

Mechanicus Explorators

Not all within the vicious Underhive is a scampering mutant or a slaving thug. In fact, delicate machinery and steel warriors also patrol the vast catacombs beneath Hive Primus in search for long-lost archeotech. They are the Mechanicus, a priesthood of technophiles on a quest to find and preserve long-lost archeotech in the name of their holy Machine-God, the Omnissiah.



Amassing the Explorators

You have 1000 credits to spend on recruiting and arming your explorer force within the following guidelines.

- *Minimum 3 Fighters:* An explorer force must contain at least 3 models.
- *Magos:* Your explorer force must contain one Magos. No more. No less.
- *Acolytes:* You may include up to four Acolytes.
- *Skitarii:* You can include as many skitarii as you can afford.
- *Menials:* You must include at least 2 menials, and may include as many menials as you can afford.
- *Servitors:* Your force can include up to six Servitors.

MAGOS

Cost to recruit: 120 credits

A magos is a priest of Mechanicus lore, and furthermore a crusader in the quest to recover and preserve ancient machinery. Man and machine fused in one, a magos will relentlessly pursue any evidence of lost archeotech, or, more importantly, fragments of a long-lost STC, buried under thousands of years of stone and plasteel.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	3	1	8

Weapons: The magos may be armed with equipment chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons, Bionics, Adept Only and Extras lists.

Special Rules

The magos is a trained adept, and has studied the ways of the Ommissiah for many years, if not decades. Before beginning the campaign, the magos may roll one random skill from the Mechanicus skill table.

Additionally, the magos is so efficient that he can fight combat on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

Any fighter within 6" of the magos may use the leadership characteristic of the magos when taking any leadership test. This benefit applies so long as the magos isn't down or broken himself.



ACOLYTE

Cost to recruit: 60 credits

A magos will typically bring with him several of his underlings to assist in the pursuit of lost relics. Acolytes are independent thinkers, making them useful and a threat all at once.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Acolytes may be armed with weapons chosen from the Hand to Hand, Pistol, Basic, Special Weapons, Bionics, Adept Only and Extras lists.



SKITARIUS

Cost to recruit: 40 credits

The skitarii are the deadly, professional soldiers of the Mechanicus. Often, they are vat-grown, cybernetically enhanced warriors, with weapons fused to their bodies and steel replacing their hearts. What they lack in independence of thought and emotion, they more than make up for with raw dedication to their magos.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	2	1	7

Weapons: Skitarii may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons, Bionics and Extras lists.



MENIAL

Cost to recruit: 35 credits

Menials are a dime a gross, a countless, hunched, laboring force worth little more than the robes they wear. A magos will often enlist menials in his retinue to carry around equipment and perform, as their name would suggest, menial labor.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	3	1	3	1	5

Weapons: Menials may be armed with weapons from the Hand-to-Hand, Pistols and Extras lists.

Special Rules

Grist to the Mill. Menials are so low in the order of the Mechanicus that they are trusted with little of importance. As such, when a menial gains the Specialist shooting skill, it permits him to carry a Basic weapon, rather than a Special weapon. A menial may never carry Archeotech.

Additionally, whenever a menial is captured, do not launch a rescue mission - instead, a new menial is immediately recruited at no cost to the gang.

SERVITOR

Cost to recruit: 60 credits

Servitors are invariably vat-grown servants and lobotomized convicts, used for intense physical labor and simple tasks. The cold, calculating nature of a servitor is almost at level with that of a Skitarius or Magos, except that the Servitor literally has no thought, rather relying on algorithms to determine what course of action to take, and so lacks any capacity to learn.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	6

Weapons: Depending on their role, a servitor is armed with either a Basic or Special or Heavy weapon, or an Implant weapon. Additionally, a servitor may take any Bionics and Extras.

Gun Servitors

Gun servitors are exactly as their name implies - walking gun emplacements, sporting the cult's heaviest weaponry. A gun servitor must be armed with either a special or heavy weapon. A gun servitor may only use any Grenades it carries by firing them through a grenade launcher. You may not have more than two gun servitors at any time.

