



THE ART OF

WARHAMMER
40,000

ROGUE TRADER

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40,000

ROGUE TRADER

Foreword



Working on a game set in a universe as beloved and detailed as Warhammer 40,000 is both an absolute delight and a deep responsibility, not least of which is living up to the expectations of millions of dedicated fans. To tackle this monumental task, the passionate team behind Warhammer 40,000: Rogue Trader collaborated closely with Games Workshop to bring this dark, unforgiving universe to life, where stories of heroism and self-sacrifice play out alongside Humanity's struggle for survival. With this in mind, we set out to create an authentic adaptation that would both delight existing fans and serve as a grand introduction for those who have yet to discover this rich setting.

For more than 30 years, Games Workshop has developed the Warhammer 40,000 universe with thousands of miniatures, illustrations, stories, and animations. At Owlcat we were able to call upon this vast legacy, drawing on an abundance of reference material to create the game's characters and vehicles.

One of the unusual challenges we faced was the need to represent things within the Warhammer 40,000 setting that had yet to be explored. After all, many of encounters in Rogue Trader fall outside the scope of the tabletop wargame, and even the Black Library novels and animations: certain elements of the environments, ship interiors, city layouts, everyday objects, and even the daily lives of workers and other denizens of the Imperium. Thus, we often found ourselves working in tandem with the team at Games Workshop to help visualise these lesser seen aspects of the universe.

In terms of the game's visual style, our admiration for classic Warhammer 40,000 imagery informed our work on every level. We hope you will be able to identify and appreciate the influence of Games Workshop's legendary artists as you peruse the contents of this book.

Warhammer 40,000: Rogue Trader is the result of a colossal undertaking by a large number of people, including the team at Owlcat and so many others, so I would like to take this opportunity to thank them all for helping us make the game the way we envisioned it. We hope that you enjoy the culmination of our efforts and that you deem Warhammer 40,000: Rogue Trader a worthy video game adaptation of the 41st Millennium.

Alexander Trufanov
Art Director, Owlcat Games

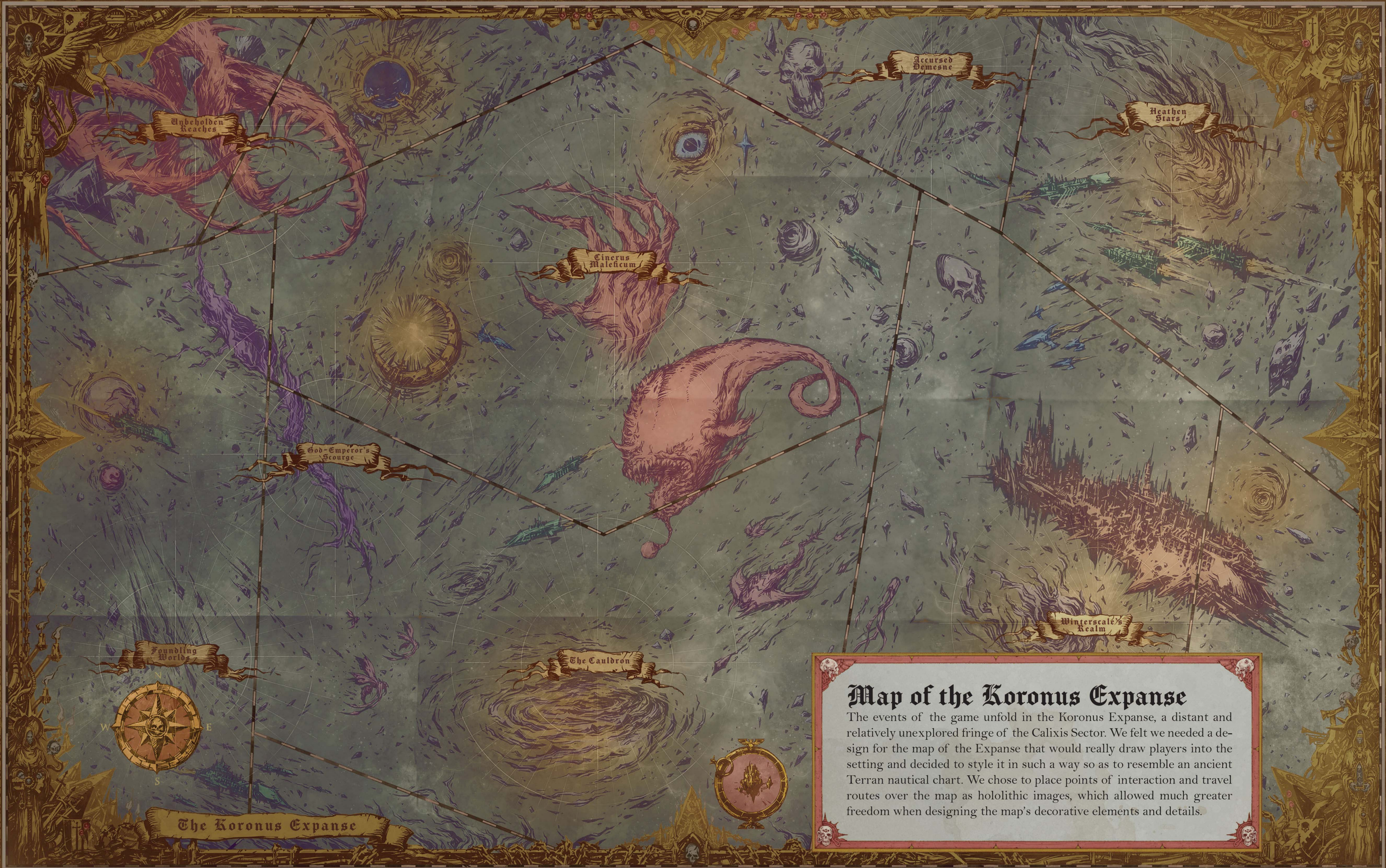
Introduction



Warhammer 40,000: Rogue Trader is our studio's first foray into the 41st Millennium. For millions of its fans, this universe embodies a conflict unlike any other — epic clashes between vast armies that take place across countless battlefields on an unparalleled scale. Yet this setting is so enormous and diverse that it leaves room for stories of a different kind: ones of arduous journeys, fascinating discoveries, millennia-old mysteries, and never-before-seen dangers. Such are the endeavours that embody the essence of being a Rogue Trader.

Rogue Traders are nothing like ordinary servants of the Imperium. These fearless voidfarers are endowed with a unique authority. Provided with ancestral charters granting them sole right to ply the void upon the fringes of the Imperium's borders, they are tasked with reclaiming long-lost worlds while exploring and exploiting undiscovered planets, all the while risking contact with unknown civilisations and founding colonies that will expand the Imperium — all for the glory of the God-Emperor and to provide the Imperium with new resources in its constant struggle for survival. However, this sacred mission does not stop a Rogue Trader from using the privileges bestowed upon them for their own ends, be it accumulation of power and influence, zealously enforcing faith in the Emperor, or delving into forbidden mysteries best left unsolved.

Warhammer 40,000: Rogue Trader is dedicated to those aspects of the universe that are usually absent from the frontline of Humanity's wars. This story is not about the regiments of the Astra Militarum or Space Marine Chapters. This is a story about a singular figure who decides the fates of their crew, entire worlds, and even entire regions of space. Players who take on the role of heir to the von Valancius dynasty will earn themselves powerful allies from different strata of the Imperium and beyond. The Rogue Trader will come face to face with the many enemies of Humanity, from guileful aliens and foul heretics to horrific abominations spawned by the warp. These events will unfold across strange and distinct planets such as a mysterious jungle world once part of an ancient alien empire, an overpopulated hive world with its towering spires, a world carpeted by endless manufactorums, and more. The setting of Warhammer 40,000 is depicted in the game as one of drastic polarities that can only exist side by side in a universe of desperate heroics, costly triumphs, and bitter defeats.



Unbeholden Reaches

Accursed Demesne

Heathen Stars

Cinerus Maleficum

God-Emperor's Scourge

Foundling Worlds

The Cauldron

Winterscale's Realm

The Koronus Expanse

Map of the Koronus Expanse
The events of the game unfold in the Koronus Expanse, a distant and relatively unexplored fringe of the Calixis Sector. We felt we needed a design for the map of the Expanse that would really draw players into the setting and decided to style it in such a way so as to resemble an ancient Terran nautical chart. We chose to place points of interaction and travel routes over the map as hololithic images, which allowed much greater freedom when designing the map's decorative elements and details.



Protagonist



Protagonist

Nobility

No two Rogue Traders are alike: each is a unique combination of background, ambition, and values. This fearless seeker of wealth and discovery was inspired by the character Janus Draik from the Blackstone Fortress board game.



"The Bearer of the Warrant of Trade is granted the inviolable right to go forth beyond the sacred borders of the blessed Imperium, to contact such benighted civilisations as they may encounter, and to make war for the glory of the Emperor as they deem necessary..."

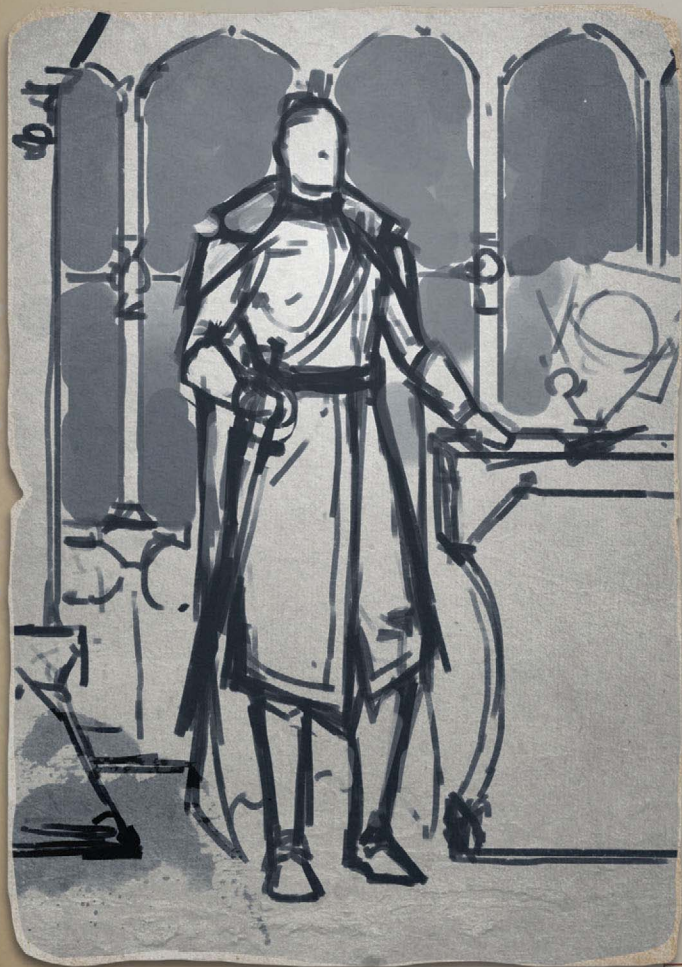


Imperial Navy

One of the many backgrounds available to players during character creation is that of a seasoned officer of the Imperial Navy — the mighty fleet that stands guard over Humanity’s vast domain. Even though the protagonist’s fate drastically changes at the very start of the game, relegating their former occupation forever to the past, certain recognisable elements of the Rogue Trader’s attire and gear serve as symbols of who they once were before inheriting their Warrant of Trade.



Preliminary sketches



Commissar

We developed several versions of colour customisation schemes for Rogue Traders — the example you see here depicts a character who once held the position of Commissar of the Officio Prefectus. Each background has its own signature colours dictated by the traditions of the Warhammer 40,000 universe — in the case of the Commissar, a black cloak and a red scarf around the waist. We had to figure out how to work around these elements to offer players colour customisation options that would still allow them to add their own personal touches along with some visual diversity.



← Colour scheme





↑
Searching
for poses
↓



Crime Lord

Not all Rogue Traders are known for their noble and up-standing origins as honourable servants of the Imperium. Dynastic blood can just as easily flow in the veins of those who live beyond the confines of the law, such as a Crime Lord who survives through cunning and ruthlessness.









Designing the Rogue Trader's Outfit

Our task was to design attire that reflected both the Rogue Trader's high status and the background chosen by the player during character creation. The approach we chose was to create a base outfit for each character background and then gradually build upon it, adding indicators of power and prestige — things a Rogue Trader might use in their daily life that would also serve to accentuate their unique standing.

The Lord Captain's image as a daring seeker of battle and adventure is further enhanced with items the player can find over the course of the story, like articles of clothing, adornments, and other such apparel. By doing this we were able to let the players alter their Rogue Trader's appearance without robbing the outfit of the key features related to the Rogue Trader's backstory.





Companions



Companions

"I am duty-bound to aid the new Rogue Trader to help you – to find your footing as quickly as possible. And to do that, I must insulate you from problems that in the past have been dealt with by tried and tested procedures set out in the ship's regulations."

Rogue
Trader with
Imperial
Navy
background

Abelard's attire is a legacy
of his previous occupation.



Regular Imperial
Navy officer

Abelard Werserian

The loyal Seneschal of the Rogue Trader of House von Valancius and the Lord Captain's right hand, Abelard is a patient and stern assistant who is always willing to offer reasonable, level-headed advice.



An unsanctioned psyker's powers are untamed and dangerous, yet someone like Idim can be a useful asset in a Rogue Trader's retinue.

Idira Glass

An unsanctioned psyker who can hear otherworldly voices from the warp whisper of things that may come to pass. One day, those voices will sap Idira of her sanity and condemn her to a fate worse than death... but that time has yet to come.



"The voices are so loud I can't even hear myself! They shriek, they sing, they — oh, Abelsam, how they sing!"



Sister Argenta

A faithful servant and an unstoppable warrior of the Adepta Sororitas, Sister Argenta came aboard the Rogue Trader's voidship while in pursuit of her sacred mission, one that has already met with more than a few obstacles.

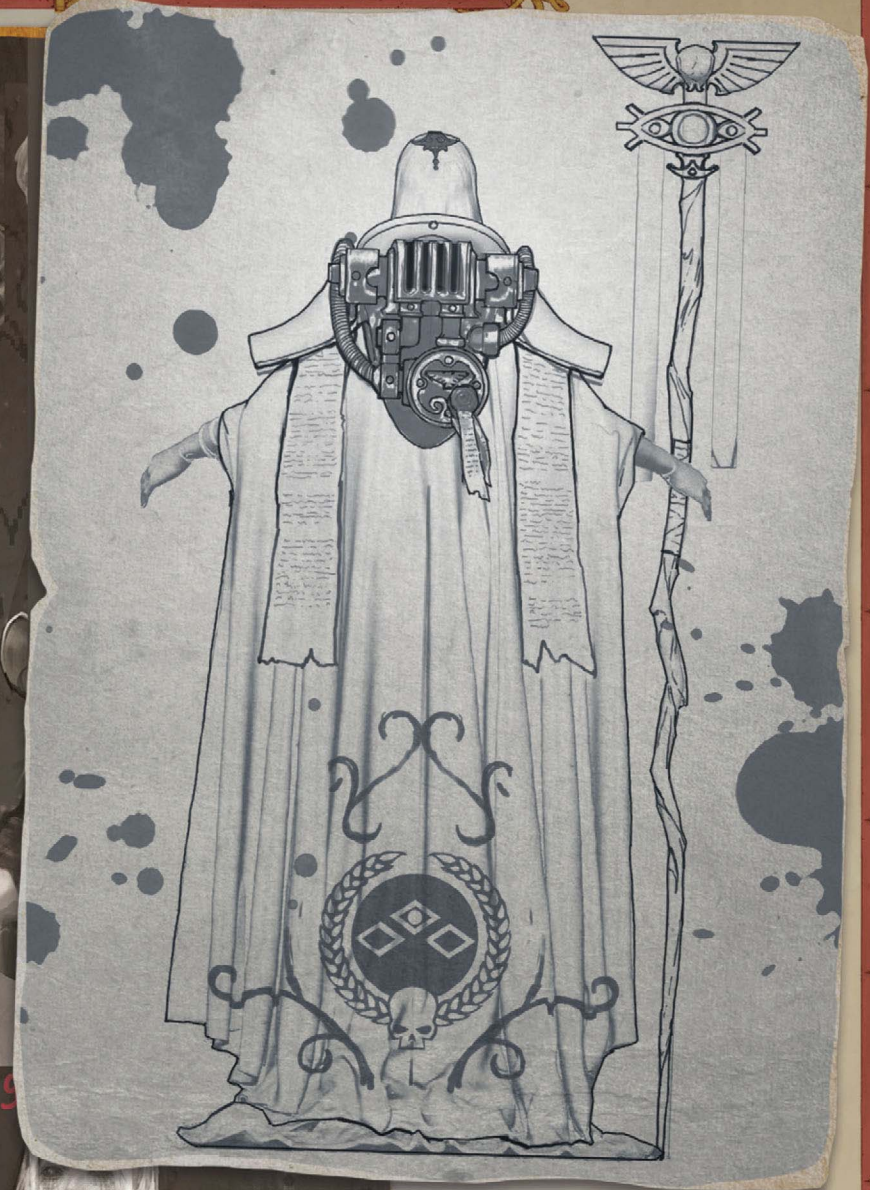
Creating the armour progression system for the Sister of Battle was a challenge. It was important to remain true to the lore and imagery of the Adepta Sororitas, so we couldn't simply change the shape of the armour, switch to a different material, or turn it a different colour. We're glad to say we solved this challenge by drawing from a classic armour design from Games Workshop's vaults.

