Rogue Trader

Battlefleet Koronus



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ST MILLENNIUM

Sample file

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Contents

Introduction
What's in this book? 4

Chapter I: The Weapons of War
Torpedoes 6
Attack Craft 10
Nova Cannons 15
Component Craftsmanship and Facilities 17
Installing Components 17
New Starship Hulls 20
Additional Components 31

Chapter II: The Imperium's Shield
Interplanetary Flight 44
Interstellar flight 45
Duty of the Imperial Navy 46
The Birth of a Warship 46
Life of a Warship 51
Death of a Warship 53
Battlefleet Calixis 54
Famed ships of Battlefleet Calixis 57
Battlefleet Koronus 58
A History of Passage Watch 27 Est 58
Zone 15 61
Notable Starships of Battlefleet Koronus 63
Ranks In The Battlefleet 66

Chapter III: Enemies of Humanity
The Orks 73
The Eldar 84
The Stryxis 95
Rak'Gol 97
The Kroot 101
Chaos Reavers 102

Chapter IV: Rules of War
Squadrons 112
NPC Starships 114
Actions and Orders 114
Damage to NPC Ships 114
Mustering the Fleet 115
Celestial Phenomena 117
Waging War 118
Ground Wars 121
Mustering Troops 121
Outfitting Forces 126
Transporting and Deploying Forces 127
Dogs of War 128
Large-Scale Warfare 130
Orders 131
Attacking Units 134
Unit Attrition and Cohesion 134
Warfare Endeavours 137
Appendix of Vehicles 137

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Introduction

"To push back the night. To rule the stars themselves."

– Unofficial fleet motto, Battlefleet Koronus

In the great darkness beyond the Emperor's light the enemies of humanity swarm and multiply like vermin. Pirates, renegades and aliens raid from wilderness space and think themselves safe from retribution. They are wrong. The fiery sword of Imperial wrath can descend upon them at any time in the shape of the Imperial Navy, a monumental organisation with the power to shatter star systems and destroy entire civilisations. The innumerable ships and crews of the Imperial Navy, from lumbering battleships to nimble destroyers, are the Imperium's sword and shield in the war between the stars. Now, that sword and shield turns to face the Koronus Expanse.

For Rogue Traders, the Imperial Navy promises both opportunity and danger. Those who would exploit the Imperium or who seek the lawless frontier for its distance from Imperial eyes see the Navy as a threat. However, for all its titanic power the demands on the fleet are equally vast. Often it falls to just a handful of brave captains on the Imperium frontier's to play a key role in the unending battle for the fate of mankind. For those Rogue Traders willing to ally themselves with the Imperial Navy, vast opportunities for warfare and profit await.

WHAT'S IN THIS BOOK?

Battlefleet Koronus is a sourcebook for both GMs and players about starships and waging war as a profit-making endeavour in the **Rogue Trader** roleplaying game. The book contains new Components, weapons, the ships of enemies and adversaries, and rules for NPC starships and waging large-scale war. All of this is presented through the eyes of Commander Victoria Horne, captain of the Imperial light cruiser *Hawk*. The Navy tasks Horne with patrolling the Expanse, and her familiarity with that region of space is nigh unmatched.

Chapter 1: The Weapons of War

Weapons of War provides information about heavy ordnance of the kind to be found only on true warships; fighter and bomber squadrons, torpedoes and nova cannon. A Rogue Trader seeking a powerful ship needs these military-grade weapons if they want to pursue war for profit. This chapter also includes new hulls and Components for battlecruiser and grand cruiser-class vessels, launch bays, torpedo tubes, nova cannon, and a comprehensive list of additional Components.

Chapter 2: The Imperium's Shield

The Imperial Navy is an ancient and incredibly powerful institution. Taken as a whole, it is the mightiest star fleet in the galaxy, but it is stretched very thin across the vastness of the Imperium. This Chapter looks at how the Imperial Navy functions, its founding and unshakeable traditions, labyrinthine rank structure, its many duties, and its tried-and-trusted methods. Famed ships and noteworthy individuals of Battlefleet Calixis are detailed, along with those of Passage Watch 27 EST—known to its members as Battlefleet Koronus. It also examines the interaction between the Imperial Navy and Rogue Traders, who are sometimes only grudgingly tolerated (or even hunted), but often supported as valuable privateers and auxiliaries.

Chapter 3: Enemies of Humanity

The space-borne foes of the Imperial Navy are detailed in this section in many of their disgusting forms. GMs can find everything from the dangerous contraptions of Ork freebooterz to the sleek death bringers of the Eldar. Alongside them are the blasphemous vessels of the renegade followers of the Ruinous Powers and void-going abominations built by lesser xenos like the vagrant Stryxis, the brutal Rak'Gol, and the ever-adaptable Kroot.

Chapter 4: The Rules of War

This final section of the book is for both GMs and players and provides rules and guidelines for two core areas of **Rogue Trader**. The first is the important business of profiteering through war. Here you can find ideas on how to turn a Rogue Trader's vast resources towards waging a full-fledged war either in space or on the ground, different ways in which war can be profitable, and reasons why players may want to embark on war. The second is how a GM can match a fleet of multiple ships in combat against the players with new rules for Extended Actions, Squadrons and tracking Crew Population and Morale efficiently.

