

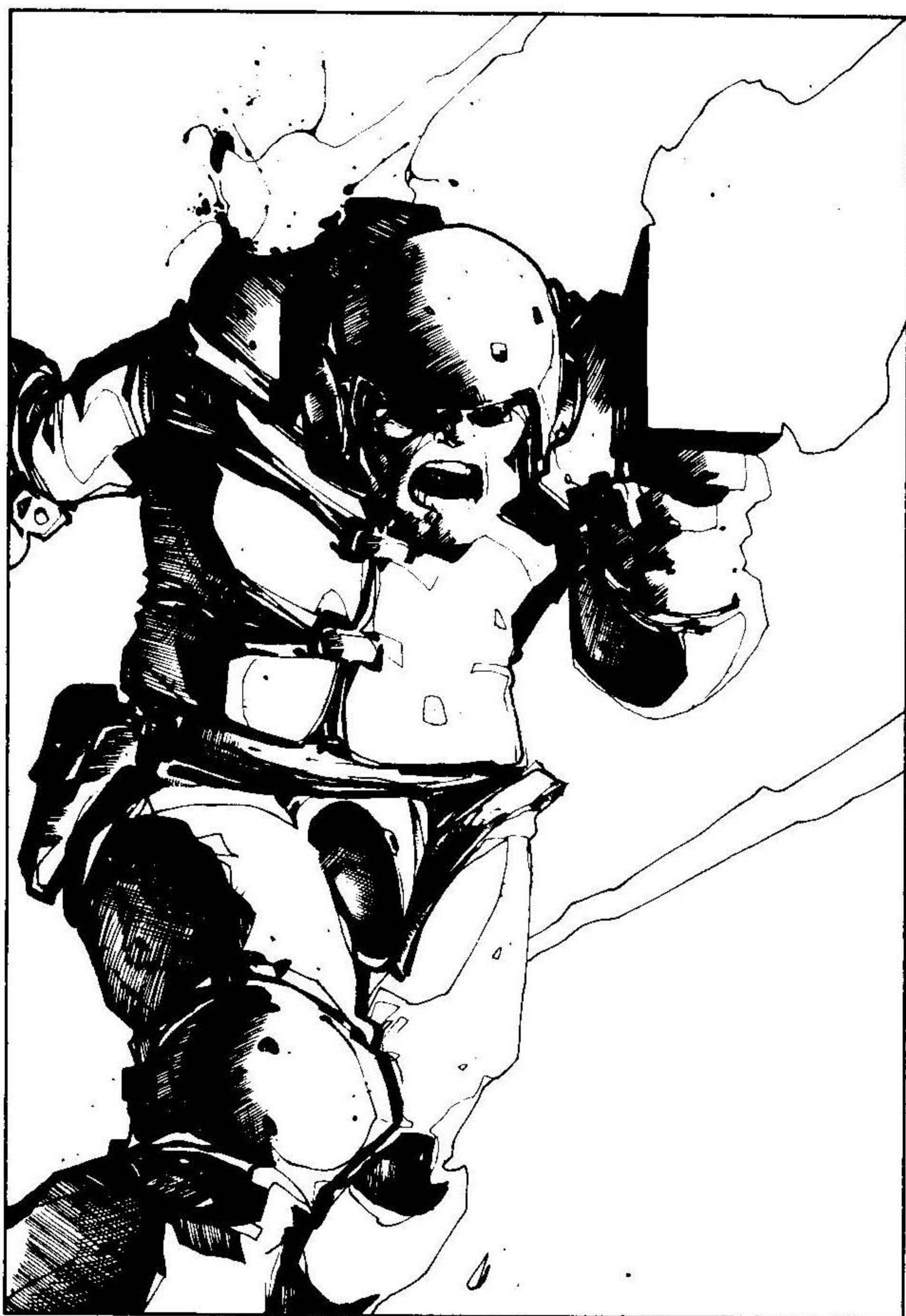
VULTURE WARRIORS FROM DIMENSION X MEET PLENTY OF CHEERFUL ORKS WITH PLASMA CANNON: A PARANOIA/WH40K SCENARIO

by Ken Rolston

● INTRODUCTION

Vulture Warriors from Dimension X Meet Plenty of Cheerful Orks with Plasma Cannon (VWDXMPCOPC) is a **Warhammer 40,000** scenario pitting a bunch of fearless Troubleshooters from the **Paranoia** universe against a couple of dozen annoyed Orks. The two groups meet when the Troubleshooters zap into **WH40K** via the Transdimensional Collapsitron, a patently bogus space-and-time-continuum-crossing McGuffin first seen in the **Paranoia** adventure, *Orcbusters*. Lots of confusion, lots of terror, lots of firing of heavy weapons in small, enclosed places. Lots of fun, you bet.

VWDXMPCOPC is designed for those of you who don't have a lot of models or playing space or time. A skirmish between two small forces locked within the confines of an outpost on a barren, algae-covered planet. All you need are a couple of dozen figures, three box lids to represent the outpost, and one or two hours to kill. Oh - and an opponent would be nice, too.



Actually, *VWDX-etc.* is designed for *three* players: one commanding Da Boyz, one commanding the Loyal Citizens, and a Gamesmaster; it can be played without a GM - though you will lose some of the amusing terror and uncertainty provided by double-blind play.

If you can con somebody into Gamesmastering this for you, *don't read any further!* Your GM will read the scenario, set up the terrain, pick the forces, and do all the other hard work. All you have to do is show up reasonably on time prepared to blast the living daylights out of either a bunch of Godless Commie Ape-Smut Mutant Orks or Big Funny-Lookin' 'Ooman Gits, as the case may be.

As our story opens, a group of off-duty Orks are lounging around the vidbox, waiting for the shift to change, when, suddenly...

The All-Purpose, Universally Efficacious, Globally Applicable Scenario Rationale, Part 1: The Loyal Servants of The Computer.

A squad of Troubleshooters are assigned to escort an R&D team on an exploratory expedition of Utmost Importance. The R&D team is testing a prototype of a device based on the Transdimensional Collapsitron captured in *Orcbusters*, along with various other wondrous devices.

The Loyal Servants of The Computer are conducted on a long traipse to a large chamber in an abandoned manufacturing sector. The head tech directs the escort, "Heads up, Citizens," and flips the switch on the Transdimensional Collapsitron.

ZZZoooppp!

The R&D team and its Troubleshooter escort show up wherever you like.

The All-Purpose, Universally Efficacious, Globally Applicable Scenario Rationale, Part 2: The Loyal Stooges of Da Boss

Skinhead, Goruk, and Carrot, dey havin' a meanin'ful "Die!" log over da galley menu, while da udder boyz is sittin' around cleanin' bolters, watchin' meat wrestlin' on da Box, or sleepin' da sleep o' da dead in dey nice, warm hammocks.

