

War Robots of the Legio Cybernetica.

The following rules are for those who wish to use units of the Legio Cybernetica in Gemini-ARAP games. Many of these rules can be used for other forms of robot. These rules can be used with the 2.3 and 2.4 versions of ARAP.

The Legio Cybernetica.

The Legio Cybernetica is one of the most ancient divisions of the Adeptus Mechanicus. Its records date back to the very founding of the Imperium and the First Crusade and it is commonly believed that many of its machines are even older.

Once the Legio Cybernetica could field myriad cohorts of fighting machines but now functioning robots are becoming increasingly rare on the battlefield and many Marines and Guardsmen have never seen one, regarding them as something of myth, legend or ancient history. Seldom can more than a single cohort now be assigned to a theatre and these are often spread thinly as individual Maniples with their Overseers. Actions involving more than four or five Maniples have become a rarity.

When available, War Robots can be invaluable. Fearless and incorruptible, they are particularly suited to many environments that are dangerous to humans and effective against enemies who use psionics, gases or diseases as weapons of war.

General Robot Rules.

- Robots are effectively non-biological and are not affected by gases, poisons, diseases, lack of air and such like.
- Robots are Fearless and immune to all psychology-related effects. They take no penalty for engaging a creature with Daemonic Visage, for example.
- Robots automatically pass all Leadership tests.
- Robots cannot be Pinned and do not take Suppression Points.
- Robots are immune to Psionic powers or similar attacks that use the target's Leadership or require them to take a Leadership test. They are unaffected by powers that effect the target's mental or psychological state.
- Robots have Damage Points (DP) instead of a Wound characteristic. An attack that would inflict a single wound will instead remove a Damage Point. Models with Damage Points behave differently with respect to certain weapon effects.
- Robots are immune to the “**Life Drain**” power used with Force Weapons.
- Robots are not subject to the “**Instant Death**” rule or similar special rules.
- Robots that have lost one or more damage points suffer no penalty to their shooting ability or using the “Fleet of Foot” ability if they have this.
- Robots that lose a round of Close Combat are not subject to the “No Retreat” rule.
- Robots that rout an enemy do not have to automatically pursue and may end a pursuit without a Leadership test.

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- Each Imperial War Robot counts as 4 models for transport purposes due to their very large size and cumbersome form. Other varieties of robot may take up less or more space.

Movement.

“Big and Slow”: Robots roll two D6 and take the value of the higher as their move distance for that action. They do not suffer any other movement penalties. If charging, double the value of the higher scoring dice.

A Robot with the “Fleet of Foot” Special Rule that charges rolls two D6, doubles the score of the higher scoring and adds the value of the lower to get total charge distance.

Robots roll only one D6 for their pursuit distance.

Shooting.

Robots have the “Relentless” Special Rule. Heavy weapons may fire their allowed number of times if either one, two or three firing actions are rolled. Rapid Fire weapons may fire once more than their allocated number of times per shooting action up to two-thirds maximum range. Robots may fire up to two ranged weapons per shooting action.

If an Overseer is not with the Maniple the robots will fire on the nearest visible enemy they have suitable weapons for. They may fire anti-personnel weapons at the nearest infantry, bikers or cavalry and heavier weapons at the nearest vehicle or monstrous creature.

Plasma weapons mounted on Imperial War Robots are not subject to the “Gets Hot” rule.

Mêlée.

Robots become locked in mêlée like infantry.

Robots are considered to have a 180° attack arc.

For purposes of attempting to plant charges on robots they are considered to be fast-moving targets. Infantry cannot plant charges unless they roll a 7+ and each can make only one attempt per model per round at Initiative 1. If the machine is stunned or immobilized charges can be planted on a 5+. *(ARAP 2.4 rules charges are planted on a roll of 1/3-, or 2 or less if the machine is stunned or immobilized).*

Robots don't take Morale rolls or Rout if they lose a round of combat and are not affected by the No Retreat rules for Fearless creatures.

Robots that rout an enemy do not have to automatically pursue and may end a pursuit without a Leadership test. Robots roll only one D6 for their pursuit distance.

Repairing Robots.

When a Robot is reduced to zero Damage Points it is considered to be out of action for the remainder of that battle/game. In a campaign it may be possible to repair it between battles.

