

ROGUE TRADER™

HOSTILE ACQUISITIONS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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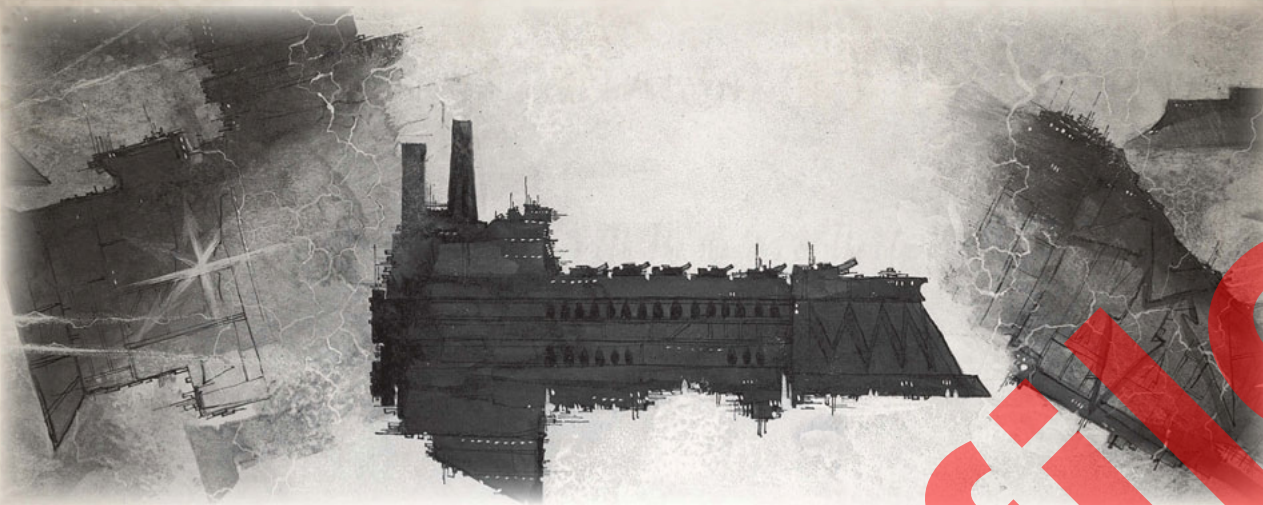


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INTRODUCTION

Rogue Traders commonly operate beyond Imperial authority, their Warrants of Trade ensuring that they are mostly above questions of law whilst beyond the borders of the Imperium. However, for many Rogue Traders, it is not enough to simply explore the unknown reaches of the galaxy; there are some amongst these privateering merchant princes who feel compelled to push the limits of the Lex Imperialis, operating as smugglers, pirates, mercenaries and worse under the very noses of Imperial authorities.

Hostile Acquisitions is a guide to operating as such a Rogue Trader who skirts the edges of the law, acting as a criminal in order to gain greater wealth and power. The guidelines presented in this tome provide players and Game Masters alike with information on criminal activities, antagonists, and adventures that take place on the wrong side of the law.

WHAT'S IN THIS BOOK?

This sourcebook is divided into distinct chapters, each focusing on a crime, criminals, and the activities of Rogue Traders that go beyond Imperial law. Each section provides key insights into particular aspects of crime in the Calixis Sector and the Koronus Expanse, the elements within the Imperium who attempt to curb the excesses of crime lords, and the rewards of those miscreants able to enjoy their ill-gotten gains. Player characters are presented with a wealth of new options, including new Advanced Careers, weapons, and ship components to better achieve their underworld ambitions.

Throughout the book are letters from Nathin Tsanthos, a visionary, an elitist, and a consummate scoundrel. Although Tsanthos started life on the parochial Agri-world of Spectoris, he arranged passage off-planet, and was soon participating in a far more cultured and civilised life. Tsanthos's obsession is knowledge, searching for hidden lore and forgotten facts. To obtain that knowledge, he covets wealth and power, and now happily plays the grand game of a freelance operative for powerful Rogue Trader dynasties.

CHAPTER I: CRIMES AGAINST HUMANITY

This chapter contains information on the nature of crime in the Imperium, describing the edicts enforced by the Lex Imperialis and its effects on notorious outlaws and Rogue Traders alike.

CHAPTER II: PLAYING THE ROGUE

For those Rogue Traders who prefer to tread a more lawless path, this Chapter presents numerous player character options, new Advanced Careers, and special gear.

CHAPTER III: OPPOSITION AND ADVERSARIES

From the shadowy forces of the Inquisition to the stern authority of the Adeptus Arbites, this Chapter details many of the forces that attempt to stamp out any criminal activity in the Koronus Expanse and Calixis Sector. However, Rogue Traders are not only slippery and inventive, they possess the wealth and power to achieve any ambition, even those that skirt the edge of Imperial law. Thus, this Chapter also presents rules on how to successfully run a Criminal Endeavour.

