

Rogue

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*path. Rogue, rogues, or going rogue may also refer to: Rogue Ales, a microbrewery in Newport, Oregon
Rogue Arts, a film production company Rogue Entertainment*

A rogue is a person or entity that flouts accepted norms of behavior or strikes out on an independent and possibly destructive path.

Rogue, rogues, or going rogue may also refer to:

Rogue One

Rogue One: A Star Wars Story is a 2016 American epic space opera film directed by Gareth Edwards and written by Chris Weitz and Tony Gilroy. Produced

Rogue One: A Star Wars Story is a 2016 American epic space opera film directed by Gareth Edwards and written by Chris Weitz and Tony Gilroy. Produced by Lucasfilm and distributed by Walt Disney Studios Motion Pictures, it is the first Star Wars anthology film and a prequel to Star Wars (1977). It stars Felicity Jones, Diego Luna, Ben Mendelsohn, Donnie Yen, Mads Mikkelsen, Alan Tudyk, Riz Ahmed, Jiang Wen, and Forest Whitaker. Set a week before the events of Star Wars, Rogue One follows rebels who steal the schematics for the Galactic Empire's ultimate weapon, the Death Star. It details the Rebel Alliance's first effective victory against the Empire, as referenced in the Star Wars opening crawl.

John Knoll, who served as the visual effects supervisor of the Star Wars prequel trilogy, pitched Rogue One's story as an episode of the unproduced television series Star Wars: Underworld in 2003. He pitched it again as a film following Disney's acquisition of Lucasfilm in 2012; Edwards was hired to direct in 2014. Edwards sought to differentiate Rogue One from previous Star Wars films and approach it as a war film, omitting the opening crawl and transitional screen wipes used in the main "Skywalker Saga" installments. Principal photography began at Pinewood Studios, Buckinghamshire, in early August 2015 and wrapped in February 2016. The film went through extensive reshoots in mid-2016. The score was composed by Michael Giacchino, rather than the Skywalker Saga composer John Williams. With an estimated production budget of \$200–280.2 million, Rogue One is one of the most expensive films ever made.

Rogue One: A Star Wars Story premiered in Los Angeles on December 10, 2016, and was theatrically released in the United States on December 16. It received positive reviews, with praise for its acting, story, visuals, musical score, cinematography, and darker tone than previous Star Wars films, but criticism for its pacing and digital recreations of Carrie Fisher and the deceased actor Peter Cushing. Rogue One grossed \$1 billion worldwide, becoming the second-highest-grossing film of 2016, and received two Academy Award nominations for Best Sound Mixing and Best Visual Effects. Andor, a prequel television series aired on the streaming service Disney+ for two seasons from 2022 to 2025.

SAS: Rogue Heroes

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SAS: Rogue Heroes (titled Rogue Heroes in the United States and Australia) is a 2022 British historical drama television series created by Steven Knight that premiered on BBC One on 30 October 2022. The first series depicts the origins of the British Army Special Air Service (SAS) during the Western Desert Campaign of World War II. The storyline is a broadly accurate representation of real events, as described by Ben

Macintyre in his 2016 book of the same name.

In December 2022, it was renewed for a second series that premiered on 1 January 2025 and focused on the SAS operations in the European theatre of war.

Rogue (Marvel Comics)

Rogue is a character appearing in American comic books published by Marvel Comics, commonly in association with the X-Men. Created by writer Chris Claremont

Rogue is a character appearing in American comic books published by Marvel Comics, commonly in association with the X-Men. Created by writer Chris Claremont and artist Michael Golden, she first appeared in Avengers Annual #10 (1981). In the Marvel Universe, Rogue is depicted as a mutant, a subspecies of humans born with an "X-gene" that grants superhuman abilities. She is capable of absorbing the life force, attributes, memories, and superpowers of anyone through physical touch. The character is initially portrayed as a reluctant supervillain, but she soon joins the X-Men as a superhero and has since endured as one of its most prominent members.

Rogue's early history was only revealed over twenty years after her introduction in her self-titled solo series. The backstory written by Robert Rodi established her real name as Anna Marie, although her surname remains unknown. A runaway from the fictional Caldecott County, Mississippi, Rogue is adopted by Mystique and Destiny and inducted into the Brotherhood of Evil Mutants. She permanently absorbs Ms. Marvel's psyche and Kree powers and, fearing for her sanity, defects from the Brotherhood to join the X-Men to use her powers for good. Although she would later gain full control of her mutant abilities, Rogue considers them a curse for many years as they prevent her from getting close to others, including her on-off love interest and eventual husband Gambit, with whom she stars in the team series Rogue & Gambit and Mr. and Mrs. X. A white streak that runs through her hair and gloves that enable her to regulate her powers serve as Rogue's visual motif.

Often listed as one of the most notable and powerful female characters in Marvel Comics, Rogue has been adapted in various media incarnations. Anna Paquin portrayed the character in 20th Century Fox's X-Men film series, while Lenore Zann, Meghan Black, and Kieren van den Blink have provided her voice in animation.

