

Rare Archeotech

Powerful technoarcana in the hands of your fighters.
v1.3 by Anthony Case

To Underhivers any ancient and unfathomable artefacts are labelled as archeotech, the vast majority being trinkets in comparison to the most powerful of technoarcana Hive Primus is home to. A moderate proportion of these devices still lies dormant inside the putrefied debris of Hive Bottom, a buried vestige of the technological opulence when Necromunda was first colonised. The rest populates the Spire itself, paraded by the aristocrats or auctioned to be sent to neighbouring hives, or even distant planets. But sometimes a conspicuous technological marvel can make its way into the badzones which gangs openly fight for as they can give a substantial boost to their dominance.

Unlike regular archeotech, rare archeotech may not be bought from any trading posts, but rather is so rare that your campaign Arbitrator must specifically reward them to the gangs themselves. Due to the powerful nature of rare archeotech it is recommended to reward gangs with such devices sparingly, even as rarely as just one active piece per campaign. This encourages players to actively fight over its ownership and instils a wealth of creativity for your campaign story lines.

There are plenty of scenarios that would be worthy of a piece of rare archeotech upon completion. Perhaps a monstrous creature has one nestled in its lair, or the desperate locals reward their hero once it has been slain. A mad dash into the ash wastes prompted by vague reports of an age old and archeotech inlaid spaceship. The gangs could even uncover an ancient derelict research dome that just happens to be infested with gruesome and deadly creatures, but the lure of an experimental device would surely quicken their exploration. Or it could be a winner's prize for a particularly gruelling set of outlawed games, the Lord of the Spire scenario should provide ample inspiration here. Such grand scenarios or linked campaigns can make for truly memorable and fun games, especially if you involve all the players in the antics.

The rare archeotech is provided in a D66 chart allowing the Arbitrator to roll up a device randomly if required. Unlike regular archeotech, due to the sheer variety of devices it is recommended that you allow them to be passed around the gang freely. Each piece of rare archeotech carries a rating that is added to the total cost of the fighter in the same manner as any other equipment. In the unlikely event of a player wishing to sell a piece of rare archeotech, it may be sold to the black market merchants for a cost equalling half of the device's rating.



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11: Futurity Crystal +60r

With speckling and chaotic glimpses of untold futures, this device can be observed giving insights into the activities of other gangs. If a gang member is equipped with the futurity crystal, i.e. it isn't in the gang's stash, before the Scenario Table roll is made roll a D6, add the model's Initiative characteristic to the result then consult the chart below to discover what the fighter can discern from the visions:

2-4: No benefit.

5-7: You can +/- 1 from the Scenario Table roll.

8-10: You can +/- 2 from the Scenario Table roll.

11+ You can +/- 3 from the Scenario Table roll.

12: Sustenance Replicator +80r

On a molecular level this device is able to transform waste materials into common food chips. When determining how much profit is made during the post game sequence the gang reduces the number of models in the gang by one band. For example a gang with 15 fighters will count as having 12. Outlaw gangs can feed D6 members of their gang for free. Note this device is kept in the gang's base territory and so its value will not be added to any fighter. If one of the gang's territories is destroyed from the result of the Gateway being destroyed during a Raid scenario, then this device is also damaged and lost amongst the wreckage.

13: Invisibility Circlet +60r

This device takes the form of a large metallic ring worn around the arm or leg and is studded with ominous looking spheres. Upon activation the circlet creates a magnetised dispersion field around the user so the very light itself bends around him, to any onlookers he appears to be completely vanished. The fighter may choose to activate the circlet at the start of his turn and can only be used once per game, it is assumed the energy that powers the circlet is recharged before the following game. However, the circlet's power is soon drained so its effects only last until the start of the fighter's following turn. When the circlet takes effect the model is ignored for the purposes of choosing a target from any ranged attacks and cannot be charged. Additionally, in hand-to-hand combat the opponent's Weapon Skill counts as zero when fighting against the wearer.