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As long as a damaged Robot has at least one Damage Point remaining a figure with the Robot Repair skill or the Blessing of Ommissiah may attempt a field repair on it during the game. The figure must be in unit coherency distance with the Robot or its Maniple if it is part of a Maniple. Each attempt to make a field repair costs one Action. Roll a D6 and if the score is 5+ one Damage Point is restored. If the figure is wearing a servo-harness add +1 to the dice roll, and +1 for each Servitor with a Servo-arm in attendance.

Robot Overseers.

The War Robots of the Legio Cybernetica are usually deployed in units know as “Maniples”. Each Maniple contains 3 to 5 robots and a human Overseer. The Overseer is usually a Legio Tech-Adept but on occasion may be some other member of the Adeptus Mechanicus. Robot units attached to Marine Chapters may be controlled by a TechMarine. Cohorts attached to the Inquisition are usually staffed by Technician-Inquisitors or suitably skilled retinue members.

Overseers may either fight alongside their Robots or command them from a distance. Controlling a Maniple from a distance is safer for the Overseer but his communication link will be vulnerable to jamming, interference and malfunction. Before attempting the activate the Robot Maniple make a Leadership test against the Overseer’s Ld value. If the test is passed the Maniple can be activated like any other unit. The player/overseer may roll one, two or three activation dice and Activation number is from the Overseer’s Initiative value. The Robot Maniple will follow the Overseer’s orders and will ignore nearby enemy units if the player so wishes. If the test is failed the Robots will follow their [Standard Program](#) and charge, shoot or move towards the nearest visible enemy unit as described [later](#).

Some devices or powers will jam the link between a remote Overseer and his Maniple and cause the Robots to revert to their Standard Program. The Overseer cannot attempt to activate a Maniple if he is in close combat, routing, pinned or in pursuit.

Overseers who are part of a Robot Maniple do not have to make Leadership tests to get the Maniple to obey their orders. They may activate the Maniple using their Activation number and the Maniple uses the Overseer’s Initiative value for tasks such as spotting hidden units. Overseers with the Robot Repair skill or Blessing of Ommissiah may attempt to repair damaged Robots if with a Maniple. The Overseer is vulnerable to certain weapons or attacks that do not affect his robot charges, however.

During the Horus Heresy many Legio Cybernetica units were among the first to declare for the Warmaster. Because of this dishonour members of the Legio take binding oaths of loyalty more terrible than that of any Marine Chapter. These oaths, and the strength that the ancient, implacable robots inspire means that any Overseer with a Maniple is Fearless and immune to all psychology-related effects like his cybernetic compatriots. If required to take any Leadership-based tests, an Overseer with a Maniple may always use the Robot Leadership value of 10.

War Robots of the Legio Cybernetica are fitted with various grab-handles, steps or saddles, allowing the Overseer to keep up if the Maniple moves faster than he can or if traversing terrain he would find difficult.

If a Maniple’s Overseer is killed or taken out of action, leaves the Maniple or communication between a Maniple and a remote Overseer is broken the Maniple will revert to its Standard Program.