Whoop-whoop-whoop! Da 'larms all goes at once.

Dakka-dakka-dakka! Da 'larms all goes off, 'cuz da boyz empty dey clips inna pesky noisemakers.

Meanwhile, in an adjoining room, accompanied by the acrid odour of frying interdimensional interstices, an assortment of oddly-garbed humans, obviously armed and armoured, materialise out of thin air.

● Scenario Summary

Da Orks are sitting in their barracks, minding their own business, when the base alarms indicate an intruder. They go looking, and find a team of Alpha Complex Troubleshooters and R&D techs on an inter-dimensional holiday. Da Orks whistle merrily as they empty their clips into intruders, furnishings, and bulkheads. Loyal Citizens spout loyal slogans as they shoot Commie mutant traitor Orks. A good time is had by all.

● BRIEFINGS

● Da Orks Player's Briefing

Take the player into a separate room and give him:

- His box lid with a barracks floor plan in it.
- His models (see *Da Orks Unit Roster*).
- His *Da Ork Player's Base Map*.
- His *Ho-Hum Off-Duty Status Report*.

Let him study this stuff and follow the directions in the *Ho-Hum Off-Duty Status Report*, and he'll be ready to start.



The Ho-Hum Off-Duty Status Report

Da squad is loafin' in Barracks B. Skinhead, Goruk, and Carrot is squabblin' over next week's menu in "Officers' Country." A couple Bloods is racked out in quarters, catching some shut-eye. Frangk, Kronkie, Chatchko, and anudder brother from Goruk's squad is watchin' "The Last Emperor" on da tri-vid, and Smokie is sittin' in da WC reading "Soldier of Fortune" comics. Da rest of Goruk's boyz is Z'ed out in dey's quarters. (Set up Skinhead and Goruk's units as indicated in the diagram on the Base Map. Gregk's unit is off-table, zooming around with flight packs, butchering the algae.)

Each of da boyz got his sword on him, and dems whats got pistols is got 'em on. Da rest of da weapons and grenades is neatly heaped on armoury shelves near da Vehicle Bay door.

Nuttin's happenin'...

Again...

Still...

You been in dis damp, algae-covered swamp for six months. You is apparently keeping an eye on da algae so no one steals it. A quick peek out da window reveals no vast invasion army slogging across da soggy algae mats or through da towerin' algae thickets. All you can see is Gregk's squad out zoomin' around with dey's flight packs, wastin' jet fuel and blastin' da algae inna steamy paste for laffs. In a few short hours dey'll be back... and YOU can go out and blast da algae for a while.

Big zoggin' deal. Anudder Thrillin' Day on Algae World...

"BWEEEEEEET! BWEEEEEEET! BWEEEEEEET! BWEEEEEEET!"

Da station 'larm goes off - but none of da entry 'larms is been triggered! Deyz's something in da base - but it don't come through da outer doors! Is dis anudder of Gregk's stoopid practical jokes? Or is we been invaded?

Whatever it is, we'd better find out - quicklike!

- A figure may don his mesh armor and respirator in one turn. He may take no other action that turn, and must be within one inch of the suit locker.
- A figure may gather his weapons and grenades in one turn. He may take no other action that turn, and must be within one inch of the armoury shelves.
- Gregk's unit will appear flying with flight packs at top speed in the second turn from a table edge. The table section is determined randomly (1D6).
- Your first turn begins now. Your Gamesmaster may answer questions at his discretion.

Da problem wiv gardin' dis algae is dere's nuffink to shoot at. Da algae's no fun coz it don't shoot back, and dere ain't no 'onner in shootin' sumfink wot can't shoot back. Corse, dere ain't no 'arm in it neither - might be sumfink in dere.

- Gregk

● Loyal Citizens Player's Brief

Take the player into a separate room and give him:

- His box lid with a barracks floor plan in it.
- His models (see below for sample Loyal Citizens unit roster).
- His *R&D Testing Expedition Mission Briefing*.

R&D Testing Expedition Mission Briefing

"Now stay huddled up close, Citizens. Don't want to be outside the field when we fire this baby up, now do we?"

"The R&D Genius says we're going to travel someplace real interesting when he pushes the button on the widget. He also says we can't come back for a while, because if he uses the widget without letting it cool down after each use, it'll suppress the weak force on the inner shell of the third level of phlogistons. Or something like that.

"So we're supposed to stand around and make sure we have no trouble with Commie mutant traitors in the real interesting someplace we're about to visit. The R&D Genius says we probably won't have any trouble, because 'we'll likely end up sucking vacuum in the middle of an asteroid field anyway.' Whatever that is.

"And, when we get wherever we're going, we're supposed to wander off and explore it. 'Reconnoitre the location and retrieve any artifacts of interest.' And shoot Commie mutant traitors, of course. Goes without saying. 'It would also be nice if you were to come back alive to make your reports.'

"Considerate of them."

"Here goes," says the Genius. "*****Tweedle*****," goes the widget.

"Well. That's interesting. Now we're in a nice clean place where there's this klaxon going '*BWEEEEEEET! BWEEEEEEET! BWEEEEEEET! BWEEEEEEET!*' real friendly-like. Well, better get the old laser rifles ready. As the Team Leader said to the Combot, 'Shoot first, and shoot later, and shoot some more if it's still moving. Then ask if anyone has any questions'."

● Place your figures all together in the center of the large open area. All figures must be within a three-inch radius circle, or they were standing just outside the widget's field, and are probably a molecule-thick film spread over the walls of the test cell back at Alpha Complex.

● You first turn begins now. Your Gamesmaster may answer questions at his discretion.

● GAME LENGTH

The Troubleshooters and R&D team must protect the Transdimensional Collapsitron so they can return and report to The Computer. Unfortunately, the device must cool down after each use, or flipping the switch is likely to pop a couple of square miles of the Earth's crust into the outer atmosphere. So, the Troubleshooters have to hang around for ten turns.

Or for however long you want the game session to last.

● Ending the Scenario

The scenario ends when all opponents are dead or incapacitated, or when the Troubleshooters leave the table via Transdimensional Collapsitron. The widget cannot be used until the beginning of the eleventh turn, and all figures to be transported must be within a six-inch radius of the widget.

Extension: If both Orks and Citizens happen to be within the radius of the Transdimensional Collapsitron when it is activated, the whole bunch is transported back to a featureless, well-shielded room (8" x 10" in a box top is fine) with a host of interested R&D techs and observers gaping in horror through the indestructible view windows. Let them shoot it out to the last man.

● VICTORY CONDITIONS

Note: Neither side is aware of the other side's victory conditions.

