

# Introduction

**Warhammer 40000: Rogue Trader** is a turn-based CRPG set in the grim darkness of the far future. You are a Rogue Trader, one of the few unique individuals in the Imperium of Man, a galaxy-spanning human civilisation living through a dark age of eternal warfare and terror, besieged from all sides by xenos, heretics, and existential horrors.

A combination of an independent explorer, star merchant, and a powerful feudal lord, you operate on the fringes of known space, moving freely across the Imperium and beyond and standing above most of the laws and limitations of the Imperium.

In **the Beta**, you will be able to play the game from the Prologue up to Act III.

## The First Steps.

Unlike in the Alpha, this time the game starts from the very beginning, letting you customise your character (or select a pregenerated one) in the character creation screen. Note that the selection of customisation options is not final.

Please pay attention to the tutorials and highlighted words in the dialogues - they will help you to take your first steps into the vast universe of Warhammer 40,000.

# Ground Combat



Ground combat in the game is turn-based and you'll be expected to make use of your vast array of abilities.

Things to know about ground combat:

1. Characters have **Movement Points (MP)**, shown in green, and **Action Points (AP)**, shown in yellow. You can see both in the middle of the UI panel. MPs are used for moving your character (1 MP for 1 tile, 1MP - every odd diagonal, and 2 MPs - every even diagonal). APs are used for various abilities and actions. Normally, only one attack of any kind is allowed per turn, unless the ability states otherwise.
2. Before each combat there is a preparation phase where you can position your team.
3. Projectiles can miss, hitting objects nearby or behind the target, **including friendly targets**. When shooting in volleys, highlighted tiles show the intended trajectory of the shots.
4. AoE attacks like grenades or flamers always hit the selected tiles, but have a chance to do less damage.
5. With luck, you can fully dodge an attack - on a successful dodge roll, the attack will miss. Dodging an AoE attack will make your character literally step out of the affected tile.

**6. All attacks and shots have friendly fire. Be careful!**

7. Ground combat uses a cover system. When you hide behind cover, the shots have a chance to hit the cover instead, sometimes destroying it in the process. There are two types of cover: partial (shown as a half-empty shield) and full (shown as a full shield). When shooting from behind the cover, the character will step out, shoot, and then go back into cover.
8. Ground combat uses the **Momentum** system. It is a special resource representing the shifting flow of battle and opportunities arising in combat. You can see your momentum in a bar over the character abilities. You gain it when you successfully hurt or kill enemies, and lose it when you spend it on abilities or when your characters get damaged or fall unconscious. Each character has two types of special ultimate abilities, that they can use once per combat:
  - **Desperate Measures**, available in dire situations, when Momentum is below **25** or when the character's own health is very low;
  - **Heroic Acts**, becoming available when Momentum is above **175**.

Both of them are very powerful, although **Desperate Measures** usually have some sort of a drawback.

9. You can only attack with melee weapons or pistols if the enemy is standing in the tile next to you. Note that trying to get away from an enemy may provoke **Attacks of Opportunity**.
10. Psykers are powerful casters that can use the powers of the warp. Minor psychic powers can be used safely, but every time major psychic powers are used, the veil between reality and the warp thins. You can see the status of the veil as a purple bar over the left side of your action bar. After it reaches level 15, further use of major psychic powers may cause **Perils of the Warp** - a dangerous random backlash effect.
11. It is much easier to hit the target in a weapon or ability's optimal range, which is currently set to be the half of maximum range.
12. Switching weapons doesn't require MP or AP, but you can only parry or make attacks of opportunity if you have a melee weapon active.
13. Characters heal up after the battle automatically, but some traumas may remain if they suffer a lot of damage.
14. If you receive damage during combat or outside of combat, it can be healed with an ability called **Medicae**.
15. Some attacks and powerful ranged weapons such as sniper rifles or bolters may push the target backwards, often resulting in collisions with the environment or other targets.
16. Characters get a bonus in melee if 2 or more characters are near the same target. Note that this doesn't apply to large targets.

# Space Combat



1. You only have a single ship and 6 officers performing different duties on the ship.
2. Every officer can only use one ability per turn. Their cooldowns are random.
3. More abilities will become available as the game progresses.
4. **You cannot stop the ship in space combat - you have to move a certain distance to continue the turn.** However, you can move in multiple steps, shooting weapons and moving in any order.
5. Maneuvering is important - the voidship turns slowly and every weapon has a specific firing direction or arc.
6. You can only shoot each weapon once per turn.
7. You have a separate total HP pool for the hull and 4 individual directional HP pools for the shields, visible around the ship. Shields can be restored during combat through the Restart Shield ability. Keep the active shields rotated towards the enemy!
8. Enemy ships are subject to the same rules.
9. Enemy ships have abilities. Aeldari ships may create holofields, pirates may flee, Drukhari ships may become hard to hit when they are not attacking.
10. You can launch torpedoes - they are controlled separately and need to be guided into the enemy ship.
11. Victory in space combat provides you with various loot and **Scrap**, a resource used to repair your ship.