14: Silence Shroud +50r

The device takes the form of a blackened metallic globe devoid of markings save a single octagonal switch. When activated the device creates a localised suppression field that dampens out all noise. The device can be activated or deactivated at the start of each of the bearer's turns. Whilst activated the bearer and any models in base-to-base contact become completely silent in all their actions, which may prove useful in certain scenarios. For those models affected by the shroud, any ranged attacks from them are considered to be silent and the alarm may never be set off from the result of any hand-to-hand combat the bearer fights.

15: Ameliorator +70r

When this device is placed on injured tissue it can re-graft skin or bone whilst destroying all bacterial infection. During the post game sequence this device can be placed on a fighter that suffered a Chest Wound, Leg Wound, Arm Wound, Head Wound, Blinded In One Eye, Partially Deafened, Hand Injury, Old Battle Wound, Horrible Scars or an Impressive Scars result on the Serious Injury chart that game. It can only be used on a single Serious Injury per post game sequence, but if the fighter only suffered a single Serious Injury, then he will have recovered quickly enough to participate in any post game activities such as foraging or working a territory. Additionally, roll a D6, if a 6 is scored the injury has been permanently healed and is removed from the roster. Note this device is kept in the gang's base territory so its value will not be added to any fighter. If one of the gang's territories is destroyed from the result of the Gateway being destroyed during a Raid scenario, then this device is also damaged and lost amongst the wreckage.

16: Advanced Bionic +120r

In the Spire bionics of refined technology are a common solution to disease and injury, but they remain primitive in comparison to the marvels of design their ancient ancestors once had. Roll a D6 to find out what the advanced bionic is:

1-2: Tempest Bionic Eye

3-4: Salvo Bionic Arm

5-6: Volant Bionic Leg

The advanced bionic follows all the usual rules for a bionic of its type, but due to its hardened machinery and protective fields it will ignore any future Serious Injuries it may suffer. In addition, each bionic also confers the following rules associated with its type:

Tempest Bionic Eye - At the start of each hand-to-hand combat phase, a single opponent in hand-to-hand combat with the model can be struck by a laser blast equivalent to an automatically hitting Strength 3 attack.

Salvo Bionic Arm - Once per game, if the fighter didn't run that turn and instead of making a usual ranged attack in the shooting phase, the model may fire off a salvo of miniature projectiles equivalent to a frag missile with a range of 16".

Volant Bionic Leg - The fighter gains a +1 Movement characteristic bonus, which may take him above the usual maximum characteristic advance.

21: Dimensional Gape +50r

This spherical mechanical device emits a dull throbbing glow, once activated it transcends dimensions allowing them to be viewed without harm, anybody within this temporal anomaly would be naturally unsettled by the sudden appearance of terrifying Warp monsters. Once per game this device can be activated during your shooting phase instead of shooting a weapon, even if the model ran, and lasts until the start of your following turn. Any models, friend or foe but not the operator, within 8" of the bearer is automatically broken. Models within this aura that are immune to psychology, such as plague zombies, are not affected by this illusion but remain transfixed by the creatures unable to move or shoot until the device's power dissipates. Any models outside this 8" radius may not move into the sphere, even if broken, and any fighter attempting to shoot a target fully within suffers a -1 to-hit penalty.

22: Proelectro Scope +50r

This device is used in a similar fashion as an ordinary scope but contains an array of automatic optical focusing lenses and variable display filters. It may be fitted to a basic weapon and if the model remained stationary during his movement phase gains a +1 to-hit bonus and may shoot through smoke without penalty. Additionally, whilst using the scope the fighter is immune to the negative effects of any Toxic Fog and Bad Light Treacherous Conditions and any other forms of darkness.

23: Bane Braces +60r

This device takes the form of a pair of robust arm braces wrought in an unknown black metal that's cold to the touch and inscribed with strange symbols. When activated the embellished small jewels on the device light up, their colours constantly shifting in turmoil as a glistening gold surrounds the wearer. The device can be activated or deactivated at the start of each of the model's turns. Whilst activated the model's Strength and Toughness characteristics are doubled to a maximum of 10. However, until the device is deactivated roll a D6 in each of the model's recovery phases. On a roll of 1 make a further roll on the Perils of the Warp table and apply the results immediately.