● Decisive Victory

Da Orks: If the Troubleshooters return to Alpha Complex, they will no doubt report the presence of a whole bunch of traitorous Commie mutant Ork scum on this planet, and The Computer will no doubt send legions of Vulture Warriors across to wipe 'em out and generally make trouble for the nice folks in the 40K universe.

Capture or destruction of the Transdimensional Collapsitron is a Decisive Win for Da Orks.

Loyal Citizens: Taking a live captive Ork and returning to Alpha Complex will permit The Computer to interrogate said Ork. Such an interrogation will certainly establish the 40K universe as a hotbed of Commie mutant traitorous conspiracy, and will impel The Computer to dedicate Its resources to Destructive Re-Education of this dimension's populations.

A live captive Ork returned to Alpha Complex is a Decisive Win for the Servants of The Computer.

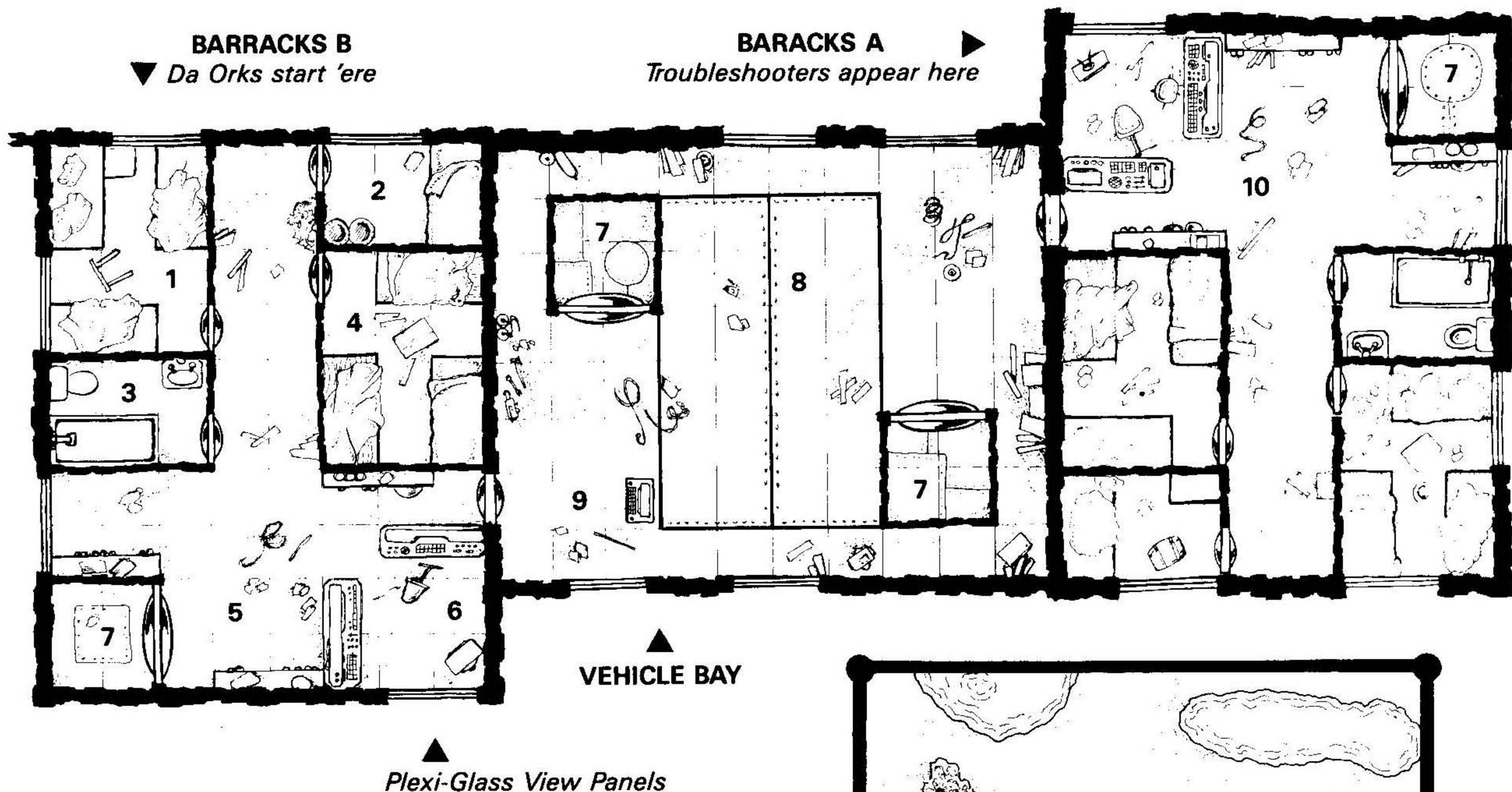
● If Decisive Victory Conditions Are Not Achieved

Body Count: A less subtle measure of victory conditions is in terms of body count. Alpha Complexians get one point per Commie traitor bagged. Orks get one point per Interdimensional Void-Pirate bagged.

Capturing New Technology: Another measure of victory is the capture of new technology. Each side may receive points for capturing the following devices from the other side.

● Loyal Citizens: One point for a sample of a power suit and one for a heavy bolter.

● Da Orks: One point for a sample of a Psi-Inducer Helmet and one for a Conversion Beamer (X-17).



LOCATIONS

- 1-6 See *Da Ork Unit Roster* for Ork starting positions
- 7 Elevator/Airlocks
- 8 Vehicle bay doors
- 9 Vehicle bay command console
- 10 Loyal Citizen's starting position