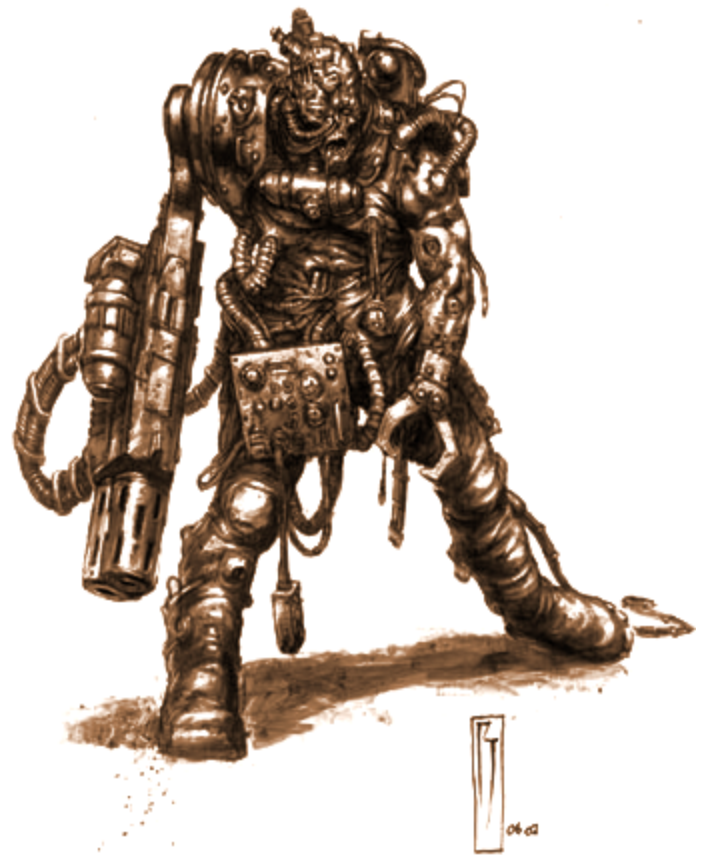
Industrial Servitors

Industrial servitors are designed first and foremost for industrial purposes. However, should circumstances dictate that combat is necessary, their tools quickly double as crude, but efficient close combat weapons. Industrial servitors are armed with one or two of the following at the cost indicated: a Cutting Torch, Hammer or Shears (10 cr), Buzz Saw or Rock Drill (15 cr).

Special Rules

Not Free Thinkers. A servitor is not meant to be able to think for itself. It is typically programmed before each battle. A servitor does not double its Move value when charging or running. Servitors may not hide. In scenarios that require a servitor to set up in hiding, the servitor is instead placed out of sight. Servitors may not utilize overwatch. Since a servitor's mind is blank, it is completely immune to all forms and sources of fear and terror. Finally, if it starts its turn more than 8" from a friendly non-servitor model, is affected by the rules for Stupidity.

Experience. A servitor will not collect any more experience once starting experience is determined and any experience that is awarded to him will simply be lost. Do not add or track any more experience given to a servitor.



Programming. Servitors are lobotomized souls whose only existence is to take direction from their programming. Before each game the Mechanicus player must choose one of the following protocols to upload the servitor with.

Protocol	Effect
Guard	Nominate one point on the table. The servitor is not affected by Stupidity if they are within 8" of the nominated point.
Tracking	The servitor may use Overwatch for this game.
Advance	The servitor gains the Juggernaut skill for this game.
Hunter-Killer	The servitor may move at double speed when charging, increases its Weapon Skill characteristic by one, and is affected by Frenzy this game.
Scrapper	The Servitor gains the Disarm and Hurl Opponent skills this game.

Industrial Servitor Weapons

BUZZ SAW

Buzz saws are often fitted to scrap slaves. A whirling disk of toothed steel, the buzz saw can part steel or flesh just as easily with a single scything swing.

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

CUTTING TORCH

The cutting torch is primarily used for cleaving or welding metals in the foundries. Although the torch is awkward to wield against a moving opponent,, the super heated flame can easily scythe through the thickest of armour.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-6

HAMMER

Giant hammers are fitted to mining, demolition and foundry slaves. Their blunt pile driver force can knock opponents senseless as they are beaten to their knees.

