



Arkania V

Scenario: Subversion

+++INCOMING TRANSMISSION+++

Honoured Brother,

An associate of ours from within the Mechanicus has come to us with valuable information; one of his colleagues is flaunting Imperial Dictate regarding Data Spirits.

He is willing to aid us with righting this Wrong; he carries a data slate able to destroy these data-daemons.

Infiltrate the facility with this agent and assist him in his work.

May He guide your hand.

+++END TRANSMISSION+++

Player 01: Inquisitor Fy Raving

Inquisitor Fy Raving of the Ordo Hereticus has successfully rendezvoused with Adept Dragos, a member of the Adeptus Mechanicus carrying a data-slate able to overwrite the Servitors programming.

You need to remain undetected while the Mechanicus Agent works; once the agent begins overwriting the spirits you are to execute the rogue magos. To attack before this point would activate the servitors automated defence reserves.

Scenario Rules:

Dingy Warehouse

LoS is reduced to quarter Initiative value in inches.

Any miniature in contact with a Charging Unit maybe seen normally.

Charging Units

Servitors begin the game on charge. Each requires 2D10 turns to charge before they come underneath Magos Steins' control.

If Magos Stein spends a turn (at least 2 actions sacrificed) in contact with a unit, he may remove D6 Points from this counter.

If the Adept Dragos is in contact with a Charging unit, he may spend an action and take a SG test. If passed, each turn increase the Charge Count by one automatically. Once the count reaches 12, the station is disabled.

If you are able to render the Magos unconscious you are able to subdue his defences and staff and bring him to Justice.

CHARACTER SHEET

Name: Inquisitor Fy Raving

| | | | | | | | | | | |
|-----------|----|----|----|----|----|----|----|----|----|-------|
| | WS | BS | S | T | I | Wp | Sg | Nv | Ld | Speed |
| Starting: | 79 | 73 | 68 | 68 | 67 | 82 | 72 | 88 | 78 | 4 |
| Current: | | | | | | | | | | |

| Ranged Weapons | | | | | | | | |
|----------------|--------|-------|--------------|----------|--------|-------|--------|--------|
| Weapon | Type | Range | Firing Mode | Accuracy | Damage | Shots | Reload | Weight |
| Bolt pistol | Pistol | J | single/semi2 | - | 20D+4 | 12 | 2 | 25 |
| Shotgun | Basic | E | single | - | 20D+2 | 1 | 1 | 30 |
| | | | | | | | | |
| | | | | | | | | |

| Close Combat Weapons | | | |
|----------------------|-------|--------|---------------|
| Weapon | Reach | Damage | Parry Penalty |
| Sword | 3 | 20D | -10% |
| Shock Knife | 1 | 06 | -25% |

Special Abilities & Psychic Powers

Nerves of Steel
Heroic

| Equipment, Reloads, etc | | | |
|-------------------------|----|------|--|
| 2x Haywire Grenades | | | |
| 1x Smoke Grenade | | | |
| Bolt Pistol Reload | | | |
| Grenade Type | Rg | Area | |
| Haywire Gren | E | 2yds | |
| Smoke Gren | E | 4yds | |

| Damage | | |
|---|--|---|
| Knockback (S/10): 7 | | Consciousness (T/2): 34 |
| Base Injury value (T/10): 6 | | |
| System Shock (T/5): 0 | | Injury Total: |
| | 96-100 HEAD Armour: 3 Damage [L][H][A][C] | |
| 36-65 RIGHT ARM Armour: 4 Damage [L][H][S][A][C] | 81-95 CHEST Armour: 4 Damage [L][H][S][A][C] | 36-65 LEFT ARM Armour: 4 Damage [L][H][S][A][C] |
| Right Hand Carrying | 66-80 ABDOMEN Armour: 4 Damage [L][H][S][A][C] | Left Hand Carrying |
| 01-30 RIGHT LEG Armour: 4 Damage [L][H][S][A][C] | 31-35 GRON Armour: 4 Damage [L][H][A][C] | 01-30 LEFT LEG Armour: 4 Damage [L][H][S][A][C] |
| Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50). | | |
| Bleeding: D3 to Injury total at end of every turn. | | |

Game Record (shots fired, injury effects, etc)



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Inquisitor Fy Raving: Character Rules

Nerves of Steel

The character is completely unperturbed by danger, free of thoughts concerning his personal safety. A character with *nerves of steel* will never take a Pinning test.

