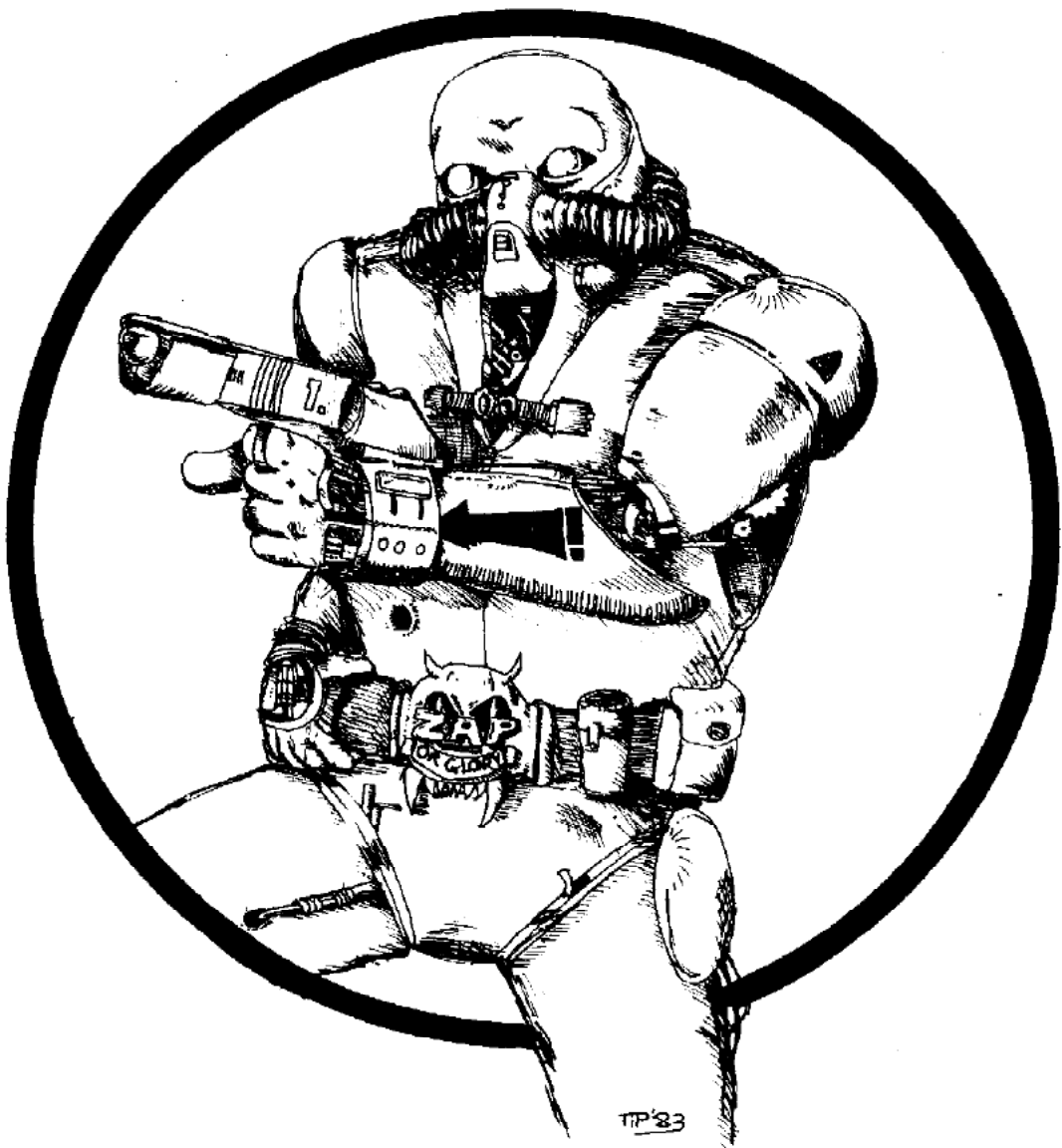


ROBOT

A LASERBURN SUPPLEMENT



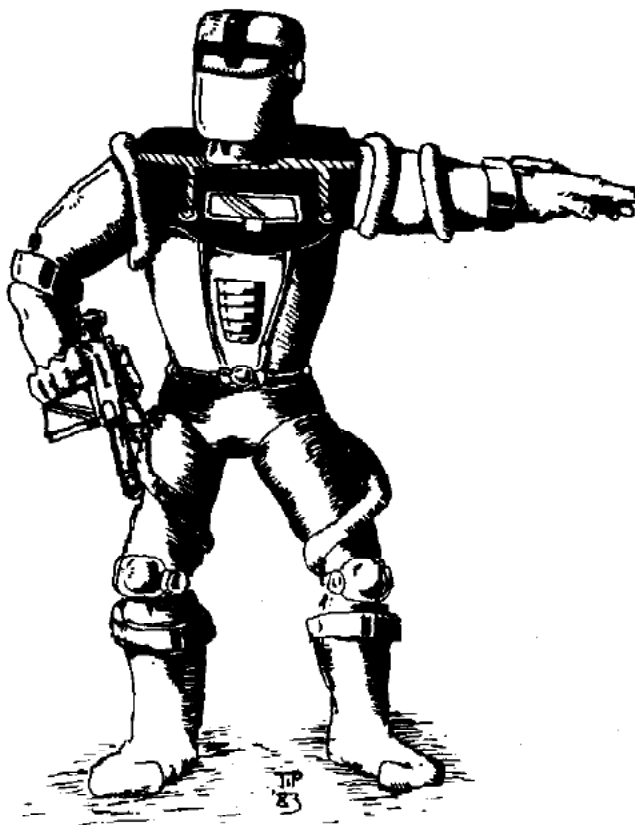
by IAN TERRY

THE ROBOT

15 or 25 mm SCALE - A SUPPLEMENT FOR LASERBURN

This Robot booklet is written for use in the Laserburn system, using Tabletop 15mm Sci-Fi and Citadel and QT 25 and 15mm figures.

It covers many types of robot and specialized weaponry, some new, some as used in the Laserburn rules. The robots in this system supplement are designed to be used either with or without humanoid characters, involving 12-40 robots each side.



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Illustrations by Ian Terry

INDEX - see page 48

General Rules

Each robot's factors must be decided as for humans, be it Laserburn or Imperial Commander methods. Scales are also the same as featured in the Laserburn rules.

Actions, combat, firing, firing variations, morale and most equipment rules remain the same, yet hits and wounding will differ.

Skills vary concerning the machine in question.

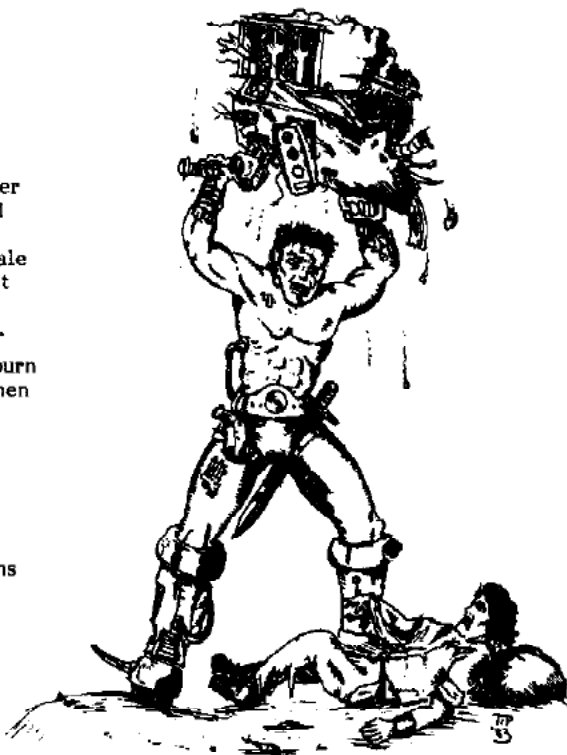
NOTE: Some sections in the 'Advanced Laserburn and Aliens' supplement may be found useful when dealing with robots.

LASERBURN CHART

In all cases, the "Effect of Hits" Chart is used unless a new chart is provided for a special machine. Blinded and serious wounds remain. Light wounds are ignored (unless the machine is a Cyborg or an artificial human), but weapons are dropped unless welded into a part of the body or limbs.

Medital aid is ignored.

Skills are provided, regardless of the factor of the machine.



ROBOT FILING SYSTEM

Title of Robot	Robot	
Model Availability	=====	
Armour Type	=====	
Weaponry	=====	
Movement	=====	
Power Supply	=====	
Usage	=====	
		Special Weapon Details
		Status
		Notes

CODE NUMBER

Company and figure code number, eg. TTG101, Citadel S51, etc.

ADDITIONAL INFORMATION (AND/OR DESCRIPTION)

Past history, what their purpose is, skills, extra qualities, etc.

SECTION ONE

Sentinels & Guardians

LAW ENFORCER (ANDROID)

HEIGHT: 8 ft. (35mm)

SCALE: 25mm

MODEL AVAILABILITY

Citadel S44.

ARMOUR TYPE

Flak, apart from lower body, which is unarmoured.

WEAPONRY

One semi-auto Gyro-Blaster. Full ammo supply.
Autoranger. Automedic.
(Gun close-up below)

MOVEMENT

As human.

NUMBER OF BATTERIES

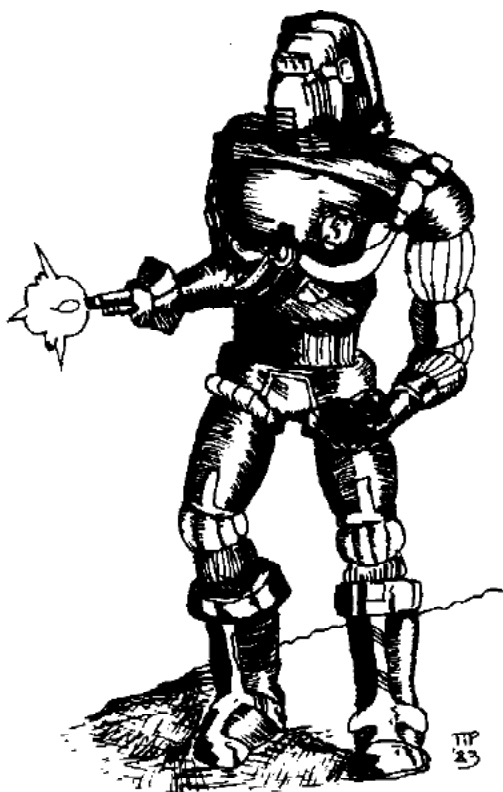
See notes for power supply.

USAGE

One to every four human
police, or eight in a
complete "platoon".

STATUS

01-50 - Veteran
51-00 - Hero

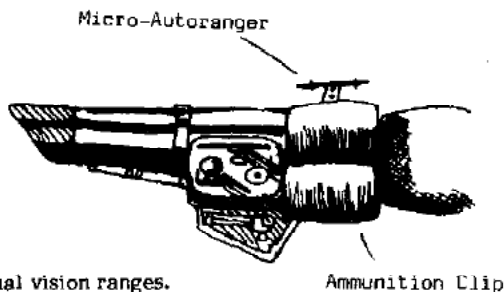


WELDED TO WRIST

NOTES

1. Used by the Imperium, Police Sentinels and Colonials. Skills are: sniper (1), fast draw (1) and nerves of steel.
Extra qualities: Image intensifier.
2. Power supply: Automatically charged for 12 hours each month. If not charged up by the end of each month, the following disablements will take place:-

First	2 hours overdue:	sight impaired, half usual vision ranges.
Second	2 hours overdue:	reactions lost, image intensifier fails.
Third	2 hours overdue:	each limb moves at half rate.
Fourth	2 hours overdue:	each limb moves at three-quarters rate.
Fifth	2 hours overdue:	total system failure, Android unusable



Ammunition Clip

SECURITY ROBOT

HEIGHT: 9 ft. (40mm)

SCALE: 25mm

MODEL AVAILABILITY

Citadel S42.

ARMOUR TYPE

Head, Upper Body: Light armour

Limbs: Mesh type

Lower Body: N/A

WEAPONRY

Rapid-fire laser rifle and full ammo supply.

Automedic. Autoranger.

MOVEMENT (25mm)

Walk: 8m

Run: 15m

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES: 8

USAGE

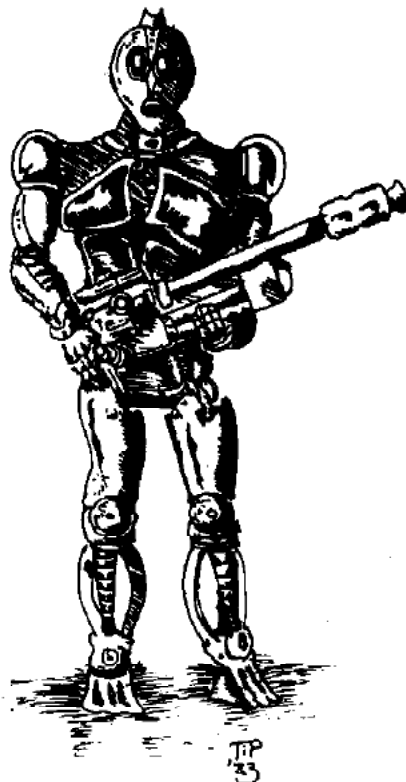
One for every owner.