24: Displacement Generator +50r

Upon activation this strange spherical device pulses with an illuminance that engulfs the operator before imploding back within leaving no trace behind. The operator may activate the device instead of shooting, but due to the device's long charge time the model must have remained stationary during the movement phase. Roll 2D6 to discover how far the model can be displaced. The player may choose to move the model up to a number of inches equal to the dice rolled in any direction, even through solid terrain. Note, if the model rematerialises above the ground then he will follow the usual rules for falling. The operator may use this device to 'charge' an opponent if he rematerialises in base-to-base contact with an enemy fighter, but he may not 'charge' a hidden fighter.

25: Chameleon Synskin +70r

Through powerful fibre-optic distortions, this material can instantly meld with the colours of its surroundings making the wearer difficult to target. All ranged attacks made against the wearer suffer a -1 to-hit penalty at short range and a -2 to-hit penalty at long range. Additionally, if the wearer doesn't move or fire that turn then he may hide even if he is in open terrain and will only ever be detected when hidden if he's within the spotting range of an opposing fighter, i.e. line of sight alone won't detect the fighter. However, the synskin is a tight fitting material that must be worn over regular clothes, the fighter may not wear any type of armour when also wearing the chameleon synskin.

26: Grav Jumper +80r

When controlled by a hand remote, this device manipulates the forces of gravity to produce thrust via multiple moveable outlets. The device allows the wearer to fly in any direction, but the model must land at the end of his move. Flying upwards counts as 2" for every 1" moved, while flying downwards counts as 1/2" for every 1" moved.

31: Digiblaster +30r

Worn on the finger like a ring, this miniature sized weapon can fire blasts of sizzling short ranged energy pulses. It has the same characteristics as a laspistol equipped with a hotshot laser power pack but with half the usual short and long ranges and is so small that another weapon can also be wielded in the same hand. It may also be used in close combat so will add an additional Attack dice when combined with other close combat weapons.

32: Servo Power Claw +40r

This weapon comprises of a powerful claw with a built in disrupter generator that can unleash a tremendous crackling discharge upon impact. It is attached by a robust robotic arm to a harness that the user wears on their upper body and is controlled by a sophisticated brainwave up link.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

Special: The servo power claw doesn't require a hand to use in hand-to-hand combat and will add an additional Attack dice when combined with other close combat weapons.

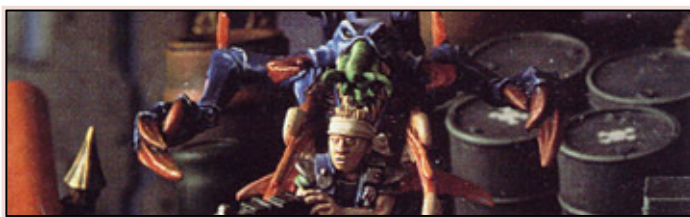
33: Frost Blade +50r

Endowed with a powerful disrupter generator, this massive weapon unleashes a huge crackling discharge upon impact.

Range	Strength	Damage	Save Mod.
Close Combat	6	1	-3

Parry: You can parry with a frost blade.

Special: A frost blade requires two hands to wield in hand-to-hand combat. However, the fighter may choose to wield it one handed instead, in which case it will follow the usual rules for a regular power sword.



34: Greater Daemonic Sword +50r

The spirit of a spiteful creature from the vast Immaterium is enslaved within this sword.

Range	Strength	Damage	Save Mod.
Close Combat	User +3	1	-

Parry: This weapon confers a parry.

Special: This weapon requires two hands to wield in hand-to-hand combat. If the wielder loses a round of hand-to-hand combat or fails to inflict any wounds on his opponent, the angered bound daemon will automatically inflict a single D6 Strength hit against the wielder with no armour or special saves allowed.

