

WARHAMMER 40,000

ROGUE TRADERS



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ROGUE TRADERS

To limit the moral pollution caused by contact with alien and non-Imperial cultures in millennia past, the Adeptus Terra outlawed trade and dealing beyond the Imperium. Only those individuals with Warrants of Trade or similar documents are allowed to explore planets not yet under Imperial control, encounter alien civilizations and regressed human societies, and claim barren worlds rich with minerals or other resources. Such men are the Rogue Traders. Operating beyond Imperial Control, they are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond his rule; others are nothing more than glorified pirates and scoundrels. Not all who claim to be Rogue Traders actually are, while many Warrants of Trade are centuries old – handed down through family generations, exchanged in gambling dens, stolen from their rightful owners or have otherwise fallen into the hands of those who might abuse the power they bestow.

Rogue Traders exude confidence, they are highly charismatic, often charming and roguish, skilled diplomats (some would say confidence tricksters) and hardened killers when the situation demands. Rogue Traders will often gather an entourage of hangers on and companions much like an Inquisitor does, and this may contain alien warriors, mutants and other undesirables, which many Inquisitors would take to marking the Rogue Trader out as a heretic. Many Rogue Traders have highly unstable personalities – some destroy worlds on a whim, or experiment with alien species out of macabre curiosity.

Rogue Traders often dress extravagantly and flamboyantly – like Inquisitors each one has their own style and manner. They carry the best weapons and equipment they can acquire, including all manner of alien weapons and gadgets. Jokaero digital weapons are popular – miniature lasers and

needlers that are worn as rings but contain the same power as a pistol. They might be carrying C'tan phase weapons that can bypass armour, Ha'Kaidan neuro-stars, or one of a million other pieces of strange and bizarre wargear.

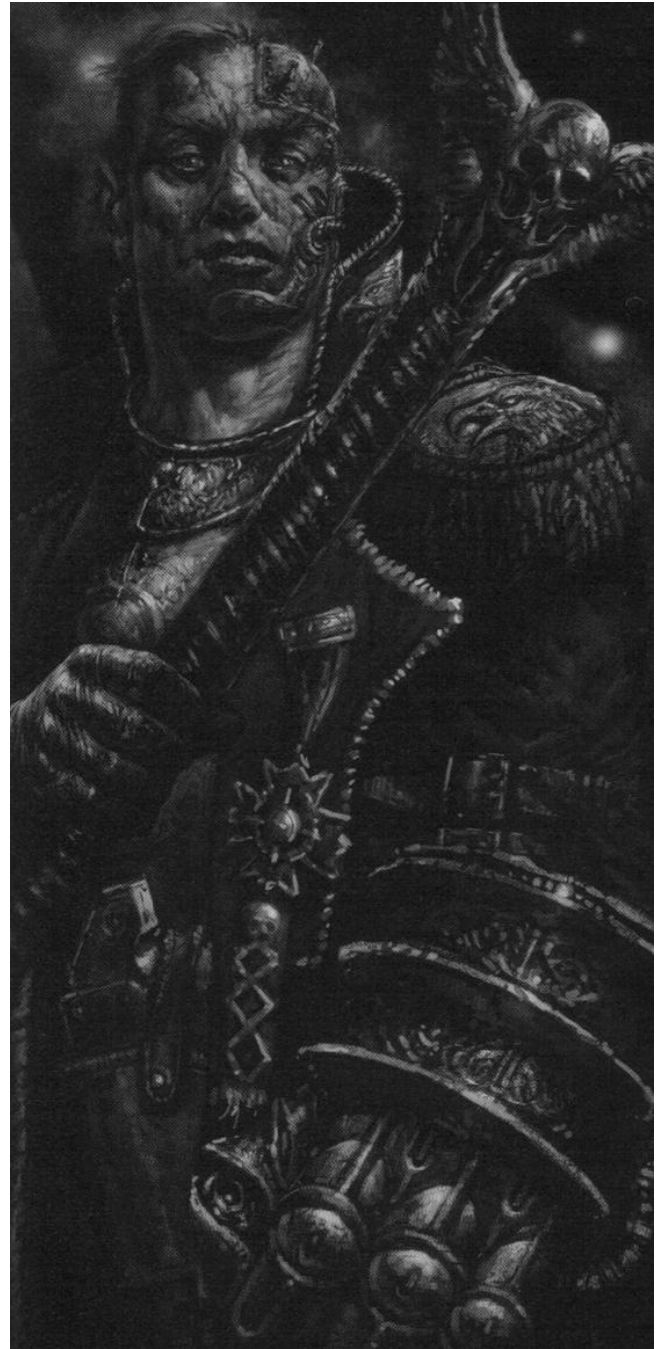


It is not uncommon for a Rogue Trader to have once been a high ranking member of the Adeptus Terra, perhaps ousted from power and falling back to trading to regain his position and authority. Such Rogue Traders often wear the finery of Imperial

aristocracy mixed with garments from worlds beyond the Emperor's rule, often sporting a weapon from military service such as a Naval cutlass or Officer's sabre. They might also carry ornate dueling pistols in lacquered holsters, or ancient-looking hunting rifles slung rakishly across the shoulder.

Rogue Traders usually return to Imperial space every few years, to unload their exotic wares and resupply, recruit and rest until their next foray into the darkness. During these periods they may have encounters with members of the Inquisition. Any Inquisitor who hears news of a Rogue Trader in his locality will more than likely seek him out to find out what he has discovered. Rogue Traders wield incredible power and it is easy for them to forget that once back within the Imperium they do not have free reign to act as they wish, and this will also draw the attention from the Inquisition. Many Rogue Traders dispute the right of the Inquisition to persecute them, as they see it. As men who have wandered amongst alien stars and conversed with all manner of cultures, Rogue Traders are susceptible to all kinds of heresies, from wayward philosophies to infection by alien creatures or possession by warp entities that live in the darkness between stars. All these factors can lead to violent confrontation, particularly if the Rogue Trader has knowledge or an artifact that an Inquisitor's keen to get his hands on.

Occasionally the Inquisition may approach a Rogue Trader to work for them, either leading his own men or as the companion to an Inquisitor. Whether this works comes down to the Rogue Trader and Inquisitor involved – Rogue Traders can be highly irrelevant at times, and Inquisitors with a hard-line view often take offense to the jibes at the Imperium and its organizations.



ROGUE TRADER ARMOURY

Rogue Traders Armoury

Characters can have up to three weapons, one of which may be two-handed. You may also pick 100 points worth of wargear per model but no model may be given the same item twice. All wargear must be represented on the model. Models that are not members of the Entourage or the Rogue Trader may only take wargear marked with a (*). Normal limits on weapons carried must be obeyed.

ONE-HANDED WEAPONS

Bolt Pistol *	1 pts
Laspistol *	Free
Hellpistol *	2 pts
Plasma Pistol *	15 pts
Needle Pistol	5 pts
Shuriken Pistol *	1 pts
Slugga *	1 pts
Power Weapon*	10 pts
Powerfist/claw*	25 pts
Close Combat Weapon*	Free
Scorpion Chainsword	10 pts
Power Cane	15 pts
Xenos Weapon	15 pts

TWO-HANDED WEAPONS

Bolter *	1 pts
Lasgun*	Free
Hellgun*	Free
Shotgun *	Free
Autogun *	Free
Shoota *	1 pts
Shuriken Catapult*	1 pts
Pulse Rifle *	2 pts
Pulse Carbine	3 pts
Storm Bolter	10 pts
Flamer *	10 pts
Plasma Gun*	15 pts
Meltagun	15 pts
Combi Weapons	
Bolter-Flamer	10 pts
Bolter-Grenade Launcher	10 pts
Bolter-Plasma gun	15 pts
Bolter-Meltagun	15 pts
Bolter-Needle Pistol	10 pts
Fusion Gun	10 pts
Sniper Rifle	10 pts
Ranger Long Rifle	15 pts
Obsidian Glaive	20 pts