STATUS

01-40 - Regular

41-80 - Elite

81-00 - Veteran



NOTES

Used by Imperium and Merchants to protect valuables.

Skills are: nerves of steel, Sniper skill (1), and Ambedexterity (1).

Special qualities: lightning reactions, image intensifiers.

For Hits, use page 9

THE ROBOT SENTINEL (ANDROID)

HEIGHT: 42 ft. (175mm)

SCALE: 25mm

MODEL AVAILABILITY

Citadel S53.

ARMOUR TYPE

Dreadnaught, only ~ Grenades and missiles take any effect.

WEAPONRY

Gyroblasters (single shot) in each hand and eye, two missiles and two F.A.

Gyroguns in chest. Laser in each knee.

MOVEMENT (25mm)

Walk: 25mm

Run (large strides): 45mm

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES

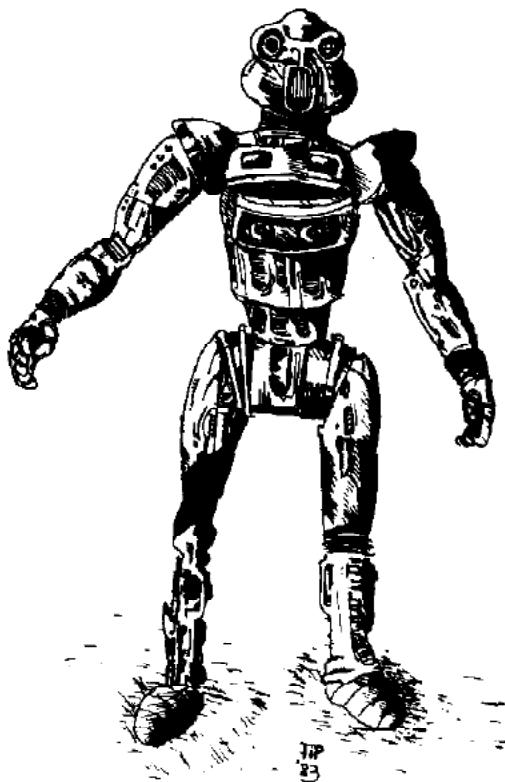
See notes for power supply.

USAGE

Maximum - one.

STATUS

Regular.



NOTES

1. Used only in major operations by the Imperium. No skills.
Special qualities: Image intensifiers.
2. Power supply: Highly advanced solar cells power ioniser motor engines. This is coupled with a 'self-service' system that lubricates, cleans and primes all parts on the machine, making it totally independent. The Robot Sentinel rarely needs human attention, unless it is severely damaged in battle.

LAW ENFORCEMENT MODULE

HEIGHT: 7 ft.

SCALE: 15mm

MODEL AVAILABILITY

Citadel - Traveller 4

ARMOUR TYPE

Mesh.

WEAPONRY

Three Lasers (single shot)

Two Gyros (single shot)

One machine pistol.

MOVEMENT

Walk: 8m

Run: 25m

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES: 4

USAGE

One or two.

STATUS

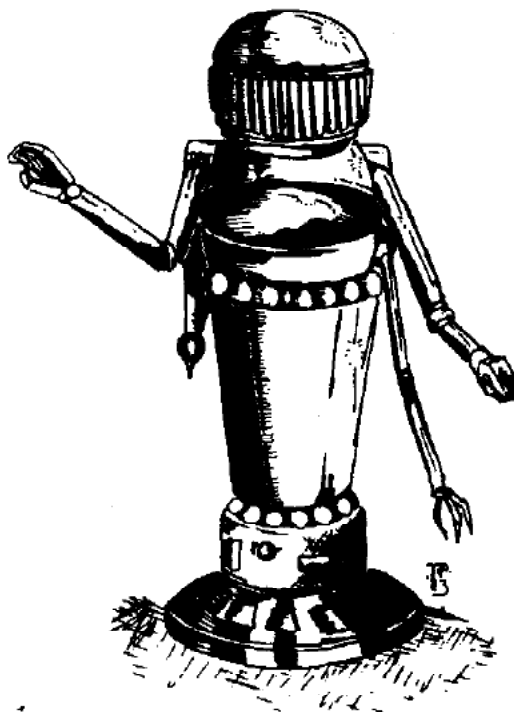
Elite.

NOTES

Used by police as Security Droids, or even Riot Droids for large scale battles.

Special qualities: Extra arm for use if one is disabled.

For hits on module, consult Robot hits location/effect opposite "Officer Bolt" Page 9.



LAW ENFORCEMENT MODULE MK II

HEIGHT: 5.5 ft.

SCALE: 15mm

MODEL AVAILABILITY

Tabletop R1.

ARMOUR TYPE

Power class (head and upper body)*.

Light armour class (other parts).

WEAPONRY

Four Lasers (semi-auto).

One Gyro (semi-auto).

MOVEMENT

Walk: 8m

Run: 25m

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES: 3

USAGE

One or two.

STATUS

Elite.

NOTES

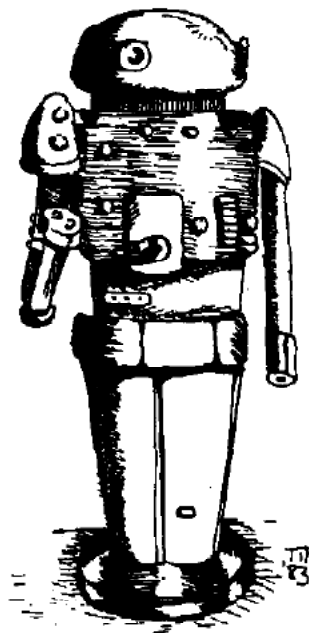
Modified version of previous module but with more armour and weaponry and more expensive.
Used on more advanced planets.

Skills: Survival instinct.

Special qualities: Image Intensifier.

* Head as brain, sensors
Upper body as communications } See Page9

For Hits, see page9



RIOT ANDROID "OFFICER BOLT"

HEIGHT: 6 ft.

SCALE: 15mm

MODEL AVAILABILITY

Tabletop 101.

ARMOUR TYPE

Light armour class (body, legs and head).

Flak (costume).

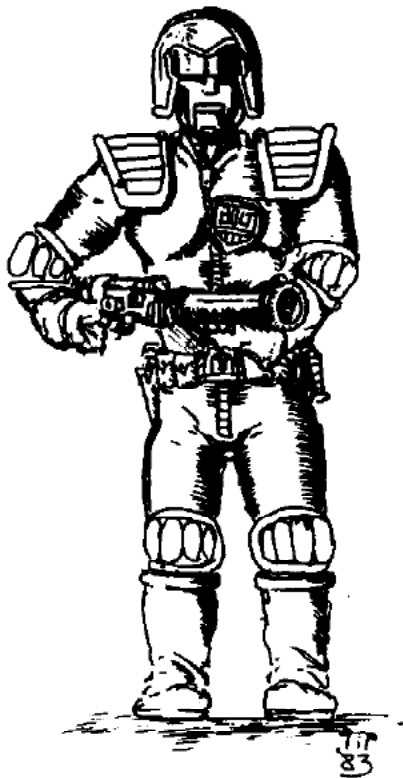
WEAPONRY

Monoclub, Bolt rifle.

Full ammo supply.

MOVEMENT

As human.



USAGE

One per Squad.

STATUS

01-50 - Veteran

51-00 - Hero.

NOTES

Skills: nerves of steel, survival instinct, ambidexterity (1), fast draw (1).

Special qualities: Image intensifier, throat mike, nose filters, ear plugs, Autoranger, Automedic.

Recently designed to deal with armed groups more swiftly than any man could. For instance, a shower of gyrobolts would not shift this character. Any human would logically dodge, thus wasting time, but there is little chance of stopping a Bolt.

Robot Hit Location/Effect

Many Robots in this book differ from a humanoid shape. Most travel on hoverpads, tracks, antigrav repeller pads, etc.

Using this table, many Robots of any shape and size can be used in Laserburns. The possibilities are endless - but remember: this table is for Robots, Modules, Units, etc. and not Cyborgs, Androids or Simulators - anything with a pair of arms and legs and human in shape cannot be used effectively. Instead, use the normal chart as for humanoid characters.



Roll 1 D10 and consult the table:-

Roll	Lasers, Outer Blast Areas, Melee Weapons	Slugs, H.Lasers, Inner Blasts, Monos	Incendaries Cyro, Force Blasters and Flamers
1	Batteries	Batteries	Batteries
2	Batteries	Batteries	Batteries
3	Brain	Batteries	Batteries
4	Sensors	Brain	Batteries
5	Sensors	Sensors	Brain
6	Communications	Sensors	Brain
7	Weapon/Arm	Communications	Sensors
8	Weapon/Arm	Weapon/Arm	Communications
9	Short Circuit	Weapon/Arm	Weapon/Arm
10	Short Circuit	Short Circuit	Short Circuit

EFFECT

SHORT CIRCUIT

Robot has 'K.O.'D effect for D.6 turns. If this happens three times, the Robot is unusable for the rest of the game.

ARM

1st Hit - Robot drops weapon, but can be picked up again, using a complete turn to do so.

2nd Hit - Disables arm. Repair time - 1 D6 + 2 turns.

3rd Hit - Unrepairable.

WEAPON

For each weapon hit, take 12% off the Robot's chance of hitting again. Five hits on each weapon will destroy it completely, though three will disable it.

SENSORS

One hit destroys. It cannot detect anything as if the Robot is deaf and blind. If communications are working, and another intact Robot is present, the latter will guide the damaged unit back for repairs. A Robot damaged in this way cannot attack.

COMMUNICATIONS

One hit destroys. It cannot make contact with anyone (or anything) and continues to carry on its last orders, until all have been carried out, then it will return for repairs.

BRAIN

Two hits destroy this, whatever the size. When destroyed, the Robot crashes to the ground, utterly inoperative. After the first hit, all actions/functions are halved.

BATTERIES

When a number of this type of hit, equal to the number of the batteries is taken, each battery explodes like an H.E. Grenade. Those within 1 1/2 m take 1 H.E. hit (the outer blast area) and 2 sluggun hits.

NOTE: Before consulting effects, see if the shot/blow actually penetrated the unit's armour.

Section Two

Domestic

SANDAR 1 (ROBOT)

HEIGHT: 7.6 ft.

SCALE: 15mm

MODEL AVAILABILITY

Tabletop R3.

ARMOUR TYPE

Mesh Class.

WEAPONRY

None.

MOVEMENT (15mm scale)

Walk: 5

Run (rush): 7

Dive: N/A

Crawl: N/A

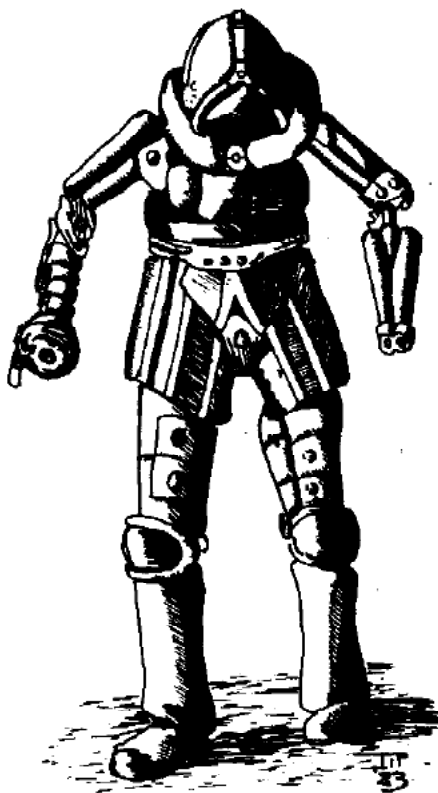
NUMBER OF BATTERIES: See below.

USAGE

Variable.

STATUS

40:10:3



NOTES

Sandar 1 units are mass produced for physical work in spaceports, docks, markets, building sites, etc. in fact many "heavy" jobs.

A powerful magnet, effective up to 25mm (15mm scale) is situated on the right arm, and a telescopic gripper on the left.

It has no batteries, being powered by solar energy collected in the large head dome.

No special qualities or skills.

For Hits, see page 9

SOCIAL DROID (ROBOT)

HEIGHT: 6 ft.

SCALE: 15mm

MODEL AVAILABILITY

Citadel - Traveller Box 1, No. 16.

ARMOUR TYPE

Light armour class.

WEAPONRY

See Weapon Information.

MOVEMENT (15mm scale)

Walk: 5

Run (rush): 8

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES

See below.

USAGE

Variable.

STATUS

40:20:5

WEAPON INFORMATION

Personal security system-if the Android is attacked from the front, the console opens, firing three gyro bolts into the attacker's upper body.

NOTES

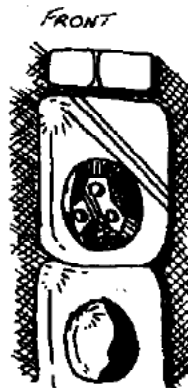
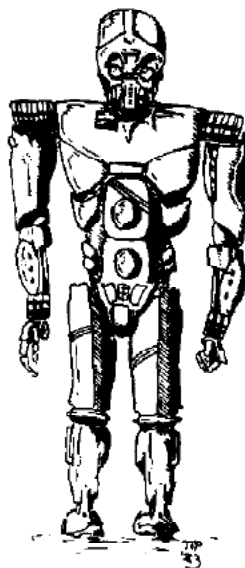
Social Droid units are used by citizens in the home and by business men. Mostly programmed for steward or library functions.