Range	Strength	Damage	Save Mod.
Close Combat	3	1	-

Pummel: When fighting in hand-to-hand combat the Pit Slave's opponent suffers a -1 Combat Score penalty for each hammer the fighter wields.



ROCK DRILL

Mining slaves are commonly modified to carry a massive drill for burrowing into slag, minerals, and rock. The rock drill makes for a fearsome weapon, any piercing strikes can bore into an opponent, causing horrific injuries.

Range	Strength	Damage	Save Mod.
Close Combat	4	D3	-3

Demolition. If a Rock Drill is used against a stationary target (e.g. a Gateway), then the Drill's Strength is doubled to 8.

SHEARS

Huge shears are fitted to servitors for harvesting fungi and scrap metals. The sharp blades of the shears are potent when used in a stabbing motion and are quite capable of snipping bits off a human as well.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Snip: If a shears hit wounds on a roll of 6, roll another D6. If this roll is also a 6 the Pit Slave has snipped his opponent's head clean off unless the wound is saved. Fighters that suffer this fate are automatically dead so are crossed off the roster along with their equipment.

MECHANICUS WEAPON LIST

Price Chart

The following charts represent the cost of items to the Adeptus Mechanicus forces underground. Some normally Rare Trade items are listed in this selection, as the Mechanicus stations have expansive armouries full of only the finest wargear. Items that are both Rare Trades and Mechanicus items may be purchased from either list as the player chooses.



Hand-to-Hand Weapons

Censer, Chain or Flail
Chaincutter
Chainsword

Pistols

Autopistol
Laspistol
Bolt Pistol
Hand Flamer

Basic Weapons

Autogun
Hunting Rifle
Lasgun
Boltgun
Radium Carbine

Special Weapons

Plasma Gun
Flamer
Meltagun
Grenade Launcher

Heavy Weapons

Heavy Bolter
Heavy Plasma Gun
Assault Cannon

Adept Only

Plasma Pistol
Power Axe (Initial recruitment only)
Servo Arm (up to two per model)

Bionics

Bionic Chest
Bionic Eye
Electoos
Bionic Arm
Bionic Leg

Cost

10
10
25

Cost

15
15
25
20

Cost

20
25
25
35
45

Cost

80
40
95
60

Cost

180
240
300

Cost

30
35
50

Cost

50
50
70
80
80

CHAINCUTTER

The chaincutter resembles a downsized chainsword in that it is essentially a knife with the normal cutting edge replaced with a chainsaw. Chaincutters are used primarily as a salvaging tool, but can be wielded somewhat effectively in combat as well.

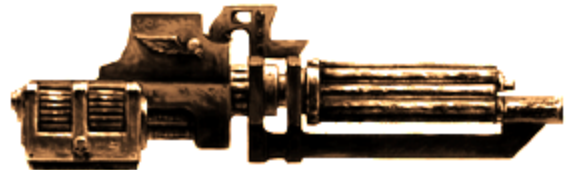
Range	Strength	Damage	Save Mod.
Close Combat	3	1	-1

ASSAULT CANNON

The assault cannon is a rare and difficult to maintain weapon in a conventional facility, let alone the gritty underhive! The six rotating barrels of this Gatling weapon sow terror and death among the enemy.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-32	-	-	8	D6	-3	6+

Sustained Fire: 3 dice.



RADIUM CARBINE

Radium carbines are among the more esoteric weapons of the Mechanicus. These weapons are typically given to a specialized skitarii class, engineered to withstand the radiation these weapons give off, though a callous magos may equip some of his retinue with them nonetheless.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-10	10-20	+1	-	4	1	-1	4+

Rad Poisoning: If this weapon puts an enemy gang fighter Out of Action, when working out Serious Injuries for that fighter, if a double is rolled, they suffer from an additional Infected Wound.

Due to the damages prolonged usage causes, roll a D6 for each fighter armed with a radium carbine in the post-battle sequence. On a 6, they develop an Old Battle Wound.

ELECTOOS

Electoos are metallic strips bonded sub-dermally to enable tech-priests to channel limited amounts of energy. Electroos enable the user to directly absorb electricity from equipment or power sources and then expel it, with sometimes devastating results. However, this is not without consequence. Should a fighter with electroos be shaken, he will fall to the ground as physical exhaustion claims him.