WARGEAR

Melta Bombs*	5 pts
EMP Grenades*	2 pts
Krak Grenades*	2 pts
Targeter	5 pts
Tau Target Lock	10 pts
Refractor Field	15 pts
Surveyor	2 pts
Digital Weapons	
Digi-Flamer	15 pts
Digi-Needle Pistol	15 pts
Digital Weapon	10 pts
Signum	15 pts
Narthecium	10 pts
Power Armour	10 pts
Bionics	10 pts
Mancatcher	5 pts
Camo-Cloaks *	5 pts
Master-crafted Weapon	15 pts
Combat Shield*	10 pts
Kustom Force Field	40 pts
Chem-Inhalers *	10 pts
Shimmershield	30 pts
Targeting Augments*	5 pts
Attack Pet *	10 pts
Acid Vial	15 pts
EMP Device	30 pts
Clan Bike	30 pts

ROGUE TRADER ONLY

Rosarious	25 pts
Combat Rig	35 pts
Carpathian Cloak	20 pts
Talisman of Warding	20 pts
C'tan Phase Sword	35 pts
Orbital Strike	40 pts
Artificer Armour	20 pts
Null Rod	20 pts

Needle Pistol

The needle pistol has the following profile:

Range: 12" S: X AP: 6 Pistol

The needle pistol although relatively lightweight, carries the most potent of exotic toxins. It also wounds on a 4+. It has an Armour Penetration value of D6 against Vehicles.

Scorpion Chainsword

This weapon is much more advanced than Imperial versions. A Scorpion Chainsword adds +1S to the model's attacks.

Power Cane

These weapons take the form of stylized canes that are favoured by wealthy members of society. They can be used to quickly attack an unwary opponent. It counts as a power weapon that also adds +1I to the model's attacks.

Xenos Weapon

Xenos weapons represent varied weapons taken from xenos cultures all over the galaxy and can greatly differ in appearance. In game terms, a xenos weapon will be counted as a power weapon that adds +1S to the model's attacks.

Combi-Weapons

These are basically two weapons joined together, giving the model a choice of two weapons to fire instead of one. A model that is armed with a combi-weapon may choose which of the weapons he is going to use in the Shooting Phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Both weapons may not be fired at once.

Ranger Long Rifle

The ranger long rifle is a sniper rifle equipped with highly sophisticated sights. Any shooting roll of 6 counts as having AP 1.

Obsidian Glaive

Long blades made of a mysterious metal referred to as obsidian. These weapons require two hands to wield but greatly increase the power of the user's attack. An Obsidian Glaive ignores armour saves and confers +2S to the model's attacks.

EMP Grenades

EMP grenades briefly emit an electro-magnetic pulse which overloads circuitry, causing fires, meltdowns and other critical malfunctions. They are used when assaulting enemy vehicles. Each attacker may make one attack unadjusted for charging or additional close combat weapons. Roll to hit as normal. When determining damage, roll a D6. On a 4 or 5 they inflict a glancing hit, on a 6 they inflict a penetrating hit. They cannot be used against vehicles with a WS that are not immobilized.



Targeter

Models equipped with a targeter are allowed to pre-measure the range to a target before they decide who to shoot at in the Shooting phase.

Tau Target Lock

These are targeting systems which use Tau multi-tracker technology. Any model equipped with one of these devices may fire at a different unit to that engaged by the rest of his unit. Only two of these may be present in an army at any one time.

Refractor Field

This piece of equipment produces an energy field that gives the model a 5+ Invulnerable save.

Surveyor

A surveyor is used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with a surveyor then the model is allowed to take a 'free shot' at them. If the model is part of a unit, the whole unit may fire. This can cause the unit being shot at to fall back.

Digital Weapons

Ancient relics created by the Jokaero, digital weapons are powerful versions of such weapons as the needler and Laspistol. So delicate they can fit into jewellery or a forefinger, they are invaluable treasures for Rogue Traders. A model with digital weapons may make a special attack in close combat at +2 to his Initiative in addition to his normal attacks, inflicting one Strength 4 hit on a D6 roll of 4+. Normal Armour Saves are allowed. A Digi-flamer/needle will allow the model to fire the respective weapon once per battle. This may be fired in the same turn as any normal shooting attacks. Note that Digital weapons are

'Rogue Trader only' items unless a Jokaero is present in the Entourage.

Signum

This is a special form of communication device that allows the user access to a myriad of useful battle information. It allows the user and any squad they are attached to re-roll one missed to hit shooting roll per turn.

Narthecium

This allows a unit with a model equipped with a Narthecium to ignore the first failed saving throw it rolls every turn. The narthecium may not be used on any model that suffers instant death or that has been hit by a close combat weapon that allows no armour saves. The narthecium may not be used if the model is in base contact with an enemy.

Power Armour

While Space Marines are rare in Rogue Trader forces, Sisters of Battle can often be found in many crews. In addition to this, many Rogue Traders and Bounty Hunters seek to get their hands on the finest protection the Imperium can offer. A model with Power Armour gains an armour save of 3+. Only humans may take power armour as an option.

Bionics

Bionics allow a model who has suffered a crippling injury to return to service. To represent this, if a model with bionics is killed instead of removing it place the model to its side. Roll a D6 at the start of the next turn: on a roll of a 6 the model is stood back up with 1 wound,

but on any other roll it is removed as a casualty. Bionics do not work if the model with killed via instant death.

Mancatcher

The mancatcher is a two-handed close combat weapon. For each model carrying a mancatcher in base to base contact with an enemy model, that enemy model's attacks are reduced by 1 to a minimum of 1. Each mancatcher may only affect one enemy model.

Master-crafted Weapon

A master-crafted weapon follows the normal rules for the converted weapon except that it allows one failed hit per turn to be re-rolled. Such a modified weapon is taken as an upgrade for a weapon already carried and must be represented as suitable ornate on the model. Only the upgrade cost is taken against the points limit on wargear taken.

Combat Shield

A combat shield is worn on the forearm and confers a 5+ invulnerable save in close combat. A combat shield does not count towards the number of weapons that can be carried.

Kustom Force Field

Bought or 'acquired' from Ork Meks, a Kustom Force Field confers a 5+ cover save to any units within 6" of the model with it equipped. This cannot be combined with a Shimmershield One per army.

Shimmershield

A shimmershield is an advanced field projector that is acquired from the Eldar. Every so often a Rogue Trader will find one in his possession. A model with a

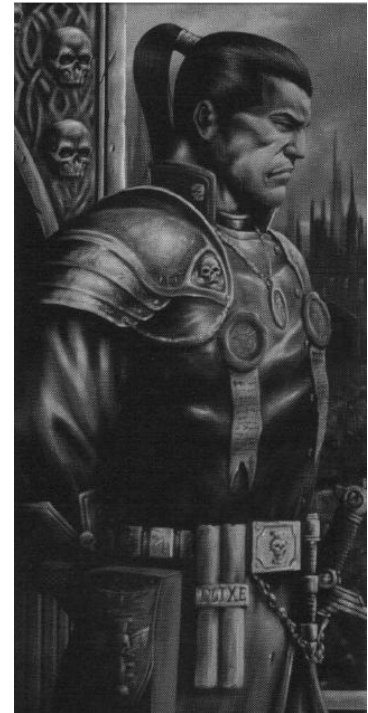
shimmershield and all members in his unit will benefit from a 5+ invulnerable save in close combat. This cannot be combined with a Kustom Force Field. One per army.

Mega-Armour

Mega-armour confers a 2+ armour save and comes equipped with a twin-linked shoota and a power claw.

Targeting Augments

As target lock is a series of targeters which enhance the BS of the model wearing them by +1.



Attack Pet

During their travels across the galaxy Rogue Trader's and their crew members encounter a wide range of beasts and creatures. Some are massive and terrifying, while others can be small and equally as fierce. A model with an attack pet gains +1A. This must be represented on the model as a

small creature which accompanies them.

