

# BACKGROUND

(For all players)

## The planet Arden

Located on the outer reaches of the Imperium, the planet Arden's land masses viewed from orbit are pure, lush green; ancient terraforming has run wild in what is now shore-to-shore jungle. The only signs of human life are a few major cities where what passes for civilisation in this remote place can be found, but the majority of the planet's people still live in the jungles. These wild and warlike tribes date from the Dark Age of Technology when life on the planet degenerated to Stone Age subsistence, with many significantly diverged from 'human standard'. Although the planet has been re-contacted, the process of civilising its inhabitants has barely begun.

The city dwellers and the jungle natives are suspicious of each other, and many city dwellers consider the natives to be little more than animals.

## Civil war

Power resides in the hands of a few powerful factions, each with their own private armies. Only a few years ago, the power struggles had developed into open warfare between a few alliances of factions, and several of the cities were severely damaged. This war only ended with the arrival of Imperial forces who intervened and imposed a peace deal on the rivals, who have been forced to form a collaborative government.

## Imperial involvement

Inquisitor Cynole is participating in a new Imperial drive to drag this anarchic and backward place into the 41<sup>st</sup> Millennium. While Army training teams are developing their forces, and Adeptus Mechanicus tutor their technicians in the litanies of maintenance, his own role is to root out some of the decadence and corruption in the ill-disciplined and superstitious ruling classes. The widespread tolerance on this planet for mutants, aliens and psykers is also a concern.

## Logging operation

The Trading Guild have been granted a licence to clear this area of the forest with their giant loggernauts. They have set up a base at a local landmark – a massive ruined temple built into a natural cave system. They are employing local native tribes to assist in the clearance, which has been broadly successful although there are tensions and the occasional violent incident.

## Discovery of the Artefact

Three days ago, accidental damage to a temple wall led to the discovery of a hidden chamber. Inside the chamber was an ancient and mysterious object, possibly of alien origin - an artefact of potentially great power and value. The Trading Guild declared the find, and brought in mercenaries to supplement the base security and secure the site. The government has dispatched a technical team from the Society of Mechanists (the planet's equivalent of the Adeptus Mechanicus) to investigate the artefact further. Inquisitor Cynole has accompanied them as this is potentially a find of importance at planetary level.

Also arriving at the temple is a noble's hunting party, which has come to see what the excitement is about. He has no reason to be there, but his family rule this area and nobody has the authority to exclude him. Finally, word seems to have spread among the local tribes, and a large crowd of natives armed with primitive weapons has turned up in a state of some agitation.

The 'thopter was a local model, ancient and noisy, the dull beat of its engines drowning any attempt at conversation. Dr Moenkhaus gestured to the ground.

'That', he said 'is the main logging zone. You can see the loggernauts if you look closely'.

Inquisitor Cynole peered from the cabin window. Far below he could make out the brown patches where the forest had been cleared. Pinpricks of black betrayed the presence of the giant machines.

'How far are we from the place?', he asked.

'About twenty miles. It's impassable overland of course, but only a few minutes in a 'thopter'.

Impassable - Cynole thought - how ready this doctor was to dismiss possibilities. Moenkhaus was either a fool or trying to conceal something.

# HOUSE RULES

All rules are as in 40K 1<sup>st</sup> Edition (including hiding) unless modified below:

1. Close combat is basically Necromunda. Each model rolls a d6 for each attack and adds WS. Highest score wins, in a tie highest Initiative wins. Hits scored are the difference between the two dice. +1 for charging. . Swords (including chain swords) can parry by making opponent re-roll 1 dice. Basic weapons can be used in combat at a -1 WS penalty. All models are assumed to have at least a knife or similar so do not fight at a penalty.
2. Weapons with area effects roll to hit as usual. If they hit, the template is centred on target. If they miss roll for deviation – d6" in a direction determined by scatter dice or d12 clockface.
3. No reserve move – models can double move in normal move phase but then can't hide or fire.
4. Flamers use template. Models underneath are hit automatically, partially covered are hit on a 4+.
5. No unit coherency. Models take a rout test if 1/3 of friendlies within LOS are killed in a single turn.
6. Turns are phased as follows:
  - Player order is set on the turn order board (lasts all turn). Within each phase, players act within the order on the board if this is important (but generally most actions can be taken simultaneously).
  - All players move (including running).
  - All players fire
  - All players close combat
  - All players rallying

# BRIEFINGS

Each player should get a copy of the background, house rules, plus their individual briefing.