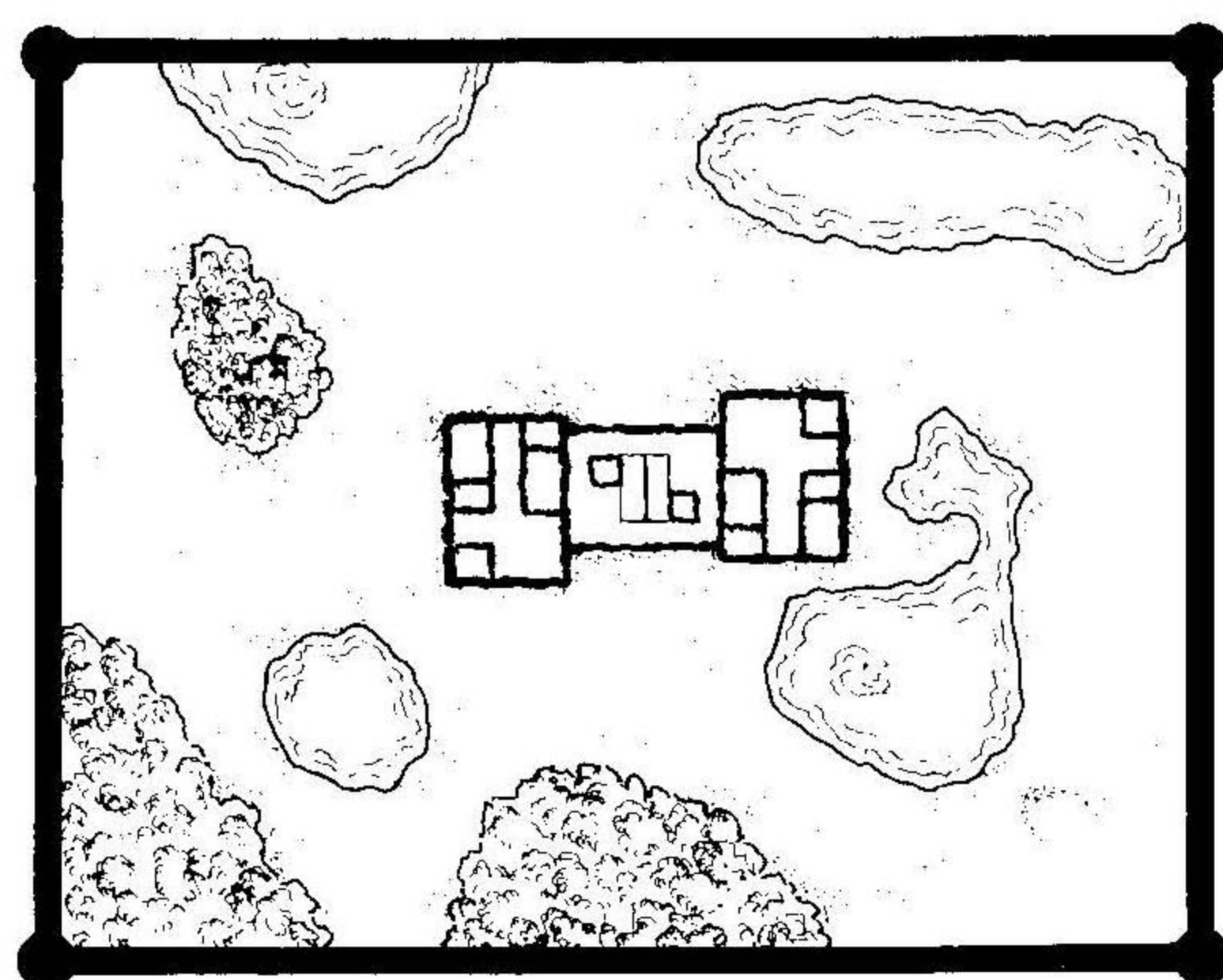
THE SET-UP

Anywhere in the **WH40K** universe. For fast and furious action, a constricted, enclosed space would be perfect - like the inside of a Rhino troop carrier, or a defensive bunker perched high on a pinnacle of an asteroid base. Unfortunately, a couple of grenades here, and the scenario is over - dramatically appropriate, but the gaming values leave something to be desired.

For a more protracted event with manoeuvre and tactics, a larger area with durable interior walls is preferred. We recommend you set up a tabletop with colourful scenery and such. The aesthetics of **WH40K** gaming demand that the table layout be dignified and elegant, as compelling in its modelling values as a fine HO train layout. For **Paranoia**, we feel such high aesthetic values ought to be playfully compromised. Here's a sample set-up and tabletop layout to inspire you, with some modelling tips.

Sample Scenario Set-Up

Look at *Da Ork Base Map*. This is what the gaming area should look like. The table itself should be covered with a nice green cloth (a vast, dense mat of algae), but it can be any colour you have handy, since algae comes in lots of colours - especially *intergalactic* algae. The liquid areas can be defined with pieces of coloured paper or cloth - any old colour, because this is *intergalactic* liquid. The algae thickets can be indicated with lichen, or with piles of lurid-coloured breakfast cereals (right - *intergalactic* algae thickets).



▲ DA ORK BASE MAP

The base itself consists of three game box lids, each supported by four styrofoam or paper cups. Two lids form the Barracks (see the Barracks floor diagram), the other lid is the Vehicle Bay (see the Vehicle Bay diagram). You can either blow the diagrams up (if you have access to an enlarging photocopying machine), draw them right on the box lid, or purchase a copy of Games Workshop's lovely **Citi-Block** floorplans and build your own.

Four of the twelve cups should be marked with airlock/elevator doors - two of the Vehicle Bay cups and one each for the Barracks.

At the start of the scenario, the players are sequestered in separate rooms, each of which contains one of the barracks/box lids and that player's units. Once the firefight begins, bring the box lids and plonk them down on four cups on the table top as indicated on *Da Ork Base Map*, with the cups with doors placed to correspond to the airlock/elevators indicated on the Barracks and Vehicle Bay diagrams - but until the shooting starts, the players know only what's going on in their barracks.

This is known in the game racket as a "double-blind" scenario - that is, neither side gets to look at the other side's set-up or force-mix. This makes everybody really nervous, because nobody knows what sort of ambush they could wander into. In fact, in the beginning, neither Da Orks or the Loyal Citizens have any idea what they're up against. Halflings with plasma grenades? Death Leopard pranksters with acid spray cans? Everybody loves a surprise party.

● GAMESMASTER'S NOTES

Turn Order: Da Ork Player takes his turns last, since he has the home field advantage.

Double-Blind: In the beginning you'll have to carry the box lid with the Vehicle Bay diagram back and forth between Da Ork's and the Loyal Citizen's rooms. When one or both ventures to open a door to the Vehicle Bay, you can take them in and show them the main table layout. If either or both side just wants to open the door and look, you can show them the empty Vehicle Bay.

If either or both want to send a figure into the Vehicle Bay, stop them before they place their figures, take them into the main table layout, and place only the Vehicle Bay (not the Barracks yet) on the table. If only one side is entering the bay, have the player place his figures, and the other side may be invited in to respond in the next turn, if he has been observing from a barracks door. If both sides are entering the Vehicle Bay in the same turn, Da Ork player must deploy first, while the Loyal Citizen side gets to respond after watching Da Ork deployment.

Note that either side may figure out how to use the airlock/elevators to pull a flank manoeuvre, though Da Orks, who are familiar with base facilities and their operation, are more likely to notice this possibility.

Once the two sides have engaged, and all players are at the main table layout, plonk the two barracks down, and from then on the scenario is conducted like a standard **Warhammer 40,000** tabletop battle.

● Da Ork Base Notes

Concrete Support Pillars: The concrete support pillars are hollow, T8, D8. Four have elevator/airlocks.

Walls, Floors, and Stuff: The walls, floor, and roof of the base are ferro-concrete, T8, D5. The Plexi-Glass View Panels are T6, D2; when the steel shutters are sealed, they are T7, D5. (Shutters are opened or closed by a control button beneath the center of each panel.)

