul
98 - 100	Shock	Shock Whip

Post Battle – Loot

Xtremely Rare Weapons

Roll	Class	Type
1 - 14	Bolt	Storm Bolter
15 - 30	Melta	Inferno Pistol
31 - 44	Exotic Weapons	Grav Pistol
45 - 60	Exotic Weapons	Gravitation Gun
61 - 80	Force	Force Sword
81 - 90	Force	Force Staff
91 - 100	Power	Omnissian Axe

Grenades

Roll	Class	Type	Availability
1 - 15	Grenades	Stun Grenade	Common
16 - 30	Grenades	Web Grenade	Common
31 - 45	Grenades	Krak Missile	Common
46 - 60	Explosives	Firebomb	Common
61 - 70	Grenades	Choke Grenade	Rare
71 - 80	Grenades	Haywire Grenade	Rare
81 - 85	Grenades	Smoke Grenade	Rare
86 - 90	Grenades	Frag Missile	Rare
91 - 95	Grenades	Krak Grenade	Very Rare
96 - 100	Explosives	Melta Bomb	Very Rare

Armor

Roll	Class	Type	Availability
1 - 15	Basic	Chainmail Suit	Common
16 - 30	Flak	Flak Coat	Common
31 - 37	Basic	Armored Body glove	Rare
38 - 44	Basic	Feudal World Plate	Rare
45 - 51	Flak	Flak Vest	Rare
52 - 59	Flak	Imperial Guard Flak Armor	Rare
60 - 66	Mesh	Mesh Vest	Rare
67 - 73	Carapace	Enforcer Light Carapace	Rare
74 - 80	Carapace	Carapace Armor	Rare
81 - 85	Carapace	Militarum Tempestus Carapace	Very Rare
86 - 90	Power	Power Field	Very Rare
91 - 95	Displacer	Displacer Field	Very Rare
96 - 97	Power Armor	Light Power Armor	Xtremely Rare
98 - 100	Stealth Gear	Battle Suit	Xtremely Rare

Post Battle – Loot

Tools

Roll	Type	Availability
1 - 5	Data slate	Common
6 -10	Field Suture	Common
11 - 15	Grapnel and Line	Common
16 - 20	Las cutter	Common
21 - 25	Magnoculars	Common
26 - 30	Manacles	Common
31 - 35	Medi-kit	Common
36 - 40	Micro-bead	Common
41 - 45	Pict Recorder	Common
46 - 50	Regicide Set	Common
51 - 54	Auspex Scanner	Rare
55 - 58	Combi-Tool	Rare
59 - 62	Diagnostor	Rare
63 - 66	Grav Chute	Rare
67 - 70	Hand-Held Targeter	Rare
71 - 74	Servo Skull	Rare
75 - 78	Multikey	Rare
79 - 82	Screamer	Rare
83 - 86	Signal Jammer	Rare
87 - 89	Comm Leech	Very Rare
90 - 92	Demolition Kit	Very Rare
93 - 95	Excruciator Kit	Very Rare
95 - 96	Multicompass	Xtremely Rare
96 - 97	Null Rod	Xtremely Rare
98 - 100	Psy Focus	Xtremely Rare

Post Battle – Loot

CONSUMABLES

ROLL	TYPE	AVAILABILITY
1 - 15	Amasec	Common
16 - 30	Frenzon	Common
31 - 45	Recaf	Common
46 - 60	Stimm	Common
61 - 70	Tranq	Common
71 - 80	Lho-Sticks	Rare
81 - 85	Slaught	Rare
86 -90	Spook	Rare
91 - 95	De-Tox	Very Rare
96 - 100	Sacred Unguents	Very Rare

GEAR

ROLL	TYPE	AVAILABILITY
1 - 15	Backpack	Common
16 - 30	Chrono	Common
31 - 45	Respirator	Common
46 - 60	Survival Suit	Common
61 - 70	Chameleoline Cloak	Rare
71 - 80	Photo Visors	Rare
81 - 85	Rebreather	Rare
86 -90	Void Suite	Rare
91 - 95	Synskin	Very Rare
96 - 100	Explosive Collar	Xtremely Rare