# Inquisitor Cynole

**Do not discuss or share your briefing with other players!**

## Briefing

- If the artefact appears genuinely powerful or dangerous then it needs to be removed and placed under Imperial control. It would be best to thoroughly check it out before meddling with it.
- As the senior Imperial officer you are entitled to take charge in a crisis. Failure to obey your direct commands would be treason.
- The mercenaries may be required to provide muscle. They have worked for the Imperial authorities before and can be paid if necessary (perhaps 200,000 credits or so). You could use also use your influence to make it very difficult for them to ply their trade in Imperial space in future.
- You are unimpressed with the local Arbites. They seem to lack competence, diligence and loyalty to the Emperor. Nonetheless they do what you tell them and have proved useful.

## Objectives

- Survive to serve the Emperor in future. You were not destined to die in this backwater (major objective)
- Ensure the artefact is appropriately dealt with. If it leaves the area then it must be accompanied by you or your trusted troops (major objective).
- Expose and punish wrong-doing (hunt down psykers, aliens and other deviants).
- Uphold the laws of the Imperium and generally set a good example.

## Forces

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Inquisitor Cynole	4	4	4	4	3	3	4	3	10	8	10	10	4 + 4

Powered Armour, Conversion Field, Plasma Pistol, Auto-senses, Infra Vision, Bolt Pistol, Communicator

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
2 Marine bodyguards	4	5	5	4	4	1	4	1	9	8	9	9	4

Bolter, Frag grenades, Blind grenades, Powered Armour, Bolt Pistol, Auto-senses, Infra Vision, Communicator  
2 hand picked marines – ready to protect Cynole and enforce his will

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
2 Local Arbites	4	3	3	3	3	1	3	1	7	7	7	7	5

Bolter, Mesh Armour, Photo Visors, Handcuffs, Communicator

More at home roughing up prisoners than fighting

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Velox Gressus - Astropath/Psyker	4	3	4	3	3	2	3	1	7	8	7	8	5

Refractor field, Laspistol, Communicator

Velox has been in Cynole's retinue for years, and knows how to handle himself in a tight spot.

Psi points 20:

- Aura of Protection (cost 3) 5+ Save
- Telepathy (cost 6) Establish link with another in 24" until either is wounded.
- Steal Mind (cost 4) 12" range. Target moves randomly at half speed, WS1, lasts d6 turns.
- Hammerhand (cost 2), double attacks, +2 S, lasts until wounded.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Enginseer Ferrugin	4	3	3	3	3	1	3	1	7	8	7	7	6

Flak armour, Laspistol, Bio scanner, Energy Scanner, Haywire grenades, Communicator

Whether breaking into security systems, carrying out field repairs, or piloting a shuttle, Cynole can rely on Ferrugin. In spite of paying little attention to the machine spirits, he seems to get results.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Professor Purpura	4	2	2	2	2	1	3	1	7	8	7	7	-

Metal detector, reference books, Plasma Pistol

The professor is an expert on some of the ancient cultures and artefacts of Arden, some of which date from the Dark Age of technology. His obsession with archaeotech makes him somewhat difficult to communicate with.