Elevator/Airlocks: The elevator/airlocks are summoned by a button next to the door. All elevators begin at the Base Level, except the Barracks A elevator, which begins at Ground Level. Elevator doors open automatically, and remain open, and may be moved into or out of in the turn they arrive. At the end of a turn they close automatically if a level is selected from a button inside the elevator, or if the elevator is summoned from another level; otherwise they remain open. Elevator movement is between turns, and elevators arrive at the other level and open their doors before the beginning of the following turn.

Vehicle Bay Doors: These are platforms which raise and lower between Ground and Base Level. They take one turn to raise or lower, and may be boarded in the following turn. They may be controlled independently from the Vehicle Bay Command Console or by a hand transponder carried by each Ork squad leader, though the Command Console overrides a hand transponder if there is a conflict (two parties summoning the Vehicle Bay platforms in the same turn). Opening the Vehicle Bay Doors fills the area with alien atmosphere (see below). When the doors are sealed again, the Bay atmosphere may be restored in one turn from the Command Console.



Doors: Doors are *Star Trek* whoosh-types that open instantly when the control panel beside the door is pressed. Opening and closing a door is instantaneous, and does not hinder movement. Doors do not lock, and may not be restrained short of destroying the door control panel (T3, D1). The doors themselves are T6, D4.

One side may fire from inside a door into another room, but may not fire through a room into another room, even if both doors are open. Weapon effects areas do not extend from one room to another.

Alien Atmosphere: When exposed to the alien atmosphere, figures without respirators or sealed units must test against T (roll 1D10 equal to or lower than T score) or receive an automatic S1 hit with no save at the end of each turn they remain in the alien atmosphere. A room is contaminated with alien air in the turn following a breach to the outside. Adjoining rooms are contaminated one turn later, if connected by open doors or man-sized holes.

When Loyal Servants arrive they have no respirators (except the Blue troopers), but they may scavenge ten units from the suit lockers in Barracks A.

Clever Stuff: Loyal Servants searching the Barracks A Sergeant's Quarters find maps of the base and duty rosters, miraculously written in English. Give the Paranoid player a map of the base and a review of the units he faces.

● Stupid But Entertaining Optional Special Rules

1. Loyal Citizens must pass a C1 test to venture forth from an airlock/elevator onto the tabletop. (Green stuff everywhere - and No ROOF! Gahh!)
2. Red-level Citizens must pass a C1 test to enter areas decorated in colours beyond their security clearance. This includes all rooms in the base (painted in Basic Ork Lurid Green) and the Great Outdoors, which is green, or orange, or fuschia algae.
3. The Troubleshooters are saddled with two or three experimental weapons. Each time an experimental weapon is fired, the Loyal Citizen rolls a D6: on a roll of 1, the device malfunctions in an entertaining fashion - explodes, doesn't fire, fires with triple the damage effects but immediately runs out of ammo, bullets or beams twang off walls and bounce around the rooms until they hit something soft, etc. (You can balance this by giving the Loyal Citizen a victory point for each experimental weapon he fires.)

● MODELLING TIPS

You can make a nifty Ork Base by spray-painting a bunch of game box lids and styrofoam, plastic or paper cups. (Spray-painting styrofoam cups melts them a bit but it's actually a neat effect. Slosh on a weak dark ink wash and they look impressively grundgy.) Gray suggests concrete; flat black suggests high-tech plastic and metal construction. Paint doors on the bottoms of several supports (cups), and paint flexiglass view panels on the box lids, or draw both doors and view panels on press-adhesive labels, then stick them on the painted cups and box lids.

Note: All this painting and decorating business is fine, but if you're in a hurry, don't be fussy: we playtested with unpainted cups and box lids, yet somehow managed to have plenty of fun anyway.



● CAMPAIGN SUGGESTIONS

If for some reason your players have a lot of fun with the scenario, you may be forced to run a very brief campaign of this nonsense. Here are a few suggestions:

Troubleshooters Invade WH40K Space: Alpha Complexians armed with Transdimensional Collapsitrons and stacks of R&D devices may appear at irregular intervals as a surprise third side in standard Orks-Vs-Decent-Entities Conflicts.

Da Orks Invade Alpha Complex: Da Orks capture a Transdimensional Collapsitron, and at the behest of some Orkoid overlords, they are sent to scout and/or obliterate the Interdimensional Red through Violet Peril. Put down a bunch of Citi-Block floor diagrams and let the Orks fry traitors until a Vulture Squadron appears.

Da Orks and Troubleshooters Team-Up and Wreak Havoc in 40K Space: After hurried negotiations, Da Orks and Troubleshooters realise they have a common goal - firing nifty weapons that make plenty of noise and blow stuff up. Alpha Complex R&D provides Da Orks with lots of adorable high-tech innovations - trooper cloning, pocket teleporters, crustal distorters, psi-power detectors, etc - while Loyal Citizens suit up in power armour and marvel at plasma generators that don't blow up in their faces most of the time.

Troubleshooters Secret Society Members Make Deals with Da Orks, and Return and Loot Alpha Complex: Quisling Secret Society members sell out Alpha Complex and The Computer. "Say, look, these Land Raiders are nothing. Back home we got this Warbot Model 425 Mark IV - 75-meters long, 40,000 metric tons, 280 tacnuke missiles - and whatta stereo system!"

● DA ORKS UNIT ROSTER

Skinhead's Bombardiers												
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
4	3	3	3	4	1	2	1	7	6	7	7	



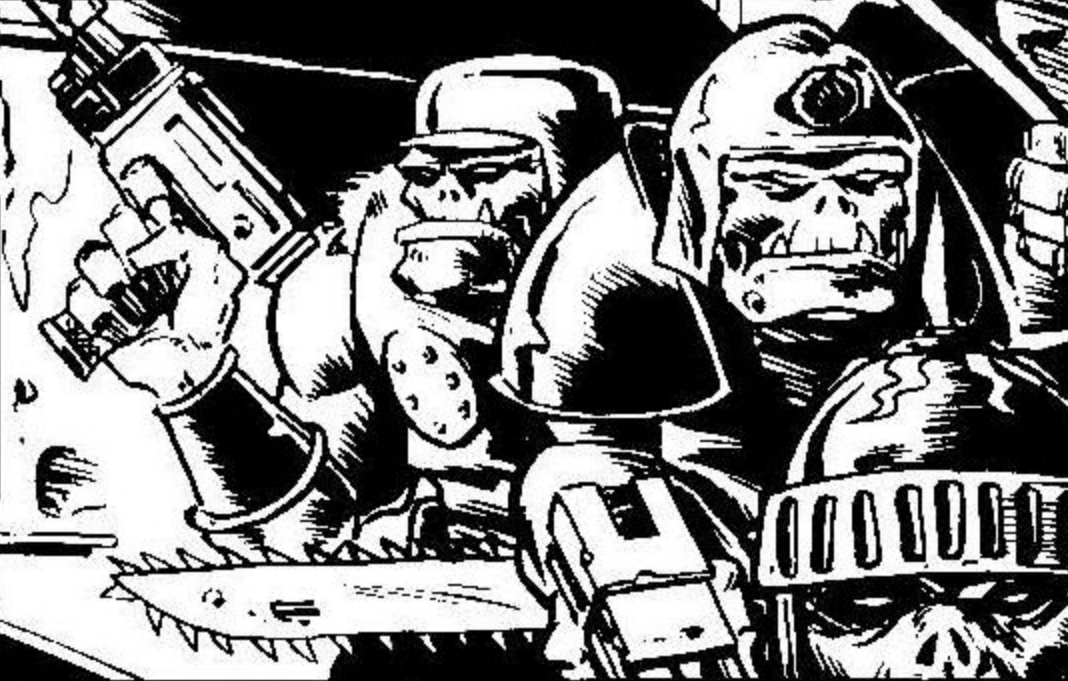
Armour:
Mesh (Save: 5 or 6)