Ponderous: Due to the lurching swing required to wield this weapon, any combat which ends in a draw will always be won by your opponent. If both combatants are armed with a *ponderous* weapon, such as a Massive Weapon, then the result is a stand-off and no blows are struck.

35: Shard Rifle +80r

By sucking in various vapours from the surrounding atmosphere, the shard rifle compresses and crystallines them into hardened shards. This process takes milliseconds to complete allowing the weapon to deliver a hail of crystals over a significant distance.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str	Dam	Mod Roll
0-8	8-16	+2	+1	3	1	- 6+

Sustained Fire: 1 dice.

36: Immolator +100r

Like a regular flamer, the immolator fires a cocktail of flammable and unstable chemicals that ignites upon contact with the air. However, it's also fitted with a mechanism that fires the stream in a highly pressurised and concentrated state allowing it to be directed over a significant distance.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str	Dam	Mod Roll
0-8	8-16	+1	-	5	D3	-3 4+

Fire Mode: The player may choose to fire the immolator using the profile given above or by using the teardrop shaped template instead.

Ammo Guzzler: An Ammo test is required every time this weapon is fired.

41: Holo Field +40r

This device functions as a basic holo-projector and can be used to generate two apparitions of the fighter that appear a short distance away from where he really is. It can be activated at the start of your turn and lasts until the start of your following turn giving him an unmodified 3+ save. Due to its slow recharge time it may only be used once per game and does not offer protection against template weapons or blast markers.

42: Dispersion Armour +80r

On appearance this suit resembles that of the moulded armaplas carapace of the Adeptus Arbites, but it is light and flexible and studded within its plates are small crystals. These emit a small electronic pulse that when disturbed by kinetic vibrations discharge creating a temporary weak energy field shielding the user from harm. A model wearing dispersion armour receives a 3+ armour saving throw.

43: Shade Armour +80r

The hardened plates of the armour create blurring projections, shifting and phasing illusions that disorientate those that target the wearer. A model wearing shade armour receives a 4+ armour saving throw. Additionally, any ranged attacks made against the wearer suffer a -1 to-hit penalty.

44: Subversive Field +60r

The device generates a field around the wearer that is specifically attuned to deflect and absorb a certain type of energy based weaponry. Roll a D6 to determine what type of protection it offers against

1-2: Las - laspistol/lasgun/lascannon

3-4: Plasma - plasma pistol/plasma gun/heavy plasma gun

5-6: Heat - hand flamer/flamer/exterminator/meltagun

The model receives a 3+ special save against all ranged attacks made by the weapon it is attuned to protect against.

45: Force Field +80r

The device generates a field around the wearer that absorbs the kinetic energy from all forms of incoming high velocity projectiles. All ranged attacks made against this model suffer a -D3 Strength penalty. If the Strength is reduced to zero then the field has absorbed the full force of the attack and so will not be pinned by the hit.

46: Orb Panoply +60r

This anti-gravity orb sentiently floats around its master. Under fire it vibrates and whirls generating a powerful energy shield which combined with its self-replicating alloys makes it almost indestructible. It's sensors are dependant on the energy mass of the attack so is unable to detect and protect the operator from low strength attacks. Against Strength 3 attacks it offers a 6+ special save, Strength 4 attacks offer a 5+ special save, Strength 5 offers a 4+ special save and Strength 6 or above attacks offer a 3+ special save.

51: Warp Nexus +120r

The weapon draws its power from the vast Immaterium to deliver a bolt of pure energy. The bolt itself causes little harm to anything it may hit, instead it temporarily emits a Warp signature that creates a link from the material universe directly into the Warp. Although any nearby aggressive Immaterium creatures are still unable to freely puncture straight through into the material plane, it allows them to more easily latch onto and potentially attack or even possess a weak minded soul. The Warp nexus is classed as a special weapon and as such follows all the usual rules that entails.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str	Dam	Mod	Roll
0-8	8-16	-	-1	-	-	-	6+

Special: Any model hit by the Warp nexus must make a roll on the following chart:

1-2: No Effect - There are no nearby Immaterium creatures strong enough or willing to attack the fighter. The model is unharmed and is not pinned by the original hit either.