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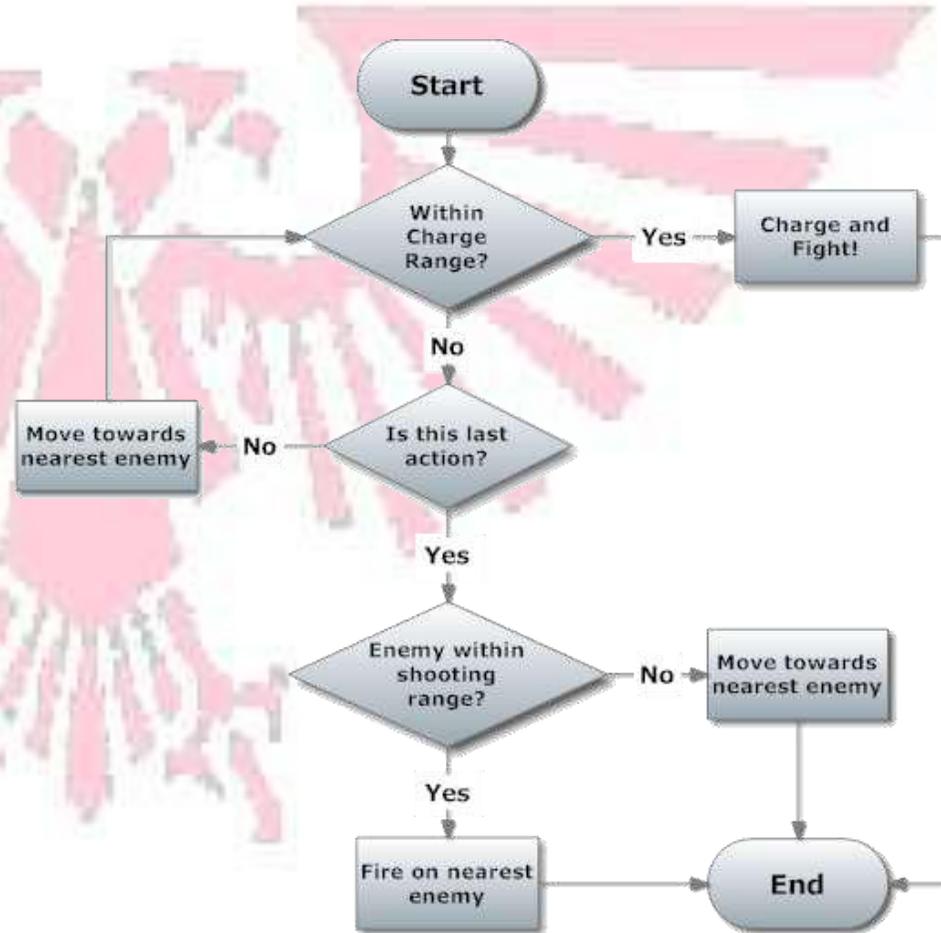
Overseer											
	M	WS	BS	S	T	W	I	A	Ld	Sv	
Tech-Adept 8pts	4	3	3	3	3	1	3	1	8	4+	

A Tech-Adept wears Carapace armour and may be equipped with any non-rare items from the Army's Wargear list. Adepts that accompany Maniples often have Power Armour and arm themselves with Power Axes and pistols. A Techmarine with a Maniple may take any of the options given for a Techmarine in the Codex.

Standard Combat Program.

Unless the Maniple is accompanied by an Overseer it will follow a standard combat program. It will always roll three dice to attempt activation, using the average Initiative of the robots in the Maniple. For a Legio Cybernetica Maniple this will be an activation number of 3.

- One action rolled: Maniple will use the Action to charge the nearest visible enemy unit if it is within charging distance. If not in charging distance but within weapon range it will fire at the nearest visible enemy unit. If not in weapon range it will move towards the nearest visible enemy unit.
- Two actions rolled: Maniple will use an Action to charge the nearest visible enemy unit if it is within charging distance. If not within charge range it will use one action to move closer to the nearest visible enemy unit. If this brings it within charge range it will use its remaining action to charge. If within shooting range it will use its remaining action to fire. If it is still out of weapon range of the nearest visible enemy unit it will use its remaining action to move towards the nearest visible enemy unit.
- Three actions rolled: Maniple will use an Action to charge the nearest visible enemy unit if it is within charging distance. If not within charge range it will use one action to move closer to the nearest



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visible enemy unit. If this brings it within charge range it will use its second action to charge. If it is not within charge range it will use the second action to move closer to the nearest visible enemy unit. If this brings it within charge range it will use its final action to charge. If within shooting range it will use its remaining action to fire. If it is still out of weapon range of the nearest visible enemy unit it will use its remaining action to move towards the nearest visible enemy unit.

There will be times when a Maniple is not under the control of an Overseer but will not revert to the Standard Combat Program. The Overseer may have issued standing orders that will take precedence.

Common alternate programs include:-

“Wait Here!”: The Robot or Maniple will wait in an assigned location. They will shoot only if fired upon and will not charge enemies but will fight in close combat if engaged. It will not pursue routed enemies.

Guard: The Robot or Maniple will wait in a given location. It will not charge enemies but will fire upon any that enter range. It will fight if engaged in close combat

Sentry: This is similar to the Guard program but the robots are given a route to patrol. They will fire upon enemies and may be programmed to charge them, but not if this takes them beyond a certain distance from what they are guarding.

Advance. The Robot or Maniple will move to a designated location. It will only fire or assault enemies who engage or obstruct it.

Common Legio Robot Types.

