



## Adeptus Mechanicus Explorators

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*V2.0a - Rowan Goswell - 2019*



## **The Quest For Knowledge**

During the Age of Technology, human civilisation spread across the galaxy colonising millions of worlds. Great strides were made in science and engineering that would never be equalled again.

It all came to an end in the Age of Strife as for many reasons, that ancient galactic civilisation collapsed.

However, their relics still remain to be dug up across the galaxy and the Adeptus Mechanicus is at the forefront of this.

The Holy Grail of the modern Adeptus Mechanicus is to find an intact Standard Template Constructor.

In the Age of Technology, the colony ships were equipped with computers containing the sum total knowledge of humanity as well as advanced machinery to manufacture absolutely anything the colony might need using local resources.

Such designs are robust, adaptable and reliable and recovered examples of the designs have been adapted for many purposes, no intact and uncorrupted STC Computer has ever been found, however hard-copy printouts based on STC designs are still found periodically.

The Adeptus Mechanicus will gladly sacrifice almost anything to recover new knowledge and routinely send Explorator fleets on expeditions all over the galaxy.

## **Explorators in the Underhive**

The Hives of Necromunda are unimaginably old, dating back from the Age of Technology. They have weathered the Age of Strife seen the rise of the Imperium of man, weathered the Horus Heresy and endured a further ten thousand years beyond that. The cities are vast and filled with secret places and abandoned technologies.

The Mechanicus of Necromunda regularly send Explorator Expeditions into the Underhive following any hint of lost technologies, these expeditions often come into conflict with the locals, their sophisticated technologies and valuable wargear proving too much of a lure for the brave or the stupid.

## Mechanicus Rules

### Territories, Missions and Reinforcements

During a Dominion Campaign the **Mechanicus Explorators share the same territory-bonuses as Van-Saar** as they value similar technological territory.

The Mechanicus Explorators will trade with the locals for supplies and gather credits in the same fashion as the gangs to maintain their mission.

The Explorer teams are not wholly cut off from their superiors however as they maintain tenuous communications with the forges further up the hive. This affords them the same missions and House Favours as any other gang (albeit perhaps with different justifications in-story) Additionally most of the more sophisticated reinforcements purchased later in a campaign are justified as having been delivered from up-hive.

### Mechanicus Skill Sets

Mechanicus Fighters have access to the following skills

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
<b>Leader</b>	-	-	Secondary	-	Secondary	Primary	Primary	Primary
<b>Champion</b>	Secondary	-	Secondary	Secondary	Secondary	Secondary	Primary	Primary
<b>Juve</b>	-	-	-	-	-	-	-	-
<b>Specialist</b>	Secondary	-	-	Secondary	-	-	Secondary	-

Additionally, Mechanicus Leaders and Champions also have access to the following Skills

#### **Servitor Battle Control ----- Leadership**

A model with this rule may command **Servitors** within line of sight.

With this rule, the bearer may ignore the normal range limitations on Activation and instead **activate any friendly Servitor or Robot within line of sight** up to the normal number of models that can be activated. (eg: Leader activates 2, Champion activates 1)

Additionally, A servitor being controlled in this fashion **uses the controller's Characteristic stats** (Ld, Cl, Wil and Int) rather than its own.

#### **Battlesmith ----- Savant**

A model with this rule may opt to **repair a damaged servitor or robot**. This requires both of the model's actions and may only be performed **once per game**. The target model immediately loses any negative modifiers to Toughness it may have accrued and if it was Seriously Injured, it gets back up at the end of the turn without incurring any flesh wounds.

## FIGHTERS

A starting Mechanicus Explorator Team is made up of the following fighters

### LEADER ----- 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	2+	3	4	2	3+	1	5+	6+	6+	4+

#### EQUIPMENT

A Mechanicus Leader is equipped with an Armoured Undersuit. They have no weapon restrictions

#### STARTING SKILL

Mechanicus Leaders start with one free skill chosen from their primary skill sets

### CHAMPIONS ----- 125 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	4	2	3+	1	6+	6+	6+	6+

#### EQUIPMENT

A Mechanicus Champion is equipped with Armoured Undersuit. They have no weapon restrictions

#### STARTING SKILL

Mechanicus Champions may start with one free skill chosen from their primary skill sets.