Acid Vial

This weapon is a small vial of potent acid that can be thrown at an enemy unit. This vial explodes over the unit sending a shower of acid down upon them forcing them to seek cover. Any unit within 18" of the model with it equipped can be targeted in the shooting phase instead of firing a weapon. The model must roll to hit, if a hit is achieved that unit must take an immediate pinning test. This may only be used once per model.

EMP Device

This device is a variation of Tau EMP technology. Once per battle, in any phase, the player may declare they have used this item. For the rest of the turn any close combat attacks against the model, or any unit they have joined, which are power weapon attacks will be counted as normal attacks and will allow armour saves. At the same time, any attacks made by the model or their unit which are power weapon attacks are also counted as normal attacks. One per army.

Rosarius

A Rosarius is a small badge which incorporates a powerful force field that protects its wearer. It is usually best not to ask where this was acquired, however rarely can a Rogue Trader pass up the opportunity to obtain one. A Rosarius confers a +4 invulnerable save.

Combat Rig

A combat rig is a large device in which the Rogue Trader uses to wade through the battlefield,

crushing all in his way. They take the form of large constructs piloted or ridden by the Rogue Trader. A Rogue Trader equipped with a Combat Rig will count as a Monstrous Creature, in addition to this the rig will double his base strength and confer a +2 armour save. Rogue Traders that take the combat rig option must be suitably modeled.

Carpathian Cloak

These cloaks are made of mysterious materials and their origin is unknown. They take the form of ornate cloaks or capes. A model with a Carpathian Cloak is immune to the Instant Death rule.

Talisman of Warding

A powerful psychic object, the Talisman gives the Rogue Trader and any unit he has joined a +4 save against any psychic powers.

C'tan Phase Sword

A C'tan phase sword can only be obtained at great price or by taking it from the dead hands of a Callidus Temple Assassin. They are extremely rare and any who possess these mystic artifacts guard them closely for there is no shortage of those who seek to reclaim them. A C'tan phase sword can only be used in close combat and no saves are allowed against hits from it, not even Invulnerable. One per army.

Orbital Strike

Once per battle the Rogue Trader may call upon assistance from his ship(s) in orbit in the form of an orbital strike. These are rare as the Imperium keeps stringent track of all its orbital weapons, however Rogue

Traders are known for obtaining that which is forbidden. Once per battle the Rogue Trader may choose to use the orbital strike. The strike is called in on a roll of +4 and cannot be used on the first turn. Delegate a single enemy unit to be the target of an orbital strike. An orbital strike scatters just like an ordnance weapon but if a miss is rolled the distance scattered is double the number scored on the D6. If a hit is rolled the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol. Orbital Strikes count as Ordnance barrages for the purposes of inflicting pinning tests. Note that it is possible for this never to be used in the game if you roll badly.

Artificer Armour

Ornate suits of Power Armour that are crafted by master artisans. Suits of such magnificence are rare indeed and is one of the most treasured items of the Rogue Trader who possesses one. Artificer armour confers a +2 armour save to the model equipped with it.

Null Rod

This ornate rod perpetually crackles with anti-psychic energy. It counts as a power weapon. No psychic powers whatsoever may affect the model with this weapon, or any unit he has joined, regardless of the source. However, no psychic powers may be used by the model or any unit he has joined.

Camo-Cloak

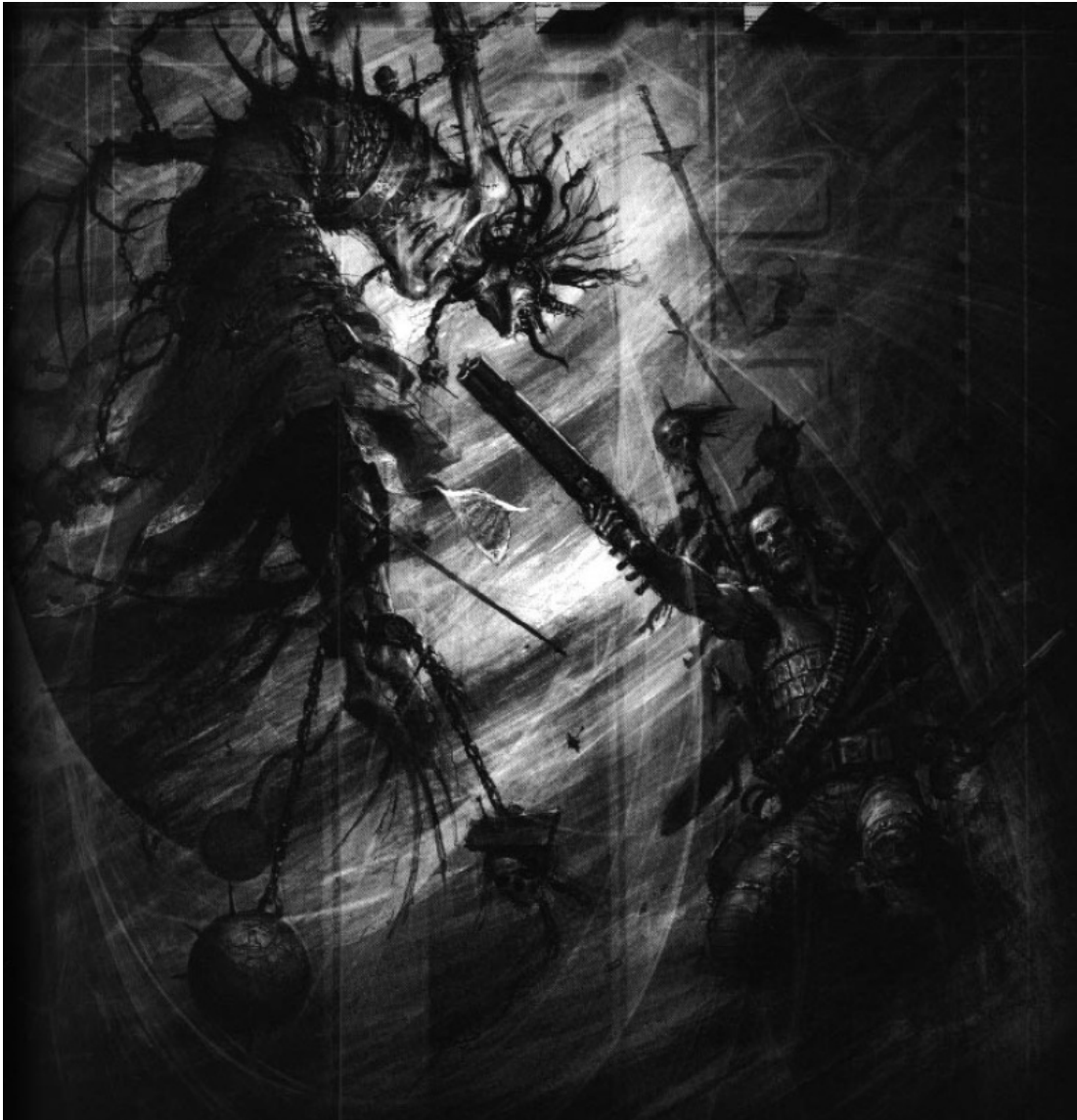
A camo-cloak makes use of basic holo-field technology to disguise its wearer. Any model with a camo-cloak on adds +1 to their cover save. If they are out in the open, they always have a cover save of +5. Note this applies only to the model, not the unit he is in unless they are all equipped with them.

Chem-Inhalers

Masks laced with psycho-enhancement drugs and other illegal narcotics. Drug use is common in Rogue Trader crews, being free of an official chain of command. Models with Chem-Inhalers will allow them and any squad to which they are attached to take Morale Checks and Leadership tests with no negative modifiers.

Clan Bike

Model is mounted on a Clan Bike gaining +1T. A model cannot be mounted on a Clan Bike unless the squad they are joined to all have Clan Bikes.



ROGUE TRADERS VEHICLE ARMOURY

Rogue Traders Vehicle Armoury

Just as with choosing wargear for your Rogue Trader models, the upgrades you choose for your vehicles must be represented on the model itself. Note that when choosing upgrades, no vehicle can have the same upgrade twice.