	Short	Long	Strength	Sv. Mod	
Bolter	0-12" (+1)	12-32"	4	-1	
Bolt Pistol	0-8" (+2)	8-16"	4	-1	Close Combat
Plasma Pistol	0-6" (+2)	6-18"(-1)	6	-1	Close Combat, Following Fire
Laspistol	0-8" (+2)	8-16"(-1)	3	-1	Close Combat

# Trading Guild

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## Briefing

The logging operation has given you the opportunity to investigate a ruined temple in the area, where you have established your base. The temple is built into a network of caves where you have discovered a vein of rare spiridium ore. This is used in force fields and other advanced technologies and is extremely valuable. The Trading Guild has been mining it in secret, ferrying it off planet and selling it to Slann in a nearby system. One of their leaders has come to inspect the mine and was in the caves when the artefact was discovered. The discovery of either the mine or the alien would be a disaster for the Guild and it is essential to avoid this.

## Objectives

- Smuggle the Slann out and get him on an ornithopter, or at the very least keep him hidden.
- The artefact has been found in your area and should be claimed by the Trading Guild. It should not be removed unless in your care.
- The natives that have turned up are a significant security threat and need to be expelled from the compound or have their weapons confiscated. However, it would be best to avoid bloodshed, as this could disrupt the logging operations if the local tribes become more hostile.
- The Society of Mechanists are a political adversary – try to foil anything that they are doing. You can expect them to steal, damage or possibly even kill your people if they think they can get away with it.
- Don't let anyone, particularly the Mechanists into your storerooms. They contain mining equipment and other valuables.
- Due to the sensitive nature of the site, the Trading Guild have assigned you an assassin disguised as a labourer. He can be used to dispatch any threats to your operations.

## Trading Guild Base Features

### Ornithopter pad

The Ornithopter pad is protected by an AA mounted auto-cannon, which will make short work of all but the toughest aircraft. Your security personnel are trained in its use, but anyone from a military background would have a reasonable chance of operating it from its control panel.

### Security fence

The fence is electrified to discourage wildlife and any other intruders. It may be turned on or off from the main Trading Guild control room.

### Generator

The generator powers the security fence, and all lighting inside the temple.

### Spiridium Mine

This illegal Spiridium mine has been concealed at the end of the tunnel with a false door. This will not be immediately apparent to anyone standing next to it, but would be revealed by a careful search if they had reason to carry one out.

### Forces

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Lord Moncrieff	3	4	4	4	4	2	4	2	9	7	9	9	5

Stub gun, concealed Plasma Pistol, Floating Skull (communicator, Bionic Eye (Infra Vision) – \*targeting bonus included in BS), Refractor Field

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Overseer 1 (Mr. Pietrov, human)	4	3	3	3	3	1	3	1	7	7	7	7	5

Stub gun, communicator, neurowhip

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Overseer 2 (Mr. Blume, Ratling)	4	2	4	2	2	1	5	1	6	7	6	8	4

Hand weapon, laspistol, bio-scanner, energy-scanner, rad-counter, communicator

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Lumberjack 1 (Cecil, Human)	4	3	3	3	3	1	3	1	7	7	7	7	5

Chainsword, flak

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Lumberjack 2 (Mackay, Squat)	4	4	3	3	3	1	2	1	9	7	9	9	5

Bionic Chainsword (S5, Sv-2, d6 wounds), flak

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Guard 1 (Sergeant Olav, Ratling), Assassin	5	5	6	4	4	2	7	2	7	8	7	9	4 + 4

Bolt pistol, Mesh + Flak, Conversion Field (noticeable if switched on). Needle Pistol (option to paralyse).

