CHANGELOG:

0.2: Liquid Assets: Removed section on LA expenditure for rework in future version.

Agents: Elaborated on their operation and included rules for their creation.

New Additions: Windfalls and Projects.

0.3: AHITS: Clarifications on Investments and Ties, including functional examples of the latter

Liquid Assets: Clarified rules for their generation at the start of economic turns for each type of AHIT.

0.4: Setbacks and Windfalls: Clarified their generation, as well as their severity and magnitude.

Acquisition and Maintenance of Voidships: Clarified running costs of voidships, and that all voidships are to be considered Assets.

New Addition: Liquid Assets and Acquisitions

THE ECONOMIC TURN

The Economic Turn occurs each quarter of the Imperial calendar, at 001, 250, 500, and 750. During the Economic turn, all AHITs generate Liquid Assets, economic events can occur, and espionage takes place over the course of them.

ASSETS, HOLDINGS, INVESTMENTS AND TIES

Each Rogue Trader dynasty accounts for a myriad of interests and concerns across a wide stretch of territory. For the sake of ease and brevity, such things are categorized into Assets, Holdings, Investments and Ties, or AHIT for short. Each one accounts for a certain value of a Dynasty's total Profit Factor, though each operate in a slightly different manner.

Assets represent a dynasty's more mobile or perhaps intangible resources, such as ships, military formations, organizations and sub-departments, etc. These are simultaneously the most flexible/volatile dynastic resources, and the most vulnerable to outside influence and sabotage.

Dynasty A adds a transport vessel to it's fleet, and immediately assigns it to an available trade route. This covers the maintenance cost for the transport ship, and provides a small amount of Liquid Factor. A new, more lucrative trade route becomes available at a later date. This transport can then be moved to the new route.

Holdings represent a dynasty's static property, such as manufactorum complexes, hive cities, luxury manses upon a paradise world, up to and including entire worlds and star systems. Given their static nature, they are the most stable and difficult to disrupt, but usually not as lucrative, given steep maintenance and security costs.

Dynasty A has land rights to the southern continent of Orithal, and has established a sizeable agricultural operation upon it. The extensive fields are highly productive, and heavily patrolled by local air assets. To sabotage this in a meaningful way, one would need to conduct very high profile operations, or invade.

Investments represent a dynasty's financial resources being put to use in the AHITs of <u>a different</u> entity than itself. In effect, an investment 'freezes' it's Profit Factor value for the investing dynasty, meaning it cannot be spent or consumed in any way without negatively impacting the investment. Said value is added to the Profit Factor total of the investment target In exchange, the investing dynasty receives returns in Liquid Assets from asset generation of the investment target. Liquid Assets will be detailed further down.

Dynasty A invests 2 Profit Factor into a Holding of Dynasty B. Dynasty A can then tap into the Liquid Asset generation of the Holding, reducing the amount of Liquid Assets Dynasty B receives.

If the value of a Dynasty's Investment in an AHIT exceeds 50% of the AHIT's value, said Dynasty can then conduct a hostile takeover, seizing the AHIT for itself. Of course, such a move would only be unforeseen by the most naïve and inattentive of Dynasties. This action requires action by the players themselves, or one of their Agents. Agents will be detailed further in this document.

Ties represent a dynasty's diplomatic achievements, and put them into mechanically tangible terms, essentially placing a Profit Factor value on relationships with other entities. These can range from documents such as official trade agreements and treaties, to backroom deals sealed by nothing more than a handshake. Ties can be valuable, but are also dependent upon the honor and reputation of the other entity within the Tie. Get it in writing.

Dynasty A enters into a commercial treaty with Dynasty B. Under this treaty, flagged ships of either dynasty are not subject to tariffs at the colonies and ports of the other. This results in higher trade volume, which is reflected as an increase to the Profit Factor of both dynasties by 4.

Dynasty C performs a great service for a developed Imperial world. While their resources are earmarked for the Imperial Tithe, this world does possess a modest shipbuilding industry. As thanks for this service, the world promises 3 Profit Factor worth of ship repairs per quarter.

LIQUID ASSETS

To ordinary people such things as piles of bullion and gems, a vault of pristine artwork from long dead masters, and a set of fine arms and armor are considered priceless treasure, easily capable of changing their lives forever. To Rogue Traders, they are downright mundane, for the sum total of their affairs makes them seem trivial and hardly worth attention.

Boring...but not without their uses.