Heroic

The character is a natural hero, willing to brave tasks that would leave normal mortals quivering in fear. A *heroic* character may re-roll a single 1 rolled on his Action dice. For example, if the character rolls two 1s and a 6, the first 1 may be re-rolled. The result of the re-roll, even if it is another 1, is the final score.

Shock Weapons

Charged with electrical energy these cause severe burns on impact and can disrupt the nervous system.

All hits from shock weapons stun the target for one turn unless he passes a Toughness test (rolls of 96+ always fail). This but does not occur if all of the damage is stopped

Note that a target is only stunned once per turn in this way, regardless of number of hits inflicted, though this can be prolonged indefinitely if the character continues to be hit in subsequent turns.

Haywire

Haywire grenades affect any item of electrical equipment within their area of effect, including all energy weapons, power and shock weapons, suppression shields, force fields, etc. This also includes bionics, scanners, targeters and other pieces of equipment. Such items simply cease to function within the haywire field. Powered armour is also affected, reducing the wearer to Speed 1 whilst in the field. Note that non-energy weapons, such as autoguns, bolters and crossbows are unaffected by the field. The haywire field has a 25% chance of dissipating at the end of every turn.

Smoke

Any character firing through smoke suffers an additional -50% to hit and can't make placed shots. The smoke disperses at the end of every turn, reducing this modifier by 10% each time (i.e., in the second turn it is a -40% to hit and so on) until it has no effect. Smoke may disperse more quickly or more slowly in certain conditions, at the GMs discretion.



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Scenario: Subversion

+++MEMORY SPIRIT DATA ACCESS+++

The development of the new prototype servitor advances well. Their mechanisms are of unsurpassed excellence and with my guidance their Data-Spirits are maturing well. Should they pass the rigorous testing it will mean advancement for all of the Mechanicus and our creations!

+++END DATA ACCESS+++

Player 02: Magos Stein

Magos Stein is a well-known pioneer of Servitor Technologies. He is currently developing a much more advanced Servitor; more durable and stronger physically and much more independent; able to process instructions to a point close to self-aware.

At the moment the prototype units are charging while their data-spirits load. This is a critical stage and Stein must pay attention to the units; a mistake would write off each unit!

Scenario Rules:

Dingy Warehouse

LoS is reduced to quarter Initiative value in inches.

Any miniature in contact with a Charging Unit maybe seen normally.

Charging Units

Servitors begin the game on charge. Each requires 2D10 turns to charge before they come underneath Magos Steins' control.

If Magos Stein spends a turn (at least 2 actions sacrificed) in contact with a unit, he may remove D6 Points from this counter.

If Stein is aware of the intruders, he may sacrifice an action while in contact with an uncharged unit; the servitor may become active, however it only has a few actions of power: take the Charging counter and remove the number from 10. This is how many actions that servitor may perform before it deactivates.

If you have atleast half of the Servitors fully functional and under control, you are able to hold off the interlopers as combat praetorians support you and your creations.

CHARACTER SHEET

Name: Magos Veil Stein

| | | | | | | | | | | |
|-----------|----|----|----|----|----|----|----|----|----|-------|
| | WS | BS | S | T | I | Wp | Sg | Nv | Ld | Speed |
| Starting: | 75 | 67 | 73 | 65 | 66 | 77 | 80 | 75 | 68 | 4 |
| Current: | | | | | | | | | | |

| Ranged Weapons | | | | | | | | |
|----------------|------|-------|-------------|----------|--------|-------|--------|--------|
| Weapon | Type | Range | Firing Mode | Accuracy | Damage | Shots | Reload | Weight |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |

| Close Combat Weapons | | | |
|----------------------|-------|--------|---------------|
| Weapon | Reach | Damage | Parry Penalty |
| Flail | 2 | D6+1 | -40% |
| P.Claw | 1 | 2D10+5 | -25% |

Special Abilities & Psychic Powers

Mass Mechadendrites
 Ambidextrous
 Dodge
 Machine Empathy

Equipment, Reloads, etc

Average Bionics (95% of body)

Game Record (shots fired, injury effects, etc)