Different tiers of Argenta's various power armour



"I carry Thy word, O'Emperor!"





← Early sketch of House Orsellio's child



"Among the nightmarish visions, mimages, and creatures of the warp, only the light of the Emperor is the truth that will lead me from star to star, from system to system. The guiding thread, so fine it can slip from one's grasp at any moment... But you have nothing to worry about. The Navigators of House Orsellio never lose their course."

Cassia Orsellio

A Navigator of a noble Navis Nobilite House and the heiress to a deceased Novator, Cassia is shrouded in rumours and conjecture. Her powers are great, but can the daughter of House Orsellio control them, given that she has left her gilded cage too early?



Companions



Pasqal Haneumann

A Magos of the Adeptus Mechanicus, a religious order that reveres the Machine God and holds technology sacred. Pasqal's mind is cold and rational, but his systematic thought processes are at times disrupted by extraneous diversions when reflecting on the guilt he feels over his past deeds or ponders the mystery of his mentor.

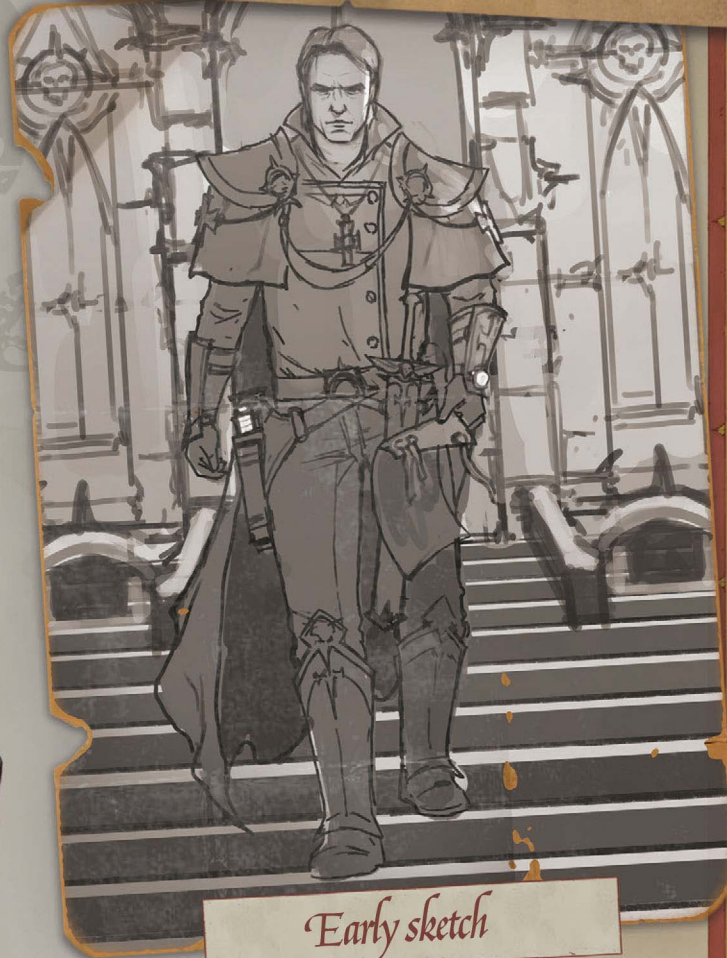


"I am honoured to belong to the priesthood of Mars. Guided by its tenets, we safeguard technology against the impure and the unenlightened."



An abundance of purity seals and parchments inscribed with litanies and declamations.

"Perhaps I haven't made myself sufficiently clear... In the Lord Inquisitor's absence, it is I who embody the will of the Holy Ordos."



Early sketch



Back view

Heinrix van Calox

The Interrogator of the esteemed Inquisition first comes aboard the Rogue Trader's ship as a guest and later as the Lord Captain's associate. Heinrix's psyker abilities as a bio-mancer may be invaluable, but there is a price to pay — the ever vigilant eye of the Inquisition constantly watching over one's shoulder.



Jae Heydari

Cold Traders are unscrupulous and cunning smugglers who specialise in obtaining xenos artefacts and technology. One such individual is Jae Heydari, a woman of many talents and infinite charm, but one who is not as facile as she would like her appearance to suggest.

Jae's hand is an expensive, custom-made augmetic that reflects her taste in the finer things.



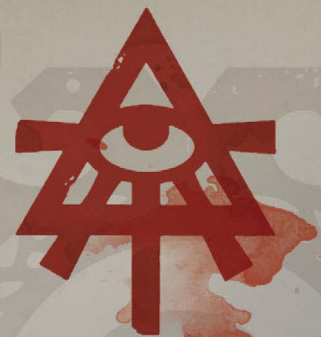
Concept art of Jae's augmentation

"You see, shereen... There's one cardinal rule on Footfall – anything goes as long as it doesn't get in the way of business. I'm someone who's been able to exploit that rule to the fullest."



Yrliet Lanaevyss

A Child of Asuryan who follows the Path of the Outcast and suffered the loss of her home, the mighty craftworld of Crudarach. Aloof and disdainful in her demeanour, Yrliet is in truth plagued by doubts over her choices and decisions, and these doubts may one day cost her dearly.



Ranger long rifle holster

A cameleoline cloak drawn over a flexible mesh suit with camypace plates



"My soul is nothing kin to yours – your kind call us xenos, as if we are all as one. Will you hear me, or be blinded to sense by your precepts?"



Marazhai Aezyrresh

A Dracon of the Kabal of the Reaving Tempest who was cast down from his pedestal and forced to accept an alliance with the Rogue Trader in order to survive. Like any Drukhari, Marazhai is a creature of torment and cruelty. Even so, Marazhai has much to offer to his unexpected ally.

A sophisticated bodysuit of segmented armour

Kabalite armour is covered with razors and barbs – both outside and inside.



"Oh, I can feel your anger... your rage... and your pain from witnessing the state of your halls. I could not refuse myself the small pleasure of savouring your torment at the sight of what I have done to your home."





Ulfar

A mighty Space Marine from the celebrated Space Wolves Chapter, Ulfar is unbridled in his anger and devout in writing his saga. Having lost his pack under mysterious circumstances, Ulfar burns with the desire to know what happened to his battle-brothers in the darkest corner of the Koronus Expanse.

*"Vlka Fenryka.
That is our name in the old
tongue of our world. We are the
fiercest of the Allfather's warriors,
his executioners, his retribution."*



*The sketching
process*





Major NPCs



Theodora von Balancius

The protagonist's predecessor and one of the three powerful Rogue Traders who once reigned in the Koronus Expanse. With a venomous attitude and decisive in achieving her goals, Theodora left behind a lasting impression in the hearts of her subjects and a difficult inheritance to her successor.

Lady Theodora's opulent style reflects her position as a Rogue Trader.



Bolt pistol



Power sabre



"Immutable hierarchy, absolute obedience, lickspittlery, compulsion to please... forget all of that. From the moment my envoys came for you, the old rules ceased to matter."



Mutations manifest

Kunrad Voigtvir

The Master of Whispers in service of Theodora von Valancius who betrayed his lady after suffering the humiliation of being deprived of his claim to the Warrant of Trade. The deal he made with the Archenemy took a toll on Kunrad, and the changes in his portrait demonstrate just what kind of price one has to pay for associating with the Architect of Fate.

In the claws of Archenemy



*"I promised you a special destiny.
It is time to fulfil it."*

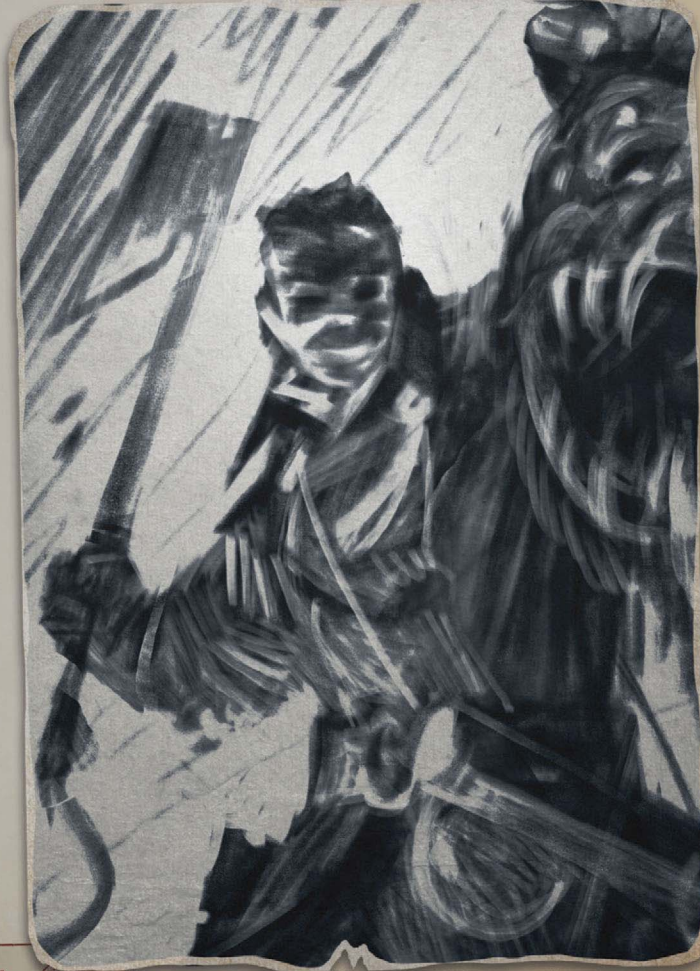
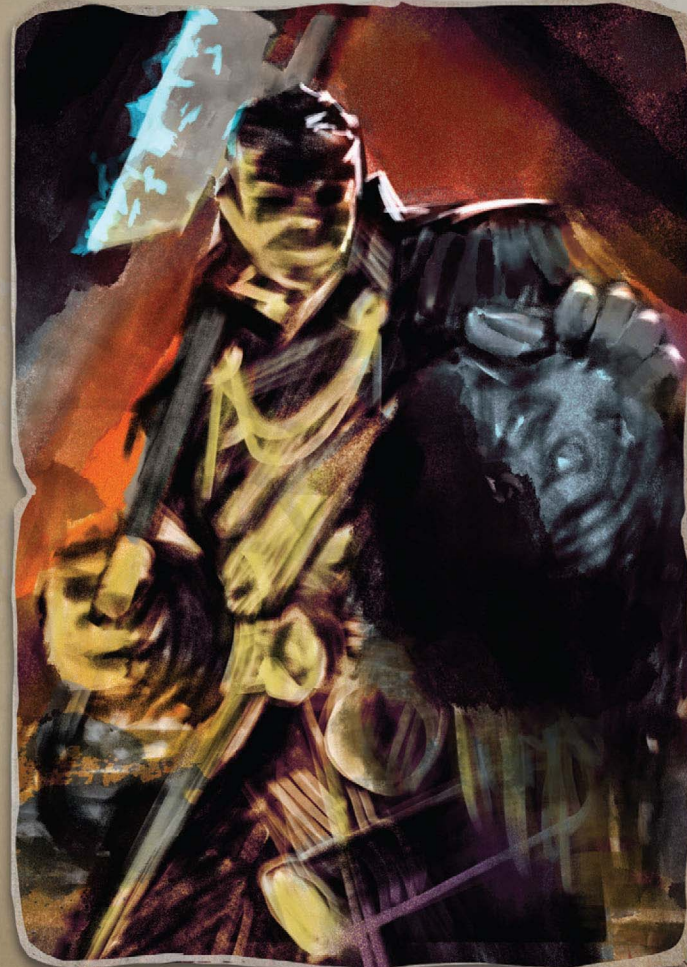
Calligos Winterscale

The head of the Rogue Trader House of Winterscale and the lord of the mightiest protectorate in the Koronus Expanse. Mercurial in his urges, Calligos has nary a care for his territories these days — he is far more interested in seeking out new challenges and worthy opponents.



"You and I should hunt together sometime — so you can show yourself in action, new blood."

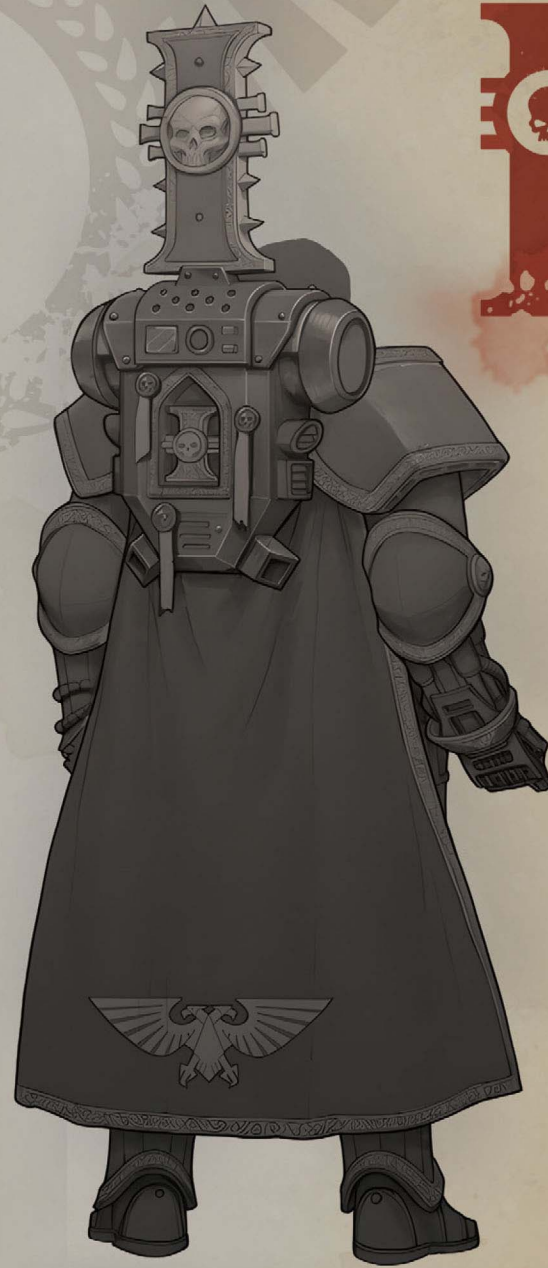
Early sketches



Xavier Calcazar

The Lord Inquisitor assumed the position as the de facto warden of the Koronus Expanse shortly after his arrival. He prefers to act openly and does not hide his face, but that does not mean there are no acolytes in his service who carry out their lord's will under the veil of secrecy.

Power armour is a rare commodity and as much a status symbol as a formidable means of protection.



"It would seem you still haven't picked up on an important detail — I am not asking your opinion, I am apprising you of where you stand."