### JUVES ----- 35 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	5+	3	3	1	3+	1	8+	6+	8+	8+

#### EQUIPMENT

A Mechanicus Juve is equipped with Armoured Undersuit. They may be armed with Basic Weapons, Close Combat Weapons and Pistols, but cannot be given any item that is worth more than 30 credits when they are added to the gang. During a campaign, once a Juve has gained their first advancement this limit no longer applies.

### GANGERS ----- 55 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	8+	6+

#### EQUIPMENT

A Mechanicus Ganger is equipped with Armoured Undersuit. They may be armed with Basic Weapons, Close Combat Weapons and Pistols, when the gang is created. one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special weapons when they are added.

## GENERATING SERVITORS

Mechanicus Champions, Gangers and Juves may be generated as Servitors.

In this case, they may not take skills and any advancements that would provide them are unavailable.

However their base cost is reduced by 10 credits

Servitors gain the **Mindlock** and **Integrated Weapons** special rules

### Mindlock

A model with this rule has only **one Action per turn** unless there is a unit within line of sight with the **Servitor Battle Control** special rule.

### Integrated Weapons

This Fighter may wield Unwieldy weapons using a Basic Action instead of a Double Action.

## BIONICS

The Adeptus Mechanicus ritually implant cybernetics to bring them closer to the Machine God and bionics are extremely commonplace amongst their ranks.

A Mechanicus Leader or Champion may select up to two Bionics as part of their initial equipment.

A Mechanicus Ganger may select a single Bionic as part of its initial equipment.

All fighters may purchase and install bionics at the trading post without the normal requirement of being injured first.

Additionally the Mechanicus has access to a selection of faction-specific Bionics

## ADDITIONAL BIONICS

### Mechadendrite Tendrils

10 credits

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Twisting metal tentacles wrap about the priest's shoulders and operate switches and terminals as if they had a mind of their own.

The Intelligence Check for **Interacting with Terminals and similar devices is now a Free Action**

### Servo Arm

20 credits

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The Servo Arm is an extremely powerful additional limb, The user may **add +2 to any strength tests** such as when forcing doors open. Additionally it adds **+1 to the strength of the user's unarmed attacks**.

### Electoos

20 credits

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Electoos are electrically conductive tattoos and wire mesh embedded in the skin, they can generate powerful electrical shocks as well as channel power into dead machines.

**The Fighter confers the Shock trait on any melee attacks they perform.** If the weapon already has the Shock rule, it now takes effect on a 5+ instead.

## MECHANICUS EXPLORATOR EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

Laslock	25 credits
Mitalock	25 credits
Galvanic Rifle	35 credits
Radium Carbine	30 credits

#### CLOSE COMBAT WEAPONS

Power Axe	35 credits
Power Sword	50 credits
Trans-Sonic Blade	40 credits
Taser Goad	30 credits
Servo Claw	30 credits

#### PISTOLS

Las Pistol	5 credits
Radium Pistol	15 credits
Bolt Pistol	45 credits
Plasma Pistol	50 credits
Arc Pistol	30 credits
Gamma Pistol	65 credits

#### SPECIAL WEAPONS

Grav Gun	120 credits
Arc Rifle	90 credits
Plasma Gun	100 credits
Flamer	140 credits
Rad Gun	100 credits
Eradication Ray	140 credits

#### HEAVY WEAPONS

Heavy Bolter	160 credits
Plasma Cannon	130 credits
Multi -Melta	180 credits
Transuranic Arquebus	150 credits
Lascannon	155 credits
Conversion Beamer	180 credits
Volkite Beamer	175 credits