Laspistol, Communicator, Blind grenades. His equipment will be noticeable if used but otherwise it will not be noticed that he is not a labourer. Various bionic enhancements (included in profile).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Guard 2 ("Big" Bob, large human)	4	3	3	4	3	2	3	1	7	6	7	7	5

Auto-pistol, flak, shield, combat accessory, frenzon

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Guard 3 ("Bigger" Bob, Ogryn)	6	3	2	4	5	3	3	2	5	4	5	7	5

Ripper gun, flak, frenzon

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Guard 4 (Gonzalez, Ratling)	3	2	4	2	2	1	5	1	6	7	6	8	5

Shock maul, mesh, flak, communicator

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Guard 5 (Abdul-G, Ratling)	3	2	4	2	2	1	5	1	6	7	6	8	5

Mesh, flak, communicator, frenzon, sawn-off shotgun

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Mechanic 1 ("Red Bonnet", Squat)	3	4	3	3	4	1	2	2	9	7	9	9	5

Carapace, las-cutter, displacer field

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Mechanic 2 ("Newman")	3	3	3	3	3	1	3	1	7	7	7	7	5

Power axe, auto-senses

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Warhound	6	3	0	3	3	1	4	1	6	4	6	6	-

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Lumberbot	6	3	5	6	5	5	5	2	-	-	-	-	5

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Pond Lord Guzunda - Slann	4	3	2	3	4	2	3	2	6	7	6	9	5

Laspistol, Refractor Field, Bionic Eye (infra vision and +1 BS)

He is represented on the table as a foreman, but his crude disguise is not particularly convincing, and he could easily be spotted at close range. He is a fat and cowardly Slann, and will generally run from danger.

	Short	Long	Strength	Sv. Mod	
Autopistol	0-8" (+2)	8-16"	3	-1	Close Combat
Plasma Pistol	0-6" (+2)	6-18" (-1)	6	-1	Close Combat, Following Fire
Needle Pistol	0-8" (+2)	8-16" (-1)	2	-1	Close Combat, Fire Hidden
Laspistol	0-8" (+2)	8-16" (-1)	3	-1	Close Combat
Power Maul	-	-	4	-	Close Combat, Can be set to stun

# Feral World Natives

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## Briefing

- The city dwellers seem to think that the artefact is some kind of ancient machine, but you know that it is a prison for the soul of the demon Ergitslan, who was incarcerated there in ancient times after an epic battle with the goddess Arislana. If it is tampered with then the demon may be released with disastrous consequences, bringing ruin on your tribe and the surrounding area. Your key objective is to carry out a ritual to seal the temple by creating barriers that the demon cannot cross. The shaman and his apprentice can carry this out. It takes 1 turn to create a barrier of up to 3". This involves creating an unbroken line of salt (a rare commodity in the jungle) and chanting, so any outsiders present will notice.
- In addition to the tribesmen already at the temple, one of your natives carries a horn which can be blown to attempt to summon reinforcements.
- There is a secret arms cache in the jungle, protected by a carnivorous plant. It will not attack anyone wearing red because of their similarity in appearance to the poisonous giant Itxtl lizard. You have unlimited bows and hand weapons located in another cache just off table. Arms cache contains one autopistol, 3 autoguns, missile launcher with 3 plasma missiles.
- The Trading Guild have done great damage to the tribal lands, but they are also employing many people of the tribe and providing much needed goods and food. It would be best to avoid conflict with them where possible.
- Collect weapons and equipment with which to arm your tribe, ideally in secrecy, and transport them off table.
- There is a suspicious looking patch of jungle – an unusual collection of plants suggesting the area has been disturbed.
- Trading Guild rules are that natives are not allowed to carry any weapons within the compound – even bows and hand weapons.
- The city dwellers dislike and fear anyone with spirit powers – if they realise you have a shaman then there could be trouble.
- The city dwellers probably haven't realised, but a powerful storm is coming – the signs are everywhere in the jungle for those who know how to read them. In a storm, your shaman can harness the power of the lightning and call it down on your enemies.
- The chief's son is headstrong and reckless – one day he might bring ruin on the tribe, but his blood right cannot be denied. In the meantime keep an eye on him and make sure he doesn't do anything foolish.

## Objectives

- Prevent artefact being removed from the temple (major).
- Conduct ritual to seal demon within the temple (major).
- Keep shaman's psychic powers secret (minor).
- Avoid your arms cache being discovered (minor).
- Acquire additional guns (minor).