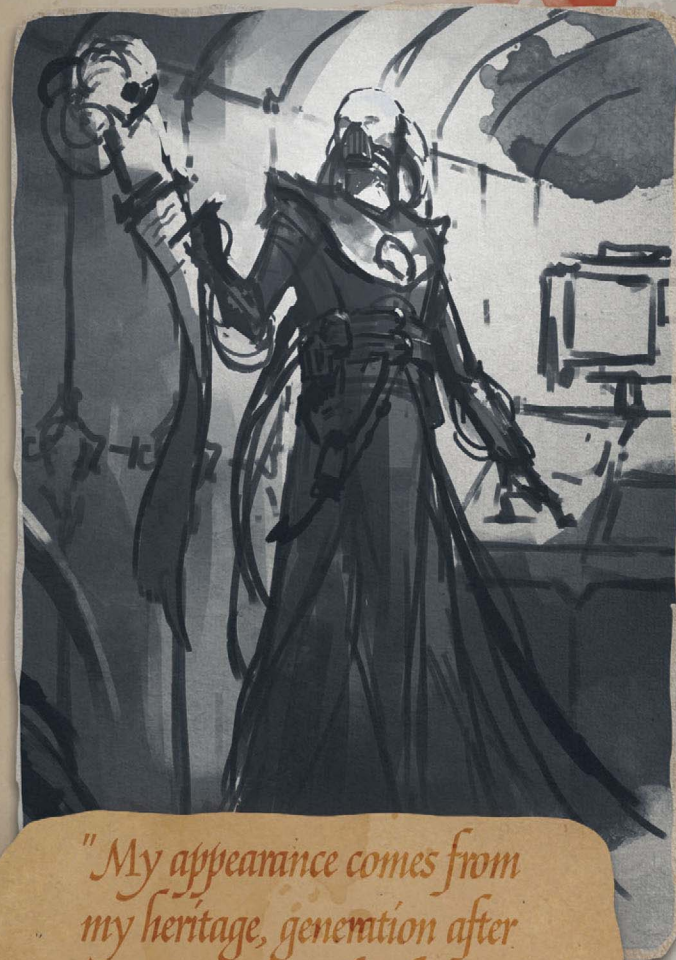


Vigdis Coliman

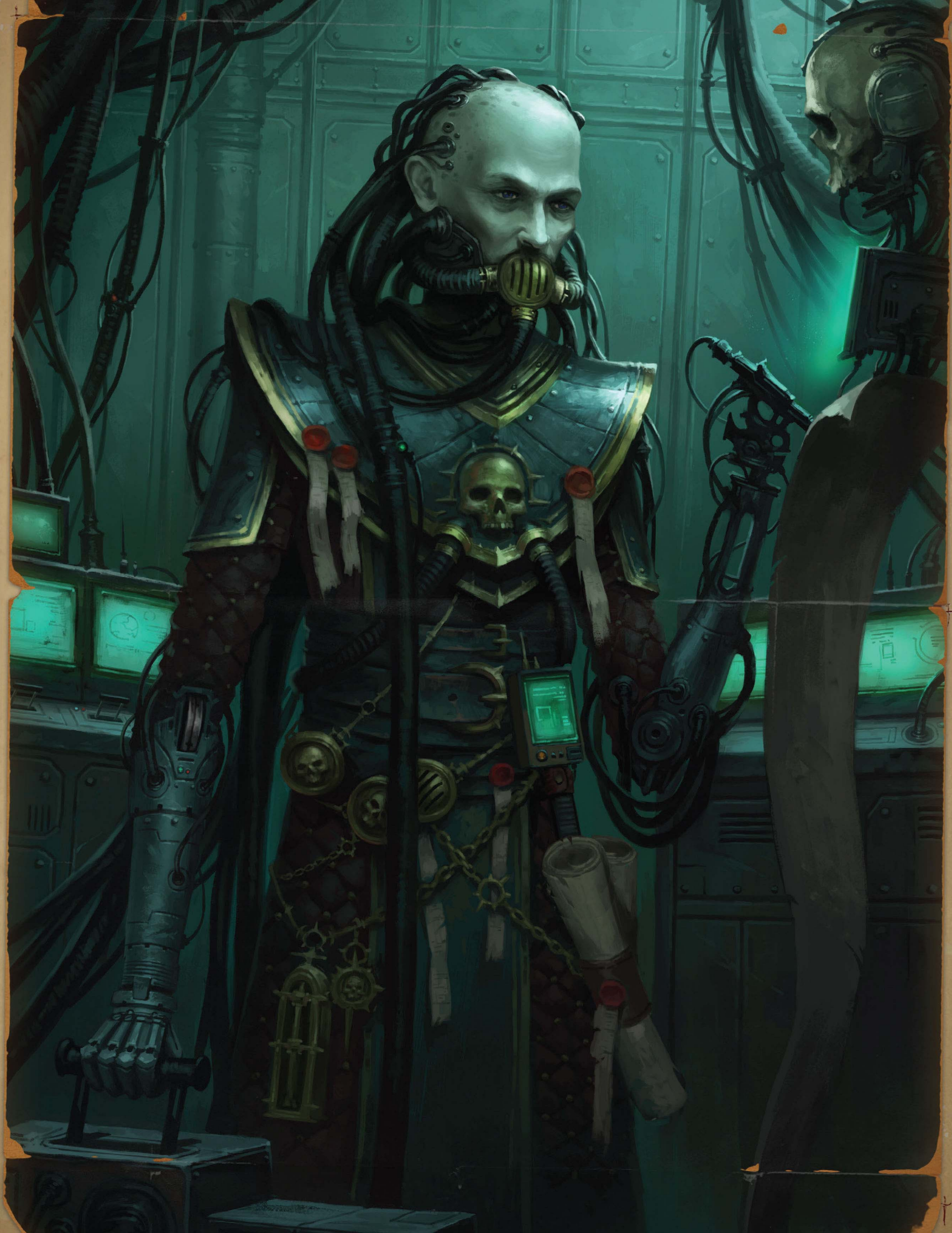
The voidborn Vox Master in the service of House von Valancius. Her clan's calling — to maintain the ship's internal and external communications — is quite literally fused into her heavily augmented body. Having adopted the coldness of the metal that pierces through her, Vigdis is meticulous in her duties.



Sketching process — looking for the right pose and lighting



"My appearance comes from my heritage, generation after generation of people who spent their entire lives in the depths of this voidship. There are thousands of us, but we dwell far from the Lord Captain's upper decks and remain unseen. We are the voidborn."





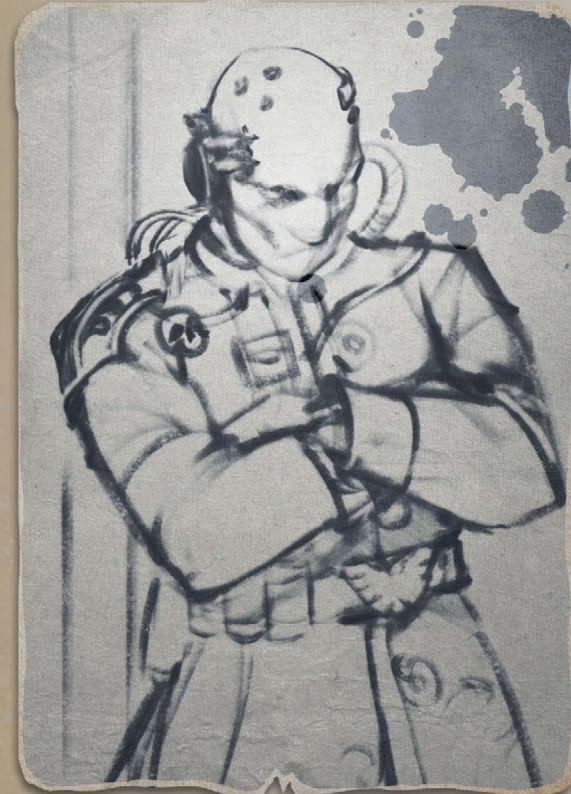
"I must admit that the accumulation of wealth, something one can control, is far more exciting than hunting, carousing, and the other traditional amusements of my noble peers."



Janris Danrok

Diligent in his service to the Lord Captain and ready to oblige their every whim, the High Factotum is the man who oversees supplies and trade deals aboard the von Valancius flagship. Some see Janris as a worthy example of the Imperium nobility, while others consider him a slimy sycophant who would do anything for personal gain.





Ravor

The Master Helmsman of the von Valancius flagship is an excellent pilot who fears no asteroid field nor machination of the warp. His communication skills could use some work, but being pleasant is not one of the responsibilities of a helmsman.

*"I ain't the talkin' type,
I just get the ship where she needs
to go. Best let folk stick to what
they do best."*



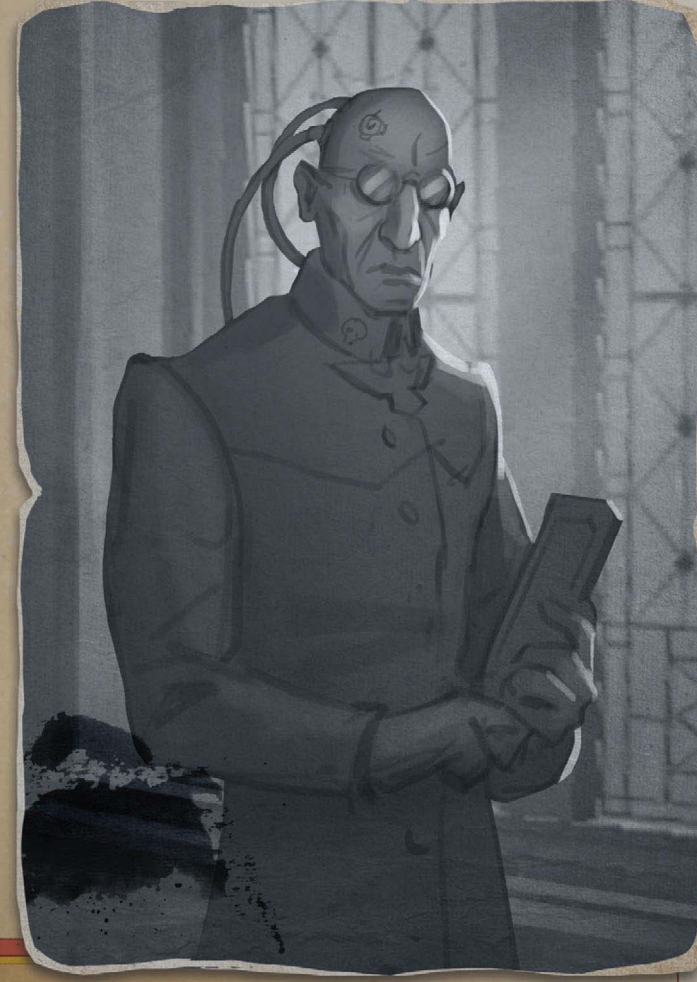
Vladaym Tocara

The liaison to the criminal cartel known as the Kasballica and the Liege of Footfall — the prime hub of the Koronus Expanse — Vladaym can find the right approach to any individual, even one as exalted as a Rogue Trader. The Lord Captain may find him a valuable provider of select wares, ones that could hardly be called legal.

"Let's talk business."



Vladaym is pragmatic and to the point — his attire is one of the most practical and plain in the entire game.



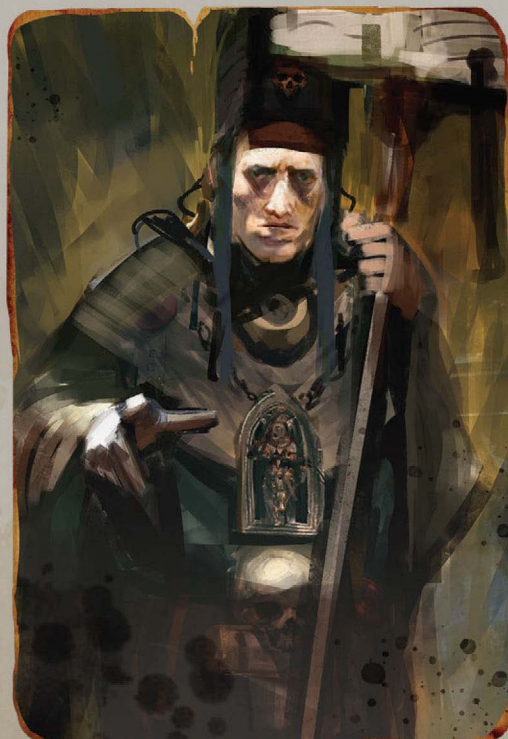
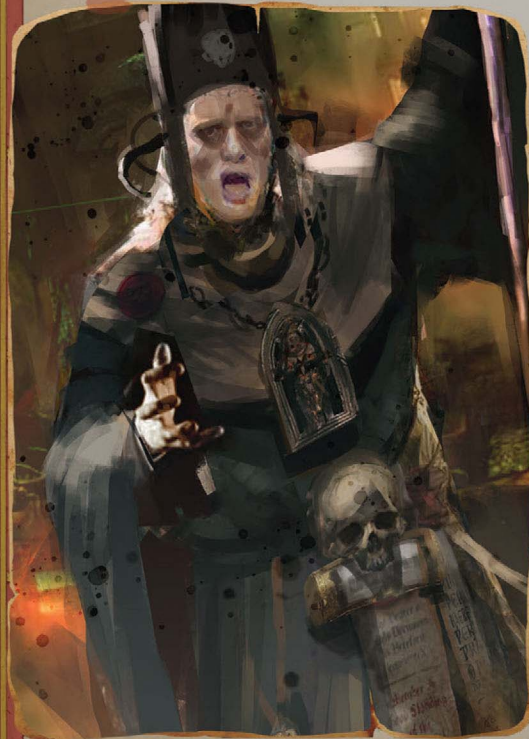
"The Emperor has entrusted His servants with the future of Humanity, but people are too weak and flawed to prove themselves worthy of His trust. Only suffering can cleanse us, but we fear it and thus remain sullied."

Hieronimus Doloroso

The head of the Footfall clergy of the Saint Drusus mission, a particularly zealous sect within the Adeptus Ministrorum. His eyes see only vileness and degradation around him, and his words are filled with mourning for the fallen Humanity and loathing for oathbreakers who scorn the Imperium's laws.



The trademark of the Saint Drusus mission is the mournful black colour of their priests' robes.





Ryzza

Old Ryzza is a representative of the Fellowship of the Void, a loose collective of several prominent pirates of the Koronus Expanse. An egregious heretic and criminal, Ryzza is not above any deals, as long as there is profit in them for her and her associates.

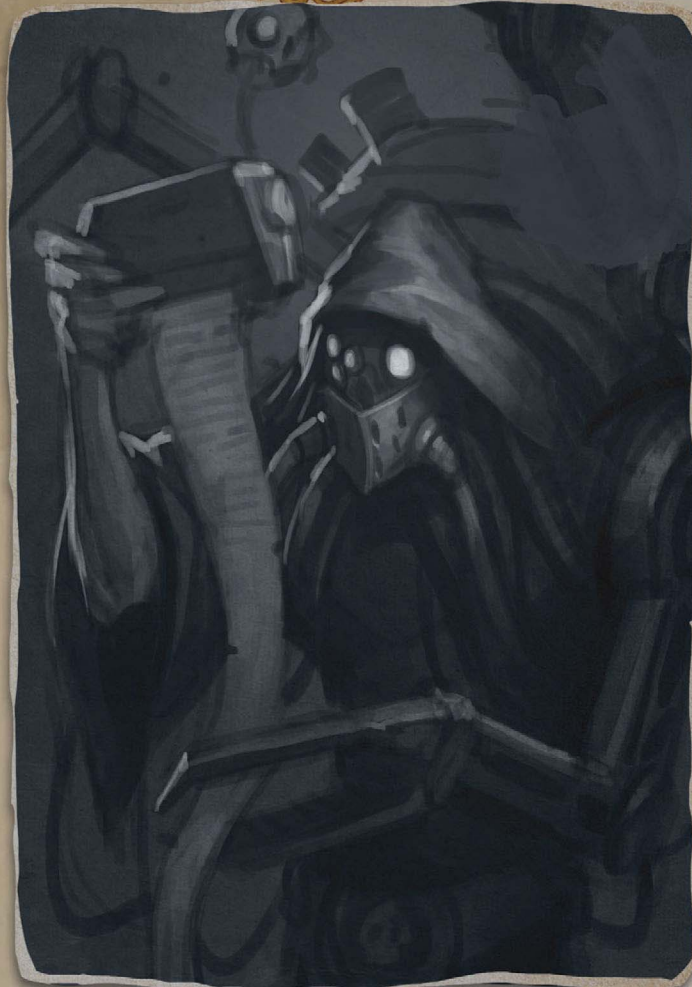


Ryzza is devious and resourceful — her attire reflects that.



"Looking for something specific? You're buying, or maybe selling? Don't be shy, just ask — old Ryzza knows all kinds of folks."





Opticon-22

A representative of the Explorator Fleet Divine Cognisance 78-21, an assembly of Adeptus Mechanicus members exploring and charting the Koronus Expanse. The times when Opticon-22 was a field Explorator are long gone, but that does not make this Magos helpless in the face of danger.

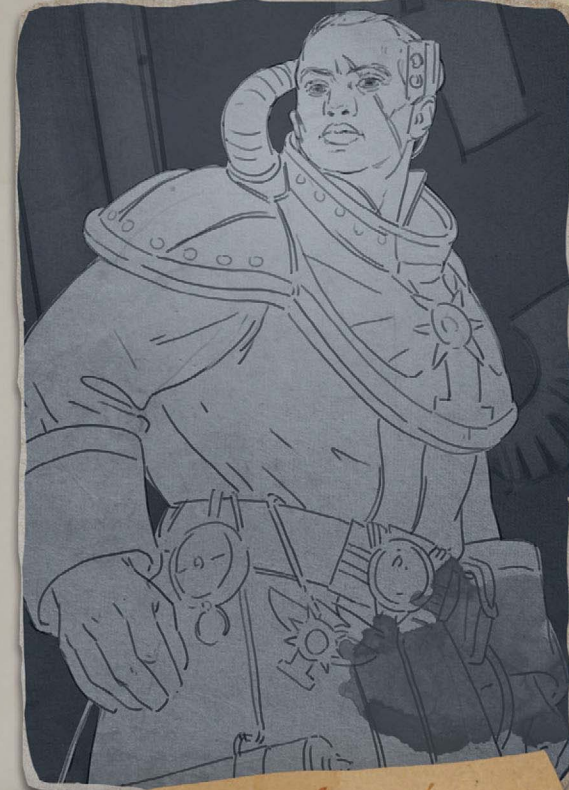


"Initiating official greeting procedure for // esteemed// high-value// visitors. // Glory// Success// to House von Valancius."