Las-cannon	L	25	Plasma Cannon	P	20
Heavy Bolter	B	10	Plasma gun	p	8
Storm bolter	b	6	Heavy Webber	W	15
Melta-gun	m	10	Web-gun	w	6
Multi-melta	M	15	Missile Launcher	R	15
Flamer	f	6	Siege hammer	H	30
Auto-cannon	A	15	Powerfist	g	15
No weapon	x		Power sword	s	7

The Legio Cybernetica has many different models of Robot in service but five proven designs form the foundation of their force and are the most commonly encountered. Centuries and even millennia of service and repair does mean that the appearance of these designs is highly variable, as is armament. Legio Cybernetica designs are commonly designated by the type name and a three letter code designating the armament fitted. The first letter represents the back mounting and the following letters the arms. Capital letters are used for Heavy weapons and lower case for other weapons.

All of the designs listed below are bulky Size Two and have a Melee Radius of 2".

Crusader

The Crusader is a light, agile, lightly-armoured robot, designed to move in quickly and deliver a telling blow. It is generally used in anti- personnel mode, and has proved popular with the Inquisition and Adeptus Sororitas for operations against bandits and mutant renegades. The Ordo Sepulchrum maintains several Cohorts of Crusaders for the capture or destruction of Zombies.

The Crusader is not so effective when heavy resistance or strong concentrations of enemy armour are encountered

The Crusader is fitted with two Power weapons, usually in the form of sword blades but they may take various other forms. These give Strength 5 attacks with no armour saves. The back mount of the Crusader usually mounts a Las-cannon but it is not unusual to substitute a Heavy Bolter, or more rarely, a Melta-gun. These variants are known, respectively as Crusader Lss, Crusader Bss and Crusader mss and a Maniple may have mix of these types. A notable variant is the Crusader Mss, also known as the Mutant Mortalitas. This is equipped with a pair of scythe-like powerblades and mounts a Multi-melta. The hunchbacked, insectoid shape of this Robot has resulted in the Mutant Mortalitas being commonly referred to as the “Mutant Mantis”.



Crusader 60 pts

Crusader	M	WS	BS	S	T	DP	I	A	Ld	Sv
60 pts	Higher D6/D6	5	4	5	7	2	2	3	10	4+

Fleet of Foot. All Crusader robots have the Fleet of Foot special rule. A Crusader that makes a double or triple move may add an extra +D6" of move distance to their total move that is not subject to reduction for Difficult or Very Difficult Terrain. If calculating Charge distance roll 2D6, double the score of the higher scoring and add the score of the other dice.

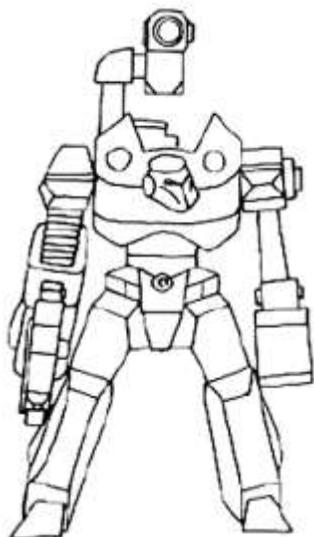
Each Crusader costs 60pts plus the cost of its back mounted weapon. Common armament options and their costs are:

- Lascannon 25pts
- Multi-melta 15pts

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Heavy Bolter	10pts
Melta-gun	10pts
Flamer	6pts
Heavy Webber	15pts

Colossus.



The Colossus is primarily a siege robot and is used as a cheaper alternative to rarer systems such as the Siege Dreadnoughts. Not surprisingly a number of Colossuses are under direct control of the Ordo Reductor of the Adeptus Mechanicus and are used both for operations and for testing new equipment. The Colossus has also proved useful in urban operations, using its equipment to break into structures and to ambush enemy troops or vehicles from concealment of the interior.

Siege Hammer.

The Siege hammer is treated as a Strength 10 Thunderhammer in close combat. Targets hit in close combat by the Siege hammer and that take any unsaved wounds but are not killed outright are at Initiative 1 until the end of the next player's turn and must fight after any other Initiative 1 combatants. Vehicles hit by a Siege hammer automatically take a "Crew Shaken" effect in addition to any other damage or effects. When used against buildings the Siege hammer can be applied to the level the robot is on or that immediately above—for example if in contact with the ground floor it could instead damage the first floor. A strike with a Siege hammer against a wall or other object with Damage Points does D3 points of damage.

Colossus 100 pts

The Colossus is armed with a Siege hammer, a Stormbolter and a Melta-gun. A one-shot Web-net can be fitted for 10 pts.

