

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 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 Chimeras to transport all units in the formation without any space left over if at all possible <u>or</u> Add one Gorgon	25 each 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	POINTS COST
Air Cohort	Two Thunderbolt Fighters <u>or</u> 150 Two Marauder Bombers 250
0-1 Orbital Support	Adeptus Mechanicus Cruiser 150

TITAN LEGION BATTLEGROUPS

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 Knight Households, Auxilia and Titan formations.

CODEX ADEPTUS MECHANICUS SKITARII

Strategy Rating: 3

Initiative: 2+ (Ordinatus Majoris 1+)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Skitarii Magos	Ch	n/a	n/a	n/a	n/a	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Supreme Commander, Fearless, Invulnerable Save
Skitarii Secutor	Inf	15cm	4+	4+	4+	2 × Assault Cannon Augmentations	30cm Base Contact	AP5+/AT5+ Assault Wpn, MW, +1A	Reinforced Armour, Leader, Commander
Skitarii Hypaspists	Inf	15cm	5+	5+	5+	Multi Laser	30cm	AP5+/AT6+	-
Skitarii Sagitarii	Inf	15cm	5+	6+	4+	2 × Assault Cannon	30cm	AP5+/AT5+	-
Skitarii Praetorians	Inf	15cm	3+	4+	5+	Assault Cannon Augmentations	30cm Base Contact	AP5+/AT5+ Assault Wpn, MW, +1A	Fearless, Invulnerable Save
Adeptus Mechanicus Rapier	Inf	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	-
Adeptus Mechanicus Robot	LV	15cm	4+	5+	5+	Autocannon Power Fist	45cm Base Contact	AP5+/AT6+ Assault Wpn, MW, +1A	Machine Spirit
Adeptus Mechanicus Hydra	AV	30cm	6+	6+	5+	2 × Twin Hydra Autocannons Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	-
Adeptus Mechanicus Chimera	AV	30cm	5+	6+	5+	Multi Laser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport (one Praetorian unit or two Secutor, Hypaspists, Rapier or Sagitarii units)
Adeptus Mechanicus Leman Russ Battle Tank	AV	20cm	4+	6+	4+	Battle Cannon 2 × Heavy Bolter Lascannon	75cm 30cm 45cm	AP4+/AT4+ AP5+ AT5+	Reinforced Armour
Adeptus Mechanicus Gorgon	WE	20cm	4+	6+	6+	Gorgon Mortars 2 × Twin Heavy Stubbers	30cm 30cm	2BP, Indirect Fire, One Shot, Fwd Arc AP5+	Reinforced Armour, Walker Transport (up to ten: Secutor, Hypaspists, Sagitarii, Praetorian and Rapier units). Dam Cap: 3, Crit: May not move, D3 units hit, further crit destroyed.
Imperial Paladin Knight	WE	25cm	5+	4+	5+	Battle Cannon Chainsword Shock Lance	75cm Base Contact (15cm)	AP4+/AT4+ Assault Wpn, MW, +1A Small Arms, +1A, First Strike	Reinforced Armour, Invulnerable Save, Walker Dam Cap: 2, Crit: Destroyed.
Adeptus Mechanicus Ordinatus Minoris	WE	20cm	5+	6+	5+	2 × Heavy Bolters <u>Plus one from</u> Plasma Cannon Turbo Laser Destructor Multiple Rocket Launcher 3 × Twin Hydra Autocannons <u>Upgrade to</u> Volcano Cannon Plasma Destructor Quake Cannon	30cm 60cm 60cm 60cm 45cm 90cm 90cm 120cm	AP5+ 3 × MW2+, Slow Firing, FFA 4 × AP5+/AT3+, FFA 3BP, FFA AP4+/AT5+/AA5+ MW2+, TK(D3), FFA 4 × MW3+, Slow Firing, FFA 3BP, MW, Slow Firing, FFA	Reinforced Armour, Fearless Dam Cap: 2, Void Shields: 2, Crit: Destroyed
Adeptus Mechanicus Ordinatus Majoris	WE	10cm	5+	6+	5+	2 × Heavy Bolters 2 × Lascannon <u>Plus one from</u> Nova Cannon Sonic Disruption Cannon <u>Upgrade to</u> 6 × Hellfire Missiles	30cm 45cm 100cm 100cm 120cm	AP5+ AT5+ 4 × MW3+, TK(D3), FFA 10BP, Ignore Cover, Disrupt, FFA 2BP, MW, Single Shot, Indirect Fire, FFA	Reinforced Armour, Fearless Dam Cap: 4, Void Shields: 4, Crit: Destroyed, All units in 5cm hit on D6 roll of 5+

CODEX ADEPTUS MECHANICUS SKITARII

Strategy Rating: 3

Initiative: Titans 1+ (Auxilia Aircraft/Spacecraft 2+)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2 × Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	-
Thunderbolt	AC	Fighter Bomber	6+	n/a	n/a	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	-
Adeptus Mechanicus Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point attack	n/a n/a	3BP MW MW2+, TK (D3)	-
Warhound Scout Titan	WE	30cm	5+	4+	4+	Vulcan Mega Bolter Plasma Blastgun	45cm 45cm	4 × AP3+/AT5+, Fwd Arc 2 × MW2+, Slow Firing, Fwd Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 3, Void: 2, Crit: Stagger D6cm in random direction and take 1 Dam.
Reaver Titan	WE	20cm	4+	3+	3+	2 × Turbo Laser Destroyers Rocket Launcher	60cm 60cm	4 × AP5+/AT3+, Fwd Arc 3BP, FF Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 6, Void: 4, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 5+, 2-3 Take point of Damage, 4-6 Repaired)
Warlord Titan	WE	15cm	4++	2+	3+	2 × Turbo Laser Destroyers Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4 × AP5+/AT3+, FF Arc 4 × AP4+/AT4+, Fwd Arc MW2+, TK (D3), Fwd Arc	Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 8, Void: 6, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 4+, 2-3 Take point of Damage, 4-6 Repaired)

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).

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