Implant. Once electroos are equipped to a fighter, they cannot be transferred to another.

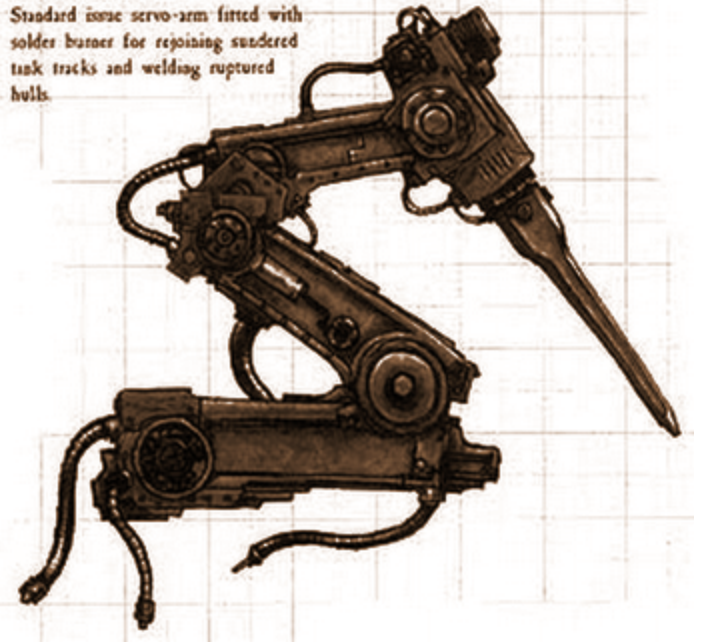
At the start of any turn, a fighter with electroos may choose to activate them, conferring the following stat changes: S+3, I+1. Additionally, the user is subject to Frenzy, gains a 4+ save (which may combine with any forms of armour as normal), and cannot use any weapons.

If a fighter is reduced to zero wounds with activated electroos, he must roll on a modified injury table: a roll of 1 is a Flesh Wound; 2-4 the fighter is Down; 5 or 6, he goes Out of Action. The fighter's Electroos deactivate after rolling on this table, but may be reactivated in any of the model's subsequent turns if not taken out of action.



IA ref. 5667/x/

Standard issue servo-arm fitted with solder burner for rejoining sundered tank tracks and welding ruptured hulls.



SERVO-ARM

Perhaps the most famed trademark of the Mechanicum is the servo-arm. They are massive limbs used to lift industrial hardware or mount additional ranged weaponry to better slay the enemy.

Special Rule

Mounting. Servo-arms may start the game with any one Hand-to-Hand or Pistol weapon 'mounted' onto it. The mounted weapon cannot be changed during a game, but may be altered in the post battle sequence. A weapon mounted onto a servo-arm may be used in addition to any other weapons used in a turn. For example, a mounted Laspistol could be fired in the same turn as a Flamer the model is carrying, following normal targeting restrictions. If a Hand-to-Hand weapon is mounted, it increases the user's Attack dice by one.

Due to its complex nature, only a magos or acolyte may ever be equipped with a servo-arm.

EXPERIENCE ADVANCE TABLE



Experience	Title	Notes
21-30	Tech Thrall	Starting level for Skitarii and Menials.
31-40	Tech Thrall	
41-50	Tech Thrall	
51-60	Acolyte	Starting level for Acolytes.
61-80	Tech Adept	Starting level for Magi and Servitors. Acolytes and Skitarii that reach this level can learn Mechanicus skills. Menials that reach this level can learn Techno skills. When an Acolyte or Skitarius reaches this level, it must replace its normal advancement roll with a Mechanicus skill.
81-100	Tech Adept	
101-120	Tech Adept	
121-140	Tech Adept	
141-160	Tech Adept	
161-180	Tech Adept	
181-200	Tech Adept	
201-240	Tech Priest	
241-280	Tech Priest	
281-320	Tech Priest	
321-360	Tech Priest	
361-400	Tech Priest	
401+	Tech Savant	An explorator that reaches this level may not advance any further.

EXPERIENCE

Mechanicus Explorators advance just like any other gang. Note that they have access to a new Mechanicus Skill Table - skills from this table can only be learned by a member of a Mechanicus Explorator gang, and only if they are of an appropriate rank to do so.