It has no batteries, being charged up at night for two hours, lasting about 18 hours.

Special qualities: None.

Skills: Fluent in all languages.

For Hits, see page 9



UTILITY UNIT (ROBOT)

HEIGHT: 2ft.

SCALE: 15mm

MODEL AVAILABILITY

Citadel - Traveller Box 1, No. 15.

ARMOUR TYPE

Light Armour Class.

WEAPONRY

Two single-shot lasers in each sensor eye. If sensors are hit, the laser is immediately knocked out.

MOVEMENT

	15mm	25mm
Walk	8m	13m
Run	15m	23m
Dive	2m	4m
Crawl	N/A	N/A

NUMBER OF BATTERIES: 4

USAGE

Variable.

STATUS

80:40:5

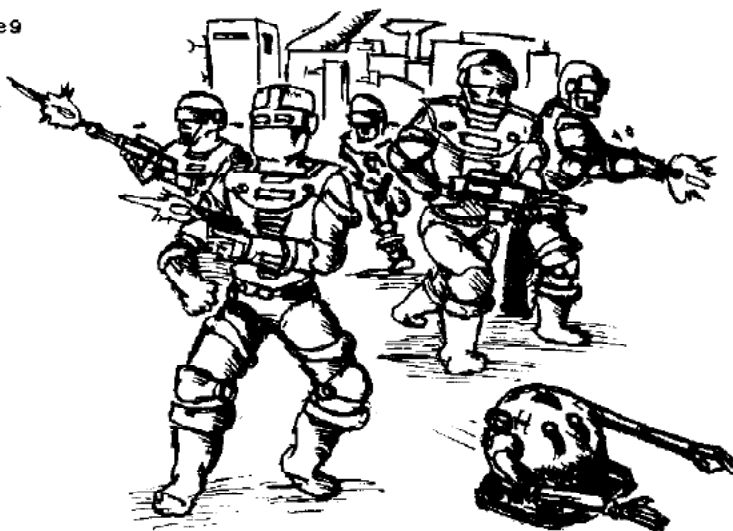
NOTES

Used in the home for many uses and in spaceports for carrying luggage. Also used in some Imperial platoons for carrying large arms. One of the most commonly sold Robots on market.

Special qualities: Extra arm for use if one is disabled.

Skills: None.

Hits, see page 9



ROBO-MECHANIC

HEIGHT: 3.6 ft.

SCALE: 15mm

MODEL AVAILABILITY

Tabletop R2.

ARMOUR TYPE

Light Armour Class.

WEAPONRY

Claws equivalent to power glove.

MOVEMENT

Walk: 5m

Run: 9m

Dive: N/A

Crawl: N/A

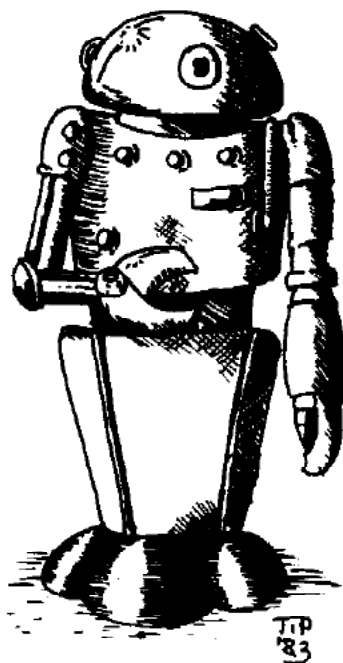
NUMBER OF BATTERIES: 5

USAGE

A few in spaceports, usually 5-12.

STATUS

40:10:2

**NOTES**

Made specifically for use in Spaceports to do large amounts of work on a space vessel in a matter of minutes, whereas a man would take days.

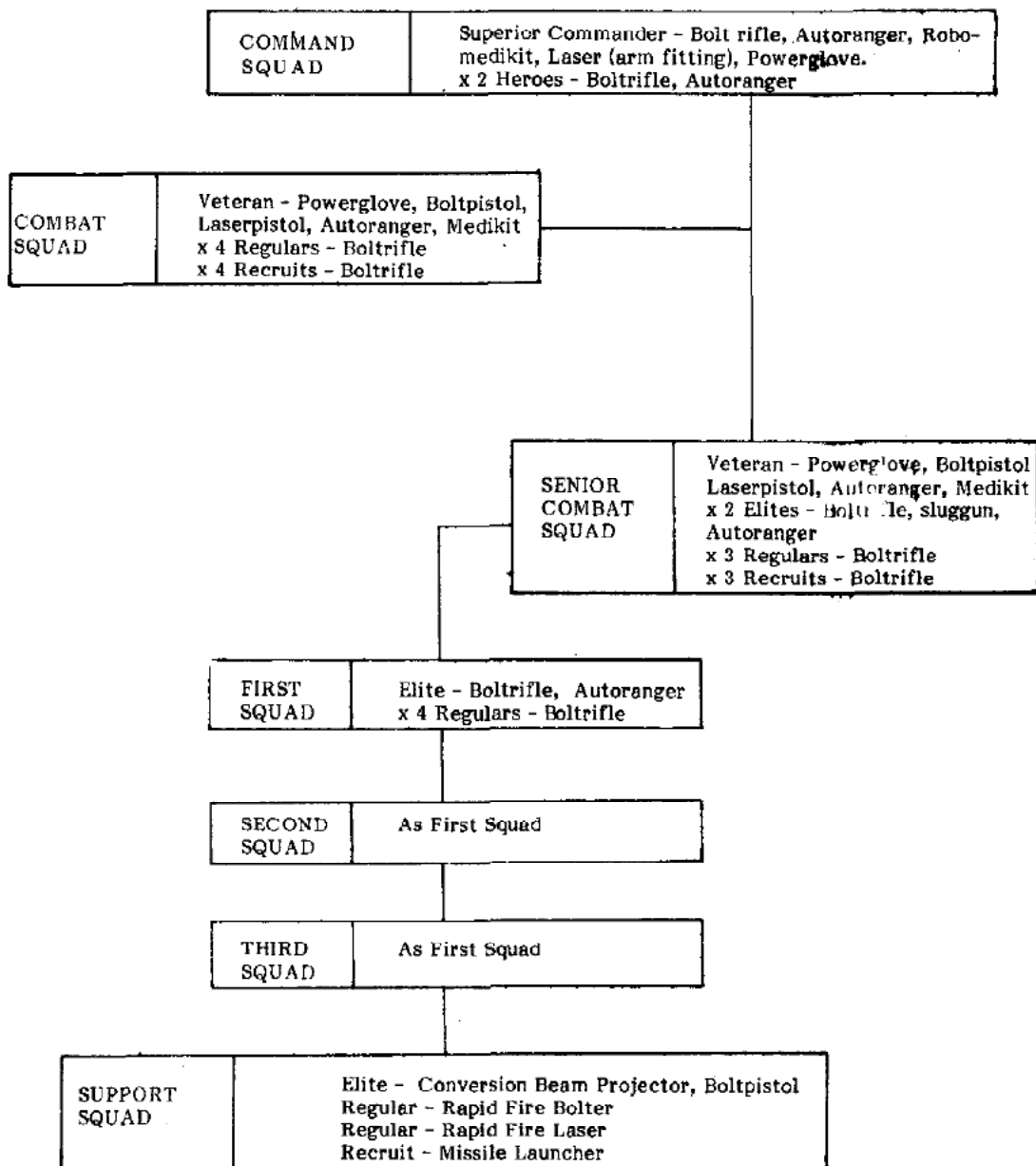
No special qualities or functions.

Skills: Lightning reactions (2).

Hits, see page9

IMPERIAL BATTLE ANDROIDS

A TYPICAL SQUADRON GROUP ORGANISATION



Section Three

Battle Types

IMPERIAL HEAVY BATTLE DROID (ROBOT)

HEIGHT: 8 ft.

SCALE: 15mm

MODEL AVAILABILITY

Tabletop 311.

ARMOUR TYPE

Power Class.

WEAPONRY

Rapid fire boltgun with full ammo supply.

MOVEMENT (15mm scale)

Walk and Run: As human

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES: 12

USAGE

One per platoon.

STATUS

Veteran.



NOTES

1. Used on poorer planets by the Imperial Inquisition for battle and prison guarding.
Skills: Nerves of steel, Ambedexty (1), Battle endurance (1)*
Special qualities: Image Intensifier, Autoranger.
2. Can take up to five turns in battle before having to retreat with "morale lost" troops.

For Hits, see page 9

IMPERIAL BATTLE ANDROID

HEIGHT: 6 ft.

SCALE: 25mm

MODEL AVAILABILITY

Citadel - C100/2, j (C5)

ARMOUR TYPE

Body and head - power class.

Limbs - light class.

WEAPONRY

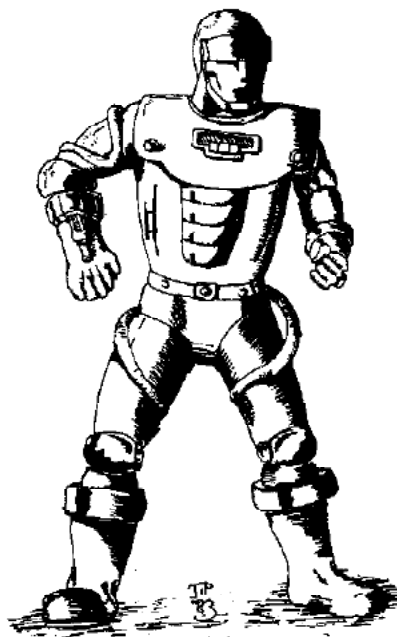
Differs in range, but usually fitted with either a laser rifle or bolt rifle. Full ammo supply. Veteran and hero types may have a jetpack and/or boltastol.

MOVEMENT

As human.

NUMBER OF BATTERIES

None.



USAGE

Variable.

HEAD VARIATIONS (all have antirash lenses)

STATUS

01-25 - Recruit

26-50 - Regular

51-75 - Elite

76-93 - Veteran

94-00 - Hero



1 BATTLE HEADS 2
Recruit Regular



3 ELITE HEAD
(with Autoranger)



4 VETERAN HEAD

NOTES

Skills: Nerves of steel, lightning reactions (2).

Used by the Imperium (and also stolen in parts for the Redemption). These fast Androids are often used in large battles effectively. Recruit, Regular and Elite types ignore duckback results.

Heads 1 and 2 have no special qualities, but do have earplugs to receive orders. Head 3 has also earplugs, plus an autoranger.

Head 4 has earplugs and 'nose' filter. Head 5 is probably the most expensive and intricate with autoranger, throat mike, earplugs, nosefilter and a special pair of sensitive radar receivers on each side of the head. These can pick up information from both sides of the battlefield. A most wanted piece of equipment by the Redemptionists. Head 6 is the Commander's head, much like the "hero" head, also with the radar.



5 HERO HEAD
(with Autoranger)



6 SUPERIOR COMMANDER'S HEAD
(see Notes)

STANDARD BATTLE ANDROID

HEIGHT: 8.9 ft.

SCALE: 25mm

MODEL AVAILABILITY

Citadel S43.

ARMOUR TYPE

Power armour class.

WEAPONRY

Heavy laser rifle (built to size) and full ammunition (batteries).

MOVEMENT

As human.

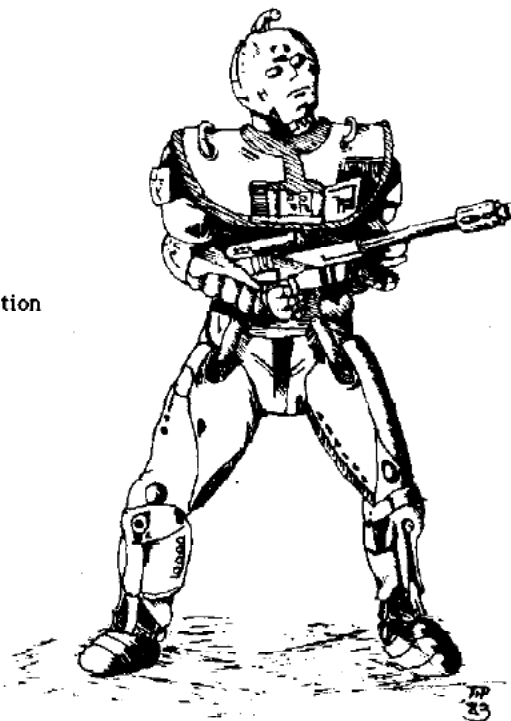
USAGE

Varied.

STATUS

01-50 - Regular

51-00 - Elite



NOTES

Skills: Nerves of steel.

Special qualities: Fully fitted standard military equipment.

Used by the Imperial Platoons only. Specially built and modified to ignore duckback results. For use with power armour and Imperial attack sections.

For Hits, see page 9



Section Four

Cyborgs

DEATHLOK

HEIGHT: 6.5 ft.

SCALE: 25mm

MODEL AVAILABILITY

Citadel - C100/2 i.

ARMOUR TYPE

Head: Light armour (4)

Head (other 4): Unarmoured~

Body, right leg, left arm: light armour

Left leg: 50% light armour, 50% flesh

Right arm: 50% light armour, 50% flesh.

WEAPONRY

Two Monoknives

One Force Knife

Two H.E. Grenades

One Boltgun

Seven Clips (for bolter)

Autorange

Jetpack

MOVEMENT

As human.