3-4: Attacked - The model must take a Leadership test. If this is failed the model is mentally attacked by the creatures and automatically suffers D3 wounds with no armour or special saves allowed.

5: Drawn - The model must take a Leadership test. If this is failed the fighter is sucked through a rift into the Warp never to be seen again. Strike the model and all his equipment from the gang roster.

6: Possessed - The model must take a Leadership test. If this is failed a creature has fought through the barriers of the material universe and possessed the unfortunate fighter. Refer to the Wyrd rules for possession.

Slow Recharge: Although the Warp presents an almost limitless supply of energy, the weapon slowly recharges its cells over a prolonged period of time to prevent destabilising the barriers between dimensions. Once fired, the weapon cannot be fired again for the remainder of the game. It's assumed its cells have been sufficiently recharged for the next game.

Explosion: If the warp nexus explodes from the result of a failed ammo roll, the wielder must make a roll on the chart just as if he suffered a regular hit from the weapon.

52: Farsight +120r

By processing a spectrum of kinetic, thermal and molecular energies, the weapon releases a burst of supercharged light particles over an extreme distance. Although the weapon has a slow rate of fire, it's fitted with an advanced scope containing inbuilt autofocusing lenses and filters allowing greater accuracy over longer ranges. The farsight is classed as a special weapon and as such follows all the usual rules that entails.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str	Dam	Mod	Roll
0-18	18-36	-	+1	5	1	-2	4+

53: Graviton gun +70r
With unfathomable technologies this weapon alters the gravimetric field on objects bending it to will of the user. The graviton gun is classed as a special weapon and as such follows all the usual rules that entails.

Range		To Hit		Str	Dam	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	-	-1	-	-	-	6+

Special: Any fighter hit by this weapon isn't damaged by the attack but is still pinned. The fighter will remain pinned until he struggles free from the gravity field that surrounds him. In the fighter's recovery phase, the player must roll 2D6 and add the fighter's Strength characteristic to the total. If the result is more than 12 then he is no longer affected by the gravity field and may continue on as normal. If the result is less than 12, the fighter remains pinned to the spot unable to move, fire or perform any other action. Friendly fighters may help the fighter up from the field if they are in base-to-base contact with him and as long as they didn't make any ranged attack or fight in hand-to-hand combat that turn. Any friendly fighters helping out will add their Strength characteristic to the total. If the fighter is charged whilst still under the effect of the gravity field, he is taken out of action just as if he had been down.

54: Neural Disrupter +80r
This device projects a resonant wave of electromagnetism that is pitched to scramble the electrical signals of the target's brain incapacitating him completely. The neural disrupter is classed as a special weapon and as such follows all the usual rules that entails. It may be fired like any other ranged weapon but uses the Flamer template rules to determine who is hit. Each fighter suffers a Strength 8 hit, but instead of using the victim's toughness characteristic to discover the to-wound roll, use the victim's Leadership characteristic. Any model that suffers a single wound is incapacitated irrespective of its Wound characteristic and plays no further role in the game, remove them from the tabletop. No armour or special saves can protect them, but they do not suffer a serious injury during the Post Game Sequence. Any fighters that aren't wounded are unaffected by the crippling waves but are still pinned by the attack. Once fired the weapon cannot be fired again for the remainder of the game.



55: Servo Laser +110r
This weapon comprises of a laser powered gun able to rain down bolts of pure energy. It is attached by a robust robotic arm to a harness that the user wears on their upper body and is controlled by a sophisticated brainwave up link.

Range		To Hit		Str	Dam	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	-3	1	-1	2+

Special: The Servo Laser is treated as a basic weapon but does not require any hands to hold in hand-to-hand combat. The Servo Laser is fired just like a regular basic weapon, but it can also be fired in addition to another regular weapon that the fighter may be equipped with in the same turn.