The Rogue Prince of Persia

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The Rogue Prince of Persia is a roguelite platform game developed by Evil Empire and published by Ubisoft. Part of the Prince of Persia series, the game was released as an early access game in May 2024, and was released in full for Windows, PlayStation 5, Xbox Series X/S on August 20, 2025, and will be released on Nintendo Switch and Nintendo Switch 2 sometime in 2025.

Assassin's Creed Rogue

Assassin's Creed Rogue is a 2014 action-adventure game developed by Ubisoft Sofia and published by Ubisoft. It is the seventh major installment in the

Assassin's Creed Rogue is a 2014 action-adventure game developed by Ubisoft Sofia and published by Ubisoft. It is the seventh major installment in the Assassin's Creed series, and is set alongside 2012's Assassin's Creed III and after 2013's Assassin's Creed IV: Black Flag. It also has ties to Assassin's Creed Unity, which was released on the same day as Rogue. It is the last Assassin's Creed game to be developed for the seventh generation of consoles, being released for PlayStation 3 and Xbox 360 in November 2014 and for

Windows in March 2015. A remastered version of the game was released for PlayStation 4 and Xbox One in March 2018. It was also released on the Nintendo Switch as part of The Rebel Collection alongside Black Flag in December 2019 and for Google Stadia in October 2021.

The plot is set in a fictional history of real-world events in the North-Atlantic and follows the millennia-old struggle between the Assassin Brotherhood, who fight to preserve peace and free will, and the Templar Order, who desire peace through control. The framing story is set during the 21st century and depicts the player as an employee of Abstergo Industries (a company used as a front by the modern-day Templars), who uncovers various secrets about the Assassin-Templar conflict while attempting to fix the company's servers. The main plot is set before and during the French and Indian War from 1752 to 1760, and follows Shay Patrick Cormac, an Irish American privateer and Assassin, who defects to the Templars and helps them hunt down members of his former Brotherhood after becoming disillusioned with their tactics. Gameplay in Rogue is very similar to that of Black Flag with a mixture of ship-based naval exploration and third-person land-based exploration, though some new features have been added.

Upon release, Rogue received a mixed reception, with praise directed at the game's twist on the traditional formula by playing as a Templar, the mature storyline, complex protagonist, and sophisticated depiction of the Assassin-Templar conflict, as well as the additions to the franchise's lore and the naval warfare gameplay. However, it was criticized for failing to innovate the series' formula, its short length, and similarities to Black Flag.

RoboCop: Rogue City

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RoboCop: Rogue City is a 2023 first-person shooter game developed by Teyon and published by Nacon. The game features an original storyline based on the RoboCop films, with Peter Weller reprising his role as the titular character. It was released for PlayStation 5, Windows, and Xbox Series X/S on 2 November 2023. A macOS version was released on 30 April 2025. The game received generally positive reviews from critics.

A standalone expansion titled RoboCop: Rogue City ? Unfinished Business was released on 17 July 2025. It received mixed reviews from critics.

Mission: Impossible – Rogue Nation

Mission: Impossible – Rogue Nation is a 2015 American action spy film written and directed by Christopher McQuarrie. It is the sequel to Mission: Impossible

Mission: Impossible – Rogue Nation is a 2015 American action spy film written and directed by Christopher McQuarrie. It is the sequel to Mission: Impossible – Ghost Protocol (2011) and the fifth installment in the Mission: Impossible film series. It stars Tom Cruise, Jeremy Renner, Simon Pegg, Ving Rhames, Rebecca Ferguson, Sean Harris, and Alec Baldwin. It follows Impossible Missions Force agent Ethan Hunt (Cruise) and his team, who, subsequent to their disbandment and Hunt's pursuit by the Central Intelligence Agency, must fight The Syndicate, an international group of rogue government agents.

McQuarrie, who completed uncredited rewrites for Mission: Impossible – Ghost Protocol, was announced as the director of Mission: Impossible – Rogue Nation in August 2013. The returns of Cruise, Renner, Pegg and Rhames were confirmed by July 2014 while the screenplay was also developed by Pearce and Will Staples; it was ultimately solely credited to McQuarrie, with Pearce receiving story credit. Ferguson, Harris and Baldwin rounded out the cast that October. Principal photography was from August 2014 to March 2015, in key locations including London, Vienna, Casablanca, and at Leavesden Studios in Hertfordshire, UK. The film's official title was revealed in March 2015.

Mission: Impossible – Rogue Nation premiered at the Vienna State Opera (one of its filming locations) on July 23, 2015, and was theatrically released in the United States by Paramount Pictures a week later. It received widespread critical acclaim, with praise for its action sequences, performances (particularly those of Cruise, Pegg, and Ferguson), screenwriting, and direction. It grossed \$710.9 million worldwide, becoming the eighth-highest-grossing film of 2015 and the then-second-highest-grossing film in the franchise. A sequel, Mission: Impossible – Fallout, was released in 2018.