Damage

Knockback (S/I): 7
 Base Injury value (T/10): E
 System Shock (T/5): G
 Consciousness (T/2): 3E
 Injury Total:

| | | |
|---|---|--|
| 36-65 RIGHT ARM Armour: E Damage: [L][H][S][A][C] | 81-95 CHEST Armour: E Damage: [L][H][S][A][C] | 36-65 LEFT ARM Armour: E Damage: [L][H][S][A][C] |
| Right Hand Carrying | 66-80 ABDOMEN Armour: E Damage: [L][H][S][A][C] | Left Hand Carrying |
| 01-30 RIGHT LEG Armour: E Damage: [L][H][S][A][C] | 31-35 GROIN Armour: E Damage: [L][H][S][A][C] | 01-30 LEFT LEG Armour: E Damage: [L][H][S][A][C] |

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50).
Bleeding: D3 to Injury total at end of every turn.



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Scenario: Subversion

Magos Stein: Character Rules

Mass Mechadendrites

A character with mechadendrites adds +20% to tests taken when trying to interact with machinery, such as fixing something, picking locks, etc.

Magos Steins' Mechadendrites count as MIU Implant Weaponry: *Flail* and *Power Fist* and give him the *Ambidextrous*, *Machine Empathy* and *Dodge* special rules.

Ambidextrous

The character can use his left and right hands with equal effectiveness and so suffers no extra penalty for performing an action with his off-hand

Dodge

The character can throw himself out of the path of laser bolts and bullets. He may attempt to *dodge* one enemy shooting action per turn (all of the shots from a single action). If the character can pass an Initiative test, the amount he passes by is a further negative modifier to the firer's chances of hitting. Declare that the character is trying to *dodge* before the enemy makes a shooting to hit roll.

Machine Empathy. Difficulty: 5

Machine empathy allows Magos Stein to use his mind to tamper with mechanical, electrical and electronic Data Spirits. The most common use is to cause enemies weapons to malfunction.

Machine empathy is a *ranged* power with a range of 3". Pick a weapon or piece of equipment as the target. For every 10% or part that the Psychic test is passed, the target object is rendered totally useless for that many turns. If Steins' Willpower test is 1/10th or less than the required score, the target is permanently affected. *Machine empathy* can also be used to open or lock mechanical doors, operate machinery and fire emplaced weapons, and so on, at the GMs discretion. The more complex the activity attempted, the greater the difficulty modifier the GM should impose on the Psychic test.

Man of Steel

Magos Stein has replaced over 95% of his body with bionics; his body is now a container for a plethora of bionic organs, his limbs replaced with advanced mechadendrites.

While most of the bionic implants are covered in Steins' *Profile* and the *Mass Mechadendrites* rule, this also gives him an Armour Value to all locations and the following rules:

Character has +20% to all gas and toxin Resistance rolls.

The character adds +20% to his chances of avoiding being blinded by photon flash flares and similar attacks.



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Scenario: Subversion

+++MEMORY SPIRIT DATA ACCESS+++

I have convinced the Inquisition Magos Stein is utilising sentient data-daemons within his latest batch of Servitor units. They have assigned an Inquisitor to aid me in "destroying" these spirits. Little does he know that the spirits contained within this dataslate shall slave the servitors to my will and expand my resources.

+++END DATA ACCESS+++

Player 03: Adept Dragos

Adept Dragos has successfully convinced an agent of the Inquisition to aid him in infiltrating Magos Steins' Production Facility and is carrying a data-slate able to overwrite the Servitors programming.

You need to remain undetected and move into contact with the charging units; once you begin slaving the servitors Steins' power will diminish as the data-daemons spread.

To be discovered before this point would activate the servitors automated defence reserves and allow Stein to utilise the servitors against you.

Scenario Rules:

Dingy Warehouse

LoS is reduced to quarter Initiative value in inches.

Any miniature in contact with a Charging Unit maybe seen normally.

Charging Units

Servitors begin the game on charge. Each requires 2D10 turns to charge before they come underneath Magos Steins' control.

If Magos Stein spends a turn (at least 2 actions sacrificed) in contact with a unit, he may remove D6 Points from this counter.

If you move into contact with a Charging unit, sacrifice an action and roll a Sagacity Test. If passed, chose one effect;

Increase the Charging Count by 1 each turn automatically. Once the count reaches 12 the unit is Disabled.