Basic Equipment:
Sword
Crack Grenades

Personnel

- **Skinhead:** Bolt Pistol, Power Axe, Bolt-Gun, Communicator, Energy Scanner
- **Carrot:** (Grenade Launcher, Frag, Suspensors), Bolt Pistol
- **Frangk:** (Missile Launcher, Crack and Frag, Suspensors), Bolt Pistol
- **Smokie:** Flamer, Bolt Pistol
- **Da Boyz:** 2 troopers with Bolters

Goruk's Leatherheads												
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
4	3	3	3	4	1	2	1	7	6	7	7	



Armour:
Mesh (Save: 5 or 6)

Basic Equipment:
Sword
Frag Grenades

Personnel

- **Goruk:** Bolt Pistol, Chainsword, Auto-Pistol, Communicator
- **Chatchko:** Flamer, Bolt Pistol
- **Kronkie:** Heavy Bolter, Bolt Pistol
- **Da Boyz:** 3 troopers with Bolters

Gregk's Green Grossers												
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
4	3	3	3	4	1	2	1	7	6	7	7	



Armour:
Mesh (Save: 5 or 6)

Basic Equipment:
Sword
Frag Grenades
(Respirators)
Standard Flight Packs
(see p122 of WH40K)

Personnel

- **Gregk:** Bolt Pistol, Chainsword, Auto-Pistol, Communicator
- **"Toaster":** Flamer, Bolt Pistol
- **Oreogh:** Heavy Bolter, Bolt Pistol
- **Da Boyz:** 3 troopers with Bolters

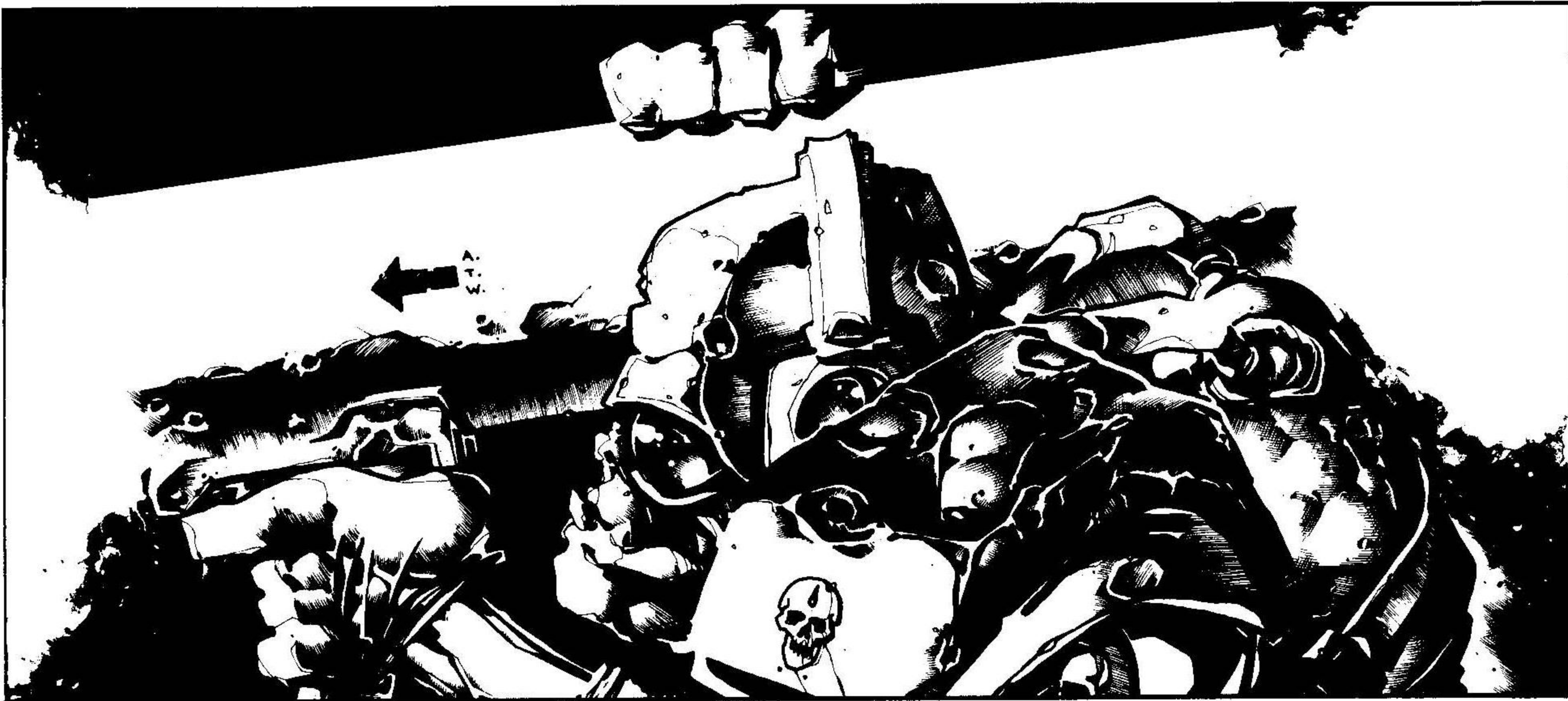
ORK STARTING POSITIONS

Arrange the Orks as follows at the start of the game (see *Da Ork Base Map*, Barracks B for locations):

1. **Ork Quarters:** da two Boyz from Skinhead's Bombardiers (asleep).
2. **Ork Quarters:** empty.
3. **Bathroom** Smokie.
4. **Ork Quarters:** two of da Boyz from Goruk's Leatherheads (asleep).
5. **Recreation Centre:** Frangk, Chatchko, Kronkie and one of da Leatherhead's Boyz (watching da tri-vid).
6. **Command Consoles:** (Officers' Country): Skinhead, Carrot and Goruk (squabblin').

