

Rogue Trader expanded warp travel rules

The Captain spends an hour warding away ill-tidings. Failure to do so means any '9' rolled by the navigator automatically fails that test. Some might insist on booming out hymns through the ship's vox-casters and require their crew to stand alert and sing fervently in praise of the God-Emperor. Others demand the flogging of the crew by their taskmasters, so that their mingled blood might strengthen the vessel's machine-spirit. Lots may be drawn throughout the ship and a single crewman selected to be jettisoned into space, so that his drifting soul might distract any Daemons lurking to ambush the ship as it translates. Some captains may consider it unlucky for the crewmen to have tokens representing chance, such as cards or dice, which might jeopardise Warp travel, and make a thorough search among the crew to locate and destroy such items.

1. Determine duration of passage

GM comes up with a duration, Navigator makes a *Navigate (Warp)* test to get a close estimate. A Detailed chart (either made by the players or purchased separately) provides a +20 bonus, a Basic chart gives +10.

2. Locate the Astronomican

Awareness +10 test, every DoS adds +10 to any further *Navigate (Warp)* tests and vice versa. 3+ Degrees of Failure indicate the Astronomican cannot be found, imposing a -60 on the *Navigate (Warp)* test for Step 4.

3. Consult the instruments

For players: cross your fingers. This shit is a secret GM roll: *Navigate (Warp) +10* test to detect any phenomena or turbulence on the journey ahead, granting a +20 bonus to any rolls on the Warp Travel Encounters table during the 'Translate and steer the vessel' stage if successful.

4. Translate and steer the vessel

Navigate (Warp) test (-60 if the Astronomican cannot be located) with modifiers for Route Stability.

If the test is failed *and* a '9' is rolled on either dice, the GM fucks with their final destination.

Roll once on the 'Warp Encounters' table for each 5 (3) days in the warp. +20 on each roll if Step 3 was successful.

5. Leave the warp

Navigate (Warp) -20 test. Failure indicates the ship is off-target and could land dangerously close to a planetary body or the incorrect side of the system.

Charting the route

A Navigator who successfully plies an uncharted Warp route can attempt to chart that route for future reference.

This requires a *Trade (Astrographer) +10* Test if his vessel arrived on target, a *Trade (Astrographer) -10* Test if it was slightly off-course, or a *Trade (Astrographer) -30* Test if it was severely off-course. A warp route that shifts from voyage to voyage cannot be charted.

If he passes the Test, he creates a Detailed chart. If he fails, he creates a Basic chart, but if he fails by three Degrees of Failure or more, he fails to create a chart at all. A Navigator is duty-bound to present a new chart to his House, and providing his House with such valuable knowledge grants him considerable prestige. The Explorers' Profit Factor increases by 1, plus an extra 1 for every full 180 days duration of passage of the journey that the Navigator charted.

Emergency drop from warp

If you roll equal to or under the Encounter roll, you can drop from warp and ignore (or minimise) the Encounter's effects.

Make an immediate **Leave the warp** test - *Navigate (Warp) -20*.

Route stability and risks

d10	EFFECT
1	Fair winds: +20 to <i>Navigate (Warp)</i> tests
2-3	Stable route: Navigator gets +10 to any Tests to chart this route for future use
4-5	Indirect path: Add +D5 days to the journey
6	Haunted Passage: -20 to any rolls made on the Warp Encounters table
7	Surly Route: Add +D10 days to the journey and Navigator suffers -10 to Step 1 'Determine duration of passage'
8	Untraceable Trail: -20 to <i>Navigate (Warp)</i> tests and the route cannot be charted
9	Lightless Path: Astronomican cannot be found in Step 2 'Locate the Astronomican'
10	Byzantine Route: Multiply journey length by d5