Or:

Place a counter by the unit. Each turn this number increases by D6. if it reaches 8 before the Servitor is activated, the Servitor becomes active under your control.

Once you have at least one servitor, you may drop the pretence and destroy the Inquisitorial interloper!

If you gain control of over half of the Servitors you are able to overpower Stein and claim his data and resources as your own!

CHARACTER SHEET

Name: Adept Dragos

| | | | | | | | | | | |
|-----------|----|----|----|----|----|----|----|----|----|-------|
| | WS | BS | S | T | I | Wp | Sg | Nv | Ld | Speed |
| Starting: | 68 | 70 | 70 | 68 | 65 | 80 | 78 | 72 | 71 | 4 |
| Current: | | | | | | | | | | |

| Ranged Weapons | | | | | | | | |
|----------------|--------|-------|-------------|----------|--------|-------|--------|--------|
| Weapon | Type | Range | Firing Mode | Accuracy | Damage | Shots | Reload | Weight |
| Laspistol | Pistol | E | single | - | 206+1 | 30 | 2 | 15 |
| | | | | | | | | |
| | | | | | | | | |

| Close Combat Weapons | | | |
|----------------------|-------|--------|---------------|
| Weapon | Reach | Damage | Parry Penalty |
| Eviscerator | 3 | 2010+2 | -20% |

Special Abilities & Psychic Powers

Machine Empathy
Step Aside

| Equipment, Reloads, etc | | |
|-------------------------|---------------------|------|
| 1x Smoke Grenade | | |
| 1x Tanglefoot Grenade | | |
| Rebreather, | Adv Bionic Left Eye | |
| Grenade Type | Rg | Area |
| Smoke Gren | E | 4yds |
| Tanglefoot Gren | E | 2yds |

Damage

Knockback (S/10): 7

Base Injury value (T/10): 6

System Shock (T/5): 13

Consciousness (T/2): 34

Injury Total:

| | | |
|---|---|--|
| 36-65 RIGHT ARM Armour: 4 Damage [L][H][S][A][C] | 81-95 CHEST Armour: 4 Damage [L][H][S][A][C] | 36-65 LEFT ARM Armour: 4 Damage [L][H][S][A][C] |
| Right Hand Carrying | 66-80 ABDOMEN Armour: 4 Damage [L][H][S][A][C] | Left Hand Carrying |
| 01-30 RIGHT LEG Armour: 4 Damage [L][H][S][A][C] | 31-35 GROIN Armour: 4 Damage [L][H][S][A][C] | 01-30 LEFT LEG Armour: 4 Damage [L][H][S][A][C] |

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50).

Bleeding: D3 to Injury total at end of every turn.

| Game Record (shots fired, injury effects, etc) |
|--|
| |



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Scenario: Subversion

Adept Dragos: Character Rules

Machine Empathy. Difficulty: 10

Machine empathy allows Adept Dragos to use his mind to tamper with mechanical, electrical and electronic Data Spirits. The most common use is to cause enemies weapons to malfunction.

Machine empathy is a *ranged* power with a range of 1". Pick a weapon or piece of equipment as the target. For every 10% or part that the Psychic test is passed, the target object is rendered totally useless for that many turns. If Dragos' Willpower test is 1/10th or less than the required score, the target is permanently affected. *Machine empathy* can also be used to open or lock mechanical doors, operate machinery and fire emplaced weapons, and so on, at the GMs discretion. The more complex the activity attempted, the greater the difficulty modifier the GM should impose on the Psychic test.

Step Aside

At the start of Dragos' Activation, if he is in melee he can choose to use *Step Aside*. He does not gain the +20% Dodging bonus, but his WS is not modified for any additional Dodges.

If he is forced to make any Pinning Checks before his next activation he will automatically fail and dive for cover.

Re-breather

Are-breather contains its own air supply and allows a person to survive in the most hostile conditions. However, this supply is limited and prolonged use can prove just as dangerous.