In addition to putting names, faces and locations to a Dynasty's Profit Factor, Assets, Holdings, and Investments provide an amount of Liquid Assets to their owner Dynasty at every Economic Turn. These Liquid Assets can be spent for short-term narrative benefits such as bribes and gifts, modifiers and special effects to Acquisition rolls, or perhaps most importantly, be banked and reinvested back into an AHIT to increase it's Profit Factor value by 1. The latter requires expenditure of 100 Liquid Assets. Each AHIT generates Liquid Assets at the start of each economic turn, dependent upon the type of AHIT.

Assets generate their Profit Factor value in Liquid Assets, plus a random amount determined by dice roll. The value of this dice roll is left up to GM discretion, based upon the particulars of their own campaign and player action. Some assets are more valuable than others, and that level of variation is meant to reflect that. It should be noted that thus far during playtesting no dice higher than d6s have been used.

Holdings generate their Profit Factor value in Liquid Assets.

Investments generate a baseline of twice the value of the Profit Factor invested into them in Liquid Assets. GMs are encouraged to track Setbacks and Windfalls for these seperately, and adjust the final amount accordingly.

Ties are not assumed to generate any Liquid Assets automatically, but this of course can be changed, for example a special toll being set up as a specific port.

Fraud, Waste and Abuse is the catch-all term for loss of Liquid Assets, occurring at the end of every Economic Turn. Red tape, bureaucratic mishaps, embezzlement and other forms of material corruption are bound to be present within an organization of such size and scope as a Rogue Trader Dynasty. It can never be entirely stamped out, and to control it is in many ways a self-defeating measure - the Imperium has never been accused of efficiency.

At the end of the Economic Turn, and before dynastic income, 20% of Liquid Assets above the Dynastic Profit Factor (rounded up) are lost. Then, 10% of total Liquid Assets are lost (rounded up).

This can be mitigated –to some extent- by Agent action.

Liquid Assets and Acquisitions:

Liquid Assets can be burned at a 1:1 ratio for modifying an acquisition for personal equipment and augmentations.

For vehicles, this ratio is increased to 5:1.

For voidships, this ratio is further increased to 10:1.

ESPIONAGE

Any Rogue Trader Dynasty with ambitions of enduring longer than a century or two would be wise to engage in espionage to some degree, if at least to defend against it. Cloak and dagger oftentimes is more effective, and far more subtle than hammer and artillery.

Espionage as a whole is comprised of several elements, which are as follows.

Agents are the ones conducting the espionage, usually coordinated and managed by a Dynasty's Seneschal. They are infiltrators, agitators, saboteurs, guerillas, and more, whatever is needed to complete the mission they are assigned. However, individuals of such skill are rarely inexpensive, and maintaining an extensive network of them even more so. Agents have an attached cost in Liquid Assets, which represents their pay and maintenance. The actions they undertake can also incur additional Liquid Asset costs, constituting bribes, additional equipment, the hiring of more deniable (and expendable) hirelings, etc.

By default, a Dynasty has Agents equal to the Seneschal's FEL or INT bonus. These do not incur maintenance costs. Non-Seneschal PCs can recruit Agents up to their FEL bonus.

The information they gather is divided into several tiers, which are:

Rumors: Hearsay, backroom whispers, drunken conversations of loose-lipped individuals, all constitute rumors which an Agent may come across during their assignments. They tend to be highly inaccurate though, with maybe one truth for every nine falsehoods. They occur frequently, and must be investigated to determine if there is any truth to them. Some are more credible than others of course.

Tips: Tips are tidbits of information fed by infiltrators and individuals of lesser value and status than a full Agent. These are far more accurate and actionable snippets of intelligence, but beware, as such infiltrators can be uncovered and fed false information.

Reports: Reports are the highest, most accurate tier of information, usually representing the fruits of a longer, thorough investigation with multiple layers of verification. Ignore at your own peril.

Additionally, Agents are important in that they can act to prevent or mitigate Setbacks (covered below), or augment/enhance Windfalls (also covered below.) In order to do so, an Agent must be present at the respective AHIT.

Creating an Agent: Two methods of Agent creation are presented, one expedient, and one involved. The expedient method is to simply to use an existing template for an Elite NPC in any of the core rulebooks or homebrew supplements in use, with the obvious exception being any bestial or daemonic creatures. This is supposed to be Rogue Trader, not Black Crusade. Upon successful completion of a sufficient number of missions, such an Agent could be promoted to using the template of a given Reinforcement Character.