VEHICLE UPGRADES

Reinforced Ram	5 pts
Extra Armour	5 pts
Disruption Pod	10 pts
Hunter-Killer Missile	10 pts
Smoke Launchers	3 pts
Search Light	1 pts

Reinforced Ram

These may take the form of dozer-blades, rams or other grizzly attachments at the front of the vehicle. A vehicle with a reinforced ram can tank shock, and treats its front armour as two higher than normal when resolving death or glory attacks. Furthermore the vehicle may re-roll Dangerous Terrain tests.

Extra Armour

Vehicles equipped with extra armour count "Crew Stunned" results on the Damage table as "Crew Shaken" results instead.

Disruption Pod

Scavenged or bought from the Tau, disruption pods throw out distorting images in both the visual and magnetic spectra, making it hard to target at long range. Weapons firing at the vehicle have their range reduced by 6", down to a minimum of 24" or the weapon range if less.

Hunter-Killer Missile

These are treated as a Krak Missiles with unlimited range but it may be used only once per battle. Roll to hit, wound or penetrate armour as normal.

Smoke Launchers

These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. The vehicle cannot fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn the smoke disperses. Note that a vehicle which is shaken or stunned may still use smoke launchers.

Searchlight

Searchlights can be used in missions where the rules for night fighting are used. They allow one enemy unit spotted by the vehicle to be fired at by any other unit in the army that has range and line of sight. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn.



Rogue Trader

Rogue Traders are merchants, privateers, corsairs and vagabonds of the galaxy. They vary from exiled High Lords and Governors, to famed Booty Hunters and Captains, to wealthy aristocrats who have set off in search of fame and adventure. They come from a variety of backgrounds and as a result take on a multitude of different styles and personalities.

Rogue Traders can possess anything from a small ship and crew, to a large fleet of ships with hundreds of men at their disposal. They travel the galaxy performing favours for Imperial authorities, seeking out long lost treasure and generally exploring the unknown regions of the galaxy.

Charismatic and skilled individuals they attract many to their crews with the promises of fortune and glory. A Rogue Trader has travelled the galaxy for decades encountering all sorts of people and xenos and amassing an array of treasure, wargear, creatures and tales.



	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Trader	45	5	4	3	3	2	4	3	10	4+

Number/squad: 1

Options: A Rogue Trader may be given any equipment allowed from the Rogue Trader Armoury.

Entourage: A Rogue Trader may be accompanied by an Entourage. An Entourage will consist of the Rogue Trader's friends, cohorts, partners, and any others he may have incorporated into his crew over his countless adventures. If the Rogue Trader has an Entourage they are treated as a single unit in battle. See the unit entry for details on the Entourage.

SPECIAL RULES

Paymaster: The Rogue Trader is the paymaster of the whole army. Any unit within 18" of the Rogue Trader may use his leadership when taking Morale and Leadership tests as long as he is not pinned or falling back. If the Rogue Trader is in assault his leadership can still be used.

We aren't paid enough for this: The Rogue Trader is the heart and soul of a Rogue Trader army. If the Rogue Trader is killed then every Rogue Trader unit must take a Morale check at the start of their next turn if they are not in assault or already falling back. Any that fail must fall back, but can attempt to regroup as normal afterwards.

Entourage

Many different types of people and xenos are drawn to the crew of a Rogue Trader. Whether they are seeking fame and fortune, hiding from their past, or aiding the Rogue Trader in return for a favour, a Rogue Traders crew can contain creatures from all over the galaxy.

An Entourage will be the most favoured of a Rogue Traders crew. They can take the role of old friends, drinking buddies, partners, concubines, booty hunters, just about anything you can think of. These members of the crew are the closest to the Rogue Trader and thus have access to many of the spoils of his quests.

Entourages can consist of a varying cast of humans and xenos. Booty Hunters hunting their quarry, Adeptus Mechanicus surveyors searching for lost long artifacts, rogue Sisters of Battle who have deserted the Emperor's service. Water Caste envoys and their bodyguards will frequently seek out the services of a Rogue Trader to transport them through Imperial Space. Ork freebooters and rogues will join a Rogue Trader crew in pursuit of teeth and a good fight. Mysterious Eldar wanderers can be found on Rogue Trader ships bartering their services in return for transportation to their destinations. Kroot Shapers can sometimes form strong bonds with the rogue Traders who hire out their war bands. Rogue Trader crews can even consist of alien species that have almost faced total annihilation and join the crews to make their way in the universe and search out their lost brethren. Every so often a renegade Space Marine will join a Rogue Trader crew to make a living while they decide what to do with their tremendous skill and ability.



HQ

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Human Abilities	15	4	4	3	3	2	4	2	9	4+
Ork Abilities	17	4	2	3	4	2	3	2	9	4+
Eldar Abilities	19	4	4	3	3	2	5	2	9	4+
Tau Abilities	14	3	4	3	3	2	2	2	9	4+
Kroot Abilities	17	4	3	4	3	2	3	2	9	4+
Marine Abilities	30	4	4	4	4	2	4	2	9	3+
Ogryn Abilities	24	4	3	5(6)	4	3	3	2	9	4+
Demiurg Abilities	11	4	4	3	3	2	3	2	9	4+
Hrud Abilities	9	3	4	2	3	2	3	2	9	4+
Jokaero Abilities	18	4	3	4	3	2	3	2	9	4+
Zoat Abilities	20	5	3	4	4	2	4	2	9	4+

Number /squad: 4-19

Unit Type: Infantry

Weapons: Laspistol and Close Combat weapon. Any member of the Entourage may freely swap his weapons for either a Shotgun, Lasgun or Slugga.

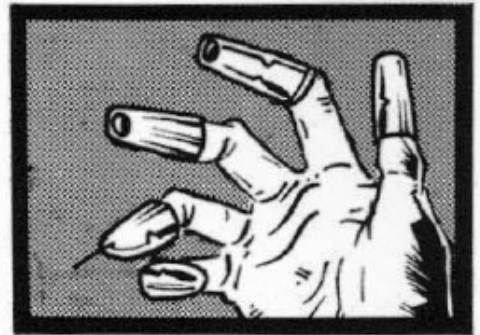
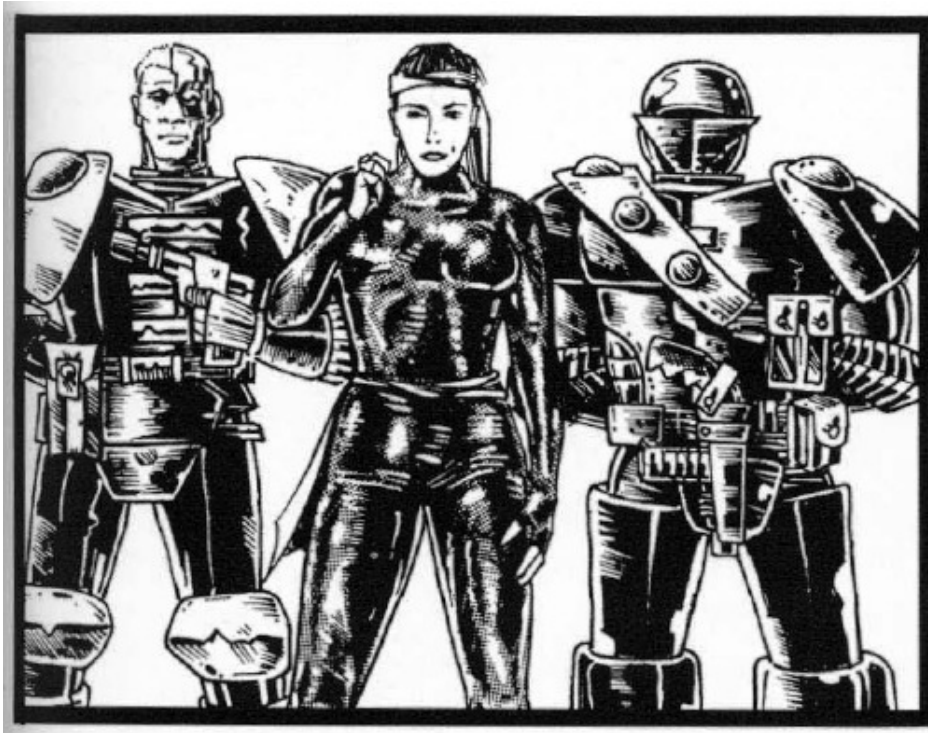
Options: Members of the Entourage (with the exception of Ogryns) may select any items from the Rogue Trader Armoury with the exception of 'Rogue Trader only' items.