Chartist Captain Thorfast

Thorfast is a representative of the Merchant Fleet of the Koronus Expanse and a trusted source of a very highly valued commodity — voidship components. Rogue Traders, who command their own gargantuan vessels, keep close commercial ties with this man. You never know when you may need a spare part or two.



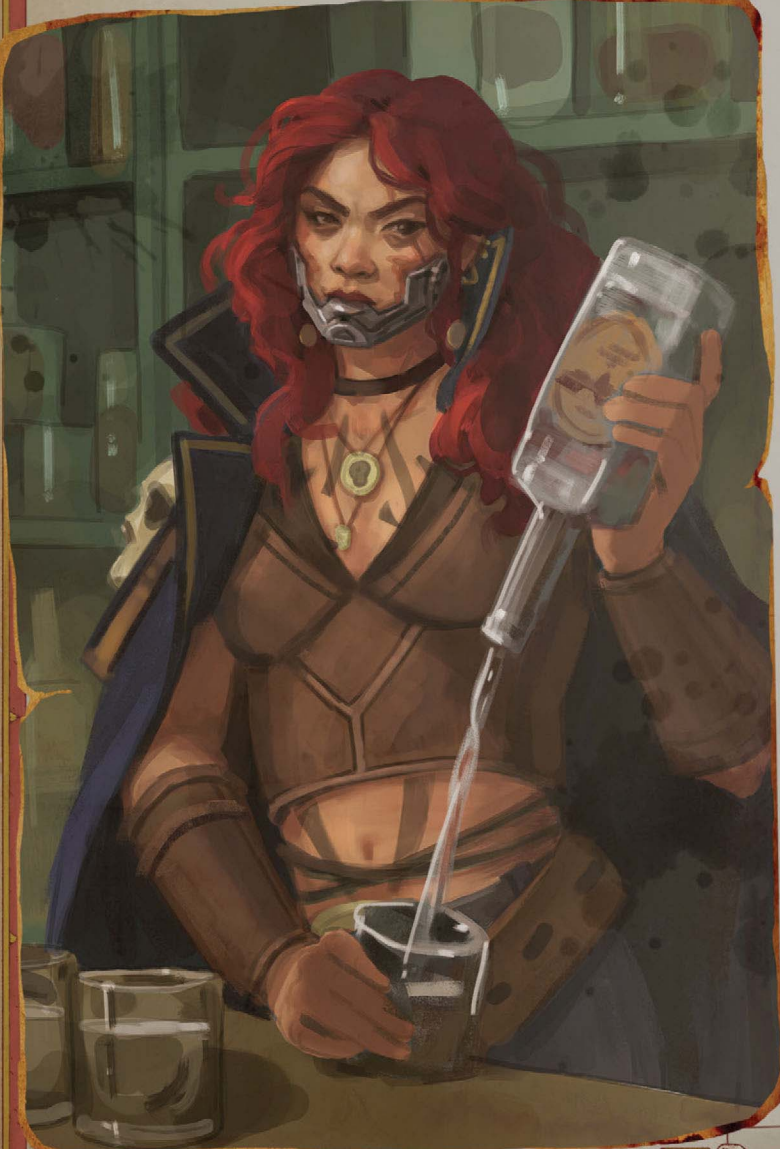
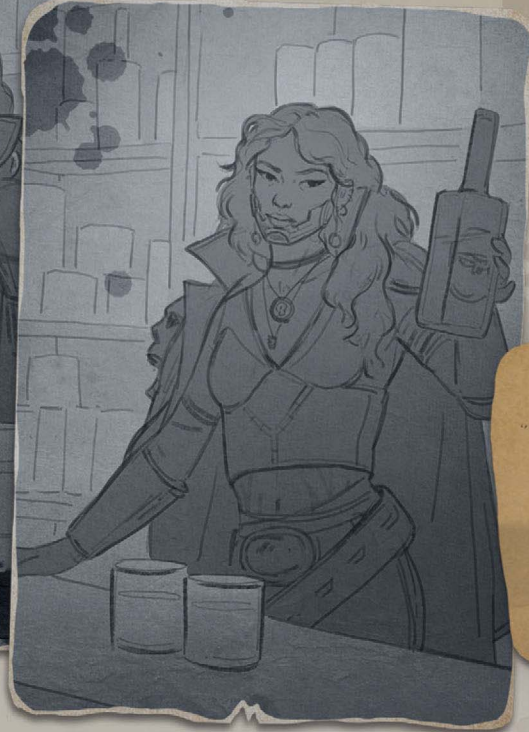
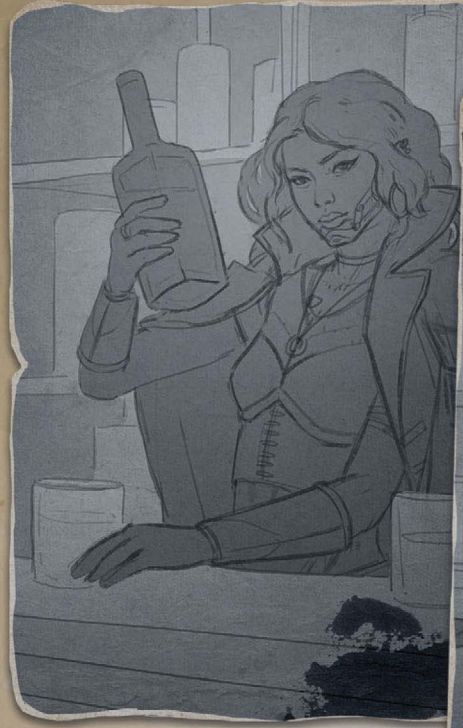
"Greetings, Lord Captain. I am honoured to speak with the Rogue Trader of House von Valancius, may your name be known through the ages."



Octaviana

A barkeep of the oldest watering hole on Footfall, Octaviana is a source of fresh rumours and colourful stories. She is always eager to have a chat at the bar – just don't be too eager to taste the "local hooch" that she pours to unsuspecting patrons.

"Welcome to the Adeptus Amasecus. What can Octaviana get for you? Amasec? Lho? Something more... interesting?"





"Janus is a remarkable world, both in terms of its vast potential, and in terms of the work that was carried out to transform it into an agri-world. House Vyatt has ruled on Janus for many generations, and each new governor has without fail contributed to the planet's taming."



Vistenza Wyatt

The governor of the agri-world of Janus, one of the major suppliers of provisions in the Koronus Expanse. Vistenza is a perceptive and enterprising ruler who would go to any lengths to make the planet itself bow before her.



Uralon the Cruel

A Dark Apostle of the Word Bearers, a cursed Legion of Chaos Space Marines. Like the eye of a storm, Uralon stands at the very centre of the Cult of the Final Dawn that is spreading throughout the entire Koronus Expanse. He takes precise steps to ensure that the ancient prophecy comes to bloody fruition.



"We were the first among our brothers to discern the great lie and forge the path to divinity. Our Primarch went on a pilgrimage to find the Truth – a path that is still open to the sighted. Your accusations are the words of a blind servant in thrall to an ancient lie."





"To contradict my decision is to contradict the decision of Vect himself, fool."

Nazrakhei

One of the Archons of the Kabal of the Black Heart, the greatest of the Drukhari Kabals of Commorragh. The vicious competition between the Kabal's rulers turns every survivor of this power struggle into a scheming, bloodthirsty tyrant, and Nazrakhei is no exception.



Yremeryss Aezyrraesh

The Archon of the Kabal of the Reaving Tempest who dared to defy the ruler of the Dark City itself in an attempt to strengthen her reign. Yremeryss is not at all eager to put herself in harm's way, so instead she uses her subordinates like pawns in a high-stakes game that is as complicated as it is bizarre.

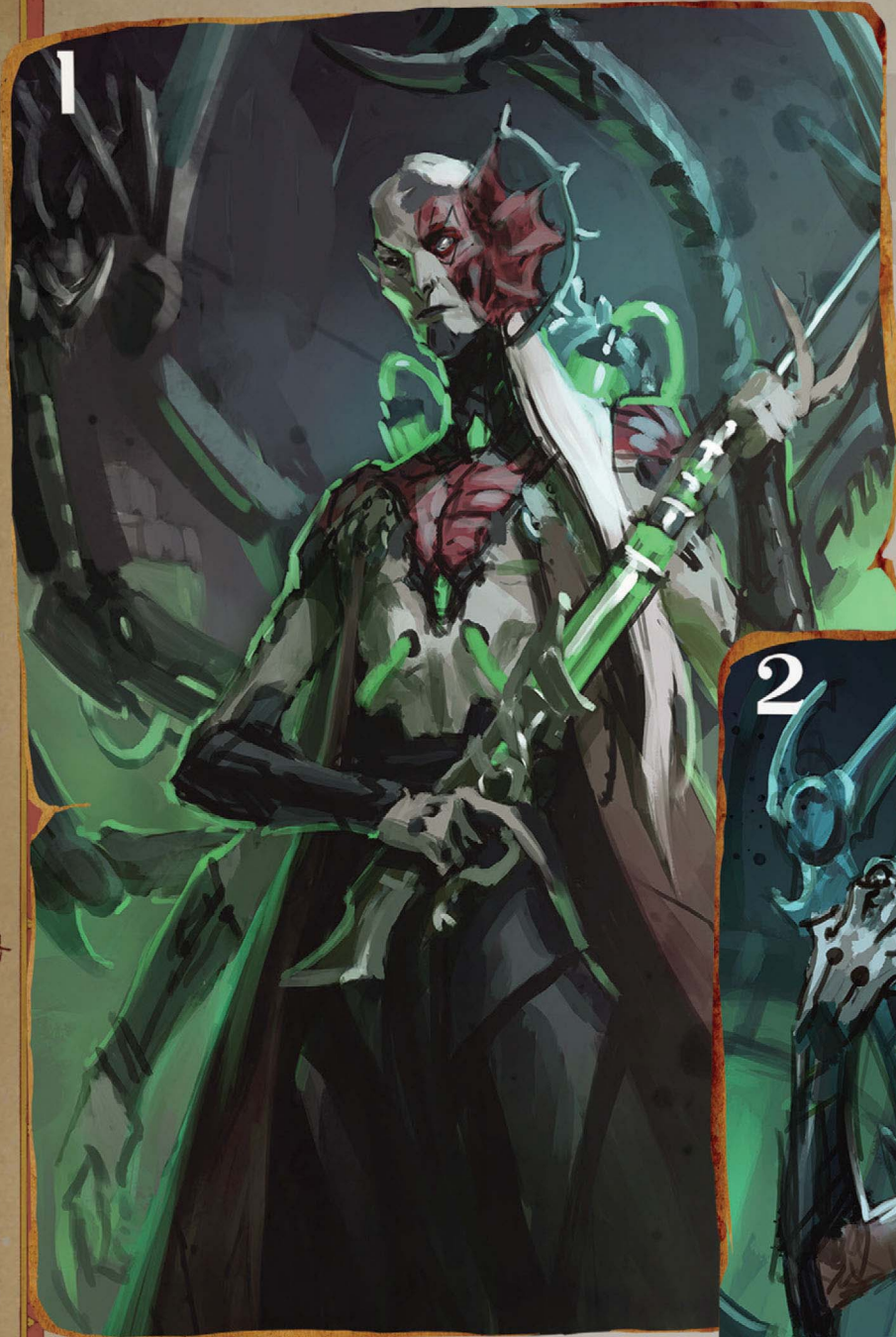


Archons of the Drukharî Kabals are equally regal and monstrous in the panoply of war.



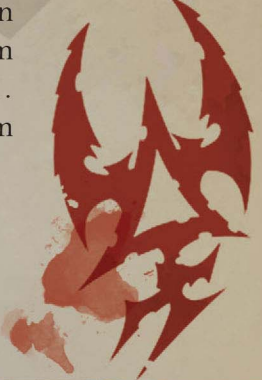
"Oh, mon-keigh. You are a brazen one, aren't you? Will you still be so brash when I flay you open and string you up by your sinews?"





Tervantias the Archmachinator

A flesh-sculptor from the depths of the Com-morrhagh, Tervantias is a master of esoteric technologies and vile sciences. His interest in things considered forbidden to most Drukhari places him in a precarious position... one that eventually sets him on a self-destructive path.



"You are a lesser organism, true, but the towering heights of my wisdom make it difficult to distinguish between your inferiority and the inferiority of most of my kin."



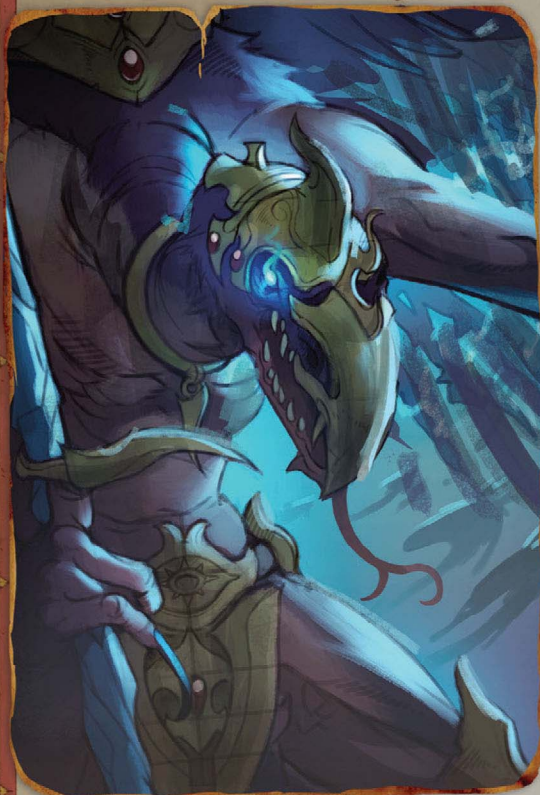
Nocturne of Oblivion

Solitaires are the most fearsome of the mysterious Harlequin factions of the Aeldari — and Nocturne proves this reputation by entering unannounced and orchestrating unfolding events according to his own sinister schemes.