The involved method is for creating bespoke Agents. To do so:
Set the base of the Agent's Characteristics to 30. You have 50 points to distribute between them. The highest a Characteristic can be set to is 55. Then, choose up to 10 total Skill Ranks and 6 total Talent Tiers. For Equipment, such Agents can receive the 10s column of the dynastic Profit Factor in items, +1, up to Very Rare.

Much like the expedient option, the involved has the possibility for promotion after a sufficient number of successfully completed missions and survival. This number is left to GM discretion.

Valuable Agents: Increase each base Characteristic by 3. Gain an additional 20 points to distribute between them. New maximum of 60. Gain an additional 5 Skill Ranks and 3 additional total Talent Tiers. Highest Equipment rarity increased to Extremely Rare, and the number of bonus items increases to +2.

Irreplaceable Agents: Increase each base Characteristic by an additional 3. Gain an additional 20 points to distribute between them. New maximum of 65. Gain an additional 5 Skill Ranks and 3 additional total Talent Tiers. One Near Unique item can be added to the Agent's equipment list.

SETBACKS

No Dynasty is immune to failure at all levels, and fate is a fickle mistress keen on destroying even the most carefully laid plans. For gameplay purposes, these are collectively known as Setbacks, and are divided into three tiers. Mitigating and addressing these setbacks can be done in multiple ways, the most common and expedient of which is the expenditure of Liquid Assets. Remember, once is circumstance. Twice is unfortunate coincidence. Three times is enemy action.

Setbacks are determined by rolling a d100 for each AHIT, each quarter. Above a certain result threshold that the GM decides based on the particulars of their campaign, a Setback occurs. During the playtest game thus far, I have used 90+ as a baseline for a Setback to occur. To determine it’s severity, roll another d100:

1. 1 to 50=Mishap
2. 51 to 95=Misfortune
3. 96 to 100=Catastrophe

Mishaps are low level Setbacks that rarely go beyond the immediate area of the AHIT they affect. Industrial accidents, negligence, complacency, mismanagement, and many other minor factors fall into this category. Their scope and effect is limited, ie reduced Liquid Asset income of a single AHIT, for a set number of Economic Turns. While minor, if too many are left unchecked, these can compound into a greater Setback.

Misfortunes are mid-tier Setbacks severe enough to affect the Dynasty as a whole, seriously impacting the operation of one or more AHITs. Sabotage, destruction, local economic collapse, investment failure all fit into this category. The most common effect would be a reduction or outright denial of an AHIT’s Profit Factor value. These are more difficult to address, usually requiring direct Agent intervention, or significant expenditure of Liquid Assets.

Catastrophes are the highest tier of Setback, and are capable of laying an entire Dynasty low. Their effects are broad and wide-reaching. War, xenos invasion, succession crises, or Chaos incursion all fall under this category. These are no longer the purview of mere Agents, or deep enough coffers. <u>Direct party action is required to stave this off.</u>

WINDFALLS

As destructive as the tendencies of fate tend to be, they can also be beneficial. As with Setbacks, Windfalls are divided into three tiers, and while their effects are generally immediate and do not require any intervention, Agent action can reinforce, augment, or even prolong their effects.

Like Setbacks, Windfalls are also determined by rolling a d100 for each AHIT, each quarter. Below a certain threshold that the GM decides based on the particulars of their campaign, a Windfall occurs. During the playtest game thus far, I have used 10- as a baseline for a Windfall to occur. To determine it’s magnitude, roll another d100:

1. 100 to 50= Benefit
2. 49 to 5= Boon
3. 4-1= Blessing

Benefits are the lowest tier of Windfall, affecting only a singular AHIT in a relatively minor fashion. Skilled administration, bountiful harvests and chance resource discoveries constitute their majority. Their effects are relatively minor, such as temporary enhancement of Liquid Asset generation, pools of Liquid Assets, additional security against future Setbacks, etc.

Boons are the middle tier of Windfalls, and could have wider implications for the full scope of Dynastic operations, such as the opening of new markets, gaining special privileges on one or more worlds, etc. Temporary additional Profit Factor, permanent increases of Liquid Asset generation should be the most common effects, but a GM should feel free to be as creative as they wish with them. This level is also where a party should strongly consider assigning Agents to.