SPECIAL RULES

Right man for the job: Any member of the Entourage may be allocated to another unit in the Rogue Trader army (with the exception of vehicles and Monstrous Creatures). Any unit except the Entourage may never have more than one Entourage member in it. If the unit is killed the Entourage member becomes an Independent character and is free to join other units. At any time an Entourage member may be detached from a unit (including the Entourage), however this can only be done if they are joining another unit.

ABILITIES: All members of the Entourage must take a specific ability. Abilities represent a particular member of the Entourage being from a different race or background. Models that take particular abilities must be modeled accordingly. Any type of abilities may only be taken once per model.

Human Abilities: Humans make up the majority of Rogue Trader crew and Entourages. They can be rogues, pirates, booty hunters, Imperial Guard deserters or even rebellious Sisters of Battle! They may take any items from the armoury with the exception of “Rogue Trader only” items.



Ork Abilities: Orks that have left their tribes to pursue a life of pirating and adventure. Orks that join a Rogue Trader crew are usually either the muscle or, on rare occasions, the mechanic. An Ork may be equipped with Mega-Armour for 35 points. An Ork member of the Entourage not in Mega-Armour has access to all wargear with the exception to “Rogue Trader only” items.

Eldar Abilities: Eldar that join a Rogue Trader’s Entourage are usually outcasts or exiles from their Craft or Exodite world. Some travel in search of adventure, others due to other nefarious reasons. Eldar Entourage members have access to all wargear in the armoury with the exception of “Rogue Trader only” items. They are also Fleet of Foot, however this ability is lost if they are in a unit without it.

Tau Abilities: Tau members of a Rogue Trader’s Entourage can consist of Water Caste members and their bodyguards, to renegade Fire Warriors. Tau Entourage members retain the targeting hardware of their race making them excellent marksmen. They may take any items from the armoury with the exception of “Rogue Trader only” items.

Kroot Abilities: Kroot hire themselves out as mercenaries to whoever will pay for their services. Typically a Kroot member of a Rogue Trader Entourage will be a Shaper who has formed a bond with the Rogue Trader Captain, however they can also be particularly fierce Kroot out to make a name for themselves. Kroot have the Infiltrate special rule however this ability is lost if they are in a unit without it. They may take any items from the armoury with the exception of “Rogue Trader only” items.

Space Marine Abilities: Occasionally a Rogue Trader will find himself with a renegade Space Marine in his crew. These marines are usually new to the world outside of their chapter and join Rogue Trader crews to get their bearings in the galaxy. This is extremely rare however, and even the largest Rogue Trader crews will have no more than a few marines with them at any given time. Having a marine can be both a blessing and a curse for a Rogue Trader Captain. They are formidable allies in battle but depending on the marine can sometimes be eyeing the captaincy for themselves. Only 3 Marines can ever be present in a Rogue Traders army. They may take any items from the armoury with the exception of “Rogue Trader only” items and may never have Terminator armour.

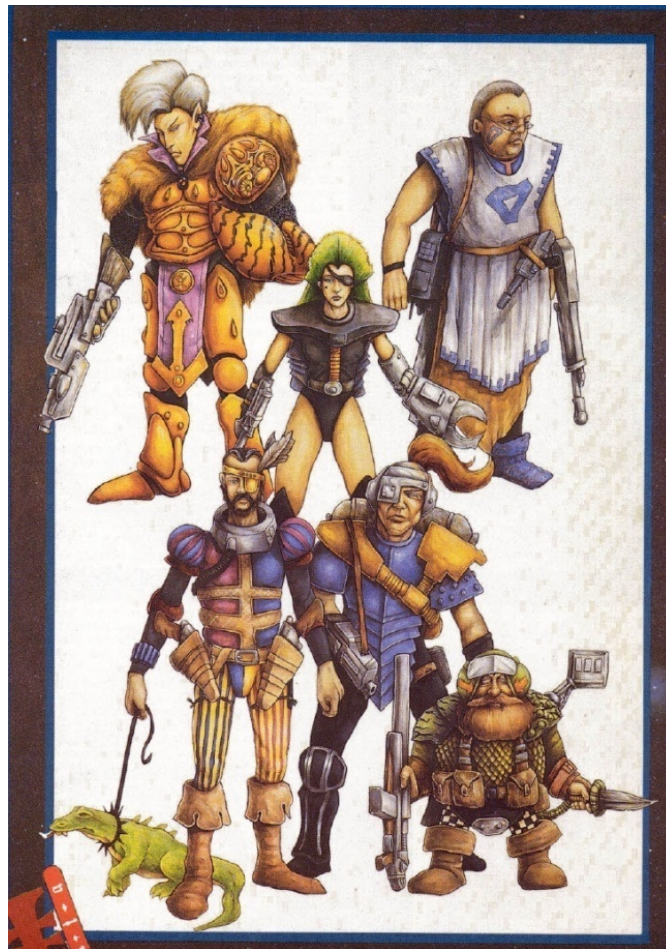
Ogryn Abilities: Ogryns have either been lured away from their Imperial Guard regiments or hired from their homeplanets. Ogryns usually make up loyal yet stupid bodyguards and are thus a favourite with many Rogue Traders. Ogryns are too stupid to use wargear other than Ripper Guns, as such any model with Ogryn abilities must always be armed with a Ripper Gun. The +1 to strength is included in their profile.

Demiurg Abilities: Demiurg are the last survivors of their race and are thus uncommon and usually join a RT crew out of desire for protection and adventure. While short in stature they make up for it in sheer resolve, each one being hearty fighters, and drinkers! They may take any items from the armoury with the exception of "Rogue Trader only" items.

Hrud Abilities: Every now and then a Rogue Trader captain will find a mysterious Hrud wanting to join his crew. Although their agendas can be sinister Rogue Trader captains are usually willing to risk this to take of advantage of the Hrud's, mysterious technologies. A Hrud give the ability for a Rogue Trader Entourage to enter the battle via deepstrike. They may take any items from the armoury with the exception of "Rogue Trader only" items.

Jokaero Abilities: The Jokaero are masters of technology-mimicking and thus are frequently sought out by Rogue Trader captains to join their entourage. Large, hairy mammals, they are very handy in both a workshop and a melee. Having a Jokaero present in the Entourage allows anyone with access to the armoury the option of taking digital weapons, not just the Rogue Trader captain. Jokaero may take any items from the armoury with the exception of "Rogue Trader only" items.

Zoat Abilities: Warrior centaurs that represent the survivors of the Tyranids enslavement of their people. They are fierce fighters and capable psykers and are highly valued by the Rogue Trader captains which have them at their disposal. Zoats are beasts, however they lose the ability to charge 12" if they are in a unit that does not also consist entirely of beasts. They may take any items from the armoury with the exception of "Rogue Trader only" items.



Mercenaries

Hardened fighters from across the galaxy, mercenaries sell their services to the highest bidder and have little loyalties but to themselves. Mercenaries in the 41st millennium come from a wider array of different worlds and backgrounds and can consist of varying races.

Rogue Traders will hire mercenaries when they need a crack force of troops more elite than their regular crew men to achieve a certain objective, assist in a mission or quest, or simply for protection. Occasionally a Rogue Trader captain will have certain mercenaries under their hire for many years, these men either proving their worth or forming a strong bond with the Rogue Trader.