USAGE

Unique: only one.

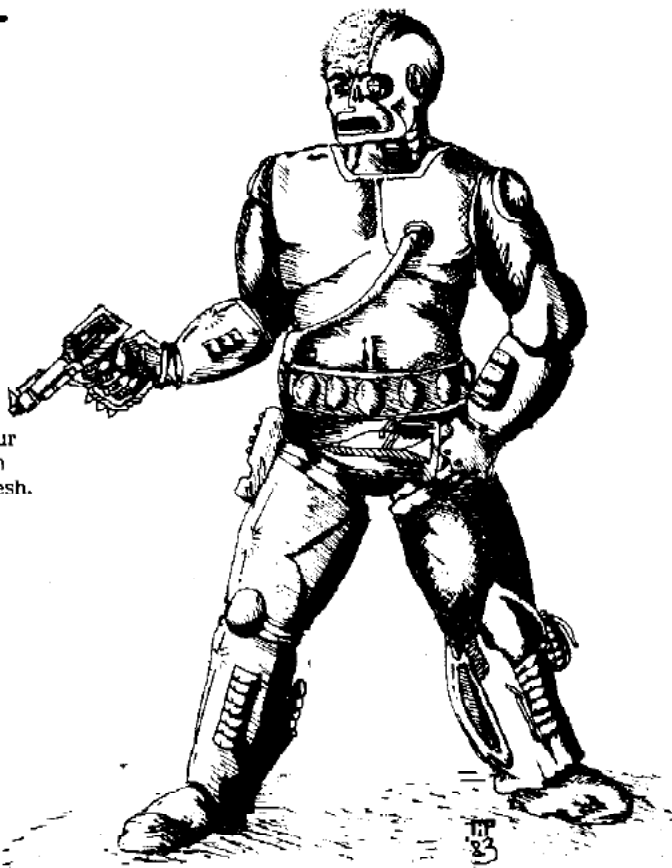
STATUS

Hero.

NOTES

Severely crippled in the infamous "Last Stand at Carlos" battle. Forever seeking the Imperial Emperor in a plot to assassinate him.

Skills: Nerves of steel, sniper (2), Jetpack, Ambedexterity (3), Survival instinct and fast draw.
Nose filter and Image intensifiers.



THE RED MONK

HEIGHT: 6 ft.
SCALE: 25mm

MODEL AVAILABILITY

Citadel - (S29) C100/4e.

ARMOUR TYPE

Light armour class (complete body).

WEAPONRY

Boltpistol and five clips.
Automedic and Autoranger.

MOVEMENT

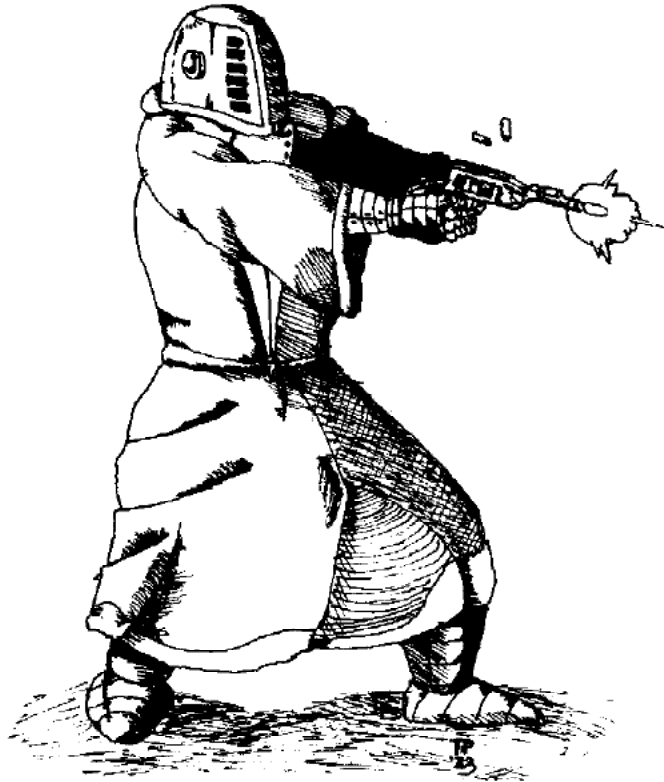
As human.

USAGE

Unique: only one.

STATUS

01-45 - Veteran
46-00 - Hero



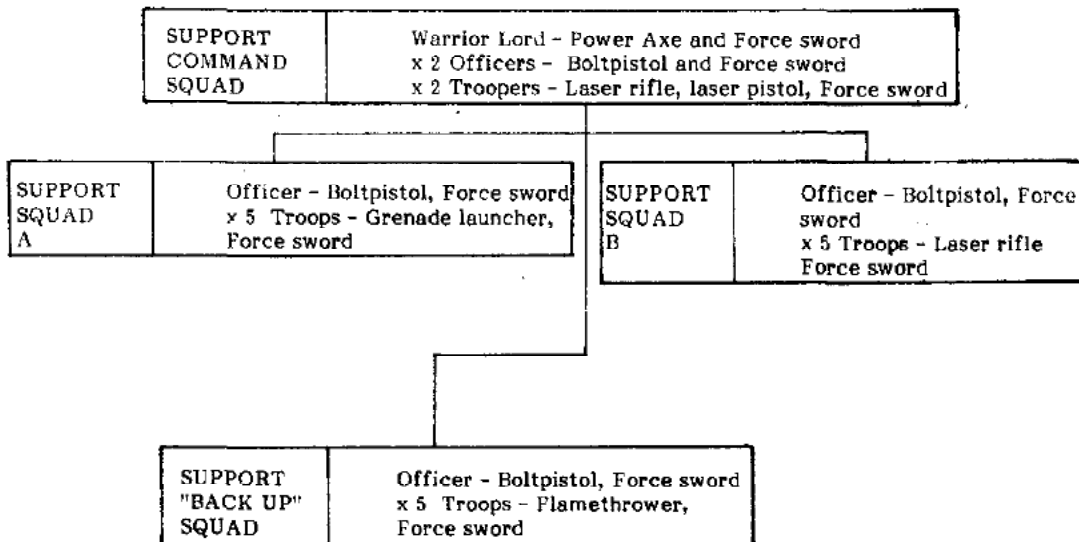
NOTES

The hero of the Red Redemption. This mysterious fanatic is despised by the Inquisition, chiefly because of his hideous (but effective) methods of killing. A full Redemptionist Support Group (detailed on next page) backs him up, who will fight to the death to protect him.

Special qualities: Built-in standard equipment.

Skills: Sniper (2), Nerves of steel, Survival instinct, Ambedextry (1), Weapon skills.

REDEMPTIONIST SUPPORT GROUP



SUPPORT GROUP - STANDARD EQUIPMENT

Per each man: Complete suit of light armour
 Anti-flash lenses, incorporating Image Intensifiers
 Nose plugs, throat mike, ear receivers

Officers Extras: Autoranger

Warrior Lord: Automedic

"STEELE" LUTHER

HEIGHT: 6 ft.

SCALE: 25mm

MODEL AVAILABILITY

Citadel - (C2) C100/2 j.

ARMOUR TYPE

Light armour class head.

Flak body limbs.

WEAPONRY

Bolt pistol and five clips.

Autoranger.

MOVEMENT

As human.

USAGE

Unique: only one.

STATUS

Hero.



NOTES

A lone adventurer, despised by the Inquisition and Redemptionists, because of his assassinations on both sides' leaders.

Special qualities: Built-in standard equipment.

Skills: Sniper skill (3), Survival instinct, Fast draw (2), Weapon skill.

CYBORG DOG

LENGTH: 4.10 ft.

SCALE: 15mm

MODEL AVAILABILITY

Tabletop 118.



MOVEMENT

Movement is 80m per move. Because of their small size, speed and ability to use low cover, deduct 20% for firing at a Cyborg Dog at over 10m range. Count as a running target if the dog is moving over 15m in a move.

USAGE

One (if any) per platoon.

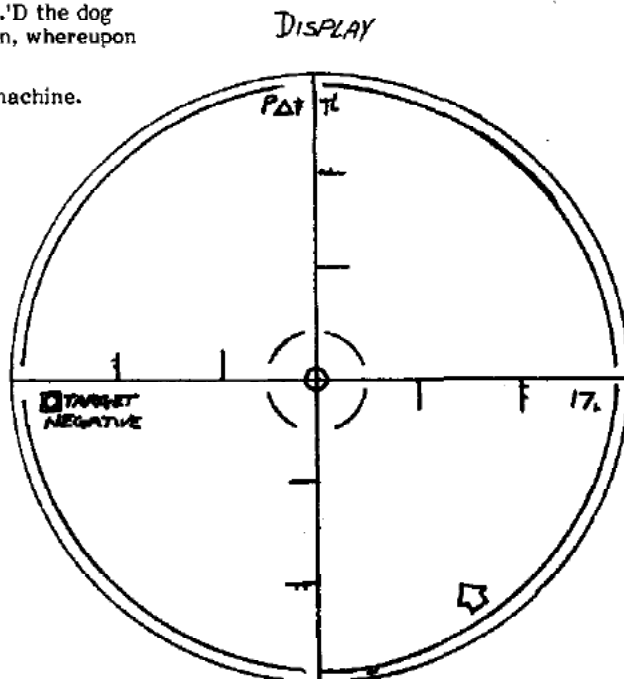
NOTES

Cyborg Dogs have a combat skill of 70. They will be disabled by any serious wound.

The dog is controlled by an Imperial troop, trained for the job, via a lens in the dog head displayed on an Autoranger. Dog movements are controlled verbally by an implanted transmitter.

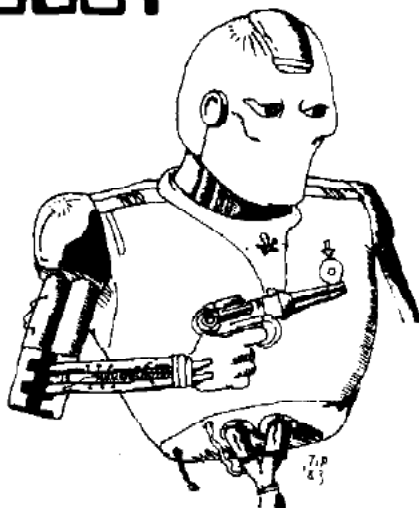
If a dog's controller should die or be K.O.'D the dog will remain stationary until it is fired upon, whereupon it will attack its assailant.

Used for a form of "Spy work" or killing machine. Its jaws have the effect of a powerglove.



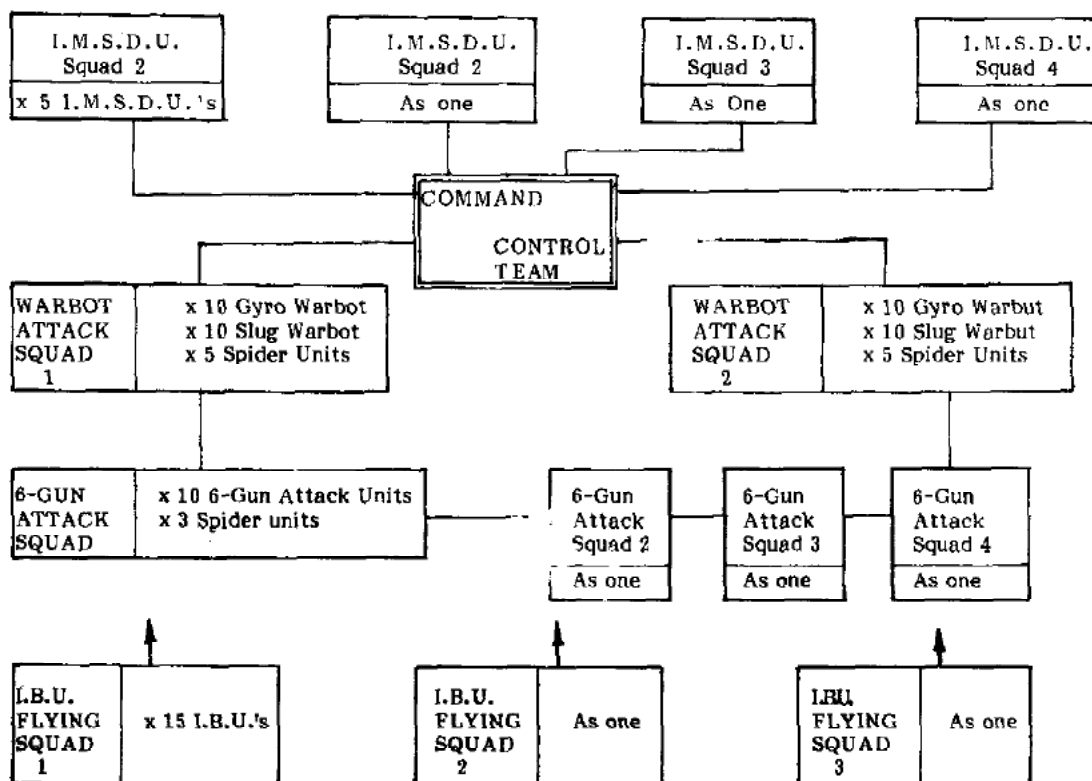
MASS COMBAT ROBOT PLATOON

ROBO-RECCE
x 25 Reconnaissance Robots
x 5 Spider Units



I.M.S.D.U. = Imperial Minesweeping and detection Unit

I.B.U. = Imperial Bomber Unit.





