

Beta Known Issues

General

- F8 or ESC may stop working. Save/load fixes the problem;
- Logs at C:\Users\UserName\AppData\LocalLow\Owlcat Games\Warhammer 40000 Rogue Trader may grow too large. Delete them if necessary;
- Loot containers don't always appear. If the corpse flew too far away, hover over the place where it was killed;
- Sometimes multiple Quick Saves may appear;
- Abelard walks over the bridge with weapons out after Prologue;
- Shadows may flicker when a dialogue option is clicked
- Ladder climbing animations may be incorrect
- Skipping a cutscene that transfers the characters to a new zone may lead to camera focus issues
- On Mac, camera may shake with no visible reason;
- Characters may sometimes teleport during movement which may allow to skip a scripted encounter zone;
- The game may sometimes get stuck when loading.

Ground combat

- When damaging daemons, some of their defenses are not reflected in the combat log;
- Sometimes enemies may end up on the same tile due to pushback effects;
- Inspecting doesn't show all buffs and debuffs;
- Immunity to damage is shown as "damage reduced" in the combat log;
- True damage is shown as "-1" in combat log;
- Servitors may spend 20+ seconds thinking in combat;
- Some non-combat objects such as the vox-skull, are invulnerable but may be hit in combat;
- Heavy Weapon Proficiency is not in the skill trees;
- Burst Fire doesn't work if there's not enough ammo for the full volley;
- A character can't get more than 1 trauma;
- Charge may sometimes fail to deliver damage.

Doctrines (ex-careers)

- Combat Medicine feat may be taken on a character that can't use Medikits;
- Vanguard: Taunting Opportunity talent doesn't work;
- Adept: Clue may be taken off by other party members;

- Adept: You can't take off Clue stacks after using Expose Weakness;
- Adept: You can't take off all Clue stacks in one round;
- Hunter: Share the Spoils doesn't work;
- Hunter: Alpha Retaliates doesn't work;
- Assassin: Macabre Dance doesn't allow walking through the enemies;
- Some feats may lack description or even name;
- When a new psychic discipline is taken, no new talents appear.

Prologue

- One of the doors keeps requiring lockpicking consumables even after being open once;
- Inquisitor's letter lacks text;

Act 1

- If the main character refuses to become a Rogue Trader, a death message will be shown;
- Pasqal's dialogue may abruptly end if you ask him about his voice;
- Pasqal's cutscene may lag;
- Turrets shoot an incorrect type of projectile and may act weirdly or move;
- Steam and gas barrels don't do any damage;
- Fuel barrels do too much damage;
- Soldier cutscene in the may show incorrectly;
- Killed units may appear alive again in cutscenes;
- When a cutscene starts after a book event, there's a chance it will start on the background, with the book still on the screen;
- Some object interaction may break after a battle with the cultists;
- Battle with electropriests has a lot of animation and AI issues;
- Shuttle sound may start repeating if you save and load near it;
- Some items from the puzzle on the lower decks may become uninteractable;
- Some object names may be missing;
- Some dialogue options may duplicate

Act 2

- Janus Governor remains standing if attacked with a knife by her secretary;
- For entrance to Mercatum Tabula Officiale to appear on Dargonus, Jae must be in the party;
- During her personal quest, Cassia may be missing on the screen while talking to the RT;

- Sslyths may remain standing after dying;

Act 3

- In the final arena battle in Commoragh, Elite Drukhari Beastmaster may continue to shout at his Khymerae even after they die;
- Some cutscenes may freeze for 20-30 seconds;
- Yrliet can't die even if RT tries to kill her in this Act;
- Cargo is not removed correctly from the player in Act 3 as it's supposed to;
- Drukhari may sometimes attack other Drukhari in combat (a bug or a feature? Who knows);
- Exit from RT palace may be blocked by an invisible wall. Save/loading fixes this issue;
- If you didn't take Yrliet with you to the encounter with a farseer, her quest will be failed, but it won't be reflected in the quest log;
- All craftworld aeldari look as farseers in one of the battles;
- No consumables in the loot in Act III;
- Portal graphics may be missing after loading the game;
- There are too few autosaves in Act III, save often!
- Some dialogue options lack conditions, which means the player may see reactions to events that didn't happen;
- It's impossible to get to some platforms with loot in Act III;
- If you end up in Act III without Jae, her uninteractable model may appear in some locations;
- You can only remove traumas in a single spot in Act III.

System map

- The ship is not visible when entering from a global map before it moves;
- The level of exploration of the system in the top left corner shows random irrelevant numbers;
- You need to fly around the system a bit for Abelard's quest to start in Act I after the Navigators quest;
- It is possible to go through the sun;
- After escaping from space combat, it's impossible to close the dialogue window;
- Some anomalies may be called "Empty name";
- After Janus book event, the landing spot may not always open - close the planet screen and enter again to proceed;

Global map

- Camera doesn't center on the ship when entering global map;
- Loading a save may break the camera movement on the global map;

Colonisation

- Opening the colonisation window from a planet may cause the resource bar to appear incorrectly. Reopen the window to fix it.

Space combat

- Loading a save may break the camera in space combat;
- If you move to an adjacent tile with an enemy, they won't attack you this turn;
- In space combat where you need to stop a pirate ship, the ship will teleport to the initial position of the player's ship after it's stopped.
- If a shield was penetrated completely, the shield visuals won't restore even if the shield has been recharged;
- Big ships may stutter when moving;
- Ramming doesn't work;
- Ship HP level up doesn't persist through saveload;

Inventory

- Drag and drop may cause loot highlights to freeze if playing on a weak PC;
- Number of items in a stack doesn't always update;
- Drag&Drop doesn't work in the main loot window. Use single click or loot manager.

Character generation

- Zoom doesn't work
- Head is distorted for the third body shape;

Vendors

- UI hotkeys work while the vendor dialogue is open;
- Reputation bar doesn't show correct values;

- Cargo selection drops if you scroll;
- After selling the cargo, “Confirm” button remains in place;
- Space vendor may become missing when accessed from the bridge;

Character UI

- Vendor panel is distorted;
- Clicking a levelup icon doesn't always open the correct character;
- Whole Doctrine description window functions as a scroll;
- It is possible to level up during combat;
- White squares instead of some doctrine icons;
- Vendor list may have duplicate options and doesn't work from space or on the ground;
- Incorrect values for Convictions;

Voidship inventory

- It is possible to upgrade the hull up to 10 times. Same with Ram. It is currently not reflected in any tooltips;
- If the same lances are put into the weapon slots, only one of them will be able to shoot;
- Values near the levelup icons for hull and ram do not change and do not reflect correct status;

Localization

- Localization may be missing in some places or contain “[draft]” text in it;