

KILL TEAM LIST

ADEPTUS MECHANICUS

DUAL CODEx LIST

This Team List uses the special rules and wargear found in both Codex: Skitarii and Codex: Cult Mechanicus. Note that when the team list below refers to the **Special Issue Wargear** list, it is the one in Codex: Skitarii. Do not use the wargear lists from Codex: Cult Mechanicus.

CANTICLES AND IMPERATIVES

Both Canticles of the Omnissiah and Doctrina Imperatives special rules are used in this team list. These rules function exactly as they are written in the respective codexes.

SKITARIi WARGEAR

Both the enhanced data-tether and omnispex items from Codex: Skitarii have rule changes as described below. These changes replace the rules in the codex:

Omnispex: A model with an omnispex may place a single 'omnispex counter' down anywhere on the battlefield at

the start of its shooting phase (make a note of which model owns which counter if you have multiple omnispexes). A model with an omnispex, and all friendly models within 3" of it, counts any enemy model that is within 3" of its omnispex counter as having a -1 modifier to its cover save. Remove all omnispex counters at the end of the phase.

Enhanced data-tether: Friendly Skitarii models within 6" of at least one model with an enhanced data-tether have +1 Leadership if they are affected by a Doctrina Imperative (this is not cumulative with the broad spectrum data-tether).

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

TEAM LEADERS

TECH-PRIEST SECUNDUS	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	50 Points
Tech-Priest Secundus	3	4	4	4	3	3	2	9	2+	Infantry (Character)	

WARGEAR:

- Artificer armour
- Macrostubber
- Power axe
- Dataspike

SPECIAL RULES:

- Inspiring Presence
- Canticles of the Omnissiah
- Feel No Pain
- Relentless
- Machine Adept*

OPTIONS:

- May take items from the **Ranged Weapons** and **Special Issue Wargear** lists.
- May replace macrostubber with one of the following:
 - Phosphor serpenta *5 pts*
 - Gamma pistol *10 pts*
- May replace power axe with a power fist for *10 pts*.
- May replace dataspike with a mechadendrite harness and volkite blaster for *20 pts*.
- May take any of the following:
 - Infoslave skull *5 pts*
 - Scryerskull *5 pts*
- May take items from the **Adeptus Mechanicus Armoury**, including Leader and Tech-priest Items.

Machine Adept: In your Shooting phase instead of firing one of his weapons a Tech-Priest Secundus can choose either to repair a vehicle that he is in base contact with or embarked upon, or to restore a Wound lost earlier in the battle. To do either, roll a D6. On a 4+ the attempt was successful. If the model has a mechadendrite harness this increases to a 3+. If repairing a vehicle you may restore one Hull Point or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle. If restoring a Wound, either the Tech-Priest Secundus or any one Adeptus Mechanicus model within 3" regains a single Wound lost earlier in the battle.



VANGUARD ALPHA										19 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Vanguard Alpha	3	4	3	3	3	3	2	9	4+	Infantry (Character)

WARGEAR:

- Skitarii war plate
- Radium carbine

SPECIAL RULES:

- Inspiring Presence
- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless
- Rad-saturation

OPTIONS:

- May take items from the **Melee Weapons, Ranged Weapons and Special Issue Wargear** lists.
- May take any of the following:
 - Mindscrambler grenade *5 pts*
 - Broad spectrum data-tether *5 pts*
- May take items from the **Adeptus Mechanicus Armoury**, including Leader and Alpha items.

RANGER ALPHA										21 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Vanguard Alpha	3	4	3	3	3	3	2	9	4+	Infantry (Character)

WARGEAR:

- Skitarii war plate
- Galvanic rifle

SPECIAL RULES:

- Inspiring Presence
- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless
- Move Through Cover

OPTIONS:

- May take items from the **Melee Weapons, Ranged Weapons and Special Issue Wargear** lists.
- May take any of the following:
 - Mindscrambler grenade *5 pts*
 - Broad spectrum data-tether *5 pts*
- May take items from the **Adeptus Mechanicus Armoury**, including Leader and Alpha Items.

INFILTRATOR PRINCEPS										45 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Infiltrator Princeps	4	4	4	3	3	4	3	9	4+	Infantry (Character)

WARGEAR:

- Sicarian battle armour
- Stubcarbine
- Power sword

SPECIAL RULES:

- Inspiring Presence
- Doctrina Imperatives
- Feel No Pain
- Bulky
- Dunestrider
- Infiltrate
- Stealth
- Neurostatic Aura

OPTIONS:

- May take items from the **Special Issue Wargear** list.
- May replace stubcarbine and power sword with flechette blaster and taser goad for *free*.
- May take any of the following:
 - Mindscrambler grenade *5 pts*
 - Broad spectrum data-tether *5 pts*
 - Infoslave skull *5 pts*
- May take items from the **Adeptus Mechanicus Armoury**, including Leader and Princeps Items.

RUSTSTALKER PRINCEPS										40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ruststalker Princeps	4	4	4	3	3	4	3	9	4+	Infantry (Character)

WARGEAR:

- Sicarian battle armour
- Transonic razor
- Chordclaw
- Mindscrambler grenade

SPECIAL RULES:

- Inspiring Presence
- Doctrina Imperatives
- Feel No Pain
- Bulky
- Dunestrider
- Furious Charge

OPTIONS:

- May take items from the **Special Issue Wargear** list.
- May replace transonic razor, chordclaw and mindscrambler grenade with two transonic blades for *free*.
- A Ruststalker Princeps with two transonic blades may also take a chordclaw for *5 pts*.
- May take any of the following:
 - Broad spectrum data-tether *5 pts*
 - