

EPIC UK PRESENTS

**CODEX: ADEPTUS
MECHANICUS
SKITARII**

**An unofficial codex for use with Games Workshop's
Epic Armageddon rule set**

Version: 210115

INFORMATION

MORE INFORMATION ABOUT THE SKITARII

For more information about the background of the Skitarii, please purchase the Warhammer 40,000 Rulebook © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

THANK YOU

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

PICTURES

All miniatures photographed within this book are © Games workshop 2003. All rights reserved. Used without permission – models painted by Simon Jenkins, Alan Morey, Matthew Otter, Ben Skinner, Tim Hunt, David Thomas and Steven Kelly.

TEXT

All text (including stories) is an unofficial production created by EPIC UK derived, without permission, upon the Warhammer intellectual property owned by Games Workshop Ltd.

DISCLAIMER

This book is completely unofficial and in no way endorsed by Games Workshop Limited.

Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, the Chaos device, Cityfight, the Chaos logo, Citadel, Citadel Device, City of the Damned, Codex, Daemonhunters, Dark Angels, Dark Eldar, Dark Future, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor: Conspiracies, Keeper of Secrets, Khemri, Khorne, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyranid, Tzeentch, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

CONTENTS

Page 1.	Information
Page 2.	Contents
Page 3.	Adeptus Mechanicus Skitarii Special Rules
Page 4-6.	Adeptus Mechanicus Skitarii Units
Page 7.	Adeptus Mechanicus Auxilia
Page 8.	Adeptus Mechanicus Titans
Page 9.	Adeptus Mechanicus Skitarii Army List
Page 10.	EPIC UK Adeptus Mechanicus Skitarii: What, How and Why

ADEPTUS MECHANICUS SKITARII SPECIAL RULES

MACHINE SPIRIT

Units with this rule have a very limited capacity to carry out independent actions. Unless they are part of a formation that includes other units that do not have this rule the formation can only take Hold, Engage, Marshall, Sustained Fire and Overwatch actions.

VOID SHIELDS

Adeptus Mechanicus Titans and Ordinatus are protected by void shield generators. The number of void shields each warengine has is noted on its datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, or allocate Blast markers. Once all of the shields have been knocked down, the warengine may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the warengine.

Void shields that have been knocked down can be repaired. Each warengine can repair one downed void shield in the end phase of each turn. In addition, if a warengine regroups it can use the dice roll to either repair void shields or remove Blast markers (e.g. if you rolled a two you could repair two shields, remove two blast makers, or repair one shield and remove one Blast marker).

ADEPTUS MECHANICUS SKITARII UNITS

SKITARII MAGOS				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

Notes: *Supreme Commander, Fearless, Invulnerable Save.*

SKITARII SECUTOR				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
2 x Assault Cannon	30cm	AP5+/AT5+	-	
Augmentations	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

Notes: *Reinforced Armour, Leader, Commander.*

SKITARII HYPASPISTS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	5+	5+
Weapon	Range	Fire Power	Notes	
Multilaser	30cm	AP5+/AT6+	-	

Notes:

SKITARII SAGITARI				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	6+	4+
Weapon	Range	Fire Power	Notes	
2 x Assault Cannon	30cm	AP5+/AT5+	-	

Notes:

SKITARII PRAETORIANS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	3+	4+	5+
Weapon	Range	Fire Power	Notes	
Augmentations	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Assault Cannon	30cm	AP5+/AT5+	-	

Notes: *Fearless, Invulnerable Save*

ADEPTUS MECHANICUS RAPIER				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	-	-	5+
Weapon	Range	Fire Power	Notes	
Rapier Laser Destroyer	45cm	AP6+/AT4+	-	

Notes:



ADEPTUS MECHANICUS ROBOT				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	15cm	4+	5+	5+
Weapon	Range	Fire Power	Notes	
Power Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Autocannon	45cm	AP5+/AT6+	-	

Notes: *Machine Spirit*



ADEPTUS MECHANICUS CHIMERA				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Multi Laser	30cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+	-	

Notes: *Transport (may carry one Praetorian unit or up to two of the following: Secutor, Hypaspists, Rapier and Sagitarii units).*



ADEPTUS MECHANICUS HYDRA				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Fire Power	Notes	
2 x Twin Hydra Autocannons	45cm	AP4+/AT5+/AA5+	-	
Heavy Bolter	30cm	AP5+	-	

Notes:



ADEPTUS MECHANICUS LEMAN RUSS BATTLE TANK				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Battle Cannon	75cm	AP4+/AT4+	-	
Lascannon	45cm	AT5+	-	
2 x Heavy Bolters	30cm	AP5+	-	

Notes: *Reinforced Armour.*



ADEPTUS MECHANICUS GORGON				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	6+	6+
Weapon	Range	Fire Power	Notes	
Gorgon Mortars	30cm	2BP	Indirect Fire, One Shot, Forward Arc	
2 x Twin Heavy Stubbers	30cm	AP5+	-	

Damage Capacity: 3
 Critical Hit Effect: The Gorgon's tracks are damaged and it may no longer move, additionally D3 transported units suffer a hit. Any further critical hit will destroy the Gorgon.

Notes: *Reinforced Armour, Walker, Transport (may carry up to ten of the following: Secutor, Hypaspists, Praetorians, Rapier and Sagitarii units).*



IMPERIAL PALADIN KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Battlecannon	75cm	AP4+/AT4+	Fixed Forward Arc	
Chainsword	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Damage Capacity: 2				
Critical Hit Effect: The Knight is destroyed.				
Notes: <i>Walker, Reinforced Armour, Invulnerable Save.</i>				

ADEPTUS MECHANICUS ORDINATUS MINORIS				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
2 x Heavy Bolter	30cm	AP5+	-	
Plus one of the following Battle Weapons				
Plasma Cannon	60cm	3 x MW2+	Fixed Forward Arc, Slow Firing	
Turbo Laser Destroyers	60cm	4 x AP5+/AT3+	Fixed Forward Arc	
Multiple Rocket Launcher	60cm	3BP	Fixed Forward Arc	
3 x Twin Hydra Autocannons	45cm	AP4+/AT5+/AA5+	-	
May be upgraded to replace its Battle Weapon with one of the following Support Weapons				
Volcano Cannon	90cm	MW2+	Fixed Forward Arc, Titan Killer (D3)	
Plasma Destructor	90cm	4 x MW3+	Fixed Forward Arc, Slow Firing	
Quake Cannon	120cm	3BP	Fixed Forward Arc, Macro Weapon, Slow Fire	
Damage Capacity: 2				
Void Shields: 2				
Critical Hit Effect: The Ordinatus is destroyed.				
Notes: <i>Fearless, Reinforced Armour.</i>				

ADEPTUS MECHANICUS ORDINATUS MAJORIS				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	10cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
2 x Heavy Bolter	30cm	AP5+	-	
2 x Lascannon	45cm	AT5+	-	
Plus one weapon chosen from the following				
Sonic Disruption Cannon	100cm	10BP	Fixed Forward Arc, Ignore Cover, Disrupt	
Nova Cannon	100cm	4 x MW3+	Fixed Forward Arc, Titan Killer (D3)	
May be upgraded to replace its Nova or Sonic Disruption Cannon with Hellfire Missiles				
6 x Hellfire Missiles	120cm	2BP	Fixed Forward Arc, Indirect, Single Shot, Macro Weapon	
Damage Capacity: 4				
Void Shields: 4				
Critical Hit Effect: The Ordinatus is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 5+.				
Notes: <i>Fearless, Reinforced Armour</i>				

ADEPTUS MECHANICUS AUXILIA

ADEPTUS MECHANICUS THUNDERBOLT FIGHTER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter Bomber	6+	n/a	n/a
Weapon	Range	Fire Power	Notes	
Storm Bolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	

Notes:



ADEPTUS MECHANICUS MARAUDER BOMBER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Fire Power	Notes	
2 x Twin Heavy Bolters	15cm	AA5+	-	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb Racks	15cm	3BP	Fixed Forward Arc	

Notes:



ADEPTUS MECHANICUS CRUISER				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Orbital Bombardment	n/a	3BP	Macro Weapon	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	

Notes:



ADEPTUS MECHANICUS TITANS

VOID SHIELDS


See page 3.

WARLORD CLASS BATTLE TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	2+	3+
Weapon	Range	Fire Power	Notes	
2 × Turbo Laser Destroyers	60cm	4 × AP5+/AT3+	Fixed Forward Arc	
Gatling Blaster	60cm	4 × AP4+/AT4+	Forward Arc	
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Forward Arc	

Damage Capacity: 8
Void Shields: 6

Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Warlord will be hit on a D6 roll of 4+.

Notes: Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.




REAVER CLASS BATTLE TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
2 × Turbo Laser Destroyers	60cm	4 × AP5+/AT3+	Forward Arc	
Rocket Launcher	60cm	3BP	Fixed Forward Arc	

Damage Capacity: 6
Void Shields: 4

Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a D6 roll of 5+.

Notes: Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.




WARHOUND CLASS SCOUT TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	5+	4+	4+
Weapon	Range	Fire Power	Notes	
Vulcan Mega Bolter	45cm	4 × AP3+/AT5+	Forward Arc	
Plasma Blastgun	45cm	2 × MW2+	Slow Firing, Forward Arc	

Damage Capacity: 3
Void Shields: 2

Critical Hit Effect: Staggering blow, the Warhound immediately staggers a full D6cm in a random direction (move as 'barge' see 3.3.1, ignore ZOC, all units count as part of target formation) and takes an additional point of damage. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units moved over or contacted take a hit on a D6 roll of 6.

Notes: Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.



ADEPTUS MECHANICUS SKITARII ARMY LIST

Adeptus Mechanicus Skitarii armies have a strategy rating of 3. All Knight Households, Titans and Ordinatus Majoris have an initiative rating of 1+. All other Skitarii and Auxilia formations have an initiative rating of 2+.