Fighter Type	Initial Experience
Menial / Skitarius	20 + 1D6
Acolyte	50 + 1D6
Servitor	60 + 1D6*
Magos	60 + 1D6

MAXIMUM CHARACTERISTICS

	M	WS	BS	S	T	W	I	A	Ld
Magos / Acolyte	4	6	6	4	5	3	6	3	9
Skitarii	4	6	6	4	4	3	5	3	9
Menial	4	5	5	4	4	3	6	3	8

These characteristics represent the base statistics of a type of explorer. Bionics and Injuries are not factored into these values.

MECHANICUS SKILLS

1 Archeotech Researcher

When the Mechanicus force gains a piece of archeotech, it may re-roll the dice to determine what it is. The second result is standing.

2 Bionic Smith

As long as the model did not go out of action, roll a D6 after each battle. On a roll of a 5 or 6, the adept can repair and heal one serious injury of a friendly fighter at a cost of 50 credits. This serious injury is crossed off the roster and all its effects are negated.

3 Man of Metal

While all members of the Machine Cult have mechanical grafts, some are far more machine than others. Lower the Strength of all hits against a fighter with this skill by 1.

4 Mechadendrites

When an explorer with this skill is engaged in hand-to-hand combat, lower its opponent's number of attack dice by one (to a minimum of 1).

5 Rune Priest

Instead of shooting normally, the tech-priest may instead attempt to remove a failed ammo roll of a model within 2", or cause a weapon carried by an enemy model within 8" to immediately fail an ammo roll. Take an Initiative test. If the test is passed, the repair (or sabotage) is successful.

6 Weapon Tinkering

The adept has acquired knowledge of the rites needed to strengthen a machine spirit's resolve. He may improve the Ammo roll of any ranged weapon he is carrying by 1.

SKILL TYPES AVAILABLE

Fighter	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno	Mechanicus
Magos	-	✓	✓	✓	✓	-	✓	✓
Acolyte	-	✓	✓	-	✓	-	✓	*
Skitarius	-	✓	✓	-	✓	-	*	*
Menial	-	-	✓	✓	✓	-	*	x

Areas marked with an Asterisk (*) may only be learned by an explorer of Tech Adept rank or higher.



EXPLORATOR TERRITORY TABLE

An Explorator force will always start with five random territories, rolled for on the table below. Territories are always worked by menials and industrial servitors, as they are the serf labor force employed by the Mechanicum. When the Explorator force takes over a territory, it may choose to either claim the overrun territory, or instead roll on this table to generate a new territory. When the Explorator force loses a territory to a gang, that gang must roll up a new territory from the standard Territories table - while the opposing gang may have proven its superiority and stripped an Explorator team of its pride and prestige, a Mechanicus outpost is too well-defended for a gang to take over. Assume that the outpost's defense was reassigned to a more worthy team and strike the territory from the Explorator team's roster.

D66

Roll	Territory	Income
11-12	Curious Wastes	5

Out in the wastes of the Underhive, the peculiar adepts of the Mechanicus collect architectural data on dome structures. It isn't of much use, but the Mechanicus force must protect the land claim nonetheless.

13-16	Protectorate	D6x5
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Sometimes, a particularly backwards settlement in the wastes with little to no valuable resources to bear wishes to appease the Mechanicus. While typically of little or no use, these territories can produce scraps to send with a menial, which is valued at D6x5 credits' worth. On the roll of a 6, a menial is also recruited by the Explorators for free as a malnourished youth is sent as tribute.

21	Chem Pit	2D6
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An extensive and highly dangerous chemical pit lies nearby. The pit is a source of constantly changing chemicals, sulphurous deposits, and all kinds of poisonous and corrosive substances. If you want to collect chemicals from the pit you gain 2D6 credits.

The work is extremely hazardous. If you roll a double when working out your credits then the ganger falls into the chem pit but manages to haul himself free. He struggles back to the base horrifically scarred, his skin covered with blisters. His appearance is so foul that from now on he causes fear. No income is collected.