*"The key unlocks a door that
then will lead,
To one that only
happenstance will free.
Your chance I'll be, to me
the bolts will cede,
Your part comes next —
to break the bonds and flee."*



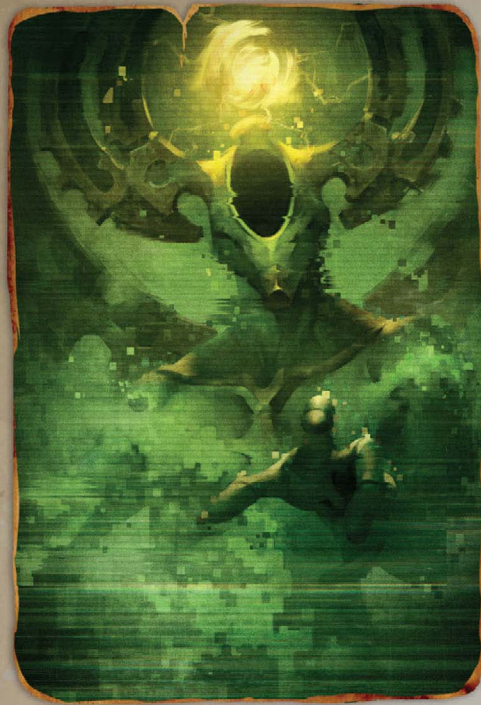


Hog'Haik'Sameth

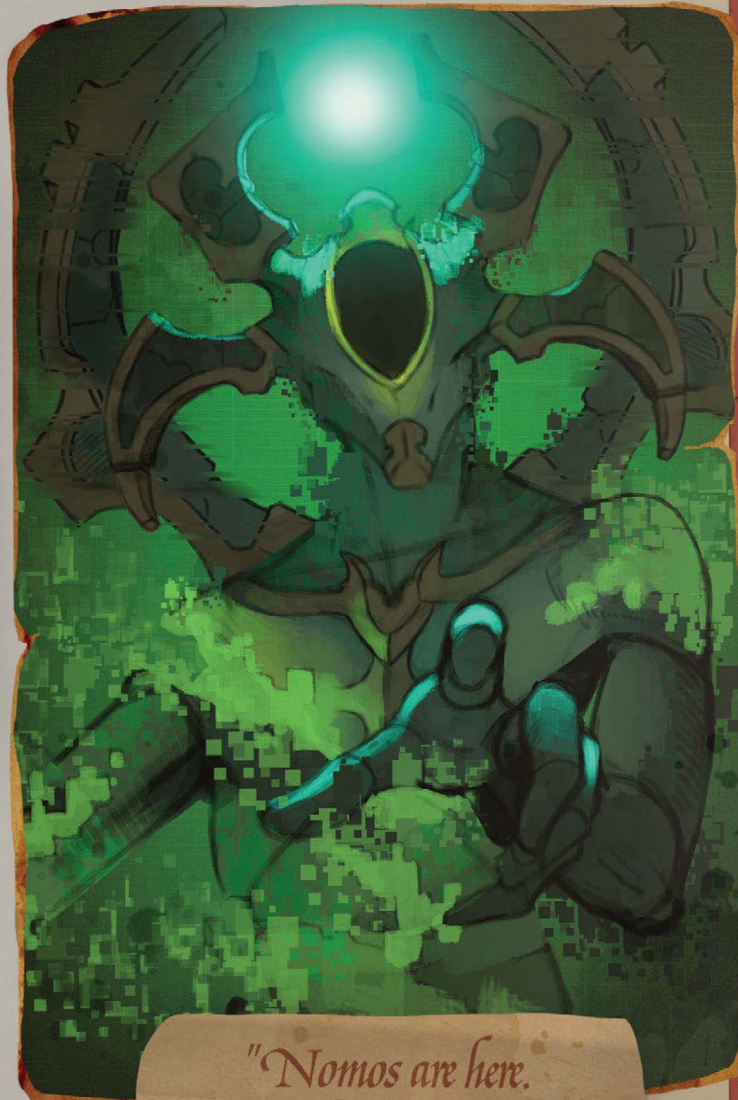
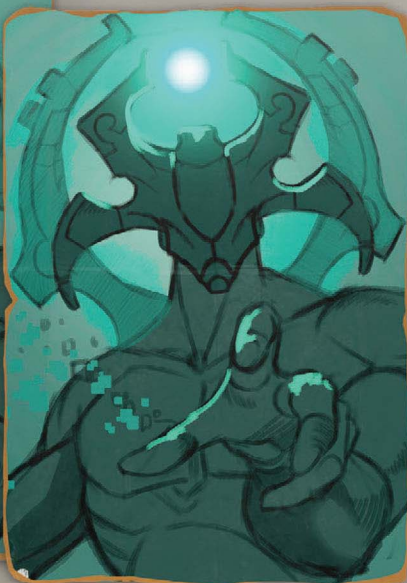
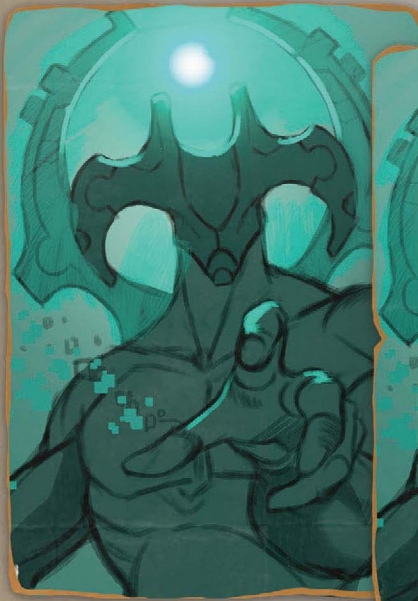
The Greater Daemon of Tzeentch — the Architect of Fate — and the entity behind the Cult of the Final Dawn. The Edge of Daybreak has entered realspace in the flesh once before, and now all of the daemon's efforts are focused on returning to the world of mortals and transforming the Koronus Expanse into an extension of the Chaos God's domain.

"Your image is woven into the tapestry of things to come. I see you on the day when the final dawn rises over the metal world, when the gates of the Realm of the Sorcerer open and set the Truth free. I see you at my side on the day I rise again."





Nomos can be influenced and shaped by the player's decisions.



*"Nomos are here.
Nomos have long been here.
Why are we here?"*

Nomos

No one other than Nomos itself could ever say what Nomos is. This mysterious entity appeared in the crucible of the von Valancius flagship's warp drive and took up its abode in the ship's cogitator systems. For a long time, Nomos hid from humans, until the new head of House von Valancius found themselves in mortal peril. This event demanded intervention from this practically supernatural force whose origins date back to the times of ancient gods.





**The World
of Warhammer
40,000**

The Voidship's Bridge

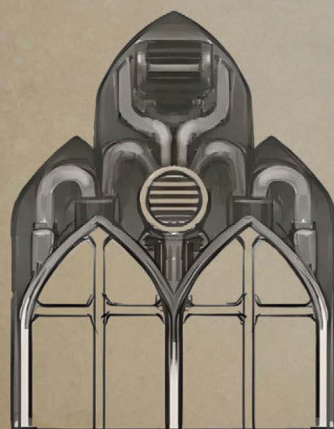
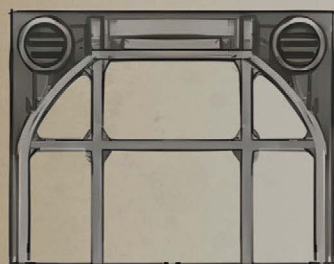
On the one hand, working on the game's environments posed a serious challenge for Owlcat's art team. There aren't a huge amount of examples to build upon when designing a ship's bridge. This task really got our creative juices flowing. In order to create the rest of the areas and fill them in with details, we turned to our own conceptions and notions of what the interior of an ancient, gargantuan voidship built by the priests of the Adeptus Mechanicus should look like. Naturally, we worked closely with Games Workshop to ensure it was authentic.



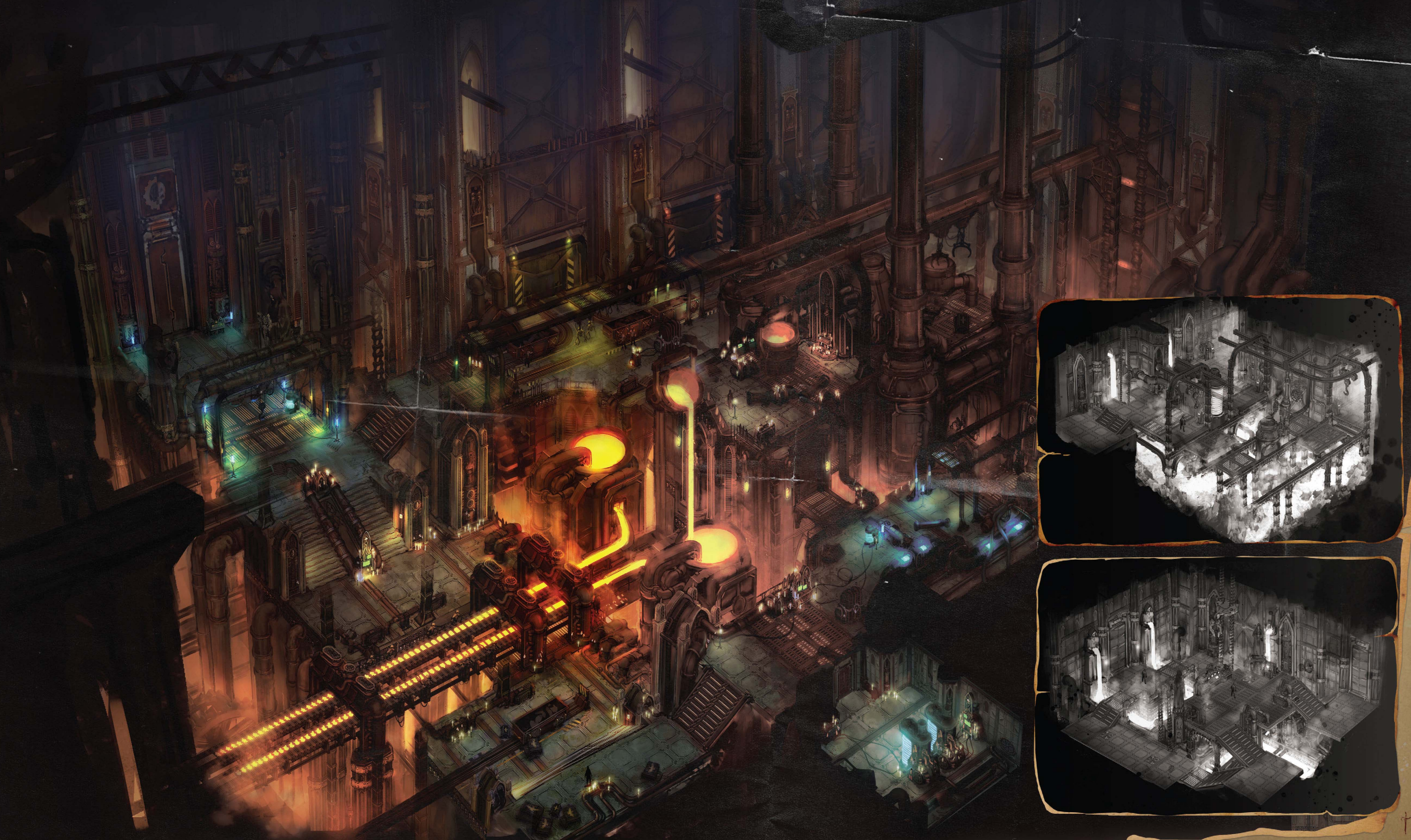
Inner sanctums of the voidship

Footfall

Footfall is a void station located at the entrance to the Koronus Expanse near to the borders of the known Imperium. It is a melting pot where the wealthy and the destitute, the righteous and the wicked huddle side by side. We wanted to tell the story of Footfall through its very design: originally planned by an eccentric Rogue Trader who envisioned it as a colossal space palace, instead it became a dead construction site where makeshift shacks stand in grand halls. The area is multilayered, which was an important aspect of its design that we used to highlight the haphazard nature of many of Footfall's structures erected inside its giant unfinished frame.

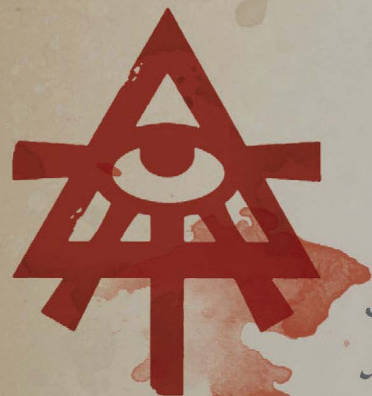


Industrial Worlds and Forge Worlds

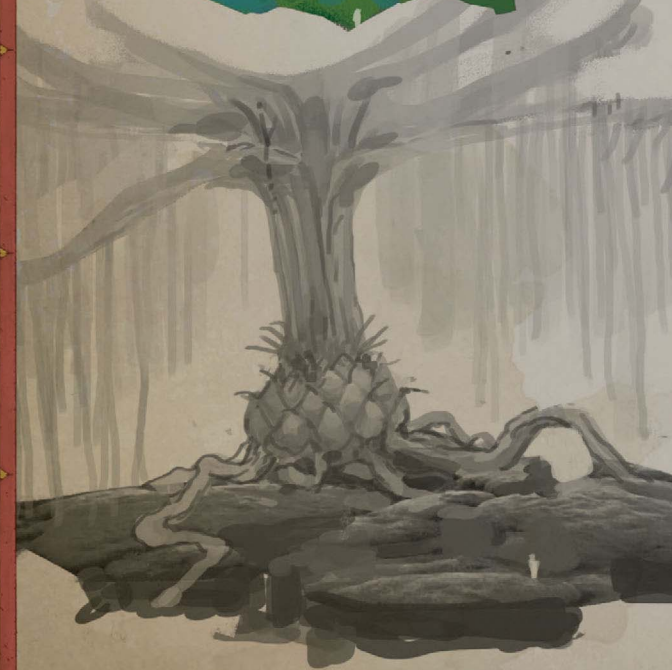
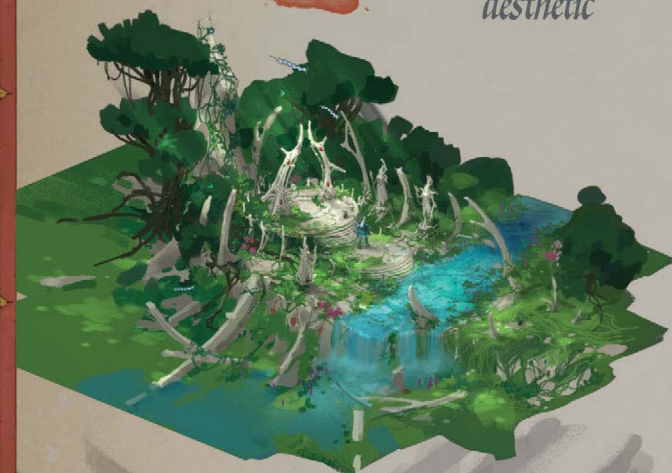


Janus

Janus is a planet that the Imperium is attempting to establish as an agri-world, a planet that has been transformed in order to achieve maximum efficiency in food production. But at its heart is a great secret — this world was once a part of the ancient Aeldari empire. One can still come across remnants of ancient xenos structures in Janus's more remote areas, untouched by the Imperium's machinery.



Searching for the Maiden World's aesthetic



Janus needed a wild beast that would inhabit its impassable jungle. The beast's appearance had to be fearsome and repulsive — such abominable products of twisted evolution are characteristic of the Warhammer 40,000 universe. Factors such as habitat, place in the food chain, and an organism's function within a given biome all play a major role when designing a new creature such as the lacerax — an aggressive xenobeast that roams the ancient and untamed forests of the distant archipelago of the world Janus.

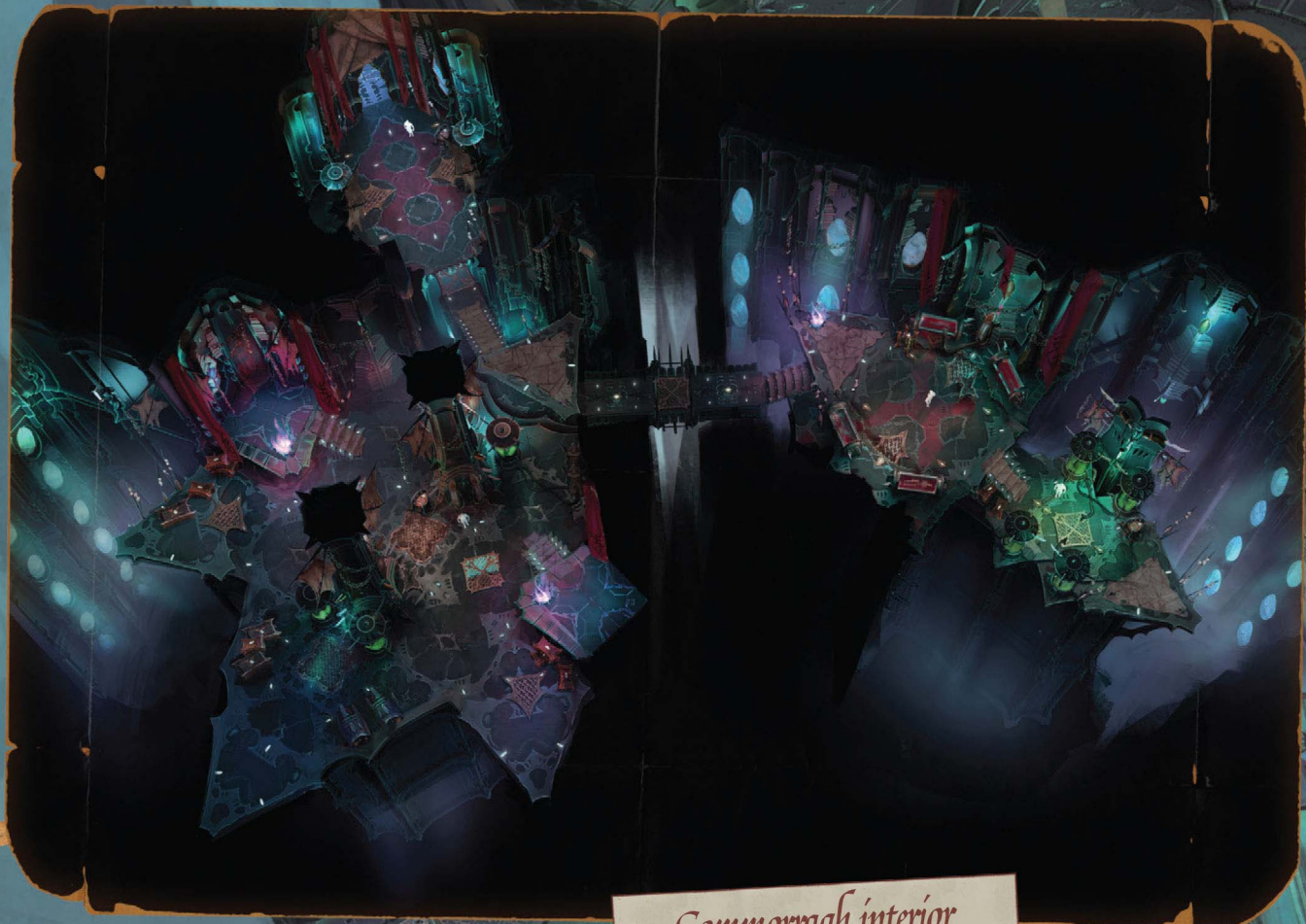


Janusian lacerax

Commorragh

The Dark City, hidden within the tangled Webway, is the domain of the Drukhari, one of the cruelest and most malicious factions in the Warhammer 40,000 universe. Fearing the attention of the Chaos God Slaanesh, known as She Who Thirsts to the Aeldari races, the Drukhari took shelter within the labyrinthine dimensions of the Webway and built impossible, maddening palaces there. Commorragh's entire architecture represents the Drukhari spirit perfectly: the Dark City is wreathed in spikes, blades, sharp angles, and dangerous pits through which one can observe its many spires emerging from the sinister abyss at impossible angles.