SKITARII COHORTS			
FORMATION	UNITS	UPGRADES	POINTS COST
Skitarii	One Secutor unit and nine Hypaspists units	Hydra, Magos, Minoris, Rapiers, Sagitarii, Transport	225

SKITARII MANIPLES			
(Up to three for each Skitarii Cohort taken)			
FORMATION	UNITS	UPGRADES	POINTS COST
Sagitarii	Five Sagitarii units	Hydra, Minoris, Rapiers, Sagitarii, Transport	175
Sentry	Four Adeptus Mechanicus Robots and three Rapier units	Rapiers	150
Praetorian	Five Praetorian units	Minoris, Transport	225
Cataphractii	Six Leman Russ Battle Tanks	-	400
Ordinatus Minoris	Two Ordinatus Minoris	Minoris, Support Weapon	300
0-1 Ordinatus Majoris	One Ordinatus Majoris	Hellfire Missiles	500

SKITARII UPGRADES			
(Any number of allowed upgrades may be taken by each formation)			
UPGRADE	UNITS		POINTS COST
0-1 Magos	Add one Magos character to a Secutor unit		50
Sagitarii	Add two Sagitarii units		50
Transport	Add enough Chimeras to transport all units in the formation without any space left over if at all possible or		25 each
	Add one Gorgon		75
Rapiers	Add three Rapier units		50
Minoris	Add one Ordinatus Minoris		125
Support Weapon	One Ordinatus Minoris may replace its battle weapon with a support weapon		25
Hydra	Add one Hydra		50
Hellfire Missiles	The Ordinatus Majoris may replace its Nova or Sonic Disruption Cannon with Hellfire Missiles		50

KNIGHT HOUSEHOLD			
FORMATION	UNITS		POINTS COST
Knight Household	Six Paladin Knights		500

ADEPTUS MECHANICUS AUXILIA			
FORMATION	UNITS		POINTS COST
Air Cohort	Two Thunderbolt Fighters or		150
	Two Marauder Bombers		250
0-1 Orbital Support	Adeptus Mechanicus Cruiser		150

ADEPTUS MECHANICUS TITANS			
FORMATION			POINTS COST
One Warlord Class Battle Titan			850
One Reaver Class Battle Titan			650
Formation of two Warhound Class Scout Titans			500

USING THE ARMY LIST

- Each allowed Skitarii upgrade can be taken once per formation.
- A maximum of up to a third of the points available to the army may be spent on Adeptus Mechanicus Auxilia, Knight Household and Titan formations.

EPIC UK ADEPTUS MECHANICUS SKITARII

WHAT, HOW AND WHY

So you've just finished reading through the new EPIC UK Adeptus Mechanicus Skitarii codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we built the Skitarii army list.

SKITARII

This list is based on the NetEA Gryphon IV Skitarii Legions army list and so special thanks must be given to all the play testers who have contributed to the development of this list on the tactical command forums which can be found at <http://www.taccmd.tacticalwargames.net/index.php> and to Aaron Dickey for his work.

Most changes made to the list are cosmetic in nature and designed to simplify the list for tournament play.

To this end **Avenger Strike Fighters**, **Ark Mechanicus Battleship**, **Chimedons** and **Macharius Heavy Tanks** were removed from the list and replaced with **Thunderbolts**, **Adeptus Mechanicus Cruiser** (effectively a **Lunar**), **Chimeras** and **Leman Russ** respectively. Also the list has lost the option of fielding **Gun Servitors**.

The list has gained the option of fielding **Marauder Bombers** and **Gorgon** transports.

With the removal of the powerful **Chimedons** upgrade option the infantry formations in the list were found to be a little underwhelming. This has resulted in **Skitarii**, **Sagitarii** and **Praetorian** formations receiving small points drops. Also **Hypaspists** have received a small boost in the replacement of their Heavy Bolters with Multi Lasers.

The **Crusader** and **Colossus Robots** have been merged into a single **Adeptus Mechanicus Robot** unit and with the addition of **Rapier** units these have been formed into a new formation that gives the list an effective and cheap garrison.

Additionally the number of weapon options available to the **Ordinatus Minoris** have been reduced, although the list has received the option of fielding a dedicated anti aircraft version. The speed of the **Ordinatus Minoris** has also been increased to 20cm.

The **Ordinatus Majoris** has received an initiative increase to represent such an arcane and powerful (not to mention expensive and fragile) warengine, although it has at the same time seen a few minor decreases to its speed, FF and weapons for harmonisation reasons.

Other more significant changes include increasing the strategy rating from two to three to represent the highly trained and technologically advanced nature of the army. Also the option to field a limited number of **Imperial Paladin Knights** has been added for thematic reasons.

Finally, minor structural changes to the list include moving the **Sagitarii** from a core formation to a support formation, while at the same time simplifying the support to core ratio to a flexible three to one.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team