12. The voidship now has a management interface available from the system map. It contains 3 tabs:
  - Upgrade, where you can repair the ship and insert new ship modules;
  - Skills, where you can select new skills after leveling up your ship;
  - Posts, which will later contain officer combat post management, but this content is unavailable in the Beta.
13. In the Beta, you can now ram the enemy ship. We know you've been waiting for it!
14. New powerful ship abilities are introduced in the Beta. These abilities charge slowly, often over the course of multiple battles, but offer a significant advantage when activated.

## Companions



Over the course of the game, you will meet characters that may join your retinue. Some of them you will encounter just a few minutes into the game, while meeting and recruiting others may take dozens of hours. These companions will stay on your ship and may have a serious impact on your story. They will often offer advice in dialogue, aid in battle, and will sometimes ask for your assistance in personal matters.

Here are some of the companions that you will be able to recruit:

- Abelard - the Seneschal, your right hand, assistant and advisor. Served under your predecessor. In ground combat, he's a skilled melee fighter and tank with some powerful ranged weaponry too.
- Argenta - a Sister of Battle, a fierce warrior specializing in ranged weapons and flamers.
- Heinrix - an interrogator, a representative of the Inquisition. Follows with his own agenda. In combat he is a Psyker, a powerful caster with various support and damage abilities.
- Idira - a non-sanctioned (not very legal) psyker, an advisor to your predecessor, and a powerful caster.
- Pasqal - a Tech-Priest, representative of the Adeptus Mechanicus. In combat, he is a durable tank capable of using many buffing abilities and strong melee attacks.
- Cassia - a navigator, an officer crucial for space navigation. In ground combat, she's able to shoot and give commands to other characters, as well as use her Third Eye to release a huge cone of raw warp energy, stunning and damaging enemies in a large area.

In Act III of the Beta, you will also be able to recruit a mighty Adeptus Astartes companion - Ulfar of the Space Wolves.

# Equipment



## Weapons

Can be melee and ranged. They have the following stats:

- **Armour Penetration** - ignores a part of the enemy's armor
- **Rate of Fire** - number of shots in a volley
- **Recoil** - volley fire hit chance reduction

Melee weapons can parry enemy attacks.

## Armor

Has the following stats:

- **Deflection** - the value by which the incoming damage is reduced
- **Armor** - reduces incoming damage by the shown percentage value after Deflection is calculated

## Consumables

Grenades, medikits, and other items that go into special slots. Some of these items may have limitations on their use. If so, it will be reflected in their tooltips.

## Other Items

Cloaks, rings, etc. You equip these in the appropriate slots and get various bonuses.

## Inventory, Cargo, and Reputation



Your inventory is split into two sections: **backpack**, representing the items carried with you, and **cargo**, representing the vast storage bays of your ship. When picking something up, you can always choose where to send each item, and later you will always be able to manage the contents of any part of your inventory or move items between them.

The screen can be brought up by pressing B or by clicking the icon on the right side.

Any **cargo** filled to 100% can be sold to a vendor of the appropriate faction for **reputation points**. The amount of these points determines which items and equipment



you may obtain from a faction. Your current reputation status can be found in the **Reputation Tab** in the character screen.

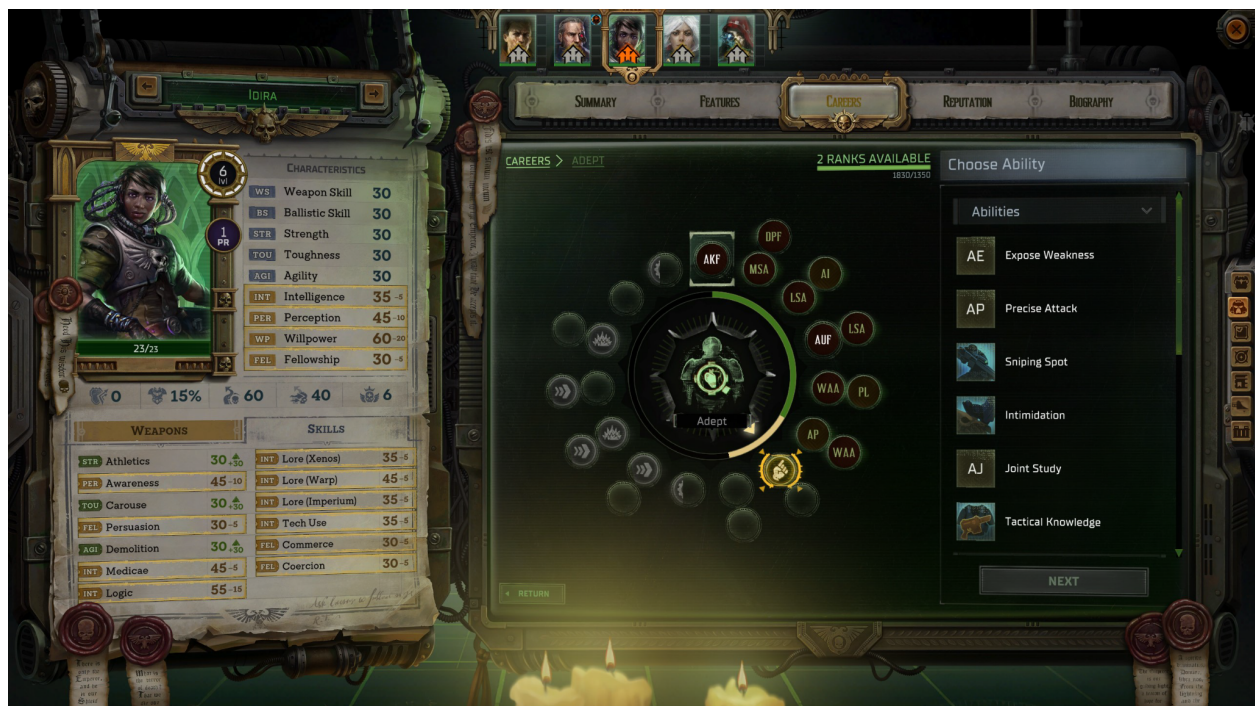
Some types of **cargo** may only be received via exploration or colonisation.