Command/Control Team

The team consists of 28 Flak armoured Imperial Robot Controllers (two men control each Robot Squad).

The team is each supplied with a boltrifle and ammunition supplies to last 35 turns in battle (magazines being in the vehicle).

The Robots are governed by this group who, during battle, will be sitting behind control table, housed in a converted Scorpion lander, which moves with the battalion.

THE CONVERTED "SCORPION" : SKY HOPPER

ARMOUR TYPE

Dreadnought class armour.

WEAPONRY

None externally.

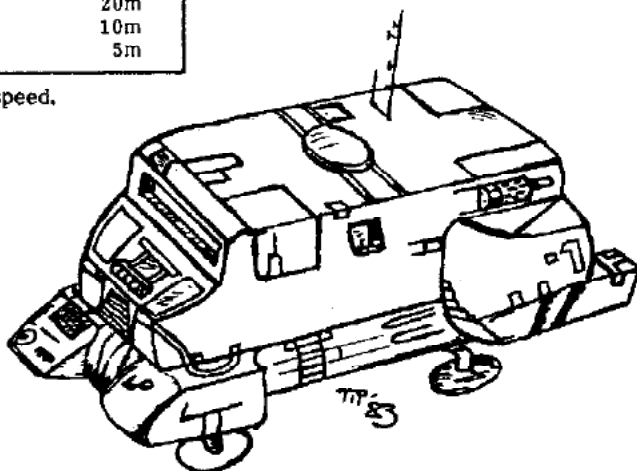
MOVEMENT

	Max Turn/Accn	Max Speed
Ground:	3m	30m
10m High	2m	20m
20m High	1m	10m
30m High	$\frac{1}{2}$ m	5m

Turning Radius: Twice current moving speed.

Max Climb: $2\frac{1}{2}$ m per turn.

Power: Anti-Grav units.



Section Five

Specialized Robots

ROBOT FIGHTING MACHINE

HEIGHT: 7.6 ft.

SCALE: 25mm

MODEL AVAILABILITY

Citadel S41.

ARMOUR TYPE

Power Armour Class.

WEAPONRY

Two missile launchers, 3 missiles each (varied),

Laser (single shot),

Two Gyro cannon.

MOVEMENT (25mm scale)

Walk: 6

Strafing Run: 12

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES: 10

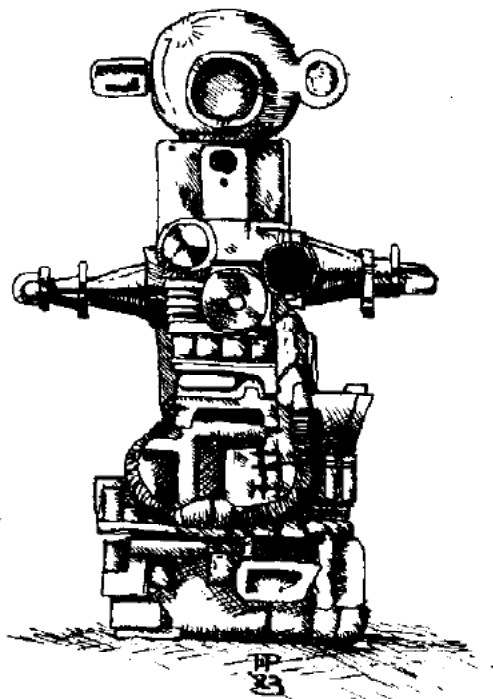
USAGE

Variable.

STATUS

01-59 - Regular

60-00 - Elite



NOTES

Used in the last big war of 2020, World War IV. An early war robot - in fact the first independent type. Now dated, but a fully functional machine.

Used by the Imperium in large battles.

Speaks by means of electronic bleeps.

Special qualities: All built in standard equipment.

Skills: None.

For Hits, see page 9

SIX GUN ATTACK ROBOT

HEIGHT: 5 ft.

SCALE: 25mm

MODEL AVAILABILITY

Citadel S50.

ARMOUR TYPE

Power Armour class.

WEAPONRY

Two missile launchers

Four missiles (varied)

Two gun stacks - each containing 1 heavy laser,
two machine pistols, 1 gyro cannon.

Full ammo supply.

MOVEMENT Flat land and grass type only

Run: 16m

Walk: 8m

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES: 12

USAGE

Variable.

STATUS

01-59 - Regular

60-00 - Elite

NOTES

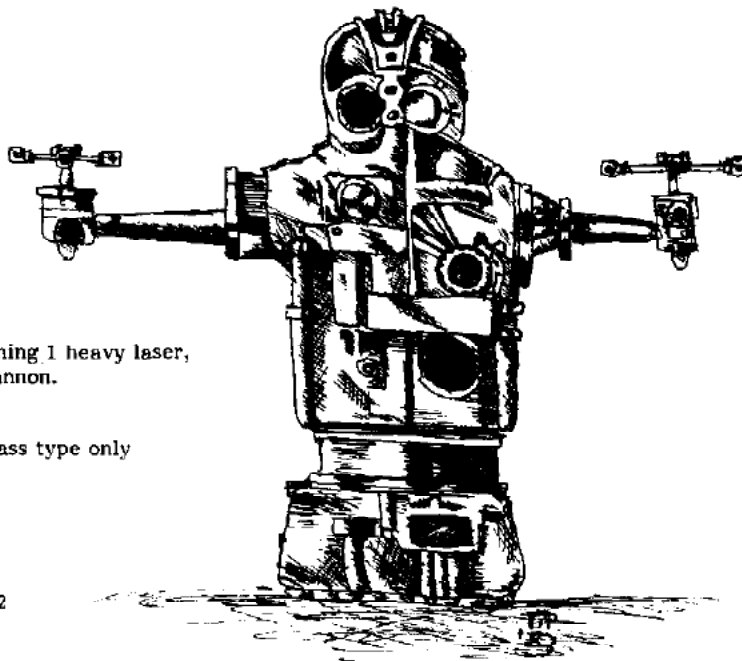
A modified version of the war machine. Again, used by the Imperium for large scale battles.

"Speaks" by means of electronic bleeps.

Special qualities: Fitted with standard equipment.

Skills: Nerves of steel.

For Hits, see page 9



ROBO-RECCE (ROBOT RECONNAISSANCE)

HEIGHT: 6 ft.
SCALE: 25mm

MODEL AVAILABILITY

Citadel S52.

ARMOUR TYPE

Power Armour class.

WEAPONRY

Bolt rifle and three magazines.

MOVEMENT (25mm scale)

Run:	8	34
Walk:	2	14
Dive:	N/A	N/A
	(Min)	(Max)

NUMBER OF BATTERIES: 12

USAGE

Three (per platoon).

STATUS

Regular.

NOTES

Used by the Imperium for scouting and sending messages to other platoons.

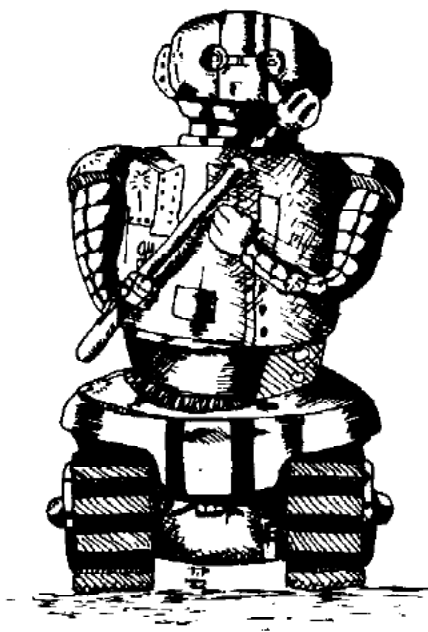
Speaks by means of electronic bleeps, one translator/operator is needed for machine.

PERFORMANCE

Flat Ground:	Min-Max speeds.
Cross Country:	Min - 28m speed.
Rough Ground:	Minimum speed.
Turning Circle:	4
Max Acceleration/turn:	6m
Max Deceleration/turn:	8m

Special qualities: Fitted standard equipment.
Skills: None

For Hits, see page 9



IMPERIAL "SPIDER"

HEIGHT: 7 ft.

SCALE: 15mm

MODEL AVAILABILITY

QT Models No D1

ARMOUR TYPE

Light Armour class.

WEAPONRY

None.

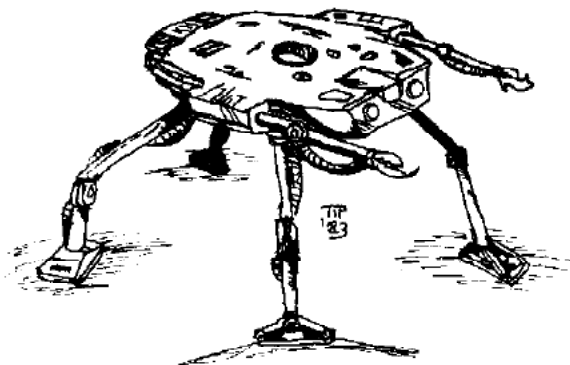
MOVEMENT (Any Terrain) (15mm)

Walk: 8m

Run: 10m

Dive: N/A

Crawl: N/A



NUMBER OF BATTERIES

None - atomically charged once per week.

USAGE

Seven per base.

STATUS

01-70 - "Recruit"

71-00 - Regular.

NOTES

Used by the Imperium inside large bases for repairs on the building and other machinery, including transport and other robots. Not able to repair the intricate circuitry of androids or cyborgs' limbs.

If knocked down, it will take D.6 turns to pick itself up.

If one leg is totally severed, the spider brings into use its highly sensitive "middle ear", giving it balance and stability and acting as usual, but movement speeds are all halved.

If two or more legs are lost, the spider is unable to "walk" or "run", but may still rotate on the ground, 360° in a full turn, 180° in half a turn, 90° in quarter of a turn etc. It is also capable of using its repair capabilities properly.

Special qualities: None

Skills: None

For Hits, see page 9

I.M.S.D.U.

(Imperial Mine Sweeping
and Detection Unit)

HEIGHT: 5.9 ft.

SCALE: 15mm

MODEL AVAILABILITY

QT Models No D2

ARMOUR TYPE

Dreadnought Armour class:

WEAPONRY

None.

MOVEMENT (Any terrain - 15mm)

Walk: 8m

Run: 10m

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES: 12

USAGE

Two per complete Detachment.

STATUS

Regular.

NOTES

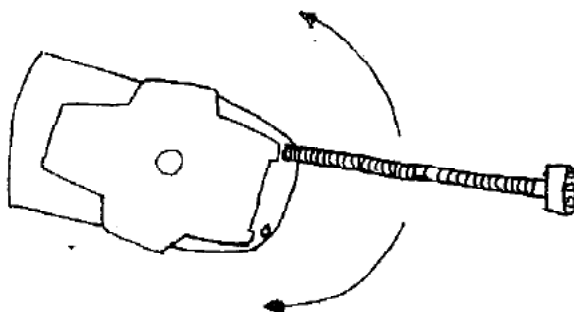
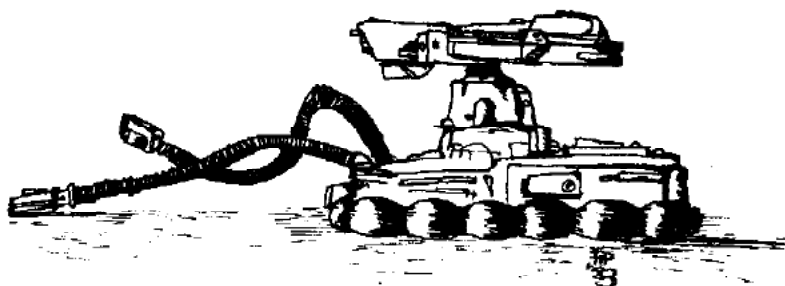
Used by the Imperium in large scale battles, mass combat and war situations.

With its highly powerful sweep sensors, it can pick up a mine, unexpoldd missile, or, in fact, any other type of explosive, causing it to explode. The arms are 2m long folded, but when "sweeping" are 15m long.

Special qualities: Built-in standard equipment.

Skills: None.

For Hits, see page 9



SENSOR ARC DIAGRAM (AT 15M)

C.P.U. (CITY PATROL UNIT)

HEIGHT: 8 ft.

SCALE: 15mm

MODEL AVAILABILITY

QT Models No D3

ARMOUR TYPE

Power armour class.

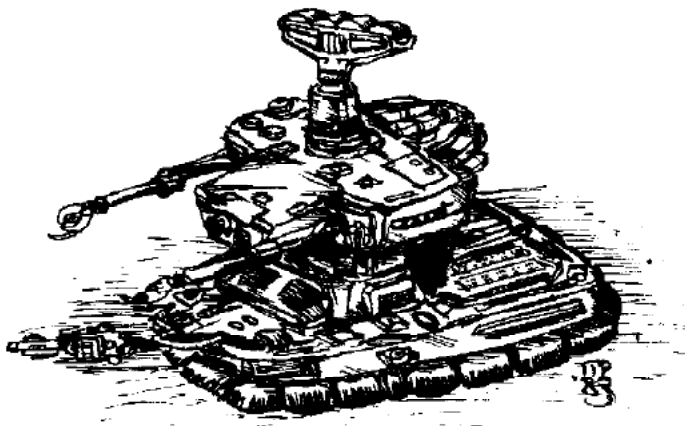
WEAPONRY

Semi-auto bolt rifle

Two power claws (as power glove)

Full ammo supply

"Stun" laser.