All of Gregk's Green Grossers start the game off the main table. They appear at the beginning of the second Ork turn at a random table edge - roll a D6:

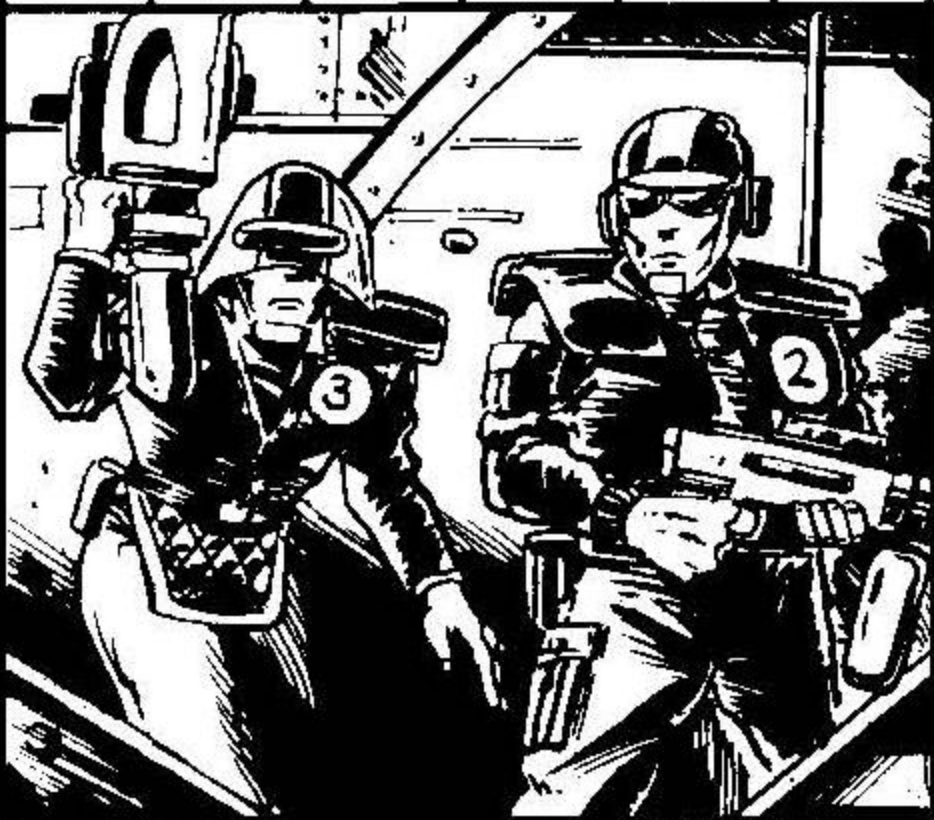
- | | | | |
|---|----------------|---|-------------------|
| 1 | Left edge | 4 | Right edge |
| 2 | Top left edge | 5 | Bottom right edge |
| 3 | Top right edge | 6 | Bottom left edge |



● LOYAL SERVANTS OF THE COMPUTER

Troubleshooter Team, Red Clearance

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



Armour:
Reflec
(equivalent to Flak; Save: 6)

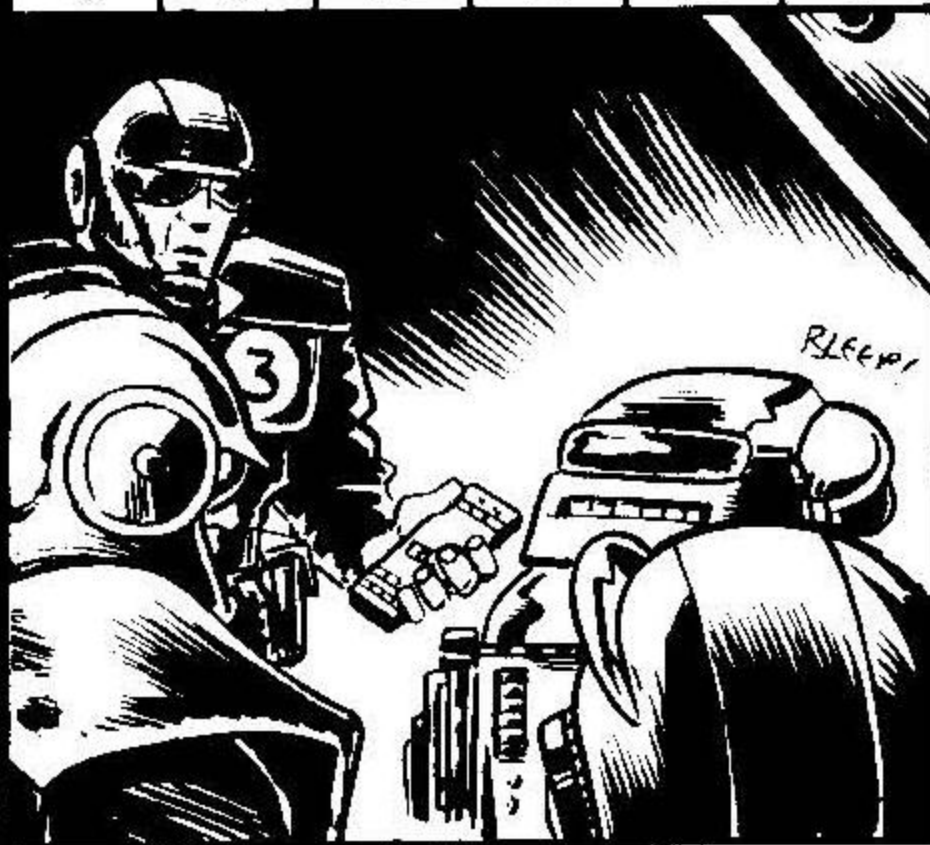
Basic Equipment:
Knife
Laspistol
Communicator

Personnel

- **Gone-R-USS-3:** Flamer, Autogun
- **Toys-R-USS-2:** Missile Launcher ('Cone Rifle', Crack and Frag Missiles)
- **2 Red-Level Citizens:** Lasguns

Troubleshooter Bot Support Team Red Clearance

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



Armour:
Reflec
(Flak equivalent; Save: 6)