Mercenaries include; Human gangs and rogue Guard units that sell out their services; Ork war bands and pirates selling their services out to whoever will pay them and show them a good fight; Eldar pirates content on carving out their own destiny; Tau renegades who have renounced the greater good; Kroot mercenaries who contract outside of the Tau Empire; Demiurg remnants who fight to survive in the galaxy; mysterious Hrud who use offer their services to Rogue Trader for their own reasons; even survivors of the Tyranids purge of the Zoat worlds.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Human	8	3	4	3	3	1	4	1	8	5+
Ork	6	4	2	3	4	1	3	1	8	6+
Eldar	8	3	3	3	3	1	5	1	8	5+
Tau	10	2	3	3	3	1	2	1	8	4+
Kroot	8	4	3	4	3	1	3	1	8	6+
Demiurg	8	4	3	3	3	1	3	1	8	5+
Hrud	6	3	4	2	3	1	4	1	7	5+
Zoat	15	5	3	4	4	1	4	1	8	5+

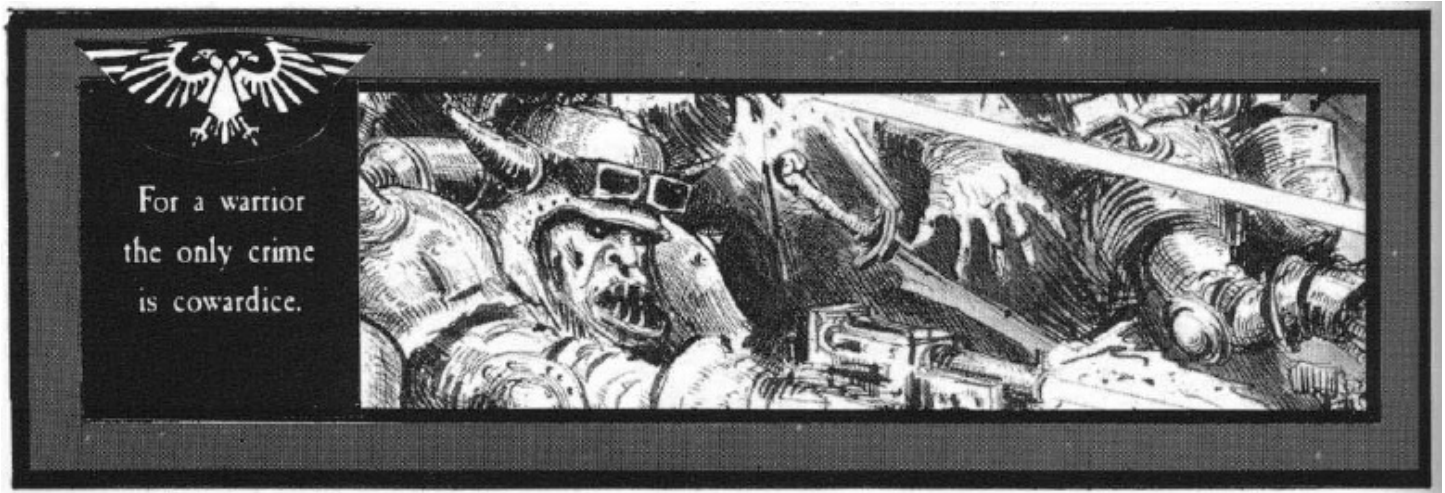
Number/squad: 5-15

Unit Type: Infantry

TYPE: Mercenaries can take the form of many different races. To represent the diversity of mercenaries, each mercenary squad can choose what type of mercenaries they are. The mercenary types are as follows and use the respective stats listed above. Note that all mercenary squad can take Chem-Inhalers for +10 pts per squad.

Human: Armed with Hellguns and Frag Grenades. May replace Hellguns with Hell Pistol and Close Combat weapon for no cost. Up to three mercenaries may replace their weapons with a meltagun at +10 points each, a plasma gun at +10 points each, grenade launcher at +8 points each or a flamer at +6 points each. One model may take either a power weapon for +10 points or a powerfist at +25 points. Human mercenaries have the Infiltrate special rule

Orks: Armed with Slugga, Choppa and Stikkbombs. May replace Slugga and Choppa with Shootas for no cost. . Two Orks in the squad may exchange their weapons for a Big Shoota at +5 points per model, a Rokkit Launcher at +10 points per model or a Burna at +6 points per model. One model may take a power claw at +25 points. Orks have Furious Charge and Mob Rule special rule



Eldar: Armed with Shuriken Catapults. May replace Shuriken Catapults with Chainsword and Skuriken Pistol for no cost. Two models in the squad may exchange the weapons for either a fusion gun at +6 points per model or a flamer at +6 points per model. One model may take Power Sword at +5 points. Eldar have Fleet of Foot special rule.

Tau: Armed with Pulse Rifles and Photon Grenades. Up to half the models in the squad (rounding down) may replace their Pulse Rifles with Pulse Carbines for no extra cost

Kroot: Armed with Kroot Rifles. Kroot have Infiltrators, Fieldcraft and Eaters of the Dead special rules.

Demirug: Armed with Hellguns and Frag grenades. May replace Hellguns with Hell Pistol and Close Combat weapon for no cost. Up to three Demirug may replace their weapons with a meltagun at +10 points each, a plasma gun at +10 points each, grenade launcher at +8 points each or a flamer at +6 points each. One model may take either a power weapon for +5 points or a powerfist at +20 points. Demirug have the Stubborn special rule.

Hrud: Armed with Hrud Rifles. Hrud have the Infiltrate special rule. Hrud rifles are strange devices which use warp crystals to release energy in short range powerful bursts. These can only be tolerated by the Hrud themselves and thus only they are able to use these weapons. Hrud Rifles have the following profile:

Range 12" Strength: 3 AP: 2 Heavy: 1

Zoat: Armed with Laspistols, Close Combat Weapons and Frag grenades. Up to three Zoat may replace their weapons with flammers for +6 points. One model may replace their weapons with a power weapon for +10 points or a powerfist for +25 points. One Zoat may be upgraded to a Zoat Shaman. A Zoat Shaman has the psychic power 'Shield of Fury', this power grants the unit a cover save of +4 against all shooting attacks.

"The soles of my boots are caked with the dust of a hundred worlds, so mark what I say well for I know whereof I speak: the Emperor's Galaxy is filled in with hot, cold, steamy, dank, polluted, airless, swampy, gassy, icy and otherwise miserable planets. I'll allow that there are a few pleasant worlds, but docking fees alone will likely pauper ye on those. I say expect nothing pleasant in yer travels and you'll seldom be surprised."
— Rogue Trader Kobal Aizdar.

Death-Cult Assassins

Death cults can be found on many Imperial Worlds. While some are devoted to Chaos and others to the Emperor of mankind, some hire their warriors out simply to the highest bidder. Rogue Traders will often hire these individuals as bodyguards or assassins using them to further their own agendas. Sometimes an assassin will join a Rogue Trader crew on their own, forsaking their order to journey the galaxy with the Rogue Trader.

Assassin's skills in the arts of death and espionage make them excellent executioners and infiltrators and are easily found a use for by Rogue Trader captains. They employ exotic weapons for their work and can be found using stilettos, whip-scythes and any number of strange and deadly weapons.



	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Death-Cult Assassin		5	4	4	3	2	5	2	8	5+

Number/squad: 1-3 Death-Cult Assassins may be chosen as a single Elites choice. They are deployed as a single choice but do not need to be placed together and operate independently during the game.

Unit Type: Infantry

Weapons: Power Weapon and additional close combat weapon.

SPECIAL RULES

Independent: Death-Cult Assassins operate independently during the game and may not join units or ride in vehicles. They may however join the Rogue Trader Entourage although they do not benefit from the 'Right man for the job' rule.

Fearless: Death-Cult Assassins are assumed to pass all Morale checks, even if failure is normally automatic and cannot be pinned. This ability is not conferred to the Rogue Trader Entourage if they choose to join.