MOVEMENT (Flat terrain only - 15mm)

Walk: 8m

Run: 16m

Dive: N/A

Crawl: N/A

NUMBER OF BATTERIES:

None - automatically charged.

USAGE

Varied by size of place patrolled.

STATUS

01-70 - Veteran

71-00 - Hero

NOTES

Used by police in tough zones of a city. A ruthless yet effective machine. Stuns lawbreakers with a "stun" laser (hits on body and head K.O. victims immediately) or kills them outright. Arms can tear cars, etc. open.

Special qualities: Built-in standard equipment.

Skills: Survival instinct, sniper(2), nerves of steel, fast draw (2).

For Hits, see page9

WARBOTS

HEIGHT: 5.9 ft.

SCALE: 15mm

MODEL AVAILABILITY

QT Models No D4 and D5

ARMOUR TYPE

Power armour class.

WEAPONRY

Warbot (behind rocks) (D.5) : Rapid Fire Slug Thrower, Power claw, Sweep sensor (see page 29)
Warbot (at front) (D.4) : Rapid, Fire Slug-Thrower, two rapid fire heavy Gyroblasters.

MOVEMENT (15mm)

Walk:	40m
Run:	40m (max speed)
Dive:	N/A
Crawl:	N/A
Max Accel. per turn:	8
Max Decel. per turn:	8
Turning Circle:	1

NUMBER OF BATTERIES

None, automatically charged.

USAGE

Varied.

STATUS

01-40 - Regular
41-60 - Elite
61-75 - Veteran
76-00 - Hero

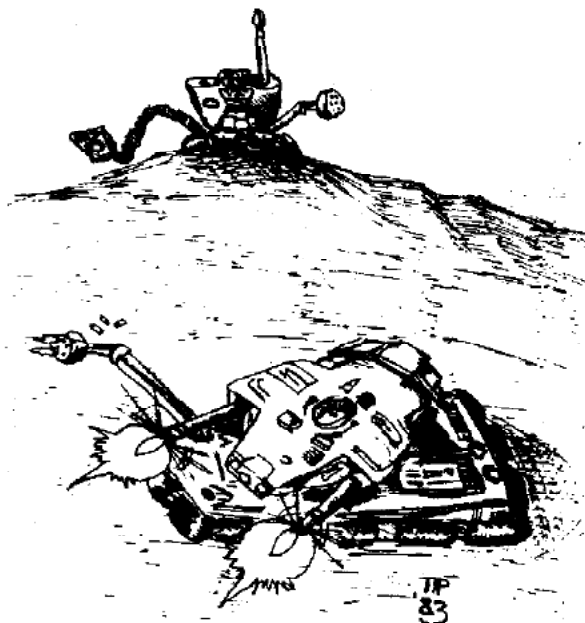
NOTES

Used by the Imperium for large battle situations. Slug throwers and upper sections turn 360°.

Special qualities: Built-in standard equipment.

Skills: None.

For Hits, see page 9.



IMPERIAL BOMBER UNIT (I.B.U.)

LENGTH: 7 ft.
SCALE: 15mm

MODEL AVAILABILITY

QT Models No D6

ARMOUR TYPE

Power Armour class.

WEAPONRY

Various bombs, missiles, etc.
Can carry three at one time.

MOVEMENT

Max accn.: 12m
Max Deccn: 20m
Max speed: 90m
Turning Radius: $\frac{1}{2}$

Current move distance, in order to land, the unit must be travelling at no more than 12m per turn in the forwards, and 6m in the downwards or sideways directions. The unit may travel in any direction chosen -up, down, sideways, etc.

Projectiles are 'launched' by means of a strafing run (like a jetcycle except that it is carried out between 5-15m above the ground.) Reloading is not possible until the unit returns to its base. Throw 2 D.6 (minimum score 4) for the number of turns the unit takes to reach its base and reload.

NUMBER OF BATTERIES

None. (Automatically charged up at its base before every flight)

USAGE

Variable.

STATUS

01-25 - Regular
26-70 - Elite
71-95 - Veteran
96-00 - Hero

NOTES

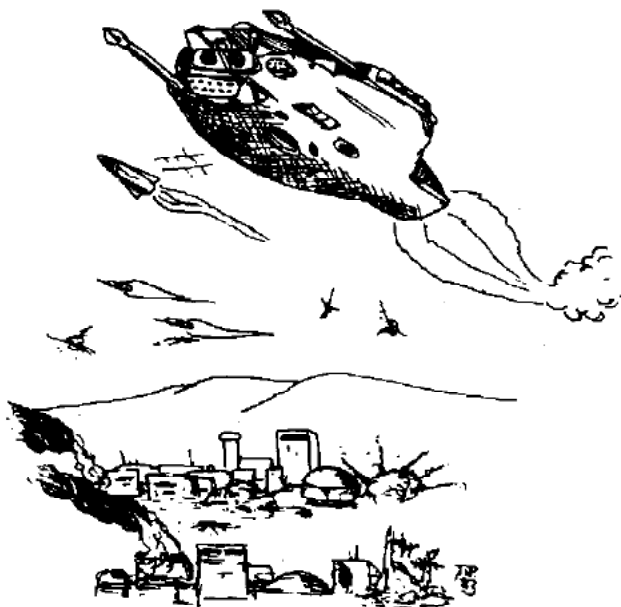
Used by the Imperium for lightning raids on large enemy bases. Used in large scale battles only.

PROJECTILE TYPES CARRIED

Projectile Type	Type	Max Load
Bomb	Concussion	3
Missile	"	2
Bomb	K.O. Gas	3
Missile	"	3
Bomb	H.E.	3
Missile	"	2
Bomb	A.P.	3
Missile	"	2
Missile	Vortex	2
Missile	Atomic	2

(Bombs as Grenades)

For Hits, see page 9

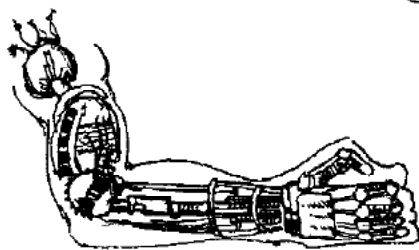


Section Six

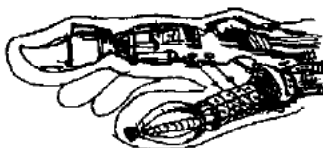
Synthetic Men

"Synthetic Men" are also known as the Artificial Warriors. There are five categories of Synth-men: Replicators, Cyborgs, "Hymar" Cyborgs, and Braniacs. These five will be explained in more detail later.

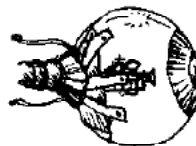
Synthetic men were chiefly designed to do inhuman feats in battle situations, but, as more types were discovered, they now do a number of jobs. Mostly used by the Imperium, these powerful beings are more human than their masters - if a Synth-man wants to live normally, he is considered "broken down" and destroyed. His synthetic parts are removed and used again - the remains (if any) are burned.



ARM



HAND



EYE



HEAD

CYBORGS

Unlike the other Cyborgs in this book, a Synthi-Cyborg has superhuman powers. As all Synthi-Cyborgs have robotic joints disguised under plasti-skin, they are not recognised, so the combination of different types is as many as a billion.

Therefore we give two examples so you can take it from there. Hits on Cyborg parts as human.

EXAMPLE 1: REDEMPTIONIST WARRIOR

ARMOUR TYPE

Light Armour class.

MOVEMENT

As Human: Normal

As Cyborg:

Run: 40m

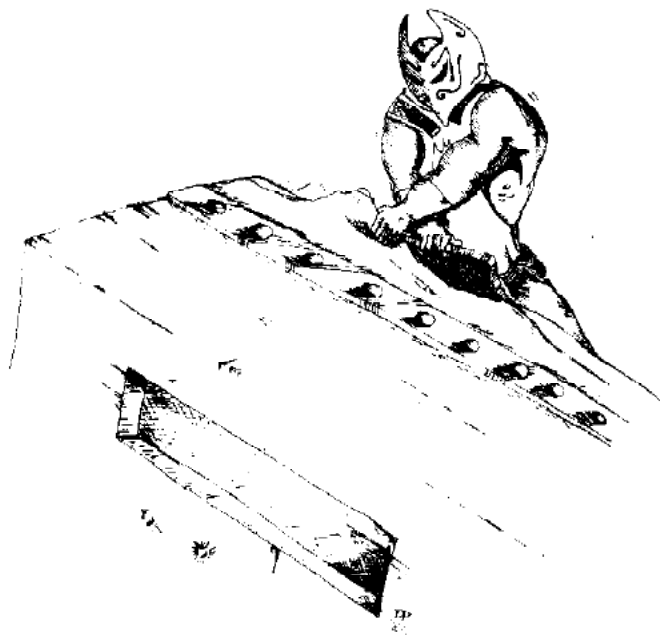
Walk: As human

Dive: 10m

Crawl: 10m

Upwards Jump: 25m

Drop without injury: 30m



STATUS

Veteran.

CYBORG PARTS

All limbs, arms as power fists.

SKILLS

Lightning reactions (4),

Survival instinct,

Nerves of steel.

SPECIAL QUALITIES

Superpowered.

Arms: Hits on humans, roll once for location (Slug Thrower Table), three times for effect.

EXAMPLE 2: THE IMPERIAL CYBORG

SCALE: 15mm

MODEL AVAILABILITY

Tabletop 300.

ARMOUR TYPE

Light armour class.

WEAPONRY

Boltpistol, Boltrifle, Jetpack
Automedic.

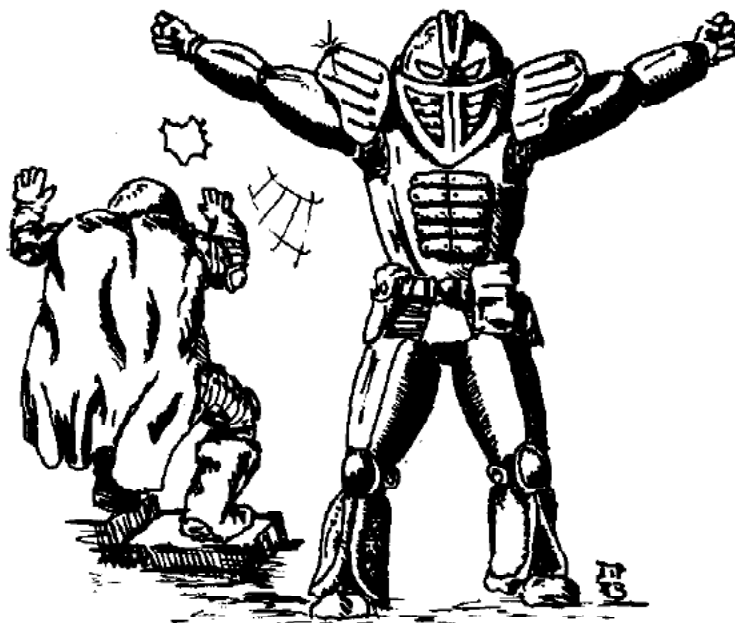
MOVEMENT

As Human: Usual Rate

As Cyborg: Usual Rate.

STATUS

Hero.



CYBORG PARTS

Cyborg Arms - use as powerglove rules, or as a stunner - other melee chart.

NOTES

Special qualities: As Redemptionist Warrior but with Gyrobolt effect.

Skills: Ambidexterity (3), Lightning Reaction (3), Nerves of steel, Survival instincts.



Reflectors

Replacers are Cyborgs, technically speaking, but with one main difference - they have a perfectly reproduced internal system as of a normal human. From the bladder to the brain, the intestine to the heart, a perfectly exact copy of a human's insides, but 100% fare. All made out of expensive plastic tissues, these cost over a billion credits to make, yet a very valued piece on the espionage scene.

They have built-in superhuman reactions (lightning reactions (4)), amazing speed with their hands (fast draw (2)), weapon skill (any weapon)) and survival instincts.

The advantage of a Replacer to a Cyborg is that Cyborgs are picked up by ultrasonic scanners, due to electrical charges in their bodies, whereas a Replacer does not pick up as there is no machinery or electricity in their bodies, just pure intestine, as it were.

Even if a Replacer is shot, he will also bleed artificial blood!

Only available for the Imperium.



SKILLS

Replacer skills + Sniper (1).

SPECIAL QUALITIES

None.

NOTES

Replacers are often used by Imperial royalty. A double is made of the royalty in question most times, with an artificial memory precise to that of the royal one, so that if the real person is ill, or delayed, the hosts/guests are fooled into thinking that the Replacer is the royalty.

Hits are as human on Replacers.

REPLACER EXAMPLE

SCALE: 15mm

MODEL AVAILABILITY

Tabletop 103.

ARMOUR TYPE

Plak Class.

MOVEMENT

As Human.

STATUS

01-75 - Veteran

76-00 - Hero

WEAPONRY

Boltpistol and additional clips.



'HYMAR' CYBORG

Hymar Cyborgs, created by the Redemptionists, are only slightly different from the Frankenstein story - probably their inspiration.

Created in the most appalling conditions, these monstrosities are built from pieces of the dead, collected from the battlefield. Distinguishing marks, apart from the obvious stitches, is the different tones of flesh from different bodies.