Colossus	M	WS	BS	S	T	DP	I	A	Ld	Sv
100 pts	Higher D6/D6	4	4	5(10)	10	2	2	1	10	2+

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Replace Melta-gun

with

Lascannon	15
Missile Launcher	5
Autocannon	5
Heavy Bolter	free
Plasma cannon	10
Multi-melta	5

Replace Storm Bolter

with

Siege Hammer	24
Powerfist	9
Autocannon	9
Plasma-gun	2
Melta-gun	4
Flamer	free

Replace Siege

Hammer with

Powerfist	-15
Autocannon	-15
Flamer	-24
Storm Bolter	-24
Plasma-gun	-22
Melta-gun	-20

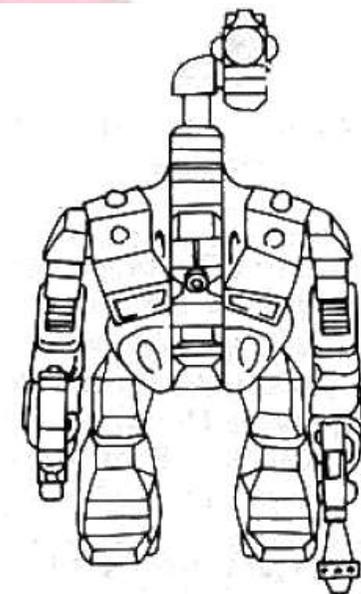
Cataphract.

The Cataphract is a general-purpose robot capable of a wide range of combat operations. While commonly used against infantry and light vehicles it can competently fulfil a number of other roles with a suitable change of armament. Along with the Castellán it is one of the most widely used of Imperial War Robot models.

Cataphract 75 pts

The Cataphract is armed with a Stormbolter, a Flamer and a Lascannon. A Cataphract that replaces two of its ranged weapons with close combat weapons gains an extra attack.

Cataphract	M	WS	BS	S	T	DP	I	A	Ld	Sv
75 pts	Higher D6/D6	4	4	5	7	2	2	1	10	2+



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Replace Lascannon

with:-

Heavy Bolter	-15
Missile Launcher	-10
Autocannon	-10
Melta-gun	-15
Plasma cannon	-5
Multi-melta	-10
Heavy Webber	-10

Replace a Storm Bolter or

Flamer with:-

Powerfist	9
Flamer	free
Storm Bolter	free
Web-gun	free
Plasma-gun	2
Melta-gun	4
Missile Launcher	9
Autocannon	9
Siege Hammer	24

Castellan

The Castellan class is a general-purpose combat and assault robot and like the Cataphract it is widely used. The standard weapon configuration is geared towards close assault missions but armament can easily be reconfigured for other roles.

Castellan 75 pts.

The Castellan is armed with 2 Powerfists (for +1A) and a heavy bolter. The Powerfists give the Castellan Strength 8 attacks and no armour saves for the enemy.

A Castellan that replaces one of its Powerfists with a ranged weapon has its Attacks reduced to 1. A Castellan that replaces both of its Powerfists with ranged weapons has 1 Attack at its base strength of 5, and saving throws are permitted.

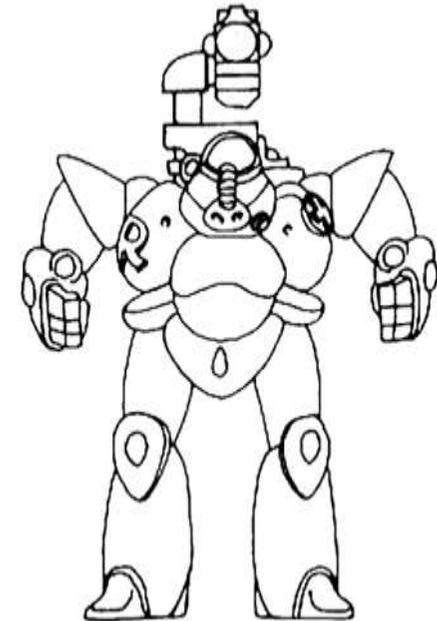
Castellan	M	WS	BS	S	T	DP	I	A	Ld	Sv
75 pts	Higher D6/D6	4	4	5(8)	7	2	2	2	10	3+

**Replace Heavy Bolter
with:-**

Lascannon	15
Missile Launcher	5
Autocannon	free
Melta-gun	free
Plasma cannon	10
Multi-melta	5
Heavy Webber	5