Gas Resistance bonus: +25%

CHARACTER SHEET

Name: Servitor

| | | | | | | | | | | |
|-----------|----|----|----|----|----|-----|----|-----|----|-------|
| | WS | BS | S | T | I | Wp | Sg | Nv | Ld | Speed |
| Starting: | 55 | 50 | 60 | 50 | 60 | 100 | 45 | 100 | 60 | 4 |
| Current: | | | | | | | | | | |

| Ranged Weapons | | | | | | | | |
|----------------|-------|-------|-------------|----------|---------|-------|--------|--------|
| Weapon | Type | Range | Firing Mode | Accuracy | Damage | Shots | Reload | Weight |
| Plasmablaster | Basic | B | Single | -15 | 30D10+5 | 1 | 2 | 60 |
| Lascutter | Basic | C | Single | - | 20D6 | 60 | - | 25 |

| Close Combat Weapons | | | |
|----------------------|-------|---------|---------------|
| Weapon | Reach | Damage | Parry Penalty |
| Chain Blade | 2 | 20D10 | -15% |
| P.Claw | 1 | 20D10+5 | -25% |

Special Abilities & Psychic Powers

Ambidextrous

Slow Programming:
Servitors always activate at the end of the turn after other characters

Equipment, Reloads, etc

Power Claw + Lascutter or chainblade
OR
1x Plasmablaster + Powerfeed + Leg Supports

Damage

Knockback (S/10): 6

Base Injury value (T/10): 5

System Shock (T/5): 10

Conciousness (T/2): 25

Injury Total:

| | | |
|--|--|---|
| <p>36-65 RIGHT ARM Armour: 3 Damage</p> <p>L H S A C</p> | <p>81-95 CHEST Armour: 3 Damage</p> <p>L H S A C</p> | <p>36-65 LEFT ARM Armour: 3 Damage</p> <p>L H S A C</p> |
| <p>Right Hand Carrying</p> | <p>66-80 ABDOMEN Armour: 3 Damage</p> <p>L H S A C</p> | <p>Left Hand Carrying</p> |
| <p>01-30 RIGHT LEG Armour: 3 Damage</p> <p>L H S A C</p> | <p>31-35 GROIN Armour: 3 Damage</p> <p>L H S A C</p> | <p>01-30 LEFT LEG Armour: 3 Damage</p> <p>L H S A C</p> |

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50).

Heeding: D3 to Injury total at end of every turn.

Game Record (shots fired, injury effects, etc)

CHARACTER SHEET

Name: **Servitor**

| | | | | | | | | | | |
|-----------|----|----|----|----|----|-----|----|-----|----|-------|
| | WS | BS | S | T | I | Wp | Sg | Nv | Ld | Speed |
| Starting: | 55 | 50 | 60 | 50 | 60 | 100 | 45 | 100 | 60 | 4 |
| Current: | | | | | | | | | | |

Ranged Weapons

| Weapon | Type | Range | Firing Mode | Accuracy | Damage | Shots | Reload | Weight |
|---------------|-------|-------|-------------|----------|---------|-------|--------|--------|
| Plasmablaster | Basic | B | Single | -15 | 30D10+5 | 1 | 2 | 60 |
| Lascutter | Basic | C | Single | - | 20D6 | 60 | - | 25 |

Close Combat Weapons

| Weapon | Reach | Damage | Parry Penalty |
|-------------|-------|---------|---------------|
| Chain Blade | 2 | 20D10 | -15% |
| P.Claw | 1 | 20D10+5 | -25% |

Special Abilities & Psychic Powers

Ambidextrous

Slow Programming:

Servitors always activate at the end of the turn after other characters

Equipment, Reloads, etc

Power Claw + Lascutter or chainblade
OR
1x Plasmablaster + Powerfeed + Leg Supports

Damage

Knockback (S/10): **6**

Base Injury value (T/10): **5**

System Shock (T/5): **10**

Consciousness (T/2): **25**

Injury Total:

| |
|------------------|
| 96-100 |
| HEAD |
| Armour: 3 |
| Damage |
| L H S A C |

| |
|------------------|
| 36-65 |
| RIGHT ARM |
| Armour: 3 |
| Damage |
| L H S A C |

| |
|------------------|
| 81-95 |
| CHEST |
| Armour: 3 |
| Damage |
| L H S A C |

| |
|------------------|
| 36-65 |
| LEFT ARM |
| Armour: 3 |
| Damage |
| L H S A C |

| |
|------------|
| Right Hand |
| Carrying |

| |
|------------------|
| 66-80 |
| ABDOMEN |
| Armour: 3 |
| Damage |
| L H S A C |

| |
|-----------|
| Left Hand |
| Carrying |

| |
|------------------|
| 01-30 |
| RIGHT LEG |
| Armour: 3 |
| Damage |
| L H S A C |

| |
|------------------|
| 31-35 |
| GROIN |
| Armour: 3 |
| Damage |
| L H S A C |

| |
|------------------|
| 01-30 |
| LEFT LEG |
| Armour: 3 |
| Damage |
| L H S A C |

Game Record (shots fired, injury effects, etc)

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50). **Bleeding:** D3 to Injury total at end of every turn.