Blessings are the highest tier of Windfall, sending the Dynasty to new heights, if they are able to seize the ripe opportunity they each represent. Permanent PF increases, large sums of Liquid Assets and even entirely new AHITs are well within the realm of possibilities. The only catch is that to take advantage of their full potential, Agent intervention is required.

PROJECTS

Separate but adjacent to AHITs are Projects. Projects represent ongoing interests of a Dynasty that do not generate Profit Factor or Liquid Assets, but can provide significant narrative benefits over time dependent upon investment in them, and in some cases can even become new AHITs in their own right. They are divided into two tiers.

Personal Projects are undertaken directly by the PCs. These are passion projects, obsessions, lifelong goals, etc, and tend to be of limited enough scope so as to easily be achievable by a single PC with a small retinue of assistants.

The GM sets a target number of Degrees of Success, as well as the relevant skills that can be tested. PCs are encouraged to think of ways where alternative skills can be used. Given the wider, overarching scope of the project, and that it is occuring during the character's normal duties to the Dynasty, the base difficulty of the test is set at -30, but can be adjusted depending on circumstances, i.e easy access to relevant facilities such as ship components, or readily available pieces of xenos technology for study. Multiple Personal Projects can be undertaken at the same time, equal to a character's INT bonus. However, these each suffer a cumulative -10 penalty for each additional Project after the first.

Liquid Assets may be expended for a bonus to the test, at a 1-1 ratio.

Normally, only one test may be attempted per Project per quarter. However, a significant investment of 50 Liquid Assets can allow for an additional test.

Dynastic Projects are undertaken by the Dynasty at large, and are usually of much greater scope, involving scores of adepts, scribes and additional support personnel.

The duration of Dynastic Projects is tracked by Progress Points (PP), with each Point corresponding to one Economic Turn. The GM sets a target number of Progress Points to be achieved for project completion. In order to begin accumulating Progress Points, Profit Factor must be invested, with 1 PF generating a single Progress Point per Economic Turn. A minimum investment of 1 PF is required for a Project to progress.

Completion of a Project can have varied effects, which can include the creation of a new AHIT. However, as a general rule, assume that any Profit Factor invested will be burned upon completion.

Dynasty A's Project to pry an otherwise pristine Grand Cruiser hull from a space hulk has a set duration of 20 Economic Turns. Having relatively limited time both in this system, and potentially before the hulk returns to the Warp which spat it out, Dynasty A invests 5 Profit Factor into this salvage Project, accumulating 5 Progress Points per Economic Turn. The Project is completed in a quarter of the time.

Finally, as they have an attached Profit Factor value, all Dynastic Projects are fully subject to Setbacks and Windfalls.

ACQUISITION AND MAINTENANCE OF VOIDSHIPS

Only the youngest, desperate, and fallen from grace Rogue Traders can boast merely a single ship in their dynastic fleet. The mightiest of houses operate formations to rival sector battlefleets in size. Such force is not without monumental cost though, and tales of Rogue Traders expanding their fleet too quickly and bankrupting themselves abound.

Acquiring a voidship is relatively straightforward. Once the desired vessel is identified, the Rogue Trader rolls an Acquisition test against their Profit Factor with no modifiers, save for the following, based on hull classification.

Transports*, Raiders and Frigates: Roll normally.

Light Cruisers: -10

Cruiser: -20

Grand Cruiser: -30

Battleship: If you find one on the market, your GM has likely made a huge mistake. If not, be very afraid of it, it’s definitely a trap.

Upon a successful test, the dynasty immediately burns Profit Factor equivalent to the 10s column of the ship’s total cost in Ship Points, plus 1 for Light Cruisers, 2 for Cruisers, and 3 Grand Cruisers. In the event of commissioning a bespoke vessel tailored to the Rogue Trader’s whims, double the amount burned.

Additionally, that same amount is deducted from Profit Factor total, which representing the exorbitant maintenance and logistics costs that go into maintaining a voidship. This cost can be negated by putting the ship to work, i.e an escort conducting a contracted patrol on behalf of a third party, or a transport being assigned to a lucrative trade route. Assume that these contracts and engagements are profitable enough to leave some Liquid Assets left over. Treat all voidships as Assets for the purposes of Liquid Asset generation.

Placing the ship into mothballs restores the Profit Factor value of the ship to the Dynasty, minus 1.

*Certain specialized transports, such as the *Universe* and *Goliath* classes will be rarely encountered on the open market, and quite expensive. Consider them as Cruisers for acquisition purposes.