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[Rogue Trader Planet Generator](#)

● PLOT GENERATOR

The charts below have been designed to help the GM invent plots for games and campaigns. These are only starting points of course - and it is up to the GM to let his imagination take over, filling in gaps and inventing extra detail to complete the story. Two or more plotlines can be merged together, the number of possible combinations is thus very large indeed.

Forces have only been referred to in general terms, as it would be pointless to try and cover every permutation of alien type and force size. The GM must adapt the plot specifically to utilise the models available to players. The points system can be used as a basis for providing fair sides, although any special plot related objectives or problems should be born in mind.

Chart 1 Player Motives

A roll on this chart will give a broad motive which acts as the starting point of the plot.

- 01-10 Reprisal
- 11-20 Investigate new world
- 21-30 Investigate oddity on imperial planet
- 31-40 Quell a rebellion on imperial planet
- 41-50 Support a rebellion on imperial planet
- 51-60 Raid and destroy an important target
- 61-70 Raid and kill an important person/people
- 71-80 Raid and capture/retrieve an important person or item
- 81-90 Capture and hold an installation or site
- 91-00 Oddballs and special operations

Chart 1 Reprisal

Aliens, pirates or somebody who is definitely out to get you has succeeded. Redress the balance by an act of petty revenge!

01-10 The governor of a farming world has lost most of his crop/herds to a raiding party from a rival imperial world. The authorities on Earth are not interested in local squabbles or excuses and will replace the governor unless his quotas are met. A counter raid must be mounted to recover the stolen stock.

11-20 Relations between the human and alien farmers of the newly settled planet have never been good. The Imperium has permitted to send forces to deal with the problem but so far nothing has happened. This morning the humans awoke to find 'Hairless apes eat Geox dung' sprayed across the compound wall. It just so happens the aliens have just erected a statue to their founding member - if the settlers could capture this it would really put the aliens' backs up!

21-30 The governor's daughter has been held up, robbed and maliciously assaulted by a gang of outlaws on a recent trip to visit her mother on the other side of the slime-jungle. The outlaw band are known to be collaborating with some of the local villagers. As the outlaws spend all their time in the inaccessible slime-jungle they are difficult to root out, but the villagers who cultivate the jungle clearings are vulnerable. A small force of household troops has been sent to raze the village and take prisoners - with the villagers as hostages the outlaws may be compelled to surrender. If the outlaws dare to put in an appearance the household troops should have no difficulty in defeating them - should they?

31-40 The imperial governor of a stone-age feral world has just witnessed the completion of a mighty subway connecting the capital to an important military station. The local primitives are agitated at the desecration of their sacred 'sleeping grounds' (no-one thought to ask them). They are resolved to slay the great white worm that has appeared on their soil using whatever means they can muster.

41-50 The scattered homesteads of a newly settled farming world are not getting on too well. There is only one bar and it is the scene of constant brawling as the Joneses argue with the Smiths over whose turn it is to use the auto-plough, and the Brangewens bicker with the Jamesons over who makes the best Yam Scotch. The surplus of Yam Scotch is not helping matters. The Brangewens, hoping to finish their competitors, have recently wrecked the Jamesons' stills. The Jamesons are out for revenge, and have hatched a cunning plot to poison the algae in the Brangewens sewerage plant.

A midnight raid should be easy, although how the Brangewens' neighbours the Joneses will react to the resultant stench is anybody's guess!

51-60 The world is new and unexplored - the small team of scientists have so far uncovered nothing of any interest. You, Lucan Dook - technical assistant third class - could run things better on your own. The others hate you, that's why they locked you in the steel room and put you in a straight-jacket - but they didn't know you had programmed all the unit's robots to obey only you. It was foolish of them to leave the base unguarded, and you have easily taken control. When the others try to get back inside they are in for a shock!

61-70 An alien attack has just destroyed the capital's hydroponic gardens, condemning its inhabitants to eating reconstructed jungle-slime for yet another year. The planet is inhospitable and the settlers are not doing too well, alien attacks such as this are not helping. A small force has been assembled to mount an attack on the alien controlled moon/local world or city. Their main settlement is heavily defended, but its fresh water comes from holding tanks in the mountains to the north. The tanks are only lightly guarded and a sudden attack would leave the city without water for several weeks.

71-80 On a medieval world a local King has just refused a cranky old wizard (guyker) his daughter's hand in marriage (he's got to be four times her age and ought to have been burnt at the stake years ago). The wizard is put out, and plans to invade the castle and kidnap the girl.

81-90 Abdul Goldberg stole your ship off you - the poker game was rigged and you're sure he put something in your drink. Your crew are unhappy - having been tarred from their ship together with their possessions. The ship and its new crew leaves tonight - unless you can steal it back!

91-00 As the governor of a hive-world you find it difficult to keep order at the best of times. Things have been getting worse since a madman started a new religion based around the premise that a vast floating paddling would appear to make life better for everyone - the people have stopped working, even the military has been affected and you can't rely on your own staff anymore. Wasted by you caught your mother reading a pamphlet entitled, 'The Paddling is coming - so reason why you should believe'. Today the prophet of this insane religion, the Rev. Jerome Kipping, will be conducting a whistle stop tour of the run-down city bottom district of Tumbletown. You have positioned a special unit to attack and kill him. The troops are dressed in civilian garb as you intend blaming the whole thing on a rival religious group (possibly the Anadentists or The Church of the Lucid Shirt Button). The target will be surrounded by the usual bodyguards and his vehicle may be well protected.

Chart 2 New Worlds

The new world corresponds to the following type:

01-10 A lone human group occupying a small self-sufficient world (technical advancement can be decided by the GM bearing in mind available models). The Imperium has decided to conquer the world and establish a planetary government.

11-20 The new world is rich and fertile, but unfortunately already occupied by aliens. Troops are required to aid colonisation and protect settlers against alien attack.

21-30 The planet is a Death World. Troops are needed to protect a group of scientists whilst they take air/soil and mineral samples.

31-40 Imperial troops and settlers arrive at a new world only to find a rival settlement of hostile aliens (such as Orks). Human troops must protect their own settlers whilst attempting to destroy enemy settlements and troops.

41-50 The new world is occupied by aliens in a medieval state, but living amongst the ruins of a great technologically advanced civilisation. Troops are required to fight hostile natives while a scientific team makes preliminary investigations.

51-60 The world is occupied by primitive aliens who resist your attempts to build a landing base. Troops must fight constantly whilst engineers struggle to build the planet's first spacecraft.

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