

ADEPTUS MECHANICUS EXPLORATORS

Version 2.0

- **Initial Resources:**

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 3 models.

- **Hired Guns:**

Admech war bands may recruit up to 2 Hired Guns.

- **Starting Experience & Skills:**

All fighters start with the following experience point totals. All non-Construct Admech members gain experience as normal. Admech gain the 'Underdog' Bonus as normal.

Unit Type	NEC eq	XP
Magos/Genetor	Leader	60+D6
Engineer	Heavy	60+D6
Electro-priest	Ganger	20+D6
Skiitari	Ganger	20+D6
Menial	Juve	D6
Sicarian	Heavy	60+D6

- **Maximum Characteristic Values:**

These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

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

- **Territory & Income:**

Admech war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 4
Investigation Rating: 7



• Special Rules:

All Admech war bands may select Comm-links/Micro-beads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Construct Bodyguards: Magos/Genetor may purchase 1 construct bodyguard if they are equipped with a MIU. There can be only 1 Construct Bodyguard per war band at any time. The construct is bound to the War Band leader.

Amesa Thallax Bodyguard								195 TG
M	WS	BS	S	T	W	I	A	Ld
4	2	4	4	3	2	2	2	8

- **Species:** Construct
- **Weapons:** Amesa Thallax is equipped with an Autoslugger and a knife.
- **Equipment:** Amesa Thallax is equipped with a heavy armor granting it 4+ armor.
- **Special:** Floating, Bulky.

The Amesa Thallax was developed from the Astartes Power Armour, though in the case of the Thallax this protection only covers organs, nervous systems, and brain. The skeleton and limbs of Thallax warriors are replaced entirely with mechanical weapons and servo's powered by an internal reactor. The agony of this process, along with the replacement of most human sensory organs, leaves Thallax warriors notoriously cold and calculating killing machines. The Amesa Thallax bodyguard is a less refined version of the Lorica Thallax that was seen in the Dark Ages of the Heresy.

Scyllax Bodyguard								170 TG
M	WS	BS	S	T	W	I	A	Ld
5	4	2	4	3	2	2	2	8

- **Species:** Construct
- **Weapons:** Scyllax is equipped with Mechadendrite Combat Array.
- **Equipment:** Scyllax is equipped with a heavy armor granting it 4+.
- **Special:** Rad Furnace, Bulky.

Deployed onto the battlefield as elite shock troops or the bodyguards of their magos overseers, Mechanicum Scyllax Guardian-automata have been adapted with a wide variety of mechadendrites and servo-arms for dissecting living matter with murderous speed. With an armoured carapace as durable as Legiones Astartes battle plate and powered by a rad furnace which can vent debilitating radiation at will, the Scyllax Guardian-automata are a force to be truly feared on the battlefield.

Rad Furnace: All models locked in combat with one Scyllax suffer -1 to their Toughness characteristic for the duration of the combat. Scyllax models are themselves immune to this effect.

Additionally, Admech war bands may select one (1) of the following factions upon creation. This faction may not be changed or removed once selected. Please note that some factions may have adverse effects when facing certain opposing war bands.

- **Puritan:** (Magos Leader) The war band follows the strict Universal Laws laid down by the Omniah. The war band may not be equipped with any Xenos weaponry or equipment and will never employ non-human Hired Guns. When facing any war bands possessing Xenos weaponry or equipment or Radical Admech war bands, the entire war band may choose to be affected by Hatred when the scenario begins. The Magos and Engineers/Secutors may select 1 servo-skull each, at normal cost.
- **Radical:** (Genetor Leader) The war band seeks to extend its knowledge regardless of the consequences. The war band may be equipped with Xenos weaponry and equipment and may hire non-Human Hired Guns. The Genetor and Engineers/Secutors may select 1 servo-skull or Drone each, at normal cost. War bands led by a Genetor may replace their Sicarian allowance with 0-3 Gholams or Chimerics.



Recruitment

1 Magos									Base +110 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+2	+2	-	-	+1	+1	-	+2	

OR

1 Genetor									Base +110 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+2	+2	-	+1	-	+1	-	+2	

- **Species:** Human only.
- **Weapons:** Magos/Genetor may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** Magos/Genetor may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Magos/Genetor always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

0-2 Electro-Priest									Base +35 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	-	-	-	-	+1	-	+1	

- **Species:** Human only.
- **Weapons:** Electro-Priests may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Electro-Priests may select any equipment from the Equipment lists.
- **Special:** Electro-Priests have Electroos and may never wear armor.

0+ Skiiitari									Base +30 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Skiiitari may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Skiiitari may select any equipment from the Armor, Gunsights, and Equipment lists.



0-3 Engineeer									Base +60 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	+1	-	+1	

- **Species:** Human only.
- **Weapons:** Engineeers may select weapons from the HtH, Basic, Pistols, Special, Heavy, and Grenades lists.
- **Equipment:** Engineeers may select any equipment from the Armor, Gunsights, and Equipment lists.