56: Master Crafted Heavy Weapon +200r
Crafted by the most skilled tech-priests with the finest materials, these legendary weapons are compact but can unleash the firepower usually restricted to high ordinance weapons. Roll a D6 to discover what the Master Crafted Heavy Weapon is:

- 1: Heavy Stubber
- 2: Heavy Bolter
- 3: Heavy Plasma Gun
- 4: Missile Launcher (missiles bought separately)
- 5: Autocannon
- 6: Lascannon

The Master Crafted Heavy Weapon has the standard profile for a weapon of its type, however, due to its compact nature and partial self maintenance it's treated only as a special weapon. In addition, the weapon does not suffer from the usual *encumbrance* and *move or fire* rules that heavy weapons usually incur. However, if the weapon is fired and the model moved that turn then he suffers a -1 to-hit penalty. If the fighter has the Bulging Biceps skill then he will not suffer the -1 to-hit penalty.

61: Psionic Null +40r

This device is beset with intricate designs of pentagrammic and hexagrammic wards. This model and all fighters within 12" are completely immune from all Wyrd based powers and daemon based attacks. If there are any active Wyrd based powers or daemons within 12" of the Psionic Null at any point during the turn then it will automatically be dispelled and the daemon banished back to the Immaterium.

62: Wyrdsynth Bangle +60r

This device takes the form of a metallic bangle inset with a myriad of gems of varying form and colour that flicker and pulsate when worn. The bangle allows the wielder to employ one of several preordained powers. Roll D3 times on the Wyrd Minor Power table to determine what powers the wearer can use (re-roll any 11-16 and 56-66 results). The wielder may use the power following all the usual rules for wyrds, except the power is automatically assumed to be successful, i.e. no Leadership test is required. However, the bangle slowly draws its energy from the Warp and so can only be used once per game.

63: Pyromaniac Ring +60r

The device takes the form of a ring, into which a large crystal that colour fluctuates as if enflamed from within is inset. The ring allows the wielder to employ a preordained power, roll a D6 to discover the pyromaniac Primary Power:

1-2: Spontaneous Combustion

3-4: Fireball

5-6: Melta

The wielder may use the power following all the usual rules for wyrds, except the power is automatically assumed to be successful, i.e. no Leadership test is required. However, the ring slowly draws its energy from the Warp and so can only be used once per game.

64: Telepath Crown +60r

The device takes the form of a crown, when worn around the head its embedded jade jewels glimmer with a life of their own. The crown allows the wielder to employ a preordained power, roll a D6 to discover the telepath Primary Power:

1-2: Terrify

3-4: Mental Assault

5-6: Hallucinations

The wielder may use the power following all the usual rules for wyrds, except the power is automatically assumed to be successful, i.e. no Leadership test is required. However, the crown slowly draws its energy from the Warp and so can only be used once per game.

65: Telekinetic Rod +60r

The device takes the form of a metallic rod ingrained with crystalline shards that illuminance pulses when gripped. The rod allows the wielder to employ a preordained power, roll a D6 to discover the telekinetic Primary Power:

1-2: Assail

3-4: Hail Storm

5-6: Crush

The wielder may use the power following all the usual rules for wyrds, except the power is automatically assumed to be successful, i.e. no Leadership test is required. However, the rod slowly draws its energy from the Warp and so can only be used once per game.

66: Vortex Grenade +120r

With a conspicuous aura this device emits a constant murmur that tingles the senses. The vortex grenade may be thrown just like any other grenade though because of its weight and cumbersome nature it suffers a -1 to-hit penalty. Use the blast marker to determine who is hit by the grenade, any fighters that are hit must take an Initiative test. If the test is passed the fighter is able to dive aside before the swirling mass can engulf him, move the model fully outside the edge of the blast marker. If the test is failed or there isn't any room to dive to, the unfortunate fighter is sucked into the vortex never to be seen again, strike them and all their equipment from the roster. Note this is a single grenade so it may only be used once and is far too volatile to be launched from a grenade launcher.