22-36	Mine Workings	D6x10
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In a well-guarded part of the wastes, your force controls a mine. The excavations yield carnotite gems or some other valuable ores or stones. There are already Mechanicus presences working there. You can collect D6x10 credits as your share of the resources are collected.

If you capture an enemy fighter then you can put him to work in the mine instead of selling him to the slavers. Each worker assigned to the mines this way adds +1 to your D6 die roll for income from the mine.

41-44	Outpost	15
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A Mechanicus force often has several outposts stationed throughout the Underhive, used to survey territory and collect data on the constantly evolving structure of the Hive. Outposts often employ excess forces of skitarii, which are sometimes 'gifted' to a Magos as thanks, or sometimes sent as a subliminal message.

Whether an outpost is used or not, there is a chance of a skitarius being assigned to your force. Roll a D6 after each game. On the roll of a 6 you must recruit a skitarius for free. Weapons are paid for as normal.

45-46	Listening Station	10
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While the Hive is autonomous of the Mechanicus, many communication arrays are controlled and powered by the underground research teams.

When rolling to determine the scenario, you may add or subtract 1 from the die result.

51-53 Agri-dome D6x10

Even the steel warriors of the Mechanicus have nutritional needs that must be met, which is why large Agri-domes are constructed and maintained by the laborers of the Cult Ommissiah.

If a menial or servitor is sent to work in the Agri-dome, it will collect D6x10 credits worth of food. In addition, it will shift the Income table one column to the left, as the bountiful food supplies are also shared amongst your fighters.

54-56 Power Station 2D6x10

As self-sufficient as the Hivers of Necromunda are, there are some tasks that must be left to the Priesthood, such as the maintenance of the massive power stations that keep the Hive alive. Your force's contribution to their operation earns it 2D6x10 credits.

In addition, if a menial or servitor is sent to work this territory, it will return with power cells to supercharge the force for a period of time. Each fighter adds +1 to its initiative the first time they are required to make an initiative test.

61-66 Archeotech Dig Site 0

The Mechanicus is constantly in search of long-lost archeotech, and is far from afraid to mount a large-scale excavation project to recover it. Many materials that other hivers would covet are simply discarded as teams search deeper and deeper for ancient technologies.

In the post-game sequence, if a menial or servitor is sent to work this territory, roll a D6. On the roll of a 6, a piece of Archeotech is recovered and added to the force's stash. Refer to the Outlaw Trading Post for Archeotech's rules.





Trading and Hired Guns

The Mechanicus is notoriously antisocial, preferring to stay within their forges whenever possible. Communication with the outside is largely frowned upon, as knowledge is power, and the Mechanicus is loathe to share it.

As such, a magos will only be presented with D3-1 offers at the Rare Trade Post, plus 1 per acolyte accompanying him, and may never recruit Hired Guns.



Upkeeping the Skitarii

A Mechanicus gang 'washes' their income through the standard table in the same manner as a House Gang.

That said, each model in an Outlawed Mechanicus force must be fed and kept in good order, though their mechanical components are more resistant to wear than flesh and blood. As such, each model costs 2 credits of upkeep, used to pay for minor repairs, ammunition, and food. If these credits cannot be paid, then any models that don't have the 2 credits spent on them will suffer from starvation as detailed in the Outlaws rules, or at least the mechanical equivalent of starvation.

Mechanicus and the Law

Mechanicus forces are rarely ever Outlaws, as they come from a higher tier of Imperial society than any other in the Underhive. An Explorator Team counts as having Watchmen status. However, it is not unheard of for a magos and his retinue to go rogue, and as such, the campaign arbitrator may declare a Mechanicus gang as Outlaws.