Roguelike

Roguelike (or rogue-like) is a style of role-playing game traditionally characterized by a dungeon crawl through procedurally generated levels, turn-based

Roguelike (or rogue-like) is a style of role-playing game traditionally characterized by a dungeon crawl through procedurally generated levels, turn-based gameplay, grid-based movement, and permanent death of the player character. Most roguelikes are based on a high fantasy narrative, reflecting the influence of tabletop role-playing games such as Dungeons & Dragons.

Though Beneath Apple Manor predates it, the 1980 game Rogue, which is an ASCII-based game that runs in terminal or terminal emulator, is considered the forerunner and the namesake of the genre, with derivative games mirroring Rogue's character- or sprite-based graphics. These games were popularized among college students and computer programmers of the 1980s and 1990s, leading to hundreds of variants. Some of the better-known variants include Hack, NetHack, Ancient Domains of Mystery, Moria, Angband, Tales of Maj'Eyal, and Dungeon Crawl Stone Soup. The Japanese series of Mystery Dungeon games by Chunsoft, inspired by Rogue, also fall within the concept of roguelike games.

The exact definition of a roguelike game remains a point of debate in the video game community. A "Berlin Interpretation" drafted in 2008 defined a number of high- and low-value factors of "canon" roguelike games Rogue, NetHack and Angband, which have since been used to distinguish these roguelike games from edge cases like Diablo. Since then, with more powerful home computers and gaming systems and the rapid growth of indie video game development, several new "roguelikes" have appeared, with some but not all of these high-value factors, nominally the use of procedural generation and permadeath, while often incorporating other gameplay genres, thematic elements, and graphical styles; common examples of these include Spelunky, FTL: Faster Than Light, The Binding of Isaac, Slay the Spire, Crypt of the NecroDancer, and Hades. To distinguish these from traditional roguelikes, such games may be referred to as roguelite (or rogue-lite) or roguelike-like. Despite this alternative naming suggestion, these games are often referred to as roguelike and use the roguelike tag on various market places such as Steam.

Rogue (video game)

Rogue (also known as Rogue: Exploring the Dungeons of Doom) is a dungeon crawling video game by Michael Toy and Glenn Wichman with later contributions

Rogue (also known as Rogue: Exploring the Dungeons of Doom) is a dungeon crawling video game by Michael Toy and Glenn Wichman with later contributions by Ken Arnold. Rogue was originally developed around 1980 for Unix-based minicomputer systems as a freely distributed executable. It is listed in the 4th Berkeley Software Distribution UNIX programmer's manual of November 1980, as one of 28 games included (along with Zork, Colossal Cave Adventure, Hunt the Wumpus and Mike Urban's Aardvark). It was later included in the Berkeley Software Distribution 4.2 operating system (4.2BSD). Commercial ports of the game for a range of personal computers were made by Toy, Wichman, and Jon Lane under the company A.I. Design and financially supported by the Epyx software publishers. Additional ports to modern systems have been made since by other parties using the game's now-open source code.

In Rogue, players control a character as they explore several levels of a dungeon seeking the Amulet of Yendor located in the dungeon's lowest level. The player character must fend off an array of monsters that

roam the dungeons. Along the way, players can collect treasures that can help them offensively or defensively, such as weapons, armor, potions, scrolls, and other magical items. Rogue is turn-based, taking place on a square grid represented in ASCII or other fixed character set, allowing players to have time to determine the best move to survive. Rogue implements permadeath as a design choice to make each action by the player meaningful—should the player-character lose all their health via combat or other means, that player character is dead. The player must restart with a fresh character as the dead character cannot respawn, or be brought back by reloading from a saved state. Moreover, no game is the same as any previous one, as the dungeon levels, monster encounters, and treasures are procedurally generated for each playthrough.

Rogue was inspired by text-based computer games such as the 1971 Star Trek game and Colossal Cave Adventure released in 1976, along with the high fantasy setting from Dungeons & Dragons. Toy and Wichman, both students at University of California, Santa Cruz, worked together to create their own text-based game but looked to incorporate elements of procedural generation to create a new experience each time the user played the game. Toy later worked at University of California, Berkeley where he met Arnold, the lead developer of the curses programming library that Rogue was dependent on to mimic a graphical display. Arnold helped Toy to optimize the code and incorporate additional features to the game. The commercial ports were inspired when Toy met Lane while working for the Olivetti company, and Toy engaged with Wichman again to help with designing graphics and various ports.

Rogue became popular in the 1980s among college students and other computer-savvy users in part due to its inclusion in 4.2BSD. It inspired programmers to develop a number of similar titles such as Hack (1982/1984) and Moria (1983), though as Toy, Wichman, and Arnold had not released the source code at this time, these new games introduced different variations atop Rogue. A long lineage of games grew out from these titles. While Rogue was not the first dungeon-crawling game with procedural generation and permadeath features, it led to the naming of the roguelike genre.

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