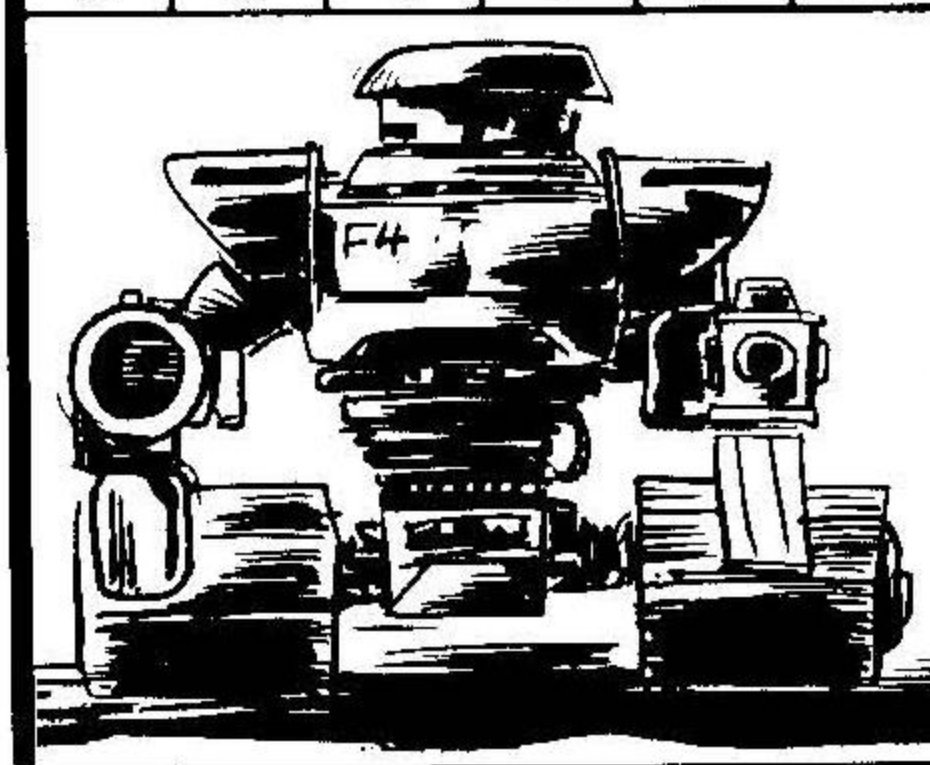
Basic Equipment:
Knife
Laspistol
Communicator

Personnel

- **Tim-R-USS-3:** Laspistol, Combat Control
- **Gen-R-USS-2:** Laspistol, Docbot Control
- **Cind-R-BLK-1:** Lasgun

Combat Model F-4

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
6	5	4	4	5	2	2	2	0	0	0	0



Armour:
Synthesteel
(Mesh Equivalent; Save: 5 or 6)

Basic Equipment:
Heavy Bolter
Hand Flamer

IntSec Blue Troopers

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	4	4	3	4	1	4	1	9	7	9	9



Armour:
Carapace
Helmet with
Photochromatic Visor
(Save: 4, 5 or 6)

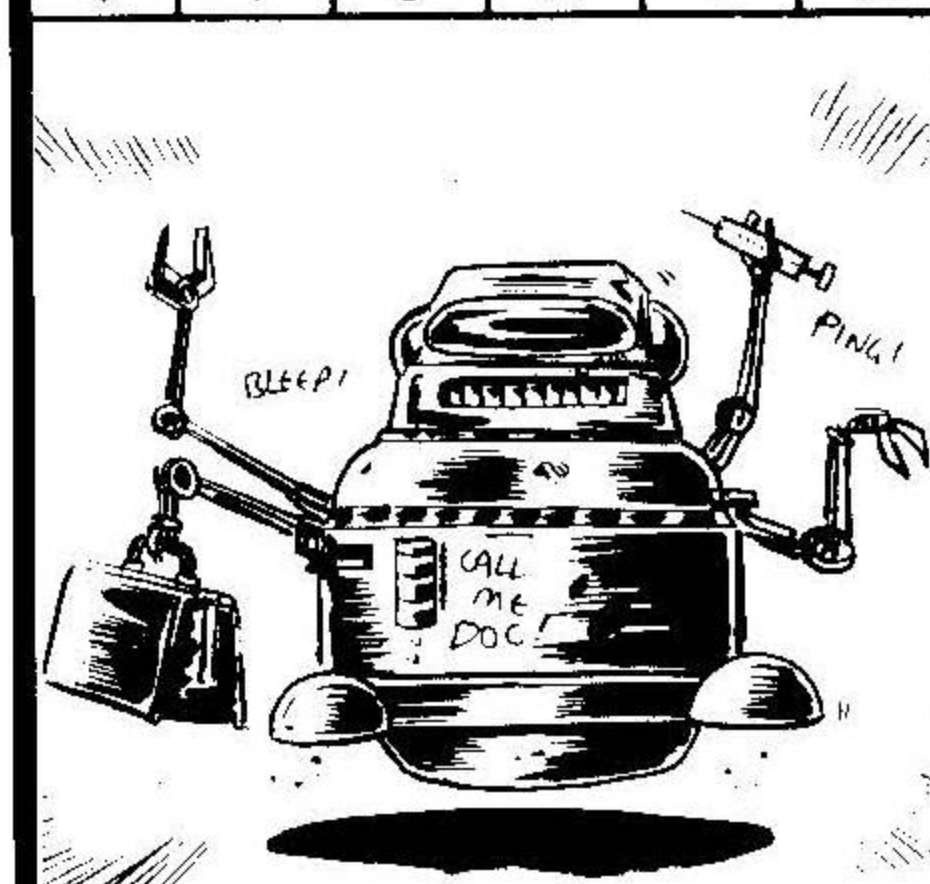
Basic Equipment:
Knife
Communicator
Respirator
Laspistol

Personnel

- **Nevo-U-MYN-4:** Laspistol, Displacer Field (2nd Save: 4, 5, or 6) Registered Mutant: Psi level 20; Mastery 2 Level 1: Steal Mind, Teleport Level 2: Rally, Sense Presence)
- **Watt-I-WHO-6:** Laspistol, Displacer Field (2nd Save: 4, 5 or 6), Transdimensional Collapsitron
- **Jhani-B-GUD-4:** Melta-Gun (Plasma Generator)
- **Moe-B-DIK-2:** Heavy Plasma Gun (X-17 R&D Experimental), Targeter, 2 Suspensors
- **We-B-BAD-3:** Webber (Tangler), Bolt Guns, Frag & Crack Grenades

Docbot Model 360

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	1	0	3	4	2	4	0	0	0	0	0



Armour:
Synthesteel
(Mesh Equivalent; Save: 5 or 6)

Basic Equipment:
Black Bag
(Restores "Knocked Out" to 1 Wound once per game. Stabilizes "Injured." Deadlers are deadlers. See page 239 WH40K.)



*Alpha Complex bots are remote-controlled. The bot controller transmits video and sound to the hand-held control module, and the bot is controlled with a joystick (like a video game). If the operator is incapacitated, bots go out of control: *you*, Mr GM, get to move them around according to your whim until somebody picks up the controller.