CHAPTER IV: THE NEMESIS PATH

Rogue Traders face many challenges on the path to attain their ambition—this Chapter details a method for a GM to create an archenemy for a Rogue Trader Dynasty. Brutes, heretics, and criminal masterminds are but a few of the opponents that stand in the way of becoming a legend of the Expanse.

CHAPTER V: RICHES OF THE EXPANSE

The Koronus Expanse contains wonders and treasures beyond the imagination of most Imperial citizens. Rogue Traders, however, can imagine quite a bit! This Chapter presents a number of the more unusual (and valuable!) prizes that Rogue Traders compete to discover and exploit within the Koronus Expanse.

*To Nathin Tsanthos,
I greatly appreciate your efforts on my regard, sir. When I was first told you were one of the best resources on...questionable enterprise in the Sector and the Expanse beyond, I must admit I was skeptical. Your operation against Travix Malgor convinced me otherwise. After the Inquisition's investigations, the Viscount has completely withdrawn his claims on my interests in the Rubycon II system. I can only assume that the discovery of Kroot talisman-artefacts in the Viscount's hive-spire had something to do with the sudden scrutiny by the Holo Oroids? In any case, you are a true gentleman, and you may expect the token of my appreciation shortly.*

Horris MacIntyre, merchant factor for the Skaelen-Har Hegemony



CRIMES AGAINST
HUMANITY

IMPERIAL CRIMES

•
SECTOR AND
PLANETARY
CRIMES

•
ECCLESIAARCHICAL
CRIMES

•
LAW AND ORDER
IN THE KORONUS
EXPANSE

•
SMUGGLING

•
PIRACY

•
A CRIMINAL
LEGACY

CHAPTER I: CRIMES AGAINST HUMANITY

No servant of the God-Emperor dies unavenged, and no enemy of His escapes unpunished.

—*The Promise of the Pax Imperialis*, Marshal Orrik Von Darnus, 883.M40

The laws of the Imperium of Man are as numerous and varied as the planets of which it is composed. Indeed, while the *Lex Imperialis* is codified in the massive and byzantine *Book of Judgement* (itself actually countless ever-growing volumes as Imperial law constantly refines and develops), the Imperium is far too great for each of its worlds to be held under a single code. Instead each segmentum, each system, each world has its own set of laws and punishments dealing with the specific minutia of that particular locale, while the *Lex Imperialis* oversees the Imperium as a whole.

This chapter discusses a number of issues related to law within the Calixis Sector and the Koronus Expanse, including



THE LOCATIONS IN THIS BOOK

This book is somewhat unique amongst the Rogue Trader line, as many of the locations listed here are in the Calixis Sector, instead of the Koronus Expanse. This is because this is a book on crime, especially as it pertains to Rogue Traders. Within the Koronus Expanse, beyond the boundaries of the Imperium, Rogue Traders are not bound by the laws of the Imperium or its many planets. Piracy, smuggling, trading in proscribed xenos artefacts, all are within a Rogue Trader's grasp, as long as they have the might to back it, and so long as they remain within the Koronus Expanse.

However, many Rogue Traders must return to the Calixis Sector to turn any ill-gotten gains into profit. Once they return, they are again subject to Imperial Law and may be prosecuted by the Imperium. In the case of piracy, Rogue Traders may even choose to conduct their piracy amongst the rich shipping in the Calixis Sector, only to flee back into the Koronus Expanse to escape justice. For this reason, this book discusses law, punishment, and enforcement within the Calixis Sector as well as the Koronus Expanse.

how laws are enforced, how criminals are punished, and how the laws and their enforcers relate not only to the common man within both regions but also to Rogue Traders and members of the Adeptus Terra at work within their boundaries. The chapter also outlines how the *Lex Imperialis* is interpreted and utilized within the Calixis Sector. Finally, the chapter deals with Rogue Traders and how they relate to Imperial Law in their day to day operations, including what constitutes crime for a Rogue Trader, common criminal enterprises pursued by Rogue Traders in the Calixis Sector and Koronus Expanse, and how a Rogue Trader goes about building and maintaining a criminal legacy.

THE LEX IMPERIALIS AND THE BOOK OF JUDGEMENT

The *Lex Imperialis* is written down in the *Book of Judgement*, kept by the Adeptus Arbites. The *Book of Judgement* has been painstakingly collated over millennia and embodying every decree ever passed by the High Lords of Terra. In fact, the *Book of Judgement* has long-since grown beyond the confines of a single tome, no matter how large, and comprises countless records, books, and decrees. The oldest are scribed in human parchment, written in unknown languages by long-forgotten functionaries. However, every day new volumes of parchment, data-records, and encoded holoscript are added to the *Book of Judgement*, and interred in the Hall of Judgement on Holy Terra. Shelves of tomes rise hundreds of metres above canyons of marble and iron, covered with a spiderweb of gantries and the ant-like figures of scribes and servitors as they search for specific precedents amongst the debris of judgement.

As a sector ruled by the Imperium, the Calixis Sector follows the precepts of the *Lex Imperialis* and the *Book of Judgement*. Over the centuries, of course, the interpretation of the *Lex Imperialis*