Post Battle – Loot

WEAPON MODS

ROLL	TYPE	AVAILABILITY
1 - 8	Compact	Common
9 - 16	Exterminator	Common
17 - 24	Melee Attachment	Common
25 - 32	Silencer	Common
33 - 40	Telescopic Sight	Common
41 - 46	Auxiliary Grenade Launcher	Rare
47 - 52	Custom Grip	Rare
53 - 58	Fluid Action	Rare
59 - 64	Modified Stock	Rare
65 - 70	Mono	Rare
71 - 76	Red-Dot Laser Sight	Rare
77 - 82	Reinforced	Rare
83 - 88	Sacred Inscriptions	Rare
89 - 94	Tox Dispenser	Rare
95 - 96	Photo Sight	Very Rare
97 - 98	Suspensor	Very Rare
99 - 100	Omni-Scope	Xtremely Rare

CYBERNETIC IMPLANTS

ROLL	TYPE	AVAILABILITY
1 - 7	Augur Array	Rare
8 - 14	Bionic Arm	Rare
15 - 21	Bionic Legs	Rare
22 - 28	Bionic Respiratory System	Rare
29 - 35	Interface Port	Rare
36 - 42	Locator Matrix	Rare
43 - 49	Memorance	Rare
50 - 56	Sub skin Armor	Rare
57 - 63	Synthmuscle	Rare
64 - 70	Vocal	Rare
71 - 74	AutoSangine	Very Rare
75 - 78	Bionic Heart	Very Rare
79 - 82	Calculus Logi Upgrade	Very Rare
83 - 86	Cerebral	Very Rare
87 - 90	Maglev Coils	Very Rare
91 - 94	Mechadendrite	Very Rare
95 - 96	MIU Weapon Interface	Very Rare
97 - 98	BONE	Very Rare
99 - 100	Baleful Eye	Xtremely Rare

Post Battle – Loot

Xenos Equipment

Roll	Type	Availability
1 - 4	Grot Blaster	Common
5 - 8	Pulse Rifle	Common
9 - 12	Shoota	Common
13 - 16	Kroot Bow	Common
17 - 20	Choppa	Common
21 - 24	Concussion Maul	Common
25 - 28	Flayer Blades	Common
29 - 32	Kroot Blade	Common
33 - 36	Shuriken Catapult	Rare
37 - 40	Burst Cannon	Rare
41 - 44	Splinter Pistol	Rare
45 - 48	Slugga	Rare
49 - 52	Shuriken Pistol	Rare
53 - 56	Splinter Rifle	Rare
57 - 60	Mesh Armor	Rare
61 - 63	Hekatarii Blade	Rare
64 - 66	Banshee Blade	Rare
67 - 69	Plasma Blade Gauntlet	Rare
70 - 72	Gauss Flayer	Very Rare
73 - 75	Ion Blasters	Very Rare
76 - 78	Exo-Armor Grenade Launcher	Very Rare
79 - 81	Spike Rifle	Very Rare
82 - 84	Dispersion Shield	Very Rare
85 - 86	Bonding Knife	Very Rare
87 - 88	Klaives	Very Rare
89 - 90	Kill Saws	Very Rare
91 - 92	Rail Gun	Xtremely Rare
93 - 94	Volkite Charger	Xtremely Rare
95 - 96	Exo-Armor	Xtremely Rare
97 - 98	Hyper phase Sword	Xtremely Rare
99 - 100	Hermunculous Tools	Xtremely Rare

Post Battle – Loot

REWARDS

ROLL	TYPE	REWARD
1-10	Documents	1 Rumor
11-20	Data Files	2 Rumors
21-25	Scrap	3 scrips
26-40	Cargo Crate	1D6 scrips
41-55	Valuable Materials	1D6+2 scrips
56-70	Rare Substance	Roll 2D6. Receive scrips equal to highest roll.
71-85	Ship Parts	Discount your next ship component purchase by 1D6 scrips. Establish value now.
86-90	Military Ship Part	Discount your next ship component purchase by 1D6+2 scrips. Establish the value now.
91-95	Mysterious Items	2 story points
96-100	Personal Item	3 story points