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Scenario: Subversion

Servitors: Character Rules

Powerfeed:

Implant into opposite arm to Plasmablaster, while arm is less than Serious, may *Aim* and *Reload*.

Leg Support: while both legs are less than Serious, *Rock Steady Aim* and *Quick Load*. Once one leg is Serious, lose *Quick Load*.

QUICKLOAD

A character with *quickload* takes half as many actions as normal to reload a weapon. With weapons that load a certain number of shots per action (like a shotgun) the character may load twice as many shots per action than normal.

ROCK STEADY AIM

A character with *rock steady aim* can keep his weapon aimed and still move at a walk (no faster and no jumping or crawling). If he uses this skill, he is assumed to only have a maximum of one .level. of aiming (ie, a +20% to hit) regardless of how many actions he spent aiming before moving.

Ambidextrous

The character can use his left and right hands with equal effectiveness and so suffers no extra penalty for performing an action with his off-hand



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Scenario: Subversion

Servitors: Character Rules

Powerfeed: Implant into opposite arm to Plasmablaster, while arm is less than Serious, may *Aim* and *Reload*.

Leg Support: while both legs are less than Serious, *Rock Steady Aim* and *Quick Load*. Once one leg is Serious, lose *Quick Load*.

QUICKLOAD A character with *quickload* takes half as many actions as normal to reload a weapon. With weapons that load a certain number of shots per action (like a shotgun) the character may load twice as many shots per action than normal.

ROCK STEADY AIM A character with *rock steady aim* can keep his weapon aimed and still move at a walk (no faster and no jumping or crawling). If he uses this skill, he is assumed to only have a maximum of one .level. of aiming (ie, a +20% to hit) regardless of how many actions he spent aiming before moving.

Ambidextrous

The character can use his left and right hands with equal effectiveness and so suffers no extra penalty for performing an action with his off-hand



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Scenario: Subversion

GMS NOTES

Scenario Rules:

Dingy Warehouse

LoS is reduced to quarter Initiative value in inches.

Any miniature in contact with a Charging Unit maybe seen normally.

Charging Units

Servitors begin the game on charge. Each requires 2D10 turns to charge before they come underneath Magos Steins' control.

If Magos Stein spends a turn (at least 2 actions sacrificed) in contact with a unit, he may remove D6 Points from this counter.

Charging units are AV10. They may suffer 5 points of damage before they are destroyed. If there is a servitor charging, centre a Plasma Grenade on the unit and destroy the servitor.

If the unit is empty, centre a Frag Grenade on the unit.

Player 1: Inquisitor Fy Raving I:67 Speed:4

If you are able to render the Magos unconscious you are able to subdue his defences and staff and bring him to Justice.

Player 2: Magos Stein: I:66 Speed: 4

If Stein is aware of the intruders, he may sacrifice an action while in contact with an uncharged unit; the servitor may become active, however it only has a few actions of power: take the Charging counter and remove the number from 10. This is how many actions that servitor may perform before it deactivates.

If you have at least half of the Servitors fully functional and under control, you are able to hold off the interlopers as combat praetorians support you and your creations.

Player 3: Adept Dragos I: 65 Speed: 4

If you move into contact with a Charging unit, sacrifice an action and roll a Sagacity Test. If passed, chose one effect;

Increase the Charging Count by 1 each turn automatically. Once the count reaches 12 the unit is Disabled.

Or:

Place a counter by the unit. Each turn this number increases by D6.
if it reaches 8 before the Servitor is activated, the Servitor becomes active under your control.

Once you have at least one servitor, you may drop the pretence and destroy the Inquisitorial interloper!

If you gain control of over half of the Servitors you are able to overpower Stein and claim his data and resources as your own!