*Commorragh
exterior*



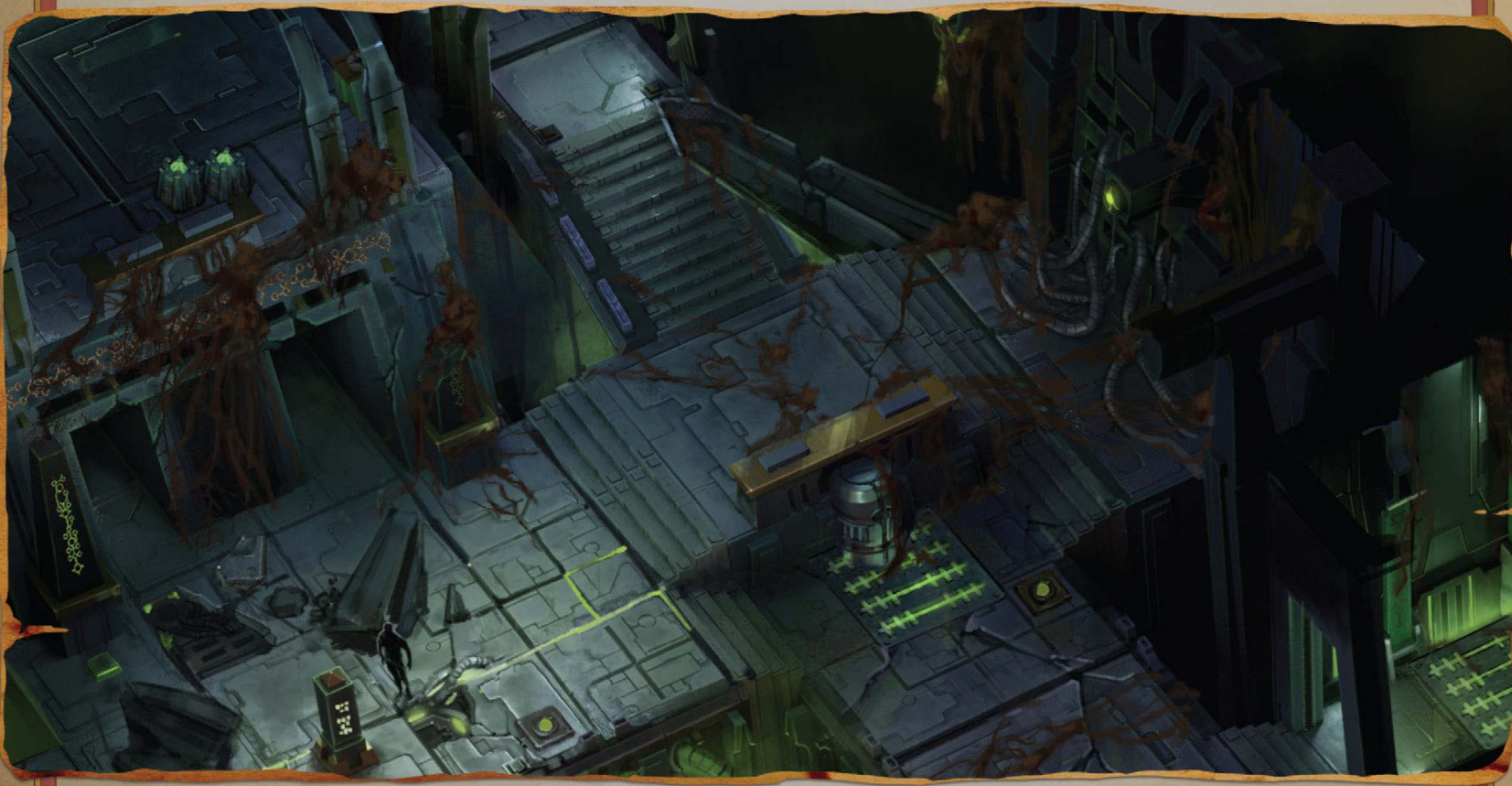
Commorragh interior



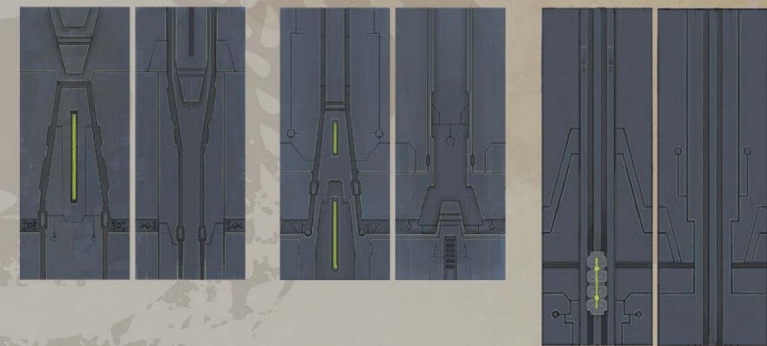
Commorragh's patterns

Necron Tombs

A remote region of the Koronus Expanse hides a terrible secret: tomb worlds. Their eternal slumber was disturbed by a cataclysm whose scale is difficult to overstate: the prison of a C'tan Shard, a fragment of an ancient star god, was damaged, which allowed its prisoner a brief moment of control. The gruesome signs of a supernatural affliction capable of decimating any technological objects disrupt the formerly impeccable geometry of these crypts.



Each Necron dynasty has its own signature colours and symbol, and we wanted to establish an ancient dynasty that was present in the region of space that would one day become known as the Koronus Expanse. So it is that, after aeons-long slumber, the Necrons of this dynasty have awakened to find their domain has fallen into disrepair.





Denizens of the Imperium



Commoners

Ordinary citizens of the Imperium who spend their whole lives breaking their backs toiling for the benefit of the Imperium seldom become novel protagonists or make appearances in epic tabletop battles. Many visual design elements of lowborn NPCs hark back to medieval times: tunics, hoods, the lack of elaborate tailoring work or expensive materials, and evidence that the clothes have been mended time and time again. These associations are intentional: the Imperium's overall technological development has stagnated, and people live in gruelling conditions. We wanted our everyday denizens to convey the hardships and misery of one who is a mere cog in the colossal machine that is the Imperium, emphasising once more the vast divide between the protagonist and those who dwell at the very bottom.



Workers and Servitors

Workers' appearances were primarily influenced by the places where they would live and work. For Footfall workers, we made sure to add airtight masks and outfits resembling sealed suits that would be required to work in environments with no oxygen or even in space — after all, Footfall's construction was never finished, and many of its parts are likely located outside pressurised areas.

For agri-world workers, we used clothes that would make sense for farmers to wear. We also gave them augments, like hoes and other tools, to replace their hands. This further highlights the fact that, in the Imperium, a human being is first and foremost a tool that can be refitted to improve its efficiency with no regard for the person's wishes.



Industrial world workers



Footfall workers



Servitors are lobotomised criminals deprived of free will and transformed into heavily augmented automotons used for hard labour.



Servitors



Adeptus and Nobles

Adeptus Ministorum

Members of the Adeptus Ministorum work day and night to ensure that the God-Emperor's tenets are followed to the letter and the Imperium's laws are honoured with due trepidation.



Garbs of the members of the Ecclesiarchy, including black robes of the Drusians, a local sect



Adeptus Administratum



Nobles of the Imperium



The Imperium nobility is a microscopic social stratum endowed with privileges that are unattainable for the overwhelming majority of the Imperium's servants.

Concepts of Noble Attire



Adeptus Mechanicus

Skitarii, military forces of the Adeptus Mechanicus



Electro-Priest



Soldiers and Bandits

Adeptus Arbites Armour



Kasrkin Armour



Crusader Armour

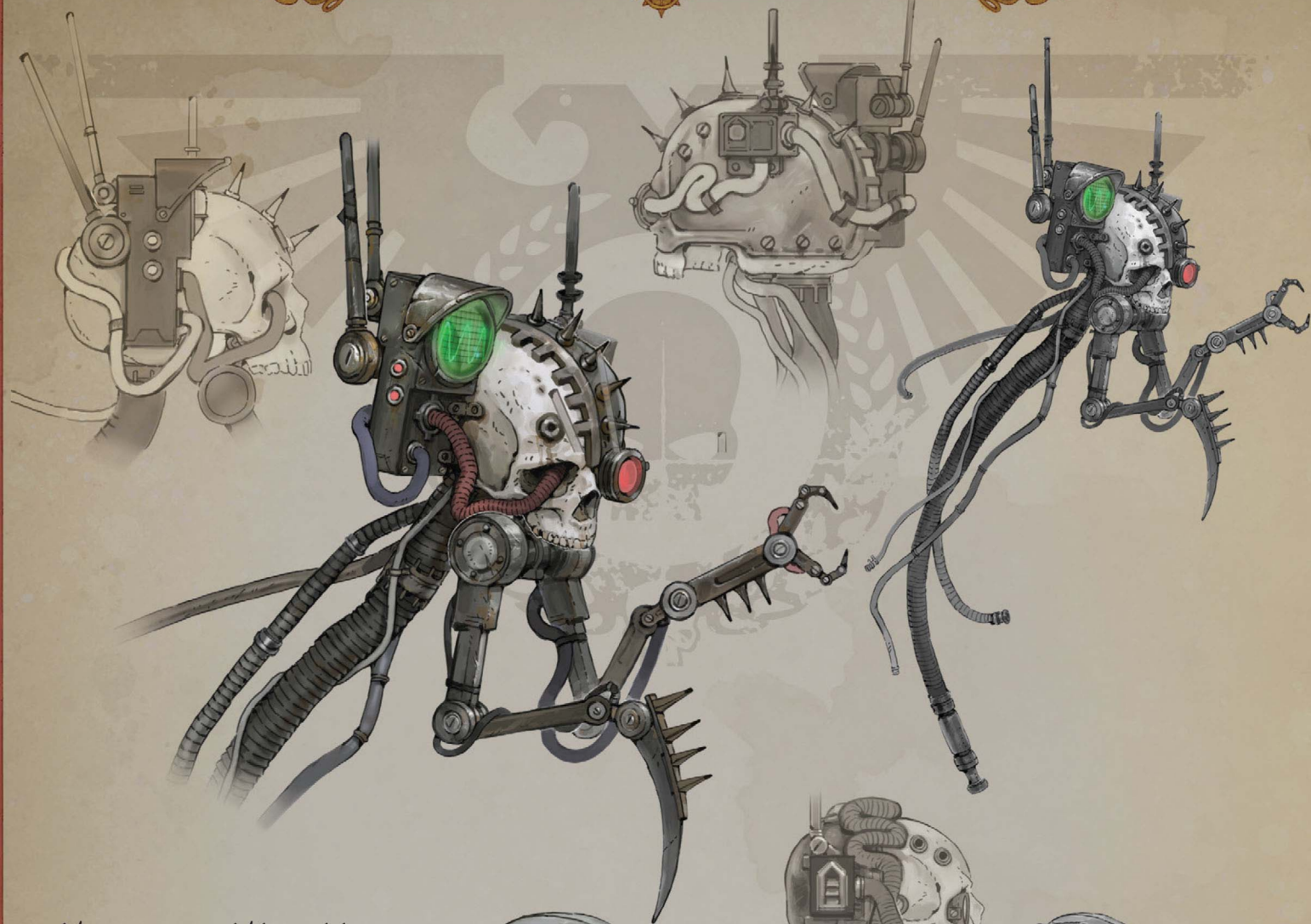


Bandit Wargear



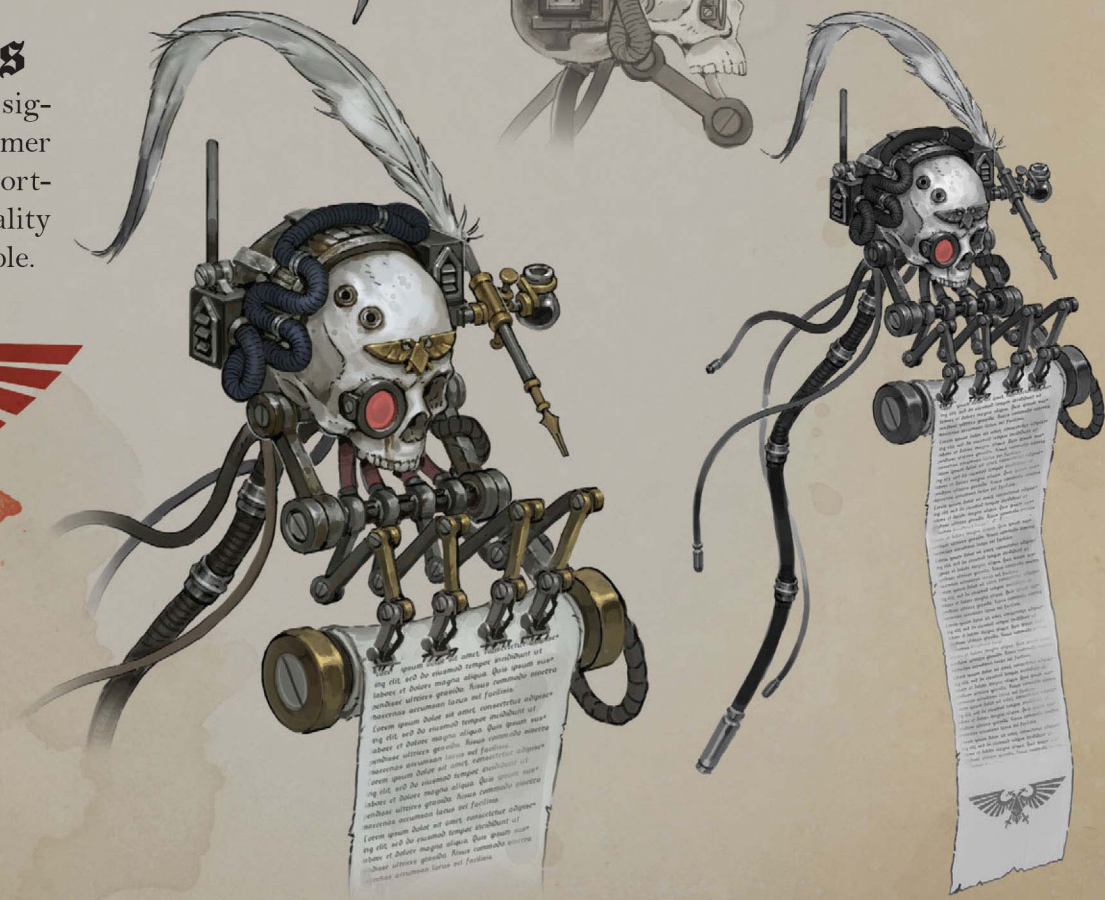
Enforcer Armour





Servo-Heads

Servo-heads are one of the signature features of Warhammer 40,000, so there was no shortage in the quantity and quality of references we had available.