Infiltrate: Death-Cult Assassins are extremely adept at infiltration work and may use the Infiltrators scenario special rules when allowed to by the mission. They lose this ability if they join the Entourage.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

"Gods of the warp strike me down if I ever return to that place. Oh we landed hard and well armed; a score of us—killjacks and pirates every one. We took the cutter down to where the tip-off said the deal was happening... empty, nothing but rotten shacks... nothing! Then that devil fog rolled in and all hell broke loose. I made it out running blind—the screams and the laughter and the awful mocking things all around me! Could have been days, could have been hours, I don't know... it was the old bag that dragged me out of the fog, and my left eye she took in payment, but at least I was gone from that haunted place!"

— The Heretic "Captain" Gadred Bayle, *Interrogation Testimony Vol. 17.*

Troops

Crewmen

The rank and file crew of a Rogue Trader is made up of crew men. These men are adventurers and rogues who leave their planet of origin to find adventure and fortune in the stars.

Most perform duties on the ships of Rogue Traders but can be called to fight when their master commands it. Many are eager for a good scrap but also the chance to gain glory and perhaps someday join the Entourage of the Rogue Trader.

While they are not exactly soldiers, the life of a crew man on a Rogue Trader ship generally leaves one with a penchant for battle as a Rogue Trader and his crew will frequently be called to fight for booty or to get their way out of a tight spot.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Crewman	8	3	3	3	3	1	3	1	6	5+
Lieutenant	+10	3	3	3	3	1	3	2	7	5+

Number/squad: 5-15

Unit Type: Infantry

Weapons: Lasgun and frag grenades.

Options: Any model may exchange their lasgun for an autogun or shotgun. Up to two Crewmen may exchange their weapons with a flamer at +3 points, a plasma gun at +10 points, a meltagun at +10 points, a sniper rifle at +10 points, a heavy stubber at +10 points or a grenade launcher at +10 points.

Character: For an additional cost of +10 points one Crewman may be upgraded to a Lieutenant. They may purchase wargear from the Rogue Trader armoury.



Troops

Brawlers

Brawlers consist of gangers, bouncers, mutants, pit-fighters and anyone else who lives their life fists first. Recruited from spaceports, underhives and death-worlds all over the galaxy, these men are basically muscle for hire. What they lack in the specialist skills found in mercenary groups they make up for in sheer brutality.

Typically Brawlers will be made up of criminals and thugs, many of whom abuse various drug and genetic concoctions to boost their strength to enormous levels. This takes a toll on their intelligence and social skills but it is usually the case that these were never prominent anyway.

Brawlers are used by Rogue Trader captains when he needs some expendable muscle or when dealing with a particularly belligerent enemy. They are usually armed with variety of blades, clubs and other close combat weapons although some have been known to carry small arms.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Brawler	8	3	2	4	3	1	3	1	7	5+
Brawler Boss	+10	3	2	4	3	1	3	2	8	5+

Number/squad: 10-30

Unit Type: Infantry

Weapons: Two close combat weapons and frag grenades.

Options: Any member of the squad can replace a close combat weapon with a laspistol at a cost of +1 point per model. Up to two models may replace their weapons with a flamer for +3 points per model or a heavy stubber at a cost of +5 points per model.

Character: For an additional cost of +10 points one of the Brawlers may be upgraded to a Brawler Boss. They may purchase wargear from the Rogue Trader armoury.



Troops

Slaves

These are enslaved men and women who have been taken from their home world by pirates, warlords, xenos, or any of the other horrors that pilot the space of the galaxy. They are traded like a commodity between merchants and xenos across the galaxy, being bartered for supplies, weapons and munitions and anything else of value.

Normally slaves are put to work on Rogue Trader fleets doing all the jobs either too dirty or dangerous for the paid crew. Similarly they can be made to wait upon the Rogue Trader and his crew, after all what's the point of plundering the galaxy if you can't make home a little more comfortable!

At times where a Rogue Trader needs to engage in battle slaves can be used as cannon fodder as his more capable (and expensive) troops are deployed at other places. However, having little to no training and fairly poor living conditions they are usually only good for one thing, dying. Driven forward by their Masters, slaves will take any opportunity they can to escape their miserable fate in the heat of battle and the Slave Master must be every weary of mutiny.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Slave	4	2	2	3	3	1	2	1	4	*
Slave Master	10	3	3	3	3	1	3	2	7	5+

Number/squad: 15-30

Unit Type: Infantry

Weapons: Laspistol and close combat weapon

Character: One Slave must be upgraded to a Slave Master. The Slave Master is equipped with duel electrical prods which are for all intents and purposes poisoned weapons and will always wound on a roll of +4.

SPECIAL RULES

Revolt: If the Slave Master is killed the Slaves will attempt to break free. They must always move towards the nearest table edge and attack any units on the way there, be they friend or foe.

"Here is the tread of would-be gods and slain saints. Here is the mark of the darkness yet to come. Here creeps the crown of ancient slaughter yet unborn. Here is the fate of all. All writ amongst these cold stars..

--- Attributed to Erasmus Haarlock, Rogue Trader.

Biker Clan

Rogue Traders attract all manner of sorts to their war bands and even incorporate smaller gangs and clans as part of their force so long as the payments are kept up. Some of these groups are known as Biker Clans. These gangs are recruited from Hives, other Imperial worlds, even xenos worlds, all where they run rampant through the city streets. Rogue Traders entice these individuals with the promise of greater spoils and glory and the chance to attain exotic and outlandish rides.

Biker Clans take to the battlefield in all manner of bikes, from looted Imperial Bikes, to salvaged Eldar Jetbikes, even Ork attack bikes. Just about the only thing these vehicles have in common is that they go fast and pack a punch! In battle they act as scout and harassment forces, attacking the weakest part of the line before retreating to strike again.

Bikes are fitted with all manner of weapons bought, stolen or salvaged from where ever they can. These can take the form of a variety of different types of guns but all of them put out generally the same amount of firepower (Bike Clans are different to Ork bikers where they actually have so concerns, however small, about their own safety).

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Clanner	22	4	3	3	3(4)	1	4	1	8	4+
Clan Leader	+10	4	3	3	3(4)	1	4	2	8	4+

Number/squad: 3-12

Unit Type: Bikes

Weapons: Clan Bike, Twin-linked Biker Guns. Clanners are armed with a single close combat weapon.

Options: Up to two Clanners may replace their close combat weapon with a flamer for +6 points. Two Clanners may replace their Biker Guns with either a meltagun or fusion gun for +10 points.

Character: For an additional cost of +10 points one of the Clanners may be upgraded to a Clan Leader. They may purchase wargear from the Rogue Trader armoury.

SPECIAL RULES

Clan Bike: Clan Bikes can take the forms of many different bikes looted or bought from other races. A Biker Clan may include Ork Warbikes, Marine Bikes, Eldar Jetbikes, and even looted Necron Destroyer Husks! However all bikes in a Biker Clan squad function as normal bikes even if some of the models may be for jetbikes etc. A model on a Clan Bike gains +1T but uses their base Toughness when determining Instant Death.

Biker Guns: Biker guns represent weaponry strapped to the members of a Rogue Trader's Biker Clan. They usually vary greatly even when placed on vehicles of the same type. Despite the varying of weapons from different races there are generally limitations of what can be reliably strapped to a bike. Each Biker Gun has the following profile

Range 24" Strength 4 AP 4 Rapid fire

War Beasts

Rogue Traders have visited many worlds and during their travels have encountered a multitude of different creatures and beasts. Occasionally a Rogue Trader will come across a tribe or society that take to the backs of fearsome beasts or cybernetically altered mounts. Impressed by their skill and fearsome combat prowess a Rogue Trader will employ them into his service.

War Beasts consist of creatures from all over the galaxy. Kranuk riders storm across the battlefield on cybernetically altered horses, trampling all before them. Dragon Knights of the Eldar Exodite Worlds scream across the battlefield tearing their enemies apart. Warriors of the Suluka tribe crash through enemy units on monstrous lizards. Even a Rogue Trader's personal staff can be trained to ride the terrible beasts they encounter on their travels.