Roll	Warp Travel Encounters (if the Gellar field is inactive, make these way worse)
01-04	Incursion: D5 Ebon Geists (p378 RT) materialise within the ship, intent on preying upon the vulnerable crew. Each Daemon immediately begins slaughtering the crew, preferring to ambush vulnerable voidsmen instead of attacking large groups. The vessel loses 1 Population and 1 Morale per day per Daemon, so long as the invaders are not expunged by exorcism or the blade of the righteous.
05-08	Plague of Madness: An ethereal madness has infected the crew and bedlam ensues. It has targeted the weakest of will first and is spreading by contact. Roll a D10 (and every subsequent day):. 6-10 no effect that day. 1-5 reduce population and morale by that much. Disease needs researching, then a successful <i>Medicae</i> -40 test, which cannot be attempted more than once a day.
09-12	Swarming malice: The ship is plagued by a swarm of vicious Warp manifestations that wreak havoc on the structure of the ship, hurling objects to and fro, but scuttling into the shadows when confronted. The GM chooses D5 components to infest. This component is rendered inoperable until the presence is eliminated, by faith or by fire. The ship's Morale decreases by 5, and by a further 5 for each infested component until the crew or Explorers banish the vile manifestations.
13-16	Famine: A phantom blight sweeps the ship's food stores, rendering nearly everything edible as piles of loathsome rot. The ship's Morale is immediately decreased by 2d5. The supplies are reduced to d5 weeks (at regular rations), after which they will begin to suffer from starvation: -1 population and -2 Morale every day until food is found.
17-20	Lost time: time contracts and expands during the voyage, and though it might take but a few days, the crew will feel as if months or more has passed, fraying their sanity. +D10 insanity points and the ship becomes stuck in a warp rift, adding D5 days to the journey
21-24	Ferric entropy: Roll a d10 to randomly determine a weapon (if a 10 is rolled, pick the 10th and roll again...). The warp has selected that weapon to corrode and rust, its ammunition supplies turning to dust and its cabling rotting away in the locker. It is considered unusable as if it had failed an Upkeep test, and must be replaced or repaired when next in suitable harbour.
25-28	Ghost ships: The ship's augurs scream in protest at phantom readings that appear and vanish randomly. The petty officers claim it is a ghost ship, but wise captains ignore such things. Though if they are real, a vessel lost in the warp could still hold valuable cargo. WP test or gain D5 insanity and corruption points from the sighting, and the crew loses d5 Morale.
29-32	Shoals and reefs: The vessel runs afoul of a warp shoal or reef that threatens to break it open on a jagged fragment of false reality. A <i>Pilot+Man</i> test and a <i>Navigate (Warp)</i> test are required to pass unscathed, otherwise the vessel's hull screeches against a jagged fragment of false reality, and takes 1d10+2 Damage ignoring armour and void shields
33-36	Portents of doom: Spilt fluids pool into imagery of skulls and death, dice games end in fist fights as they only roll snake eyes, and the ship's mystics have burned all their tarot cards and proclaiming one inscrutable truth: the voyage is doomed. -1 Fate point for this session.
37-40	Warp Storm: A terrible warp storm coalesces from nowhere and strikes the vessel. You must pass a <i>Pilot+Man-20</i> test and a <i>Navigate (Warp)-20</i> test or roll a d10 on the Ship Critical Effects table for each failed test. If the GM passed Step 3: Chart the Course, ignore the -20.
41-44	Gellar Field fluctuations: Alarmingly, the Gellar Field that keeps back the baleful energies of the warp begins to fluctuate. Roll initiative, the Fluctuations roll d10+5, and the Gellar Field requires a <i>Tech Use-50</i> test to fix. For every Fluctuation's turn that passes with the Gellar Field unfixed, roll again on this table and immediately apply the result
45-48	Technical difficulties: Wicked tech-sprites have infected the ship's systems, damaging and disrupting the natural harmony of the machine spirits within. This affront to the Machine God can be avoided with a <i>Tech-Use-10</i> test for each component. Roll a d10 for each: 1-4 Unpowered, 5-8 Depressurised, 9-10 Fire! If the <i>Tech Use</i> test is failed by 4+ DoF, the component is Damaged in addition to rolling for further effects.
49-52	The Terror: A pinhole-sized weakness from a previous battle had gone undetected in pre-warp checks, and pure, unadulterated warp pours through the hairline fracture before your tech adepts seal up the weakness for good. The Crew suffers D5 Morale and Population damage from the momentary insanity, and every character must make a <i>Fear 4</i> test against the visions of madness in their heads.
53-56	Chaos reigns: Roll on the Psychic Phenomena table and apply the result to the whole ship. Any references to 'The Psyker' affect all Astropaths and Navigators on board, including NPC choirs and junior Navigators.
57-60	Weakened Veil: Although the Gellar Field holds firm, those touched by the warp on board the ship cannot deny that the veil between the material and the immaterial is stretched dangerously thin here. All psychic powers on board will trigger phenomena, regardless of power level.
61-64	Warp anaemia: The medicae orderlies are having a hard time treating the injured during the journey, as wounds will not close and blood will not clot. <i>Medicae</i> test to staunch any bleeding crew(or suffer 1 crew pop loss per DoF) and characters cannot heal during the voyage.
65-68	Visitations: Your officers report the crew have become unsettled, and during your rest periods you find yourselves visited by shades of lost friends or family. These have a <i>Fear 2</i> rating, but if you pass you may ask a single question of the shades about your future.
69-72	Soul sickness: Despite even the most feverish prayers or exercise regimen, you cannot shake a crushing, exhausting malaise that has plagued everyone on board since the journey began. Everyone gains 1 Fatigue while the ship remains in warp and for 2d5 days after translating back.
73-76	Whispers and dreams: Everyone on board suffers from strange dreams and even hears hushed whispers when awake. You manage to drown out the worst of the whispers, but there is a distracting sliver of truth to them that you simply cannot shake. +1 insanity point.
77-100	All's well: A safe journey that wise captains will savour. Double rum rations for all!