Leadership

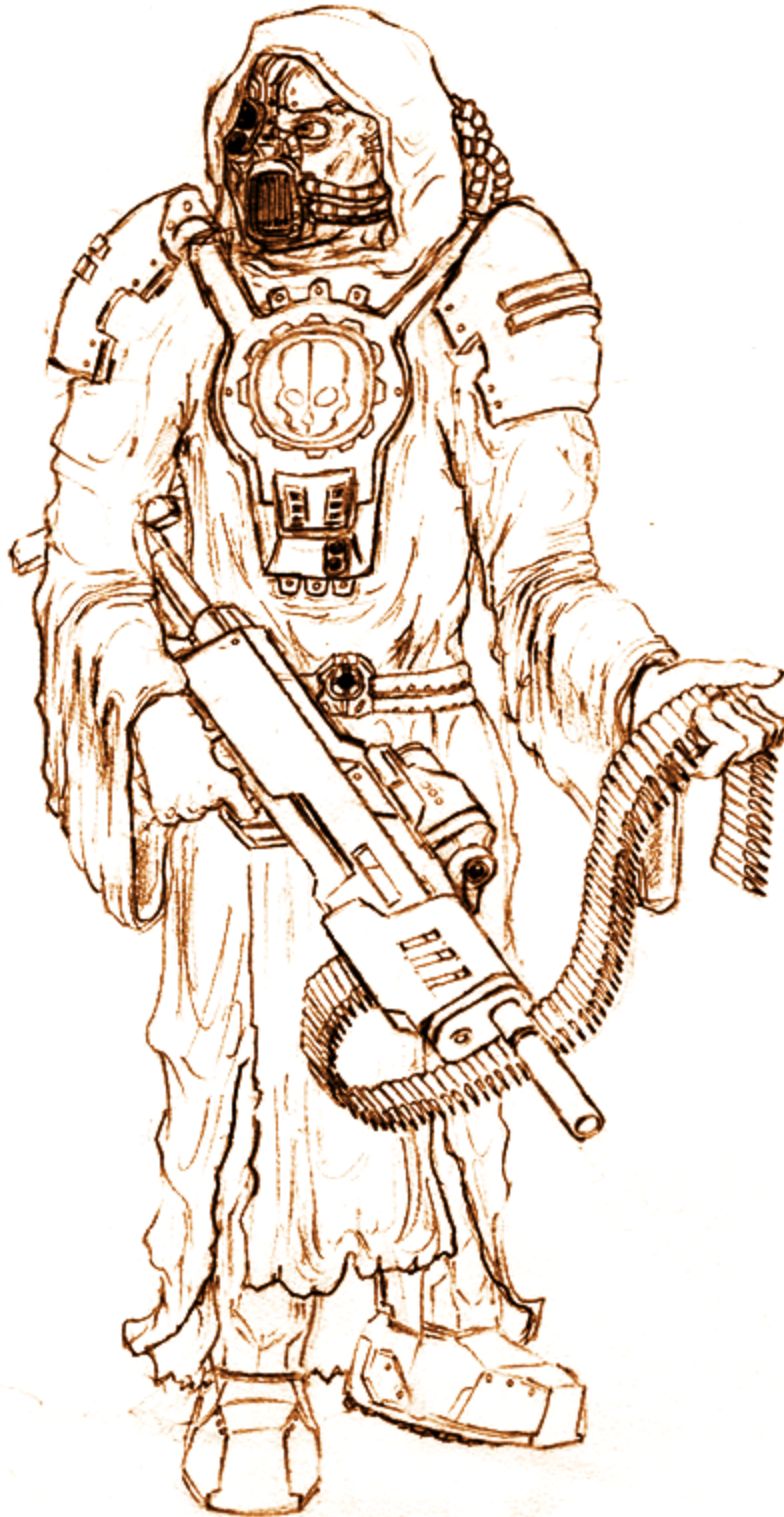
The Mechanicus follow a strict hierarchy, though sometimes an up-and-coming adept will have a different mindset than his master. As such, only an acolyte may challenge for leadership of the gang. Additionally, if the magos is killed, the acolyte with the highest Leadership will take over; in the absence of an acolyte, the skitarii with the highest leadership will take over until either an acolyte or magos is hired by the gang. Any menial who could challenge for leadership is instead immediately retired - there is no tolerance for insubordination by the lower caste.

Scenarios

The Mechanicus does not arrive within the Hive with the intent of destruction, though they have no issue with 'liberating' archeotech from the unscrupulous gangs that fill the area.

As such, lawful Mechanicus may only be the Attacker in a scenario if it is a Rescue Mission, the target gang has Outlaw status, or if the target gang is in possession of a piece of Archeotech or an Archeotech Hoard. Outlawed Mechanicus teams are under no such restriction - they have fallen to the same level of lawlessness as any other faction in the Underhive.





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