As the best muscles are selected, these brutes have the strength of the laser/other melee weapons chart. Phycopathics who ignore duckbacks and have nerves of steel.

Most only live for a maximum of two weeks.

Hits as human.

"Hymar" (named after the creator) Cyborgs are short lived because of the appalling conditions they were created in.

Hymars have no artificially made parts.

"HYMAR" CYBORG EXAMPLE ROG

ARMOUR TYPE

None.

WEAPONRY

None.

MOVEMENT

As Human.



STATUS

01-15 - Recruit
16-20 - Regular
21-40 - Elite
41-70 - Veteran
75-80 - Hero
81-00 - Roll again.

SKILLS

Nerves of steel.

Brainacs

Probably the most sophisticated of Synthetic Men, being only 8% human. The body is a robot, with powerglove hands, with a head fused of pure diamond. Inside the head is a human brain - usually a brain from the body of a genius, with added synthetic cells for mental skills lacked by the original brain. i.e. the brain of a scientific genius coupled with the synthetic cells producing physical skills.

Because of the billions of credits spent on the production of Braniacs, very few are made.

All Braniacs have fused diamond heads. Only a high-intensity heavy laser has a 3% chance of penetrating this. The heads have all standard equipment built in.

"Bodies" are made of power armour class steel. Heads can be "swapped" onto other bodies, providing different physical functions.

BRANIAC CYBORG EXAMPLE

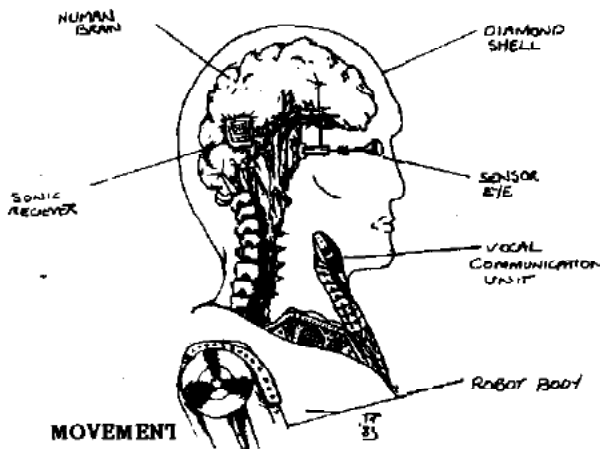
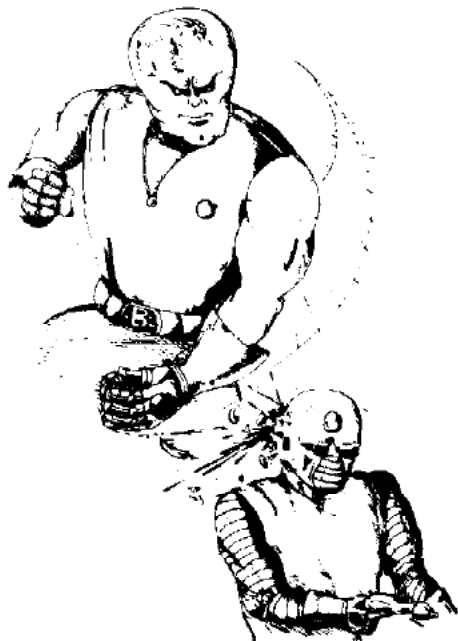
PIZZK

ARMOUR TYPE

Flak body and limbs.
Diamond head

WEAPONRY

Two power gloves, complete with a force blade in the back of each one.



MOVEMENT

As human.

STATUS

01-44 - Veteran

45-00 - Hero

SKILLS

Nerves of steel, survival instinct, leadership,
Fast draw, Ambidexterity (3), Lightning reactions (3).

Section Seven

Robo Turrets

Robo-Turrets are un-manned weapon mounts which automatically respond to fire directed at the vehicle on which is it mounted.

If a shot passes within 2½m of the vehicle, the Robo-Turret will instantly and automatically fire back. Calculate the shot as if the firer has a weaponskill of 180. The maximum possible rate of fire is always used.

MODEL AVAILABILITY

Tabletop - Support Bolter Turret.

AMMUNITION

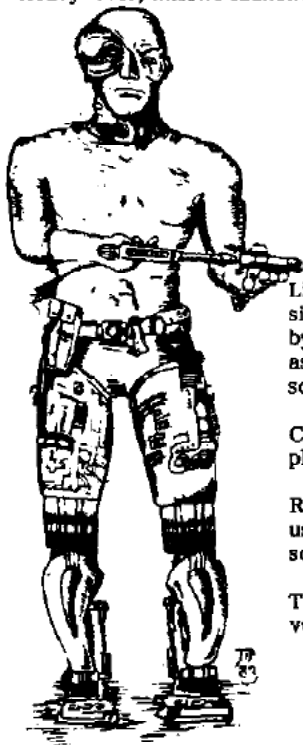
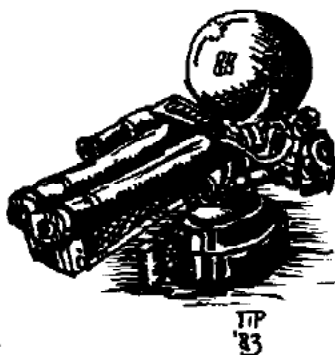
Missile units have three reloads. Slug firing weapons have a hopper of 500 rounds. Bolt firing weapons have a hopper of 200 rounds. Energy weapons are plugged directly into the vehicle's energy supply.

VULNERABILITY

Count each Robo-Turret as an occupant of the vehicle for the purpose of receiving fire. Thus if an "occupant hit" result is obtained, it may be one of the Robo-Turrets. They are light armour class.

WEAPON TYPES

Heavy laser, missile launcher, plasma gun, conversion beam projector, bolter.



ADDITIONAL DATA

ROBOT ORGANISATION

Like human groupings, robots also fight in organised groups, unless a single fighter (Bounty Hunter, Adventurer, etc.) If a robot is being used by the Imperial Inquisition; the robot/s will usually be included in an assault group, divided into the four combat squads. Numbers in each squad depend on operation types, reinforcements, etc.

Cyborg dogs are used by scouts in the dog handlers section of a scout platoon (see page 5, Forces of the Imperium)

Reconnaissance robots are also used in large scale battle by scouts, usually in the senior squads. I.M.S.D.U.'s are also used in the scouts senior squads.

The Imperial Cyborg is only used by the Lord Knights order, and this is very rarely. There is only one per system ruled by one single Lord Knight.

SCALES AND ACTIONS

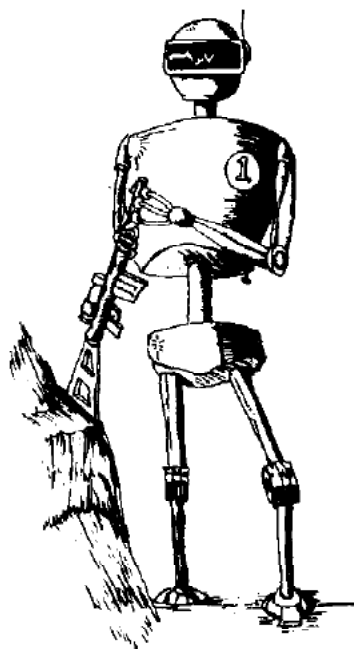
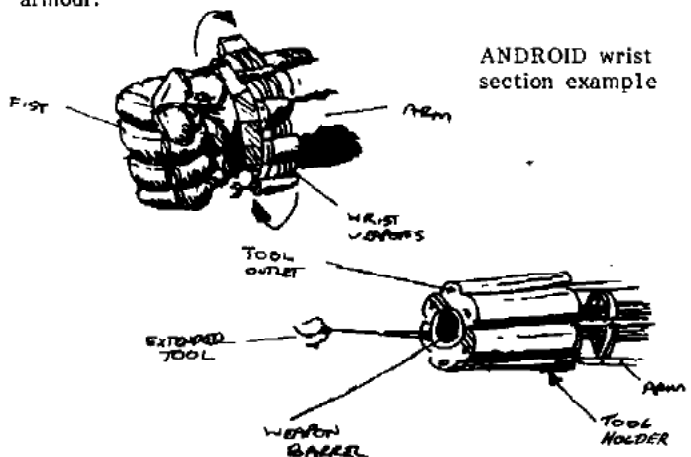
As per basic Laserburn rules pages 5, 6 and 7.

EQUIPMENT

All equipment needed by a robot or Cyborg of any type is always carried, even if they will not be needed. Hoverbase units (see sections 1, 2, 5 and 7 where this applies) will have trays with the equipment laid out in them.

Cyborgs and Androids have utility belts and bandoleers strapped or welded to them, and on some occasions a revolving wrist joint with different weapons and tools to suit varied jobs. These joints are usually found on domestic and engineering robots and androids, although they are sometimes used on heavy battle droids in the effects of large scale skirmishes and riots to the state of total war.

Cyborgs are very rarely known to have wrist sections fitted, although they can be fitted to power and dreadnaught class armour.



ROBOT wrist section example

ADDITIONAL RULES

Note the size of the robots in this book (given in feet with the figure scale) any bigger than normal size means a better chance of getting a hit in. This varies from height to height.

Robots cannot be K.O.'s and wounds have no effect upon their initiative. Apart from this, wounds effect them as human beings (NOTE: this does not apply to Androids, Cyborgs, Synth-Men or any other automata in human shape).

Robots without "lightning reactions" for specialist skill cannot react (reaction throw), as all actions are either guided and/or programmed. (NOTE: this does not apply to the types mentioned in brackets above).

Robots and Androids may not be harmed by needler silvers or flamers (hand or sungun types).

PAINTING

LAW ENFORCER

Blue chest, pelvis and thighs. Blue gloves and head middle. Knees, elbows, shoulder pads, head front and neck white. Boots black. Weapon and trimmings silver.

LAW ENFORCEMENT MODULE MK I & II

Blue head and lower body; white chest portion, metal arms and trimmings. Black base.

OFFICER BOLT

Blue with light blue helmet, gloves and padding. Sand belt.

IMPERIAL HEAVY BATTLE ROBOT BATTLE ANDROID MK I & II

As with the Imperial infantry, the Lord Knight governing often makes up his own mind as to what colours are most suitable for troop colours and robots alike, but local terrain conditions have a strong influence. The "Official" colours for all military is sand armour and dark brown weapons and belts.

The top of the heads of robots are coloured like so: Red - Infantry; Green - Scouts; Blue - Transport Corps.

SPECIALISED ROBOTS (ALL OF SECTION FIVE)

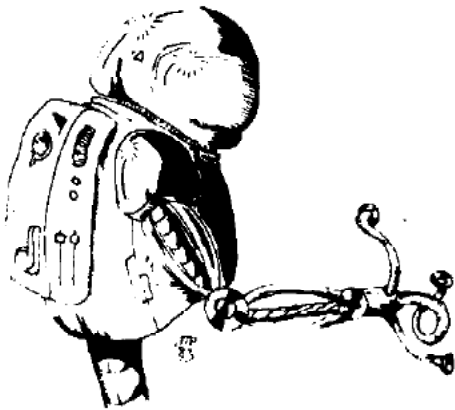
Usually left steel, sand or black with unit definition markings as above.

COST AND AVAILABILITY OF ROBOTS

The various robots listed are each given an "availability" percentage - the chance of being able to buy a robot black-market underworld or straight from the factory.

Items under 100% are not general shop items like domestic units and are hard to find, so we assume the purchaser knows his way around and is familiar with the slightly "shady" side of robotics and automata dealing.

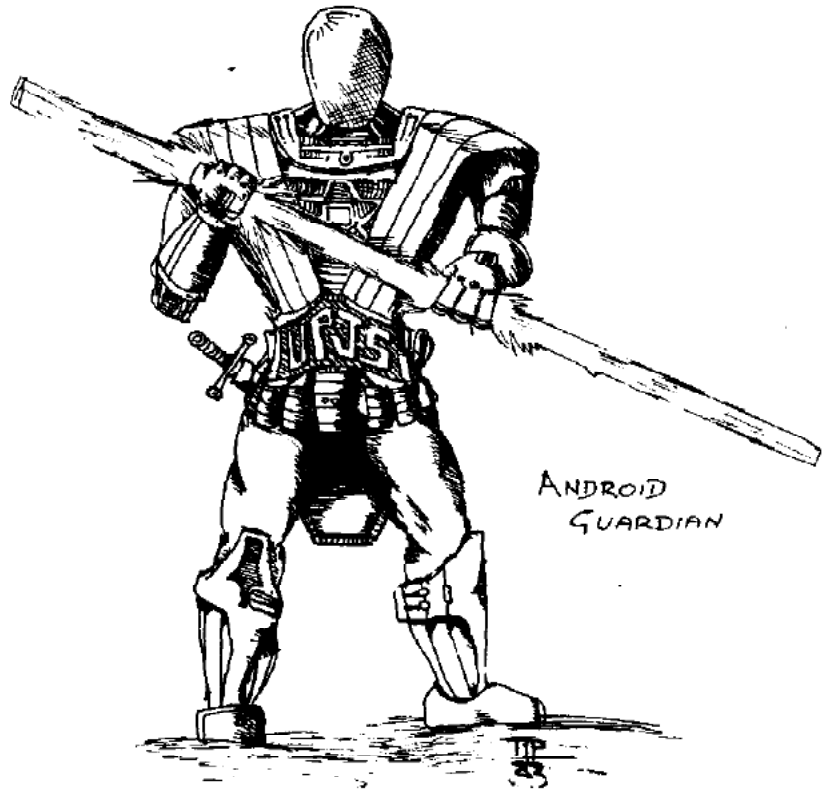




Once a robot/android is purchased, the buyer will find that it comes complete with one power and one load of ammunition, if appropriate. Additional "spares" must be bought separately.