Enemies of Humanity



Drukhari

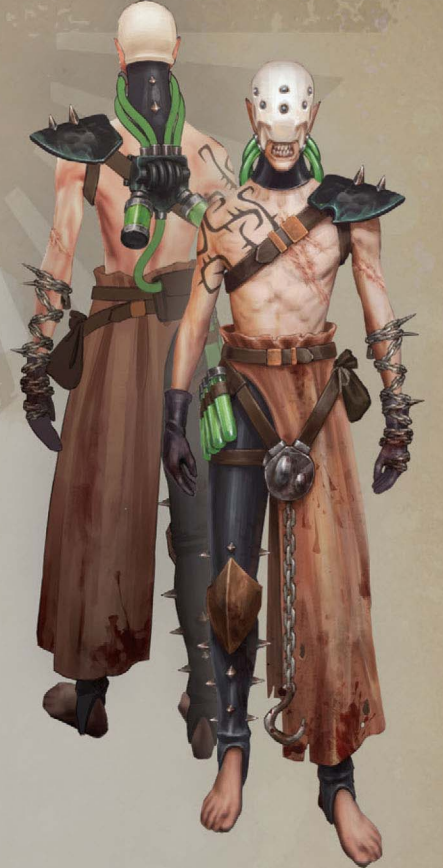
Drukhari Kabalite Warriors



Concepts of Drukhari Scourge's wings and details

Drukhari Wych

Drukhari Beastmaster



Drukhari Incubus

Medusae



Asuryani, the Craftworld Aeldari

Craftworld Farseer

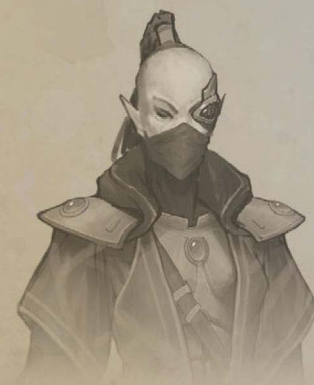
Craftworld Guardian



Craftworld Ranger



Aeldari Corsair Attire



Forces of Chaos

Corrupted Servitor



Corrupted Officer of the Imperial Navy



Chaos Marine of the Word Bearers Legion



Chaos Daemons

Pink Horrors



Blue Horrors

Herald of Tzeentch



Chaos Spawn



Daemonette and Herald of Slaanesh





Equipment



Equipment

Plasma Pistol



Stalker Bolter



Stub Revolver



Plasma Gun



Autogun



Inferno Pistol



Hot-Shot Lasgun



Power Maul



One of the most interesting tasks for our artists was creating a visual gradation system for armour. The goal was to create multiple tiers of armour both for the forces of Chaos and the Imperium without altering the geometry or taking away from the recognisability of flak armour. Given the camera position in the game, our first step was to change the colours, then we would move on to the armour's signature elements — skulls, purity seals, Aquilas, insignias, and gold for the Imperium and dirt, blood, rusted chains, flayed skin, and star symbols for the forces of Chaos. Choosing the right set of elements was instrumental in eliciting the proper reaction from players.

Tiers of Bolters



Tiers of Chainswords



Tiers of Swords



Web Grenade



Power Sword





Illustrations





Voidship's bridge and the Rogue Trader's officers



When we started working on the art for our book events, we were inspired by the style of a legendary Warhammer artist John Blanche. John is the creator of many signature illustrations of the Warhammer 40,000 universe, and his work has had an immense impact on the visual development of the setting. The unique atmosphere of John's works perfectly captures the essence of Warhammer 40,000, and his designs are expressive and evocative. We attempted to come close to the master's style in the illustrations that accompany our book events, and although it took us a number of iterations to get where we are today, we are very pleased with the resulting artworks and are genuinely proud of them.

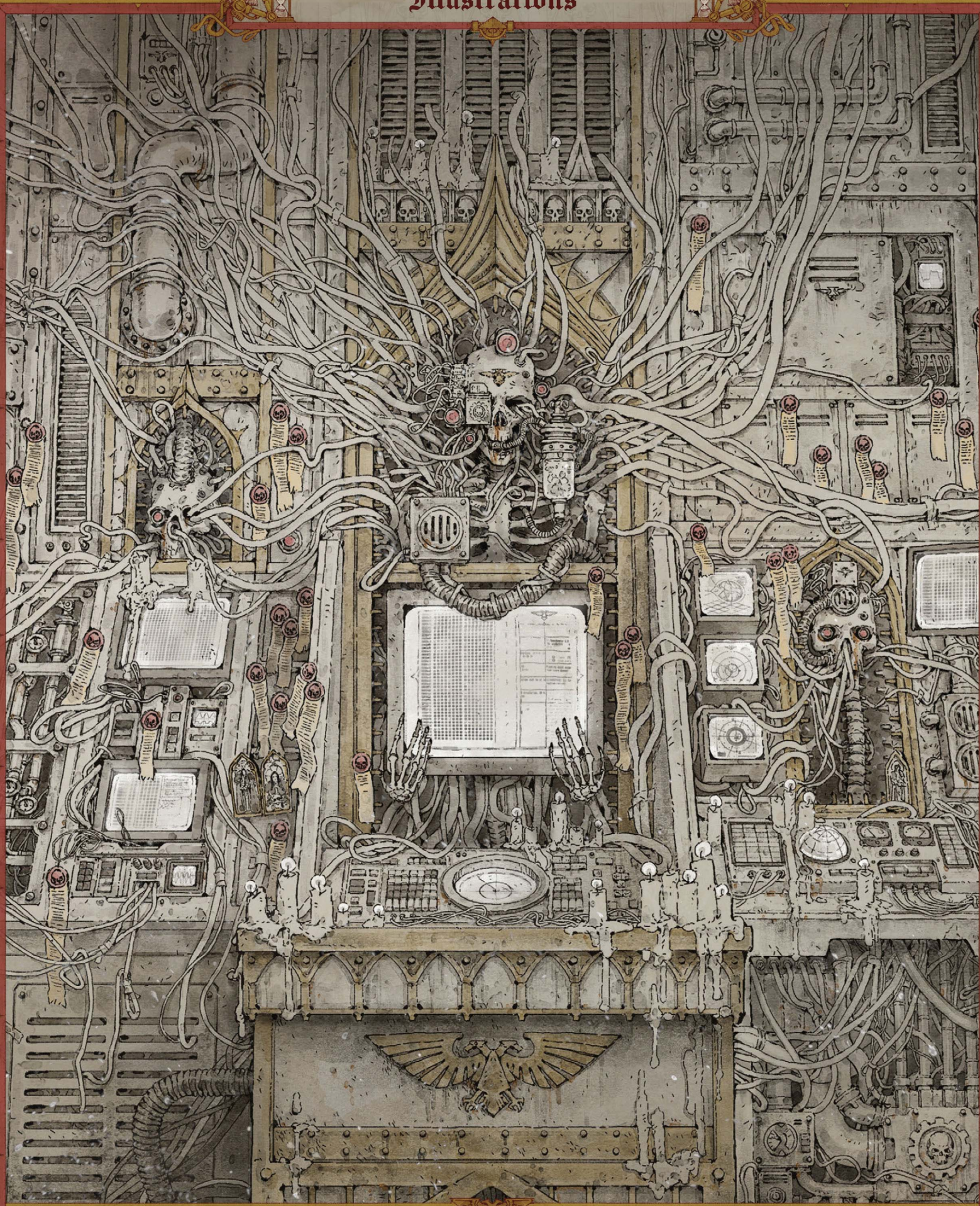
Negotiations between the Rogue Trader's representatives and the planetary governor