## Forces

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Chief	4	4	4	4	4	2	4	2	9	7	9	9	-

## Sword

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Chief's son	4	5	5	4	4	2	4	2	9	7	9	9	6

Sword, shield

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Shaman	4	4	4	4	4	2	4	1	9	7	9	10	-

Staff, salt for ritual, Psychic powers: 20 Psi points

- Sense Presence (cost 3). Locate living creatures within 12". Can be used to ignore hiding.
- Aura of Protection (cost 3), 5+ save
- Wind Blast (cost 2) 2" radius range 24". Target immobilised. Lasts till psyker moves
- Cure Injury (cost 3), restore 1 wound, causes wound if fails.
- Hammerhand (cost 2), double attacks at +2 strength. Lasts until wounded
- Call Lightning (cost 2), only in storm, automatic S8 hit, d3 wounds. Double damage to robots. Roll as Haywire to damage technology.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Shaman's apprentice	4	3	3	3	3	1	3	1	7	7	7	8	-

Bow, Salt for ritual, Psychic powers: 10 Psi points

- Cure Injury, (cost 3) restore 1 wound, causes wound if fails.
- Aura of Resistance (cost 2), 6+ save
- Hammerhand (cost 2), double attacks at +2 strength. Lasts until wounded

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Tribesman	4	3	3	3	3	1	3	1	7	7	7	7	6 / -

Selection of hand weapon, sling, bow, shield

	Short	Long	Strength	Sv. Mod	
Autogun	0-12" (+1)	12-32"	3	-1	
Autopistol	0-8" (+2)	8-16"	3	-1	Close Combat
Bow	0-12"	12-24" (-1)	3	1	
Sling	0-12"	12-18" (-1)	3	1	Slow
Missile Launcher	0-20"	20-72"	5	-2	(-1" Move) 1½" area



Film crew (reporter and cameraman)	4	2	2	3	3	1	2	1	6	7	6	7	-
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Two or three civilian hangers on – girlfriends, butler etc. (same profile as film crew).

	Short	Long	Strength	Sv. Mod	
Hunting Rifle	0-12" (+1)	12-32"	4	-1	Slow
Needler	0-16" (+1)	16-32"	3	+1	Slow
Bolt Pistol	0-8" (+2)	8-16"	4	-1	Close Combat
Bow	0-12"	12-24" (-1)	3	1	
Grenade Launcher	0-20"	20-60"	-	-	Slow
Crack			6 (d6 Dam)	-3	

# Colonel Havred – Mercenaries

**Do not discuss or share your briefing with other players!**

## Briefing

- These natives could be trouble. You were brought in to guard the base, not to fight a pitched battle with an unknown number of savages. They got into the base because the Trading Guild left the gate open (some of the natives work for the Trading Guild), and now you are expected to deal with them. Whether this is covered by the contract is questionable – if you are going to take them on then you should definitely be getting some kind of bonus.
- The artefact must be rare and valuable, whatever it is. A wealthy ‘entrepreneur’, Mr Goldberg, who collects alien curiosities would probably pay 2 or 3 million credits for it.
- Get paid your 500,000 credits by the Trading Guild for securing the site, but ultimately earn as much cash as possible. These local factions are always at each other’s throats and that means good money for professionals such as yourself.
- Your new second-in-command has recently transferred from another mercenary company and while he is experienced and efficient, you are not sure about his loyalty.
- You have a melta gun which is of alien manufacture. Probably best if the Inquisitor doesn’t see it – they are very up-tight about such things, and he might confiscate it.

## Objectives

- Colonel Havred must survive
- Take off with the artefact if the opportunity presents itself.
- Make as much money as possible.
- Keep casualties to a minimum – the boys will turn against a leader who puts them in danger.