Fleet Communique

Sent: Secondary Astropathic Duct-201.814.M41

To: Admiral Nathaniel Horne—Metis Fleet Base

From: Commander Victoria Horne, resupplying and rearming at Copernicus Depot—Tygress II

As I write this the landers are returning to pick up their final loads of press-ganged crew. With the refits at the Lathes and now new bodies for the lowdecks, the *Hawk* is as fit for duty as can be made. Should all go well, I shall meet you soon at Metis. I look forward to seeing you again, brother—and as for yourself, I don't know how you've managed to keep the Expanse under control in my absence! Surely it involved a Herculean effort on your part.

I must admit, I am eager to leave Tygress II. I've grown to abhor setting foot on an Imperial world, and count the hours till I'm at void again. It's not the worlds themselves, but I'd prefer to ride between the stars than see what you protect. The sight of those teeming multitudes pressed together beneath a hostile sky, where a minute of battery fire from my ship's guns could kill millions makes my heart quiver. If only they knew what peril they live in beneath those smiling, deceptive skies… skies that might open one day to rain death with tongues of atomic fire. The responsibility of it all almost unnerves me.

No, I shall be glad when I've finished formalities and turned the *Hawk* towards the Koronus Passage. I'll see you ere too long, Nathaniel.

Communique Ends

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The Weapons of War

- Torpedoes
- Attack Craft
- Nova Cannons
- Component Craftsmanship
- New Starship Hulls
- Additional Components

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Chapter I: The Weapons of War

"Enemy torpedoes inbound! All interceptors: scramble, scramble!"

– Lieutenant Anshal Garott, Master of Ordnance aboard the Dictator-class cruiser *Shadow of Wrath*

The Imperium of Man has waged war amongst the stars for over a hundred centuries against countless and diverse foes. Across those millennia of warfare, uncountable masses of munitions have been expended in the pursuit of total human dominance of the galaxy. In victory and in defeat, this age of war has left its mark upon ancient ships, leaving scars upon the proud vessels of the Imperial Navy and wracking their machine spirits with bitter dreams.

Thus, each vessel within the Imperial Navy is unique, distinguished not only by the vagaries of class and construction and the individual Components that fill their hulls and give them function, but by the damage they have endured and had repaired, and by the experiences they have faced under the command of countless generations of crew.

This chapter provides the means to make such unique vessels, starting with new rules for weapon systems not included in the **Rogue Trader** core rulebook—such as torpedoes, launch bays and the deadly Nova cannon— followed by an array of new hulls, new Components both essential and supplemental, and additional rules detailing the installation and craftsmanship of starship Components of all kinds.

Torpedoes

"...the torpedo salvo plunged towards the Bale Childer, and in a moment what had been a tight formation of warships dissolved into a panicked mass, each ship evading as best it could."

—Excerpt from "Treatise on Naval Tactics against the Hated Yu'vath During the Angevin Crusade"

The Imperial Navy makes extensive use of massive self-propelled ship-to-ship missiles known collectively as torpedoes, as do many of its enemies. While expensive to maintain, these weapons possess considerable destructive potential, and many captains use an enemy's tendency to avoid torpedoes to dominate a battle, forcing enemies to move in particular directions.

The most common form of torpedo is over 60 metres long and contains both a powerful warhead and a short-lived plasma reactor similar to, but less stable than, those used in starships and Titans. Each torpedo is built to accelerate quickly from its launching tube into the void, hurtling in a straight line towards the enemy. While many torpedoes are fired to deter enemy movement and thus may never strike, each individual weapon can do significant damage to a voidship, and thus are feared by many captains.

Guided by a crude and murderous machine spirit and the calculations of a ship's Master of Ordnance, a torpedo uses basic augury techniques scanning for the heat from plasma drives, target silhouette, electronic output, and even an enemy ship's mass to locate enemy vessels. Once the machine spirit acquires its target, powerful manoeuvring thrusters to adjust course to intercept. Upon impact, the forward momentum drives the torpedo's body deep into the vessel's structure before the warhead and plasma reactor both detonate, inflicting damage far greater than that of a single lance strike or macrocannon shell.

Fleet Communiqué

Sent: Astropath Ternicus-335.814.M41

To: Admiral Nathaniel Horne, Captain of the Gryphon and Officer Commanding of Passage Watch 27 Est.

From: Commander Victoria Horne, Captain of the *Hawk*, on extended operations, the Koronus Expanse

I regret to report my patrol has suffered a setback. Recent pirate activity along the Foundling Traverse has intensified in recent weeks, and our investigation put us against a greater concentration of enemy forces than was expected. Based upon our archivists' analysis, it is likely these are pirate raiders operating out of Iniquity.

Though the pirates were driven off, we took several torpedo hits, and lost our port launch bay to an enemy bombing run. I've lost good men to these reavers, and will require reinforcement and repair before I resume my patrol. I've set course for Damaris, where facilities should exist to effect repairs. I am particularly concerned by the reavers' use of Fleet-quality munitions such as torpedoes, suggesting that Iniquity's infrastructure is more developed than previously anticipated.

Communiqué Ends

Launching Torpedoes

Torpedoes differ from macrobatteries and lances in a number of ways, particularly in the manner they are fired. For the sake of clarity, the entire process of launching and attacking with torpedoes is described here and does **not** refer to the rules for shooting on pages 219-221 of the **Rogue Trader** core rulebook.

In all cases, torpedo tubes, torpedo launchers and other equivalent Components must always be mounted in either a Prow or Keel weapon location. The forces exerted upon a vessel when firing a salvo of torpedoes are such that only certain mounts can properly contain them. For this reason, on any vessel of Grand Cruiser size and smaller, torpedoes may only fire into the Fore arc, regardless of where the weapon Component is located.

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