

# Killteam Archimedes

An XYZ for Warhammer 40k

Killteam Archimedes has been formed for the purpose of eradicating the enemies of the Iron Tetrarchs. Lead by the dreadnaught Archimedes Ferrates, the team uses a nano-blob, snipers and drug-crazed melee specialists to eliminate those who would oppose the quest for the Black Sun.

## Personalities

### Archimedes Ferrates

The leader of the killteam is a long-serving servant of the Logicians who was mortally wounded during a raid on a xenos facility. His loyal services were rewarded by providing a robotic body that incorporated powerful forbidden technology.

Archimedes is, despite his crippled state, an eloquent speaker and charismatic personality. Ferrates is a convinced servant of the Logicians, who genuinely believes that technological progress will help mankind against its enemies. He will make an effort to win others to his position but has no tolerance for the forces of Chaos. If he finds that some of his masters use Daemonhosts, he might be convinced to switch sides.

### Agrippa von Helmstadt

Agrippa is the head of the assassin squad associated with the killteam. The assassin is a tall woman with sleek implants and a beautiful but absolutely motionless face. She never speaks other than in binary code through a speaker in her neck.

Von Helmstadt is a puppet-like servant of the Iron Tetrachs and also charged with observing the rest of the team for disloyal behaviour. Should Archimedes turn against his masters, she will act immediately and with ruthless efficiency.

## Resources

The killteam has connections to the **underworld** of all major worlds in the sector. They will pay for their services with rare and/or forbidden technology. Their contacts typically provide information or perform crimes, although they are very reluctant to directly attack the Inquisition.

**Pius Liquin** is a minor clerk in the inquisitorial headquarter. His radical conviction lets him pass information to the Logicians. The killteam will use the clerk to find out details about the acolytes, especially where they go and what they plan. Pius is good at searching rooms but very bad at talking to people.

## Game Statistics

### Archimedes Ferrates

Archaeotech Dreadnaught								
WS	BS	S	T	Ag	Int	Per	WP	Fel
54	40	55	43	10	35	38	42	23

**Movement:** 1/2/3/6

**Wounds:** 15

**Skills:** Awareness 48 (58 optical), Charm 23 (33 underworld), Ciphers (Logician) 30, Command 23, Common Lore (Underworld, Imperium) 35, Deceive 23 (33 underworld), Forbidden Lore (Archaeotech, Adeptus Mechanicus) 45, Inquiry 33 (43 underworld), Literacy, Tech-Use 45

**Talents/Traits:** Ambidextrous, Basic Weapon Training (SP), Blademaster, Crushing Blow, Disarm, Heightened Senses (Vision), Melee Weapon Training (Chain), Auto-Stabilized, Dark Sight, Machine (4), Two-Weapon Wielder (Melee, Ballistic), Peer (Underworld)

**Armour:** None (all 6)

**Weapons:** Chainaxe (1d10+11 R, tearing, includes crushing blow, pen 2), autogun (90m, S/6/20, 2d10+6 I; Pen 0; Clip 300)

**Gear:** Internal microbead

**Attack Options:**

- As a full action attack with gun and axe at -10.
- Disarm: Full action, opposed WS roll
- Autofire without bracing
- Reroll missed melee attacks

### Ashen Tear Assassins

Ashen Tear Assassin								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	40	45	48	30	40	37	20

**Movement:** 4/8/12/24

**Wounds:** 15 or colorful goon

**Skills:** Acrobatics 58, Awareness 50, Chem-Use 40, Ciphers (Logician) 30, Climb 58, Common Lore (Imperium, Tech) 30, Concealment 58, Dodge 58, Deceive 20, Drive (Ground Vehicle) 48, Secret Tongue (Ashen Tear Sign) 30, Silent Move 58, Speak Language (Low Gothic) 30, Security 58, Survival 30, Tracking 30

**Talents/Traits:** Assassin Strike (Acrobatics check to move 2 as free action after strike), Basic Weapon Training (SP), Blind Fighting (half penalty), Combat Master (no gang-up bonus), Deadeye Shot (half penalty targeted shot), Exotic Weapon Training (Needle), Hard Target (-20 to hit when running), Leap Up, Melee Weapon Training (Primitive), Swift Attack

**Implants:** Mind impulse unit, good cybernetic eyes (dark sight)

**Armour:** Armoured Bodyglove (All 3)

**Weapons:** Needle rifle (180m; S/-/-; 1d10 R; Pen 0; Clip 6, Reload 2 Full; Accurate (+10 on aim), Toxic (Toughness test -5 per point of damage, 1d10 I unreduced by armour or toughness)), mono sword (1d10+4 R, Pen 2, balanced) or large mono weapon (2d10+4, Pen 2, unwieldy)

**Gear:** Portable stunner (+30 move silent)

#### Combat Options:

- Assassin Strike (Acrobatics check to move 2 as free action after strike)

- No gang-up bonus
- Half penalty on targeted shots
- -20 to hit when running
- Leap Up
- Full action for 2 melee attacks
- Cannot parry with large weapon
- Parry 55 with sword
- Dodge 58

### Logician Trooper

Logician Trooper								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	30	30	30	35	30	30

**Movement:** 3/6/9/18

**Wounds:** Goon

**Skills:** Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Interrogation 30, Speak Language (Low Gothic) 30, Secret Language (Tech) 30

**Talents/Traits:** Binary Chatter, Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP), Nerves of Steel (re-roll WP to avoid pinning), Thrown Weapon Training (Primitive)

**Armour:** Enforcer light carapace + helmet (AP 5 all locations)

**Weapons:** Autogun w/ manstopper rounds (90m; S/3/10; 1d10+3 I; Pen 3; Clip 30; Reload full), stub automatic w/ dumdums (30m; S/3/-; 1d10+5 I; Pen 0 (AP counts double); Clip 9; Reload full), frag grenade (9m; 2d10 X; Pen 0; Blast (4))

**Variants - Heavy Trooper:** Heavy Stubber (120m, RoF -/-/10; Dam 1d10+4 I; Pen 3; Clip 200; Reload 2 full)

**Gear:** 2 autogun clips, micro-bead, respirator, photovisor, 3 frag grenades