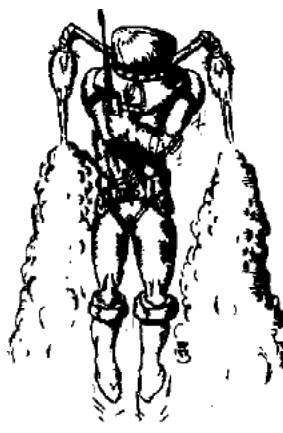
Any robot (or "spare") is available on black market, if not available otherwise, but the price is ten times that given.

As you will no doubt have noticed, robots are by no means cheap - yet a most valuable piece in many aspects and fields of work.



ANDROID
GUARDIAN

THE AUTOMATA



A = Android

R = Robot

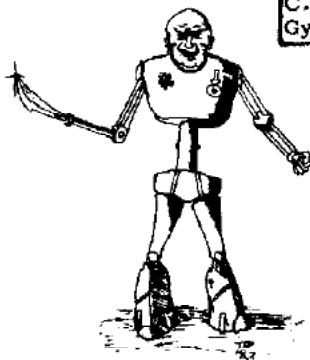
Item	Percentage Availability	Cost (in credits)
Law Enforcer (A)	10%	1,200
Security Robot (R)	30%	1,500
Giant Sentinel (A)	0	17,000
Law Enforcement Module(R)	20%	
" " MKII(R)	15%	500
Riot Android Bolt (A)	0	9,000
Sandar 1 (R)	100%	550
Social Robot (R)	100%	500
Utility Robot/Unit (R)	100%	450
Robo-Mechanic (R)	100%	500
Imperial Heavy Battle Robot (R)	0	9,000
Imperial Battle Droid (A)	10%	1,000
" " (Standard)(R)	5%	7,000
Cyborg Dog	5%	590
Robot Fighting Machine (R)	0	1,500
6-Gun Attack Robot (R)	0	900
Robo-Recce (R)	10%	1,000
"Spider"	25%	850
I.M.S.D.U. (R)	20%	950
C.P.U. (R)	0	950+
Warbot (R)	0	950+

A = Android

R = Robot

C = Cyborg

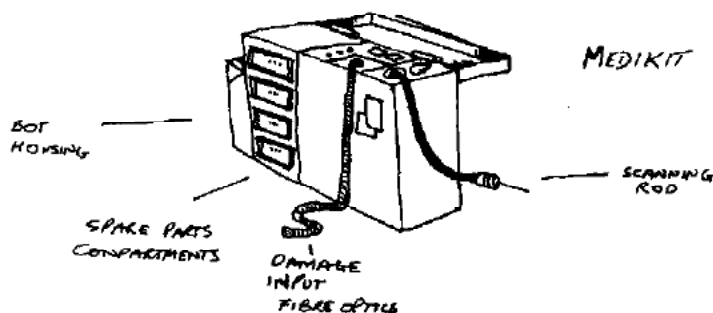
Item	Page	Percentage Availability	Cost (in credits)
I.B.U.		5%	1,000+
Replecator		0	1,000,000,000+*
"Hymar Cyborg"		N/A	0*
Brainiac		0	1,000,000,000+*
<u>Roboturret</u>		-	-
H. Laser		60%	450
M. Launcher		10%	970
Plasma		10%	900
C.B.P.		5%	900
Cyrobolt		40%	700



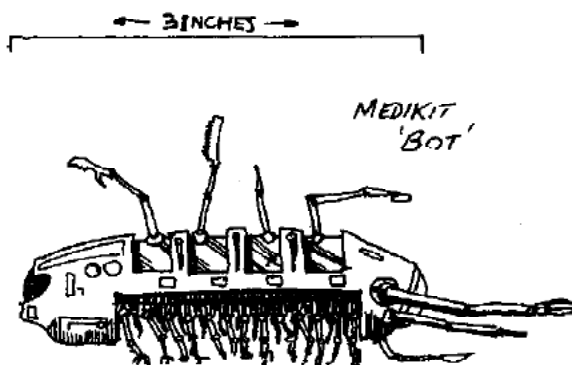
* "Hymar" Cyborgs cost nothing but the cost and equipment needed to build one. This is about 200 credits only. All other prices of Cyborgs are not necessarily sale price but the actual cost of "building" one.

COST OF EXTRAS

Item	Percentage Availability	Cost in Credits
Bolt Magazine	100%	25
Battery for Gun	100%	10
Bolt Magazine	90%	35
Battery (Energy)	30%	40 each
Extra Arms	100%	70
Bolt "Hopper"	100%	125
Battery (Energy)	70%	50 each
Battery (Energy)	70%	30 each
Bolt Magazine	90%	30
Slug Load	100%	100
Repair Kit	90%	400
Robo-Medikit	20%	1,500



Listed above are a few of many different types of spares and extras that can be found from each robot or android listed in this book. These examples can give you an idea for other parts.



REPAIRS

One of the most important functions of a robot or android is the ability to repair itself when damaged. This also applies to Cyborgs, but in a different category.

ROBOTS AND ANDROIDS

All of the robot-types listed in this book have the ability to repair themselves with the aid of a "Robot Repair" utensil, or otherwise called the Robo-Medikit.

Working in the same vein as in humans being treated with an Automedic, the basic principal behind this piece is that a small rod is inserted into an access point on the robot's armour closest to the effected area. A reader fed into the robot's central memory bank, via fibre-optic tubes, tells it how to repair the "wound". This is when the second part of the Medikit comes into action. A small automatic repairing robot will start work on the damaged part of the body, soldering, fusing and repairing. Exoskeletons and components, of course, the Medikit has its problems. The Medikit is far too expensive to equip each and every robot in a complete batallion. Another problem is that it only lasts for about four or five repairs before the robot is totally drained of energy.

It takes 1 D6 + 2 turns to repair light wounds and 1 D10 + 2 turns to repair each serious wound.

CYBORGS

Cyborgs have, being special cases, two immediate skills, regardless of status. The first is medical skill - a most reasured one - meaning the user of the skill can treat body wounds (on flesh - not Cybotic parts!) a whole lot easier. (The definition of medical skill can be found in the basic rule book).

The second skill is mechanical skill. A Cyborg can repair any light wounded joint or adaption in a single turn, with a general repair kit. However, for a serious wound, a bit more care is needed. There is a 60% chance the wound can be repaired. If it can, it will take 1 D6 turns to repair to a fully functional standard.



HUMAN REPAIR SQUADS

Humans can be trained to repair robots and androids during battle, rather like a medic.

The Repair Squads are usually found in large battles involving 40+ robots, each squad governing about 30 of them.

Each squad contains three troops, armed with standard boltrifles. Each man has a conscript status, but the vigorous Imperial training pays off as each repairman has the following skills:

Mechanical (See Cyborg repairs)

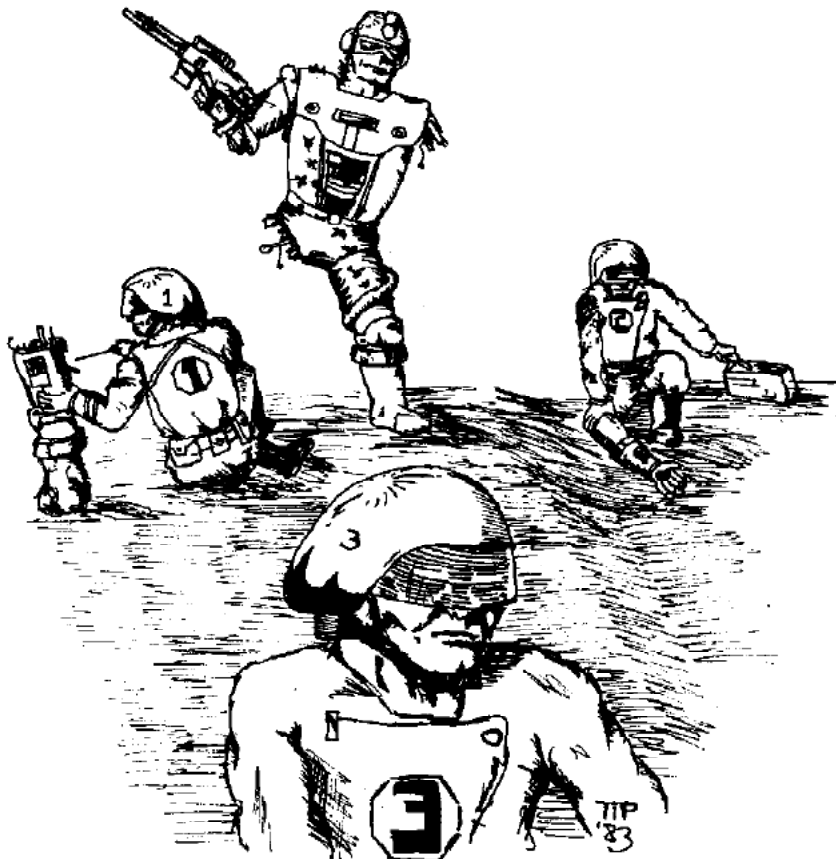
Medical

Ambedextry

Nerves of Steel

Lightning Reactions (3)

Each repairman is fully kitted out with a repair kit, Robo-Medikit and Automedic. Each also wears flak suits and light armour helmets, fitted with standard equipment.



ROBOTS ETC. COVERED IN OTHER LASERBURN SUPPLEMENTS

IMPERIAL COMMANDER

Page 24 - This section covers Firing and who the Robot fires at. Random firing and random movement. Encountering objects when damaged.

FORCES OF THE IMPERIUM

Page 22 - This covers Robo-Turrets their ammunition and vulnerability.

ADVANCED LASERBURN AND ALIENS

Page 26 - This covers computers and Robots basic operation.
And the Imperial M5 Robo-Cannon.

Page 27 - This covers the Medikit.

Page 33 & 34 - These cover Androids, Hits on Androids and their effects.
The ACME C3 General Maintenance Droid.
The Imperial Cybenetics M8 Guard Droid.

Page 35 - This covers Mutants, Cyborgs and Dwuvs

MANUFACTURERS OF SOME OF THE MODELS COVERED IN THIS SUPPLEMENT

TABLETOP GAMES

53 Mansfield Road
Daybrook
Nottingham
NG5 6BB

Most figures covered in this supplement can be obtained from TTG.

CITADEL MINIATURES

10 Victoria Street
Newark
Notts

Some items indicated as of Citadel manufacture may not be in production at the moment.

ASGARD MINIATURES

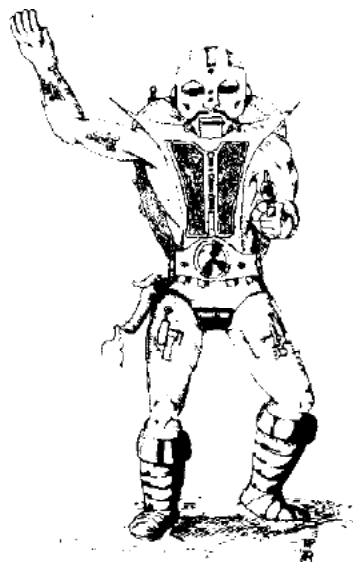
97 Carrington Street
Nottingham

QT MODELS

10 Queen Street
Bridlington

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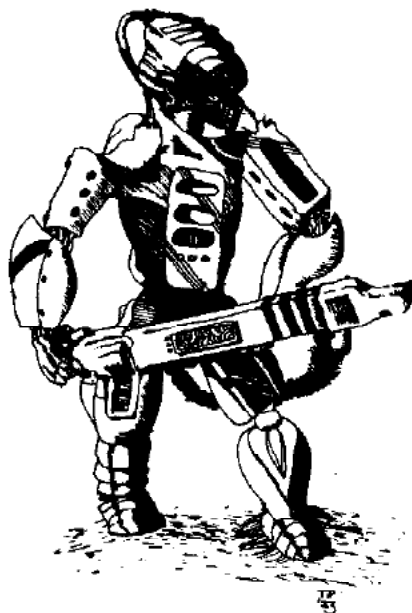
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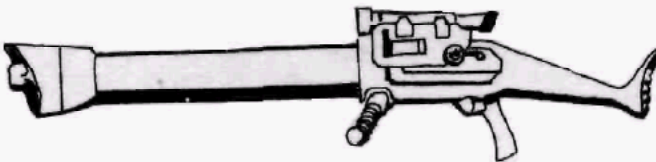
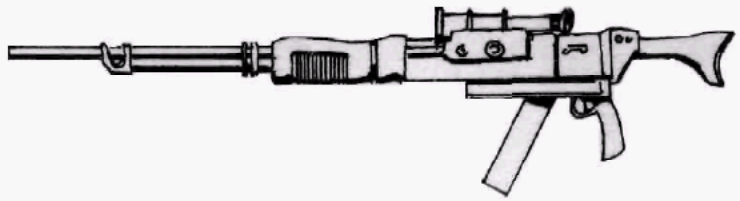
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