Replace a Powerfist with:-

Storm Bolter	-9
Flamer	-9
Autocannon	free
Plasma-gun	-7
Melta-gun	-5
Missile Launcher	free
Siege Hammer	15



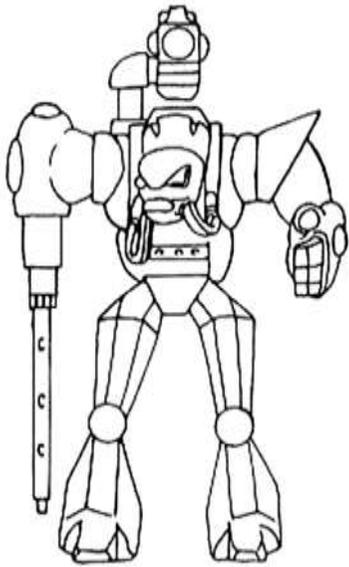
Conqueror

The Conqueror class Robot is well armoured and has a good combination of armour, long range firepower and close range weaponry. It is a good design where heavy-armed resistance is expected and it is often deployed to provide support fire for other units.

Conqueror 85 pts

Conqueror	M	WS	BS	S	T	DP	I	A	Ld	Sv
85 pts	Higher D6/D6	4	5	5(8)	8	4	2	1	10	2+

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Replace Heavy Bolter with:-

Lascannon	15
Missile Launcher	5
Autocannon	5
Melta-gun	free
Plasma cannon	10
Multi-melta	5
Heavy Webber	5

Replace Autocannon with:-

Powerfist	free
Flamer	-9
Storm Bolter	-9
Web-gun	-9
Plasma-gun	-7
Melta-gun	-5
Missile Launcher	free
Siege Hammer	15

Replace Powerfist with:-

Autocannon	free
Flamer	-9
Storm Bolter	-9
Web-gun	-9
Plasma-gun	-7
Melta-gun	-5
Missile Launcher	free
Siege Hammer	15

The Conqueror is armed with a powerfist, an Autocannon and a Heavy bolter. The powerfist gives the robot Strength 8 close combat attacks with no armour saves permitted. If the powerfist is replaced by a ranged weapon the machine uses its basic Strength of 5 and the enemy may attempt armour saves.

Legio Maniples can be taken as Elite or Heavy Support choices. Maniples consisting of only Crusader Robots can be taken as a Fast Attack choice. Maniples can be split but Robots without an Overseer in their sub-unit cannot use the Overseer's Initiative nor repair abilities.

While the five types described above are the most common, they are by no means the only types in service. To create your own profiles use the profile below as a starting point. Changing WS or BS by one costs 1 pt. Each change to Strength and Toughness costs 2 pts. DPs and Attacks change the points value by 8 for each change of one. Changing the Save costs 1 pt for each "pip". Ld and Initiative cannot be changed for Imperial War Robots. Points values for weapons are given on the table on page 8.

Standard Robot	M	WS	BS	S	T	DP	I	A	Ld	Sv
45 pts	Higher D6/D6	4	4	5	7	2	2	1	10	3+

Modelling Imperial War Robots.

Sadly the original Imperial War Robot models have been out of production for several decades. When they can be found for sale they are usually going for quite high prices. If you want to use a Maniple or two of Robots in you games you will probably have to look for alternatives.

Imperial War Robots are ancient devices and many of them are thousands of years old. In this time they will have been repaired and rebuilt many times, often from whatever parts happened to be available in the locality. Many parts will be from varying time periods or different Forgeworlds so the actual appearance of the basic designs will vary considerably.

Imperial War Robots should generally be bigger than a human but smaller than a dreadnought and fit on a 40mm base. The original Crusader model is similar in height to a plastic terminator. I've seen some nice versions of Imperial Robots made using Epic-scale Titans. Reaver –class machines are a suitable basis for Cataphract, Castellan and Conqueror class machines although they are slightly on the large side. Cataphracts have slightly better armour than Castellans, and Conquerors are better protected than both of these, which you may wish to represent when modelling their appearance. Warhound-class Titans are suitable for creating the lighter armoured and more agile Crusader Robots. Since it is designed to swing a Siege Hammer Colossus Robots are probably better represented by a more human looking machine. As the name implies, the Colossus is quite a tall machine, allowing it to reach the upper levels of fortifications. Tau Battlesuits or Japanese Mecha models might be a suitable source for conversions, as may larger scale medieval figures.



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