## Profit Factor

**Profit Factor** has changed a lot since the Alpha. It is a number, visible in the bottom right corner in the inventory screen, representing a relative measure of your character's wealth: the entirety of their assets, connections, and resources. Along with reputation, it determines the set of goods and services available to a Rogue Trader - it is not a currency to be spent, but rather a threshold you need to cross for an item or service to become available. It may also have an impact on the story - for example, a wealthier Lord Captain may have more options available when dealing with a problem.

Profit Factor may increase or decrease based on your decisions and management of your colonies.

## Stats and Leveling Up





The game uses a d100 system where you need to roll the value of a stat (with any available bonuses) or below to successfully pass a check.

These are the stats:

- Weapon Skill - affects your chance to hit with a melee weapon
- Ballistic Skill - affects your chance to hit with a shooting weapon
- Strength - affects your melee damage and athletics checks
- Toughness - affects your HP and resistance to poison and stuns
- Agility - affects your initiative and dodge chance
- Intelligence - used by many skills and abilities
- Perception - affects your initiative and reduces enemy dodge chance
- Willpower - used by psykers for their powers, also used for resisting various mental conditions and psychic attacks
- Fellowship - increases Momentum generation, used by various abilities, represents your communication skill and charisma

The leveling system is incomplete in the Beta. Similar to any other RPG, you gain experience for successfully completing quests, killing enemies and passing skill checks.

Careers are the 'classes' in Rogue Trader. Currently there are 7 of them available, and all of them have seen a major rework after the Alpha:

**Basic:** Adept, Soldier, Fighter, and Leader.

**Advanced:** Hunter, Assassin, and Vanguard.

After you complete a **basic** career, you may choose an **advanced** one.

Psykers and Navigators have their own abilities that come in addition to their career. More careers will be available later.

In non-combat applications, you will often see the use of:

- Awareness (attention checks)
- Tech-use (interacting with equipment)
- Demolition (blasting locks and doors open)
- Athletics (climbing and getting through obstacles)
- Medicae (healing)
- Lore (Knowledge checks)

## Global Map



The **Global Map** is your main tool to traverse the Koronus Expanse. Once you gain the opportunity to enter the warp, you can get to the Global Map by clicking a button in the top right corner of the screen while on the **Star System Map**.

On the **Global Map** screen, by using the scan button near the ship, you can scan for available routes and select destinations. Green routes are safe, and the redder the route is, the more dangerous it becomes. Click the route to use it.

You have a special resource called **Navigator's Insight**. You get it from scans, and it allows you to reduce the difficulty of a selected route or create new routes. To make a new route, click a system which lacks a route to the system you are currently in, and then select the option to make a new route using this resource.

## Exploration and the Star System Map



The **Star System Map** is your way to traverse local system space. You can move your ship by clicking objects in the system and scanning them for resources, events, and encounters. Some objects, such as pirate ships, may attack you if you get close.

# Colonisation



Throughout the game, you will discover your lost colonies and even establish more. They will produce resources, which you may mine, using mobile extractors (you get them during some quests or you can buy them from vendors on Footfall). These resources may be required to fulfill orders from the colonies (a tab in the quest journal) or for launching certain global projects.

Every colony has 3 stages of development (more of them will be added later) with unique rewards for completing them. You can control the colonies remotely by opening the **Colony Management** screen, available from the Global Map screen in the bottom right corner.

## Rumours

Rumours are a specific quest type. You can't directly 'complete' them - they may - or may not - be true, the only way to find out is to visit the location and check them

personally. Sometimes you may even hear rumours about yourself and react to them in dialogues.

## What to Report?

Everything. When you see something that clearly doesn't function as intended, press ALT+B and describe the issue as thoroughly as you can. It helps to know what you had been doing before the issue popped up. Don't forget to pay attention to sound and music too!

Thanks for your input, and enjoy the Beta!