### WARGEAR

#### GRENADES

Melta Bombs	60 credits
Krak Grenades	40 credits
Frag Grenades	30 credits
Rad Grenades	25 credits

#### ARMOUR

Flak Armour	10 credits
Mesh Armour	15 credits
Light Carapace Armour	80 credits
Hazard Suit	10 credits

#### FIELD ARMOUR

Refractor Field	50 credits
Displacer Field	70 credits
Voltaic Field	65 credits

#### EQUIPMENT

Respirator	15 credits
Photo Goggles	35 credits
Suspensors	60 credits
Drop Rig	10 credits
Grav Chute	40 credits
Bio-scanner	30 credits
Grapnel Launcher	25 credits
Strip Kit	15 credits
Abeyant	80 credits

## Tactics Cards

### Field Engineer

Permits a single model to gain an additional Use of **Battlesmith** regardless of whether they have the skill or not.

### Deus Ex Machina

If a model with the Cybernetica Cortex or Mindlock rule loses line of sight on a controlling Adept, play this card to treat it as though it still has control. Characteristic tests are based on the stats of the chosen model rather than any controlling unit, however they are all improved by 1 for the duration of the turn.

### Enhanced Communications

Permits a leader or champion to activate an additional model and doubles the activation range.

### Icarus Fields

Permits a single model to cross any pitfall or gap as though it was open terrain, provided that they begin and end wholly on solid ground. It also confers the Catfall special rule

### Cyberlink Triangulation

Play before a shooting attack. For every friendly model with line of sight on both the target and the chosen model, the chosen model gains an additional BS to a maximum of 2+ with all modifiers taken into account (eg cover)

### Cybernetic Resilience

All Fighters treat their own toughness as at least 2 for the purpose of To-Wound Rolls for the duration of the turn.

## WEAPON REFERENCE CHART

This section contains the weapons introduced for the Mechanicus Explorator Teams.

### BASIC WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Laslock	9"	18"	+1	-	4	-1	1	4+	Plentiful
Mitralock	6"	8"	+2	+1	4	-1	1	4+	Plentiful, Scattershot
Galvanic Rifle	15"	30"	+1	-	4	-	1	3+	Rapid Fire (1), Shock
Radium Carbine	9"	18"	+1	-	3	-	1	4+	Rapid Fire (1), Rad-Phage

### PISTOLS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Arc Pistol	6"	12"	+1	-	6	-1	1	4+	Sidearm, Rending
Radium Pistol	6"	8"	+1	-	3	0	1	3+	Sidearm, Rad-Phage
Gamma Pistol	6"	12"	+1	-	6	-3	2	6+	Sidearm, Impale

### SPECIAL WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Arc Rifle	12"	24"	+1	-	6	-1	1	5+	Rapid Fire (1), Rending
Eradication Ray <i>Focused Beam</i>	12"	24"	+1	-4	8	-3	2	5+	Unwieldy, Rapid Fire (1)
<i>Wide Angle</i>	12"	24"	-4	-	5	-1	1	5+	Unwieldy, Blast (3")

### HEAVY WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Transuranic Arquebus	24"	48"	-	-	7	-2	2	5+	Impale, Rending
Conversion Beamer <i>Focused Beam</i>	18"	36"	+1	-4	5	-1	3	5+	Unwieldy, Rapid Fire (1)
<i>Wide Angle</i>	18"	36"	-4	-	8	-2	2	5+	Unwieldy, Blast (3")
Volkite Beamer	15"	30"	+1	-	6	-1	2	5+	Rapid-Fire (2), Pulverise, Blaze

### CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Trans-Sonic Blade	-	E	-	-	S+1	-2	1	-	Melee, Rending
Taser Goad	-	E	-	-	5	-	1	-	Melee, Parry, Shock
Power Fist	-	E	-	-1	Sx2	-3	2	-	Melee, Power



## Field Armour

### Voltaic Field

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A powerful electrical field surrounds the wearer, striking any who attempt to engage in melee.