Rogue Traders arm their warriors with the best weapons they can afford. The battle lances of these units are legendary for producing terrible charges which leave their enemies maimed and crippled. The beasts themselves are usually terrifying and fight with the ferocity of their riders, even continuing to attack their quarry long after their riders have expired.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
War Beast	35	4	3	4	5	1	4	2	8	3+
War Beast Chieftain	+10	4	3	4	5	1	4	3	9	3+

Number/squad: 5-10

Unit Type: Cavalry

Weapons: War Beast, Laspistol, Battle Lance, close combat weapon and frag grenades.

Options: Any models may exchange their weapons for a lasgun, shotgun or autogun for no extra cost.

Character: For an additional cost of +10 points one of the War Beasts may be upgraded to a War Beast Chieftain. They may purchase up to 20 points worth of wargear from the Rogue Trader armoury.

SPECIAL RULES

War Beasts: War Beasts are strange and exotic creatures that a Rogue Trader has encountered across his travels. They have many different types and range from mighty dragons, terrible lizards, cybernetic steeds and any other numerous mounts. A model mounted on a War Beast gain +1S 2+T and +1A, these are included in the profile. When determining if an attack causes instant death, use the amended Strength of 5. This is to represent the fact that even if the rider is killed, the beast will continue to fight. Although War Beast squads can sometimes include winged creature they all count as Cavalry.

Battle Lance: A Battle Lance is any variation of a high energy lance and is carried by all War Beast Riders. They are for use in combat and particularly devastating charges. In games terms any model armed with a Battle Lance will ignore armour saves for the first round they charged into combat. The Battle Lance has no effect if the model was charged or has been locked in assault for more than one turn.

Sentinels

Bought from crooked Imperial Guard regiments, scavenged or just plain stolen, Sentinels are used by Rogue Traders to scout the surface of planets and to provide heavy weapons fire when in battle.

Due to the wide availability of ammunition for the weapons they carry and the relative ease of training pilots, sentinels are popular with many Rogue Traders and are seen regularly in their forces.

	Pts	WS	BS	S	Front Amour	Side Armour	Rear Armour	I	A
Sentinel	35	3	3	5	10	10	10	3	1

Number/squad: 1 – 3 Sentinels.

Unit Type: Walker, Open-topped.

Weapons: Each Sentinel in a squadron must be armed with one of the following weapons:

Heavy Flamer +5 pts

Multi-Laser +10 pts

Autocannon +15 pts

Lascannon +20 pts

SPECIAL RULE

Scouts: Sentinels use the Scouts special rule as describes in the Warhammer 40,000 rulebook.



Tamed Beast

These beasts are terrifying creatures that have been captured or bought by Rogue Trader captains. They are sometimes beasts used in pit and gladiatorial fights that have captured the interest of a Rogue Trader or, just as common, terrible native inhabitants of a death world that the crew has managed to capture by skill (and a fair amount of luck). These beasts take the form of unknown monsters from the harshest of death worlds, mighty dragon and lizards, and all matter of large and dangerous creatures.

Tamed Beasts are not so much tamed, but more imprisoned and sedated. Rogue Traders will usually assign crew to try and domesticate these beasts to a degree but that is rarely met with success. More often than not Tamed Beasts are kept captive by Rogue Traders as displays and trophies.

At times of battle they are released by their handlers onto the battlefield when they can wreck terrible havoc with their tremendous size and strength. The sight of unknown monsters galloping towards an enemy can be extremely intimidating and the terrifying roars of these creatures have been known to stop entire squads of men dead in their tracks, frozen and at the mercy of these monsters. The practice of releasing these terrors on to the battlefield can be a dangerous one, as there is no guarantee that the monster will not turn on his captors the first opportunity they get. It is the wise Rogue Trader that deploys these beasts with caution, lest one be allowed to rampage through his own lines.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Tamed Beast	55	4	2	7	5	3	2	3	10	4+

Number/squad: 1

Unit Type: Monstrous Creature

Options: A Tamed Beast may have any of the following upgrades:

Heavy Armour (+1Sv)	15 pts
Combat Drugs (+1I)	5 pts
Strength Enhancements (+1S)	10 pts
Winged (Treated as Jump Infantry)	30 pts

SPECIAL RULES

Fearless: Tamed Beasts are far too large to fear anything they encounter. Tamed Beasts are assumed to pass all Morale checks, even if failure is normally automatic and cannot be pinned.

Frenzied: While they may be 'Tamed', these beasts are barely under their owner's control. At the start of every Rogue Trader Movement phase roll a D6 and refer to the table below.

D6	Result
1	Bloodlust: The beast is overcome with rage and bloodlust and will immediately move an extra D6 plus its normal move towards the closest unit and charge them, be it friend or foe.
2-5	Cooperative: The beast is held in check and will be controlled as normal.
6	Bestial Rage: Letting out a terrifying roar the beast must move D6 plus its normal move towards the nearest enemy unit. If it charges a unit, that unit must take a Morale check. If the unit fails its Morale check they will only be able to hit the beast on a D6 roll of 6.

Looted Vehicles

Not having access to the foundries and workshops of most armies, Rogue Traders relish the opportunity to obtain vehicles of war. Usually these have been traded to them in payment of some service, stolen, salvaged or bought. Not having the necessary skills or equipment to constantly maintain these vehicles to a state compliant with their respective militaries, they are usually a considerable amount inferior to their original designs.

This makes them no less deadly. Due to the freedom that comes with being a Rogue Trader many of these vehicles have been highly modified and customized and frequently only use the chassis and shells of the original designs. The result of this is a large array of different vehicles which all fulfill the same role as heavy fire support in a Rogue Traders army. Leman Russ tanks equipped with salvaged Eldar weapons race across the battlefield beside Tau skimmers which have been modified to carry Imperial cannons.

Looted Vehicles are very popular with Rogue Traders as they provide a fairly reliable base of heavy weapons fire. This coupled with their level of customization and ability to absorb a decent amount of fire makes them popular in the forces of Rogue Traders. They also prove very popular with any Ork Meks that the Rogue Trader may have in his entourage, these Orks relishing the chance to customize such a large variety of vehicles to make them as shooty as possible.

	Pts	Front Armor	Side Armor	Back Armor	BS
Looted Vehicles	50	12	11	10	3

Number/squad: 1

Unit Type: Tank

Weapons: A Looted Vehicle has three hardware points which can be used to mount weapons. Up to three of any of the weapons listed below may be attached to a Looted Vehicle. All weapons take up one hard point, with the exception of the Looted Ordnance, which takes up two. Any weapons taken twice count as two separate weapons and not as twin-linked. However if a specific weapon is taken three times it will count as two weapons, one of which being twin-linked.

Options: A Looted Vehicle may be upgraded with any of the following weapons, they may also take upgrades from the Rogue Traders Vehicle Armoury:

Autocannon	15 pts	Big Shoota	10 pts
Lascannon	25 pts	Missile Launcher	20 pts
Heavy Bolter	10 pts	Burst Cannon	10 pts
Scatter Laser	20 pts	Missile Pod	15 pts
Shuriken Cannon	12 pts	Heavy Flamer	5 pts
Looted Ordnance	40 pts	Multi-Laser	15 pts



Disclaimer

This was produced by some jerks on the internet, with mad assistance and input from /tg/.

All contents of this codex remain the property of Games Workshop. We are not making any money off of this so for God's sake don't sue us. If anything take this codex and make it chapter approved or something.

We also want to stress that this codex is for fun, it hasn't been properly balanced so there is probably a fair amount of opportunities to exploit the hell out of it. Don't be a dick, if you are going to play this codex, play nice. It has plenty of opportunities for customization and can be used to make some really well-themed armies.

We might add that most of the artwork is from either Necromunda or Inquisitor, we couldn't find much Rogue Trader stuff so we tried to get the best stuff we could that look the part. Also the codex is in a few different sections because it was made in word and we are too noob to put it all together, if anyone wants to do this though feel free.

We are probably going to do some updates later on based on the general feelings of this codex and once we can play some more games with it. If anyone wants to email us with suggestions, praise or hate mail, email Vincenzo at vengeance64@hotmail.com.

Other than that enjoy!