Inside of a derelict voidship



Victim of the void



Cogitator



Dangers of warp travel



Panic on the bridge



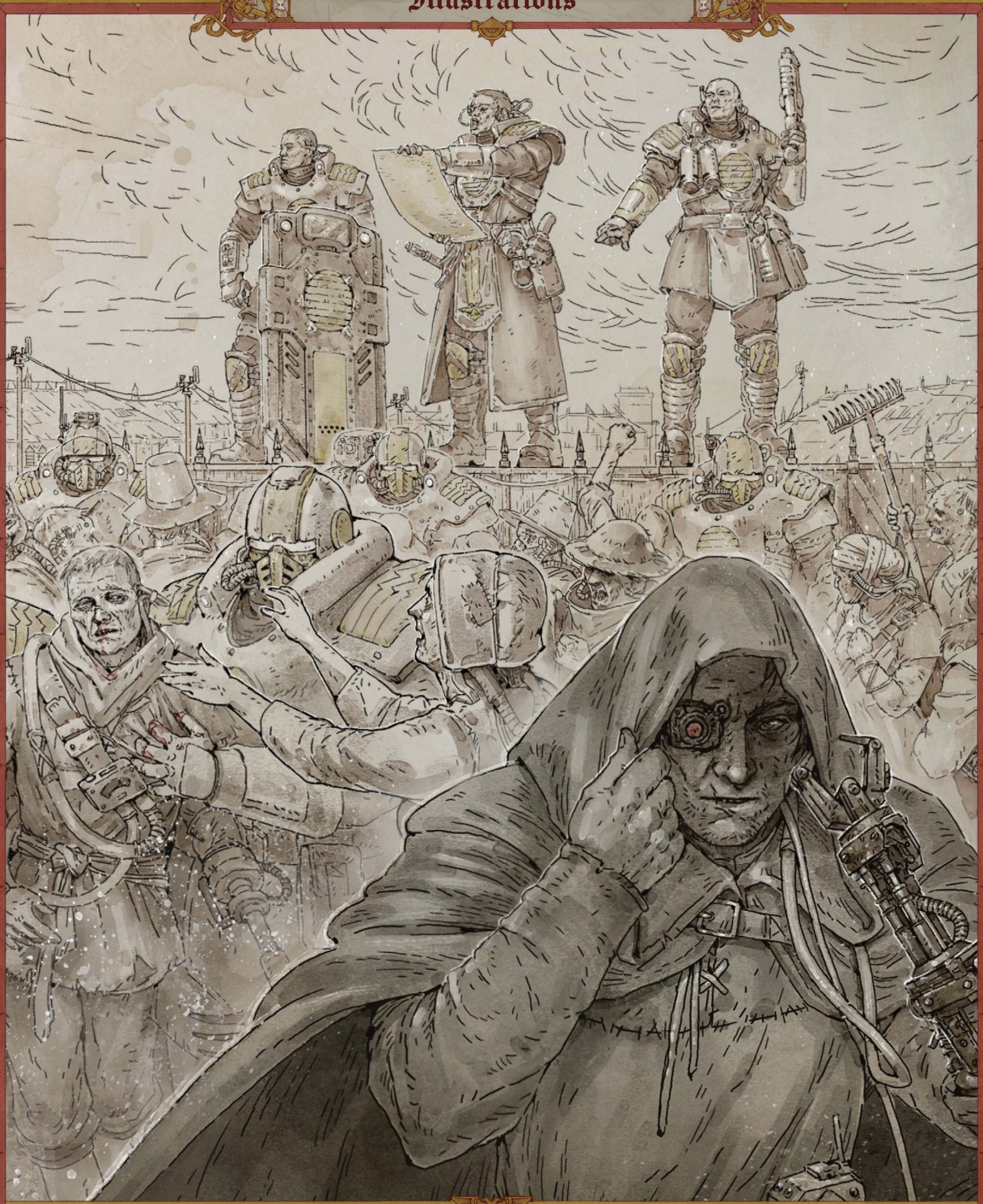
Nightmares of the untrodden halls



Webway Gate



Drukhari ships entering realspace



The heavy hand of Imperium law



The Rogue Trader's arrival on Foulstone



Instruments of corruption



Massacre on Commorrhagh's street



Cassia

150



Planetary assault

151



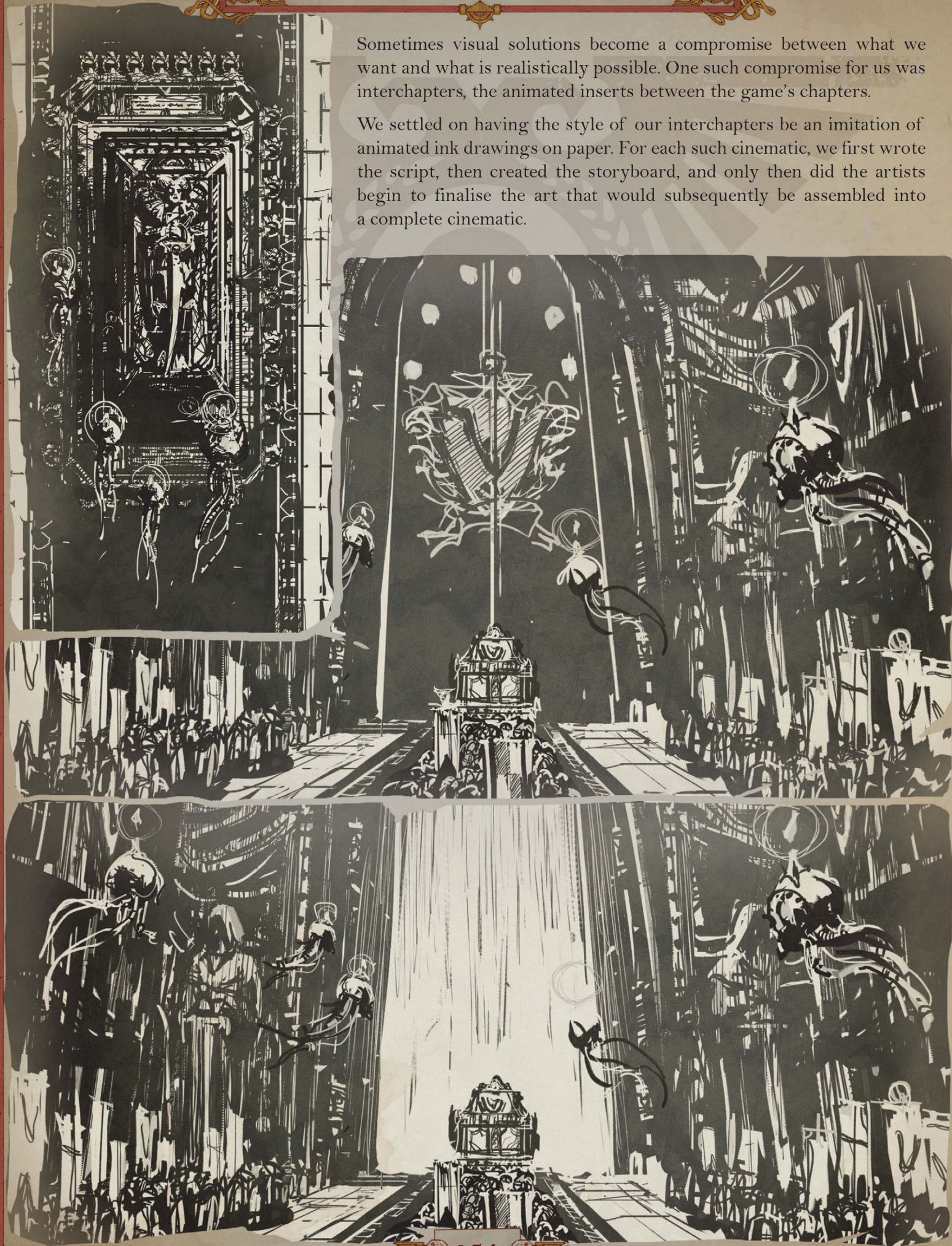
Interchapters



Interchapters

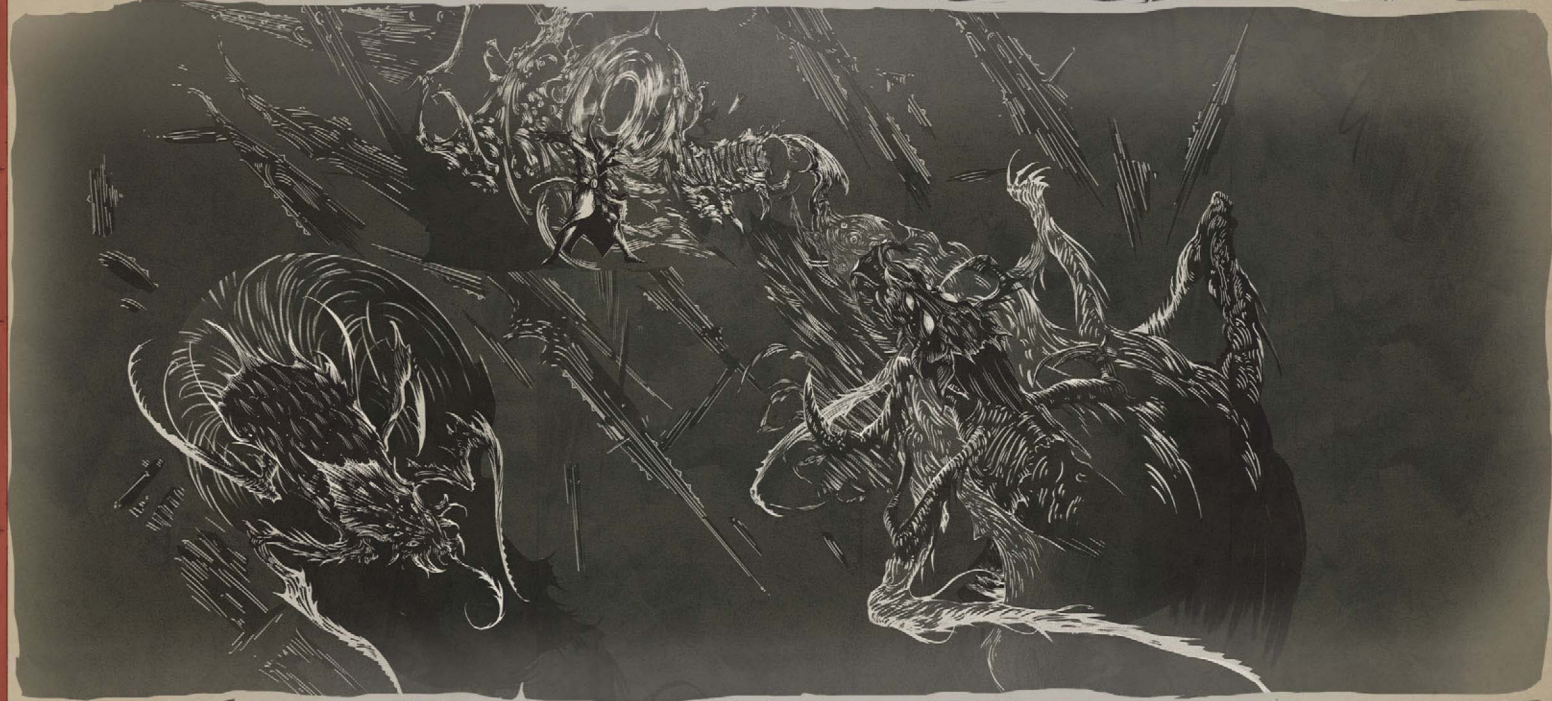
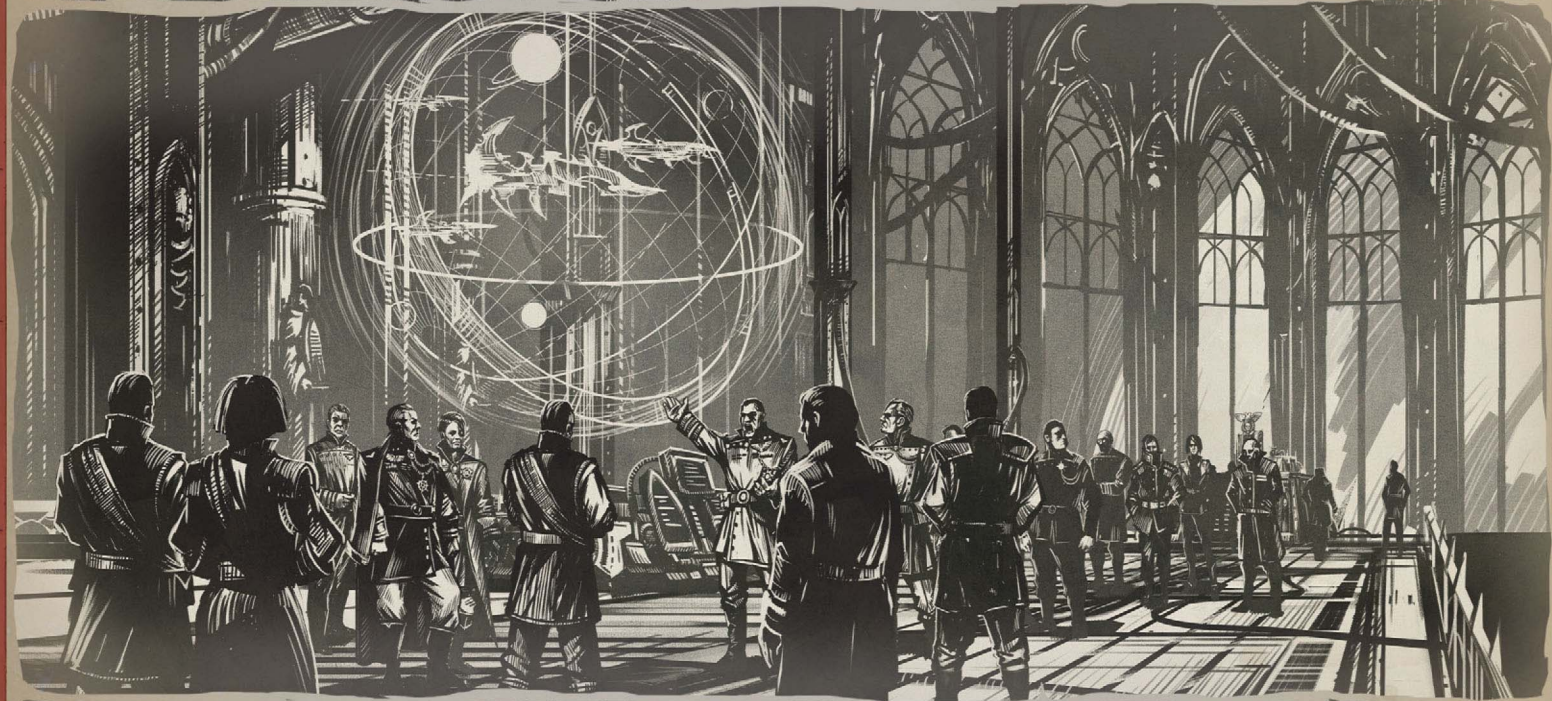
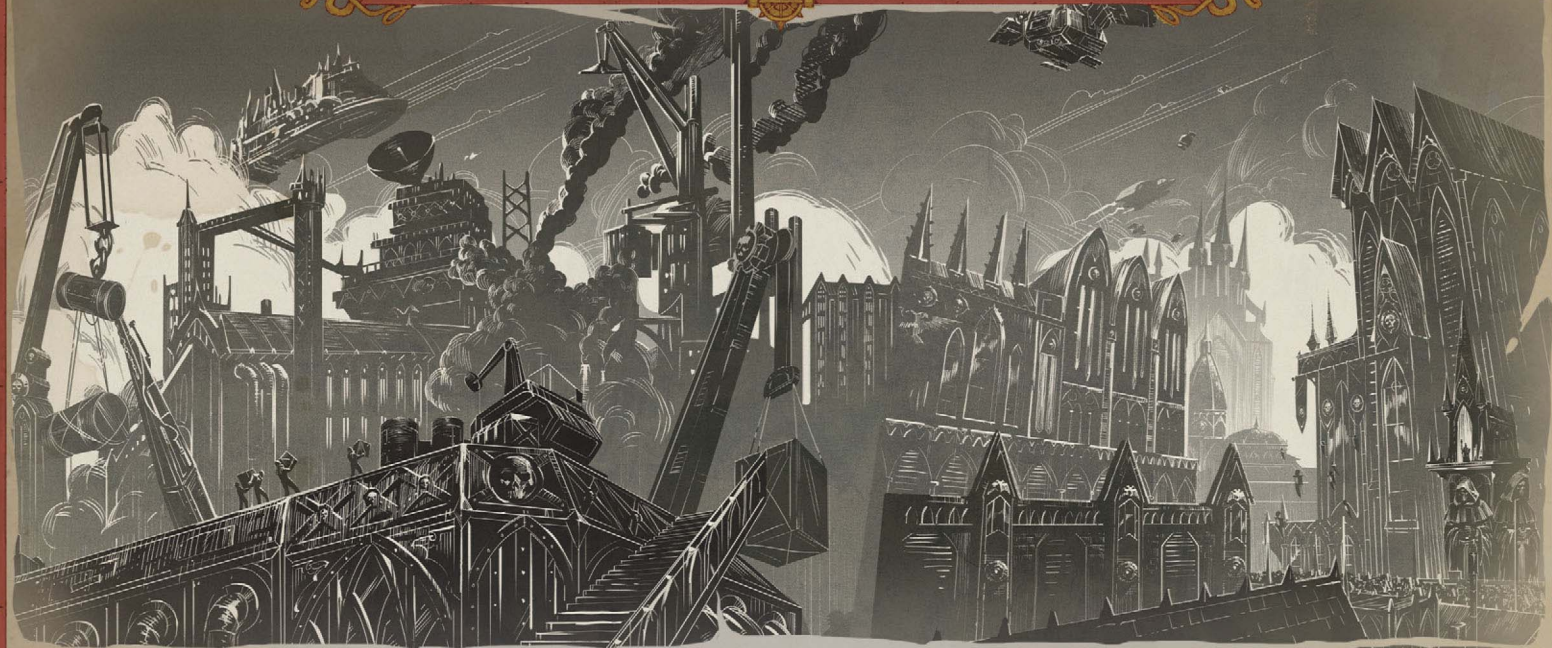
Sometimes visual solutions become a compromise between what we want and what is realistically possible. One such compromise for us was interchapters, the animated inserts between the game's chapters.

We settled on having the style of our interchapters be an imitation of animated ink drawings on paper. For each such cinematic, we first wrote the script, then created the storyboard, and only then did the artists begin to finalise the art that would subsequently be assembled into a complete cinematic.



Interchapters







Visual Effects



Visual effects were an important part of the game's atmosphere that we used to convey whatever state the player character would find themselves in, be it warp influence, ability effects, poisoning, or pain.





Marketing



Key art is not just a beautiful picture — there is a lot more to it than that. It is the face of the entire project, the thing that the players see first, the basis for their first impressions and expectations. That is why the contents of key art require careful consideration.

For this game, we decided to have the image narrate a battle between the Rogue Trader's retinue and a group of Drukhari raiders boarding their ship. We wanted to express the characters' personalities and specialities through their positions and body language: Yrliet the Outcast is aiming her rifle, Ulfar is preparing to meet the first wave of attackers head-on, the Navigator Cassia is about to use her unique powers from afar, and the psyker Heinrix is already unleashing his sorcerous abilities.

Through the lancet windows of the ship's bridge in the background, one can also notice that another battle is raging in space — a depiction of in-game space combat.







Maps



The word "Maps" is written in a black, gothic-style font. Below it is a red logo featuring a skull with wings, set within a circular frame. The entire text and logo are enclosed in a red rectangular border with decorative corner elements.



FOOTBALL

Liege's residence

Atrium

The Martyr's Endurance

Shadow Quarters

Void Dock Alpha-Rho



Navigator's Sanctum

Officers' Deck

Voidship Bridge

NON BALANCIUS VOIDSHIP

Lord Captain's Quarters

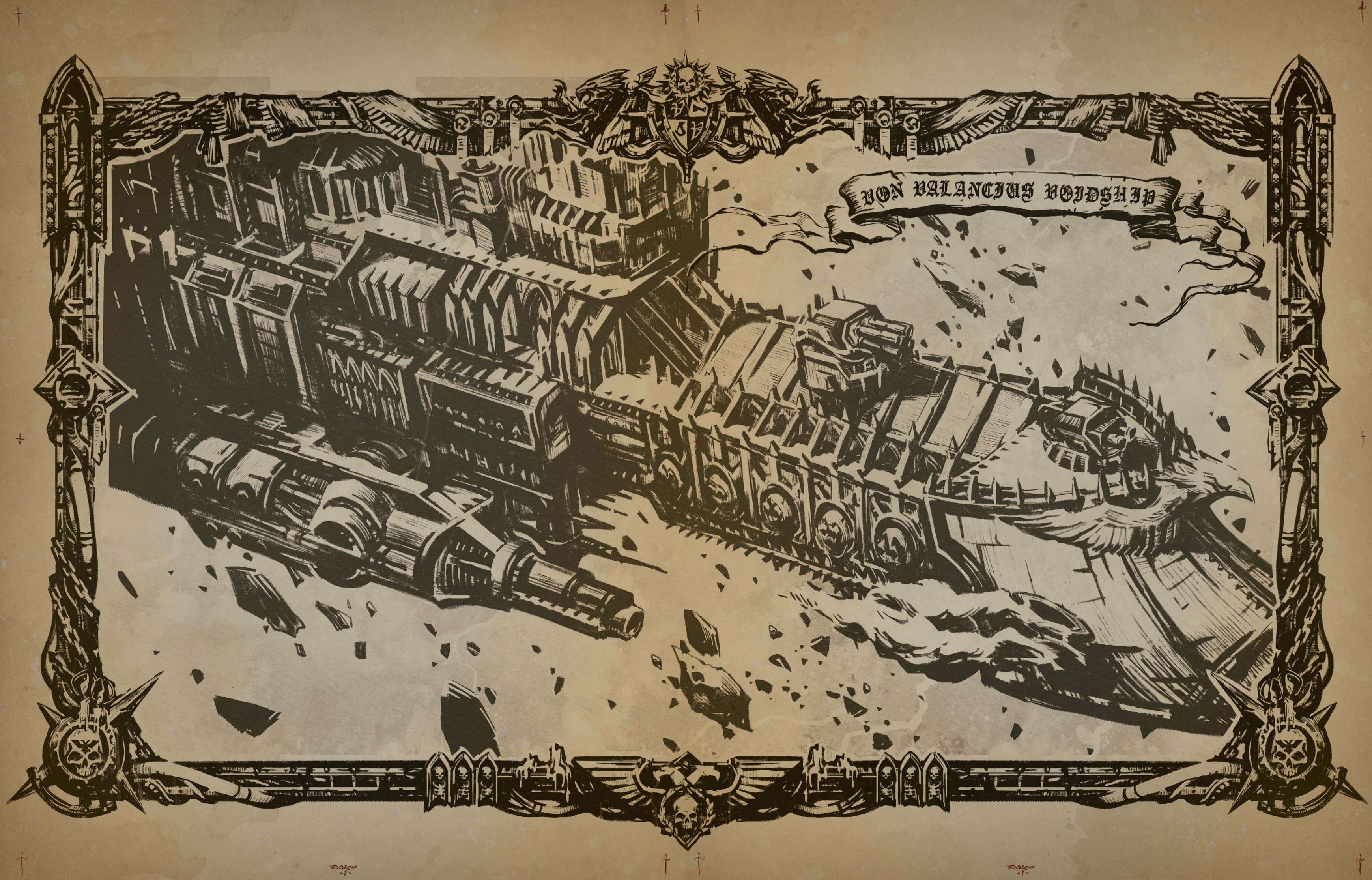
Plasma Drive Chambers

Warrant Chamber

Lower Decks

Macro-Cannon Chamber

Voidship Depths



NON BALANCIUS BOVDSHAN

200
4

+

200
4

+

Credits

Art Director: Alexander Trufanov **Localization Manager:** Irina Lebedevich

Art Producer: Victor Surkov **Translator:** Taras Kadoshchuk

Narrative: Olga Kellner **Editor:** John Lyell

Designer: Daria Velixar

Game Visuals By:

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Aleksandr Syomin	Anton Melnikov	Karina Kishinskaya	Semen Sokolov
Aleksandra Afanaseva	Artem Golov	Kirill Knyazev	Serge Golishev
Aleksey Nikolyuk	Artem Kagarmenov	Konstantin Gulenko	Sergej Sokolov
Alena Kisel	Artur Galaktionov	Konstantin Novichkov	Sergey Perov
Alexander Davtyan	Arvydas Brazdeikis	Ksenia Churina	Stanislav Odintsov
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Alexandr "Alexdesinger" Kosulin	Daria Ermolina	Maria Melnikova	Tatiana Isakova
Alexey Burrmak	Daria Solonets	Marina Kharitonova	Timofey "Avhatar" Nikitchenko
Alexey Kruglov	Denis Pospelov	Marina Melovatskaya	Timur "Darth_ Agnan" Skokov
Anastasia Koroleva	Denis Smyntyna	Mariya "Leaidan" Marchuk	Valentin Mutin
Anastasia Mardumova	Egor Chirkov	Mark Hretsky	Valera Vegera
Anatoly Dragunov	Egor Kapustin	Maxim Tivikov	Valeriya Fedoseeva
Andrei "Nordatina" Abramov	Ekaterina Pospeshilova	Mikhail Kharitonov	Vasily Levinov
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Andrey Maximov	Gulnar Zaripova	Nikolay Timashev	Vladimir Kafanov
Andrey Petsko	Igor Bulygin	Oksana Fedorova	Vladislav Khrapko
Anna Mironova	Ilona Ladygina	Olga Nikolaeva	Vladislav Laryushin
Anna Pavleeva	Ilya "Guest" Plotkin	Pavel Burmistrov	Vladislav Stepura
Anton	Ilya Bodaikin	Pavel Elchaninov	Yaroslav Chesnokov
"UncleChristiof" Pau	Ivan "iWaNN" Grudinin	Pavel Lukoshnikov	Yaroslav Hahalev
			Yuliya Lykova
			Yuri Cherednik



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