For every successful Hit in melee against a fighter wearing the Voltaic Field, The attacking model takes a Strength 2 automatic hit with the Shock special rule.

The Voltaic Field's Shock rule stacks with the Electoo Bionic.

## Equipment

### Abeyant

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The Abeyant is an array of suspensor disks and power coils that enable the wearer to fly, albeit slowly.

A Fighter with an Abeyant may ignore all terrain, moves freely between levels without restriction and can never fall. It may not however ignore impassable terrain and may not end its movement with its base overlapping an obstacle or another fighter's base.

A Fighter with an Abeyant cannot voluntarily go Prone.

## Exotic Pets

### [ 0 - 3 ] Cyber-Familiar ----- 25 CREDITS

*Servo Skulls, Mek-spiders and other stranger constructs, the Cyber Familiars act as an extra set of eyes for its owner and can relay communications, every Familiar is linked to its owners cybernetic implants and acts as an extension of their will.*

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	6+	4+	2	2	1	3+	1	8+	4+	8+	4+

### EQUIPMENT

The Cyber Familiar is equipped with Photo-Goggles and a Laspistol

### Flight

A Cyber Familiar may ignore all terrain, moves freely between levels without restriction and can never fall. It may not however ignore impassable terrain and may not end its movement with its base overlapping an obstacle or another fighter's base.

### Independent

Unlike most Pets, a Cyber Familiar is intended to range further afield, it does not have to remain within 3" of its owner and can interact with terminals and operate switches like any Fighter.

### Comm Relay

The Cyber Familiar serves as an extension of its owner's Line of Sight for the purpose of Servitor Battle Control/Mindlock and uses its owner's Characteristic Statistics for all purposes.

## Brutes

### [ 0 - 2 ] PHALANX WAR SERVITOR ----- 200 CREDITS

The Phalanx class War Servitor is the pinnacle of the cyberneticist's art. A hulking armoured cyborg that towers over even space marines. Every inch of its body is wrapped in ceramite and adamantium and it wields weapons normally mounted on vehicles.

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Cl</b>	<b>Wil</b>	<b>Int</b>
4"	4+	4+	4	5	4	5+	1	7+	4+	7+	7+

#### EQUIPMENT

The Phalanx War Servitor is equipped with a Servo Claw, Light Carapace Armour, Armoured Undersuit, Respirator and Photo-Goggles

#### SKILLS

The Phalanx War Servitor is a Servitor and consequently has the Mindlock and Integrated Weapons rules.

#### WEAPONS

The Phalanx War Servitor may select a single weapon from the Heavy Weapons Category.

The Phalanx War Servitor may replace its Servo Claw with a Power Fist for an additional 25 credits

### [ 0 - 2 ] CATAPHRACT BATTLE AUTOMATA ----- 250 CREDITS

A true relic, the Cataphract Battle Automata was once a mainstay of the Legio-Cybernetica, such machines are rare in the 41st millennium and much prized by their owners.

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Cl</b>	<b>Wil</b>	<b>Int</b>
4"	4+	4+	4	5	4	5+	1	8+	5+	7+	7+

#### EQUIPMENT

The Cataphract is equipped with a Power Fist, Light Carapace Armour, Armoured Undersuit and Photo-Goggles.

#### SKILLS

The Cataphract has the Integrated Weapons and the Cybernetica Cortex special rules.

The Cataphract is immune to Toxin, Gas, Blaze and Rad-Phage

#### Cybernetica Cortex

Much like a servitor, the robot requires constant instruction to operate at peak effectiveness. Should there not be a model with the **Servitor Battle Control** Skill within line of sight, the robot reverts to autonomous behaviour.

It will **shoot at the nearest enemy in line of sight** unless there is an enemy within 7" in which case it will Assault it.

#### WEAPONS

The Cataphract may select a single weapon from the Heavy Weapons Category or two weapons from the Special Weapons Category.