0+ Menials									Base +5 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	-	-	-	-	-	-	+1	

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Menials may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Menials may select any equipment from the Equipment list.

0-2 Sicarian Infiltrators								Base +95 TG	
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M	WS	BS	S	T	W	I	A	Ld
+1	+1	+1	+1	-	+1	-	-	+1

- **Species:** Human only.
- **Weapons:** Sicarians may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Sicarians may select any equipment from the Gunsights and Equipment.
- **Special:** Infiltration Skill. (If the fighter gets it once more, reroll the result). Sicarians have an included 5+ armor save than cannot be upgraded.

0-4 Servitors								Base	
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M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

- **Species:** Species: Servitors, Gun-/Combat-Servitors.
- **Weapons:** Weapons: Gun-/Combat-Servitors may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** None.

Gholam/Chimeric								110 TG	
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M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	4	2	3	2	6

- **Species:** Construct.
- **Special Rules:**
 - Implacable Monsters:** Gholams/Chimerics have the True Grit, Crushing Blow, and Hurl Opponent abilities. Gholams/Chimerics cause Fear.
 - Dangerous To Know:** Non-Radical AdMech and Ecclesiarchal warbands fighting an enemy warband which includes Gholams/Chimerics are affected by Hatred.
 - Bio-Frenzy (Gholam Only):** Because of their unstable bestial nature, Gholams are driven mad with rage. They are subject to the rules for Frenzy.
 - Weapon Grafts (Chimeric Only):** You may choose to buy up to two mutations, for the Chimeric. The Chimeric is NOT considered a mutant. The total costs of those mutations is reduced by 10.



Weapons & Equipment Lists

ITEMS

COSTS

•Hand-to-Hand

Knife	Free/5
Stiletto, Dirk	10
Throwing Knife	10
Sword*	10
Club, Maul, Bludgeon	Free/10
Chain, Flail	Free/10
Massive Weapon	15
Chainsword ¹	20
Chain-Axe ¹	25
Power Sword ²	40
Power Axe ²	40
Power Fist ²	85
Shock Maul ¹	40
Buzzsaw†	45
Chainsaw†	45
Pneumatic Hammer†	45
Rock Drill/Breacher†	50
Shears†	60

•Pistols

Autopistol	15
Stubber	10
Hand Cannon ¹	15
Bolt Pistol ¹	20
Laspistol	15
Hellpistol ¹	20
Hand Flamer	20
Plasma Pistol ¹	25
Inferno Pistol ²	45

•Basic

Autogun	20
Lasgun	25
Las Carbine	20
Hellgun	30
Bolt Carbine	30
Bolter	35
Shotgun (Solid/Scatter)	20

•Special

Flamer	40
Melta-Gun	85
Melta-Lance	85
Grenade Launcher	100
Plasma Gun	75
Long Las	40
Storm Bolter***	45
Ripper Gun	50
Rad-Cleanser	60

•Heavy

Autocannon	285
Assault Cannon	200
Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun	285
Lascannon	350
Missile Launcher	170
Multi-Melta	220
Multi-Laser	125

•Grenade & Ammo

Frag Grenades	25
Krak Grenades	35
Melta-Bomb ¹	40
Photon Flash Grenades ¹	20
Frag Missile	35
Krak Missile	75
Dum-Dums	5
Man-Stopppers	5
Metal Storm ³	15
Inferno ³	15
Kraken ³	15
Overcharge Cell ¹	15

•Armor

Light Armor	10
Flak Armor	15
Flak Armor (Enclosed)	20
Medium Armor ¹	25
Medium Armor (Enclosed) ¹	30
Heavy Armor ¹	35
Heavy Armor (Enclosed) ¹	40
Power Armor ²	50
Power Armor (Enclosed) ²	60
Refractor Field ³	20
Conversion Field ³	25
Displacer Field ³	35

•Gun-Sights

Red-Dot Laser	20
Telescopic Sight	30
Mono-Sight	35

1. Not available to Menials
2. Not available to Menials or Skiiitari
3. Magos/Genetors Only
4. Only available to Servitors or models with Bionics

•Equipment

Bio-Scanner (1/warband) ¹	50
Clip Harness	10
MIU ²	10
Mechadendrites/Servo-Arm ²	40
Photo-Contacts/Visor	10
Respirator	10
Weapon Reloads	½ weapon cost
Shoulder Rig ²	10
Skull Chip ¹	30



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Menials	X	-	-	X	-	X	-
Skiiitari	-	-	-	X	X	X	-
Electropriest	-	X	X	X	-	-	X
Sicarian	-	X	-	X	X	X	X
Enginseer	-	X	X	X	X	-	X
Magos	X	X	-	X	X	X	X
Genetor	X	X	X	X	X	X	X