## Forces

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Colonel Havred	4	5	5	4	4	2	4	2	9	7	9	9	5 + 5

Mesh armour, PV, respirator, communicator, hand flamer, bolt pistol, melta gun, refractor field, chainsword

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Sgt Jack	4	4	4	4	3	1	4	1	8	7	8	7	5

Mesh armour, PV, respirator, communicator, webber, autogun

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
8 Mercenaries	4	3	3	3	3	1	3	1	7	7	7	7	5

Mesh armour, PV, respirator, communicator, autogun, autopistol

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
1 Missile Launcher	4	4	4	4	3	1	4	1	7	7	7	7	4

Powered armour, auto-senses, respirator, communicator, missile launcher, frag missiles, melta missiles

	Short	Long	Strength	Sv. Mod	
Autogun	0-12" (+1)	12-32"	3	-1	
Autopistol	0-8" (+2)	8-16"	3	-1	Close Combat
Hand Flamer	Template		4	-2	
Melta-gun	0-6" (+1)	6-12"	8 (d6W)	-4	Slow
Bolter	0-12" (+1)	12-24"	4	-1	
Bolt Pistol	0-8" (+2)	8-16"	4	-1	Close Combat
Webber	0-4" (+1)	4-8"			Close Combat
Missile Launcher	0-20"	20-72"		-2	(-1" Move)
- Melta x 5			5		1" area
- Frag			3		2" area

# Dr Moenkhaus – Society of Mechanists

**Do not discuss or share your briefing with other players!**

## Briefing

- The artefact is clearly a powerful artefact from the Dark Age of Technology that needs to be examined at leisure in a Mechanist base. As the arm of government responsible for the technological arts, your group should take charge of it. The grav-trolley you have brought with you can be used to carry it to the ornithopter.
- The Trading Guild are a political enemy – try to foil anything that they are doing. Spy on their base, secretly kill their people and try to catch them doing something illegal. Your society have reason to suspect that something peculiar has been going on in this area, going back before the discovery of the artefact, such as an unexpectedly high number of Trading Guild flights and visits by unnecessarily senior Guild personnel. Try to find out what it is and disrupt/steal/destroy as much as you can.
- There is a nearby cache of de-activated warbots, which were concealed at this local landmark by the Mechanists following the last civil war. These are unauthorised military weapons and their discovery must be prevented at all costs. Dr Moenkhaus has the activation code – this cannot be used remotely but must be keyed into the cache’s access hatch directly. This could be given to one of the other scientists.
- You have brought some demolition charges to use if the opportunity presents itself. Obviously you must not be caught laying these.

## Objectives

- Take the Artefact away in your ornithopter
- Avoid discovery/reporting of the warbots.
- Ensure Dr Moenkhaus survives
- Thwart the Trading Guild, and damage/spy on their base.
- Investigate the artefact and discover what it is. Carry out as many different tests on it as possible.

## Forces

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Dr Moenkhaus	4	3	3	3	3	2	3	1	7	8	7	7	4

### Conversion field, photo visor, respirator, plasma pistol

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
3 Technologists	4	3	3	3	3	1	3	1	7	8	7	7	5

### Refractor field, photo visor, respirator, las pistols

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
3 Servitors	4	3	3	3	3	1	3	1	7	8	7	7	-

### Claw/tool arm (use as chainsword)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
1 Lab-bot	4	3	3	5	5	2	3	2	-	-	-	-	5

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
2 Guards	4	3	3	3	3	1	3	1	7	7	7	7	5

### Mesh armour, respirator, photo-visor, autogun + bolt pistol

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Sv
Warbots	3	4	5	4	5	2	3	1	-	-	-	-	4

## Two bolters

	Short	Long	Strength	Sv. Mod	
Bolter	0-12" (+1)	12-24"	4	-1	
Autogun	0-12" (+1)	12-32"	3	-1	
Plasma Pistol	0-6" (+2)	6-18"(-1)	6	-1	Close Combat, Following Fire, 1 turn re-charge
Laspistol	0-8" (+2)	8-16"(-1)	3	-1	Close Combat