CARTOGRAPHICA ROGUE TRADER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Cartographica Rogue Trader	6"	3+	3+	3	3	4	3	9	4+
0-1	Death Cult Executioner	6"	2+	4+	3	3	2	5	7	5+
0-1	Lectro-Maester	6"	4+	3+	3	3	2	1	7	5+
0-1	Rejuvenat Adept	6"	4+	4+	3	3	2	1	7	5+

Increase this unit's **Power Rating** by **+1** for every model it includes other than the Cartographica Rogue Trader.
- The Cartographica Rogue Trader is equipped with: household pistol; monomolecular cane-rapier.
- The Death Cult Executioner is equipped with: dartmask; Death Cult power blade.
- The Lectro-Maester is equipped with: voltaic pistol.
- The Rejuvenat Adept is equipped with: laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dartmask	12"	Pistol 1	2	-2	1	Each time an attack is made with this weapon against a unit (excluding **Vehicle** or **Titanic** units), an unmodified wound roll of 2+ is always successful.
Household pistol	12"	Pistol 1	5	-3	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Voltaic pistol	12"	Pistol 1	5	0	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Death Cult power blade	Melee	Melee	+1	-3	1	-
Monomolecular cane-rapier	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.

ABILITIES

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Captain on Deck: In your Command phase, select one friendly **Navis Imperialis Core** unit within 9" of this unit's Cartographica Rogue Trader model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

Field Generators and Uncanny Reflexes: This unit's Cartographica Rogue Trader model has a 4+ invulnerable save. Other models in this unit have a 5+ invulnerable save.

Healing Serum: While this unit includes a Rejuvenat Adept model, each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

Motive Force Evocation: While this unit includes a Lectro-Maester model, each time a model in this unit makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

Master and Commander: If your army is Battle-forged, you can include a maximum of one Cartographica Rogue Trader model in each Detachment in your army. This model cannot be taken in a compulsory Battlefield Role slot.
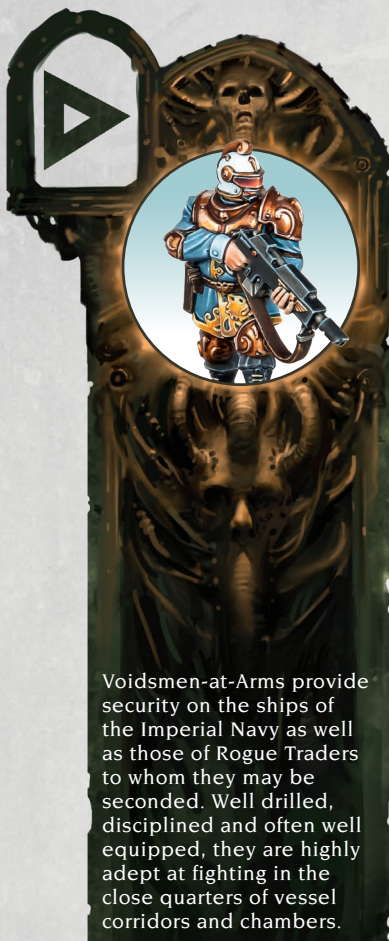
FACTION KEYWORDS: **Imperium, Navis Imperialis, Astra Cartographica, Agents of the Imperium**
KEYWORDS (CARTOGRAPHICA ROGUE TRADER): **Infantry, Character, Rogue Trader, Concussion Grenades, Cartographica Rogue Trader**
KEYWORDS (OTHER MODELS): **Infantry, Concussion Grenades, Rogue Trader Retinue**

Rogue Traders are daring explorers, ruthless conquerors and cunning merchants who explore and exploit the uncharted regions of the galaxy in the name of the Imperium. Some command armadas of ships and control armies numbering in the millions, while others operate from a single vessel and have a small retinue of followers.

VOIDSMEN-AT-ARMS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-8	Voidsman	6"	4+	4+	3	3	1	1	6	4+
1	Voidmaster	6"	4+	4+	3	3	1	2	7	4+
0-1	Canid	8"	3+	-	4	3	1	3	6	4+

If this unit contains 6 or more models, it has **Power Rating 4**.
- For every 5 models in this unit, one Voidsman model is equipped with: laspistol; Voidsman rotor cannon.
- Every other Voidsman model is equipped with: lasgun; laspistol.
- The Voidmaster is equipped with: artificer shotgun; laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer shotgun	18"	Assault 2	4	0	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Voidsman rotor cannon	24"	Heavy 4	6	-1	1	-

ABILITIES

Agent of the Imperium (see below)

Masters of Close Confines: Each time a model in this unit makes a ranged attack that targets a unit within 12", an unmodified hit roll of 6 scores one additional hit.

Shipborne Personnel: If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment is a **NAVIS IMPERIALIS** Detachment.

FACTION KEYWORDS: IMPERIUM, NAVIS IMPERIALIS, AGENTS OF THE IMPERIUM
KEYWORDS: INFANTRY, CORE, CONCUSSION GRENADES, VOIDSMEN-AT-ARMS

Voidsmen-at-Arms provide security on the ships of the Imperial Navy as well as those of Rogue Traders to whom they may be seconded. Well drilled, disciplined and often well equipped, they are highly adept at fighting in the close quarters of vessel corridors and chambers.

AGENT OF THE IMPERIUM

If your army is Battle-forged, you can include one **AGENT OF THE IMPERIUM** unit in each **IMPERIUM** (excluding **FALLEN** units) Patrol, Battalion and Brigade Detachment in your army without those units taking up Battlefield Role slots in those Detachments. The inclusion of an **AGENT OF THE IMPERIUM** unit does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Chapter Tactics, Defenders of Humanity, etc.), and it does not prevent other units from your army benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines). An **AGENT OF THE IMPERIUM** unit included in a Patrol, Battalion or Brigade Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction.

POINTS VALUES

☠ HQ

Cartographica Rogue Trader

Unit size .... 1 model	
Unit cost .... 60 pts	
• Death Cult Executioner .... +15 pts	
• Lectro-Maester .... +15 pts	
• Rejuvenat Adept .... +10 pts	

▶ TROOPS

Voidsmen-at-Arms

Unit size .... 5-10 models	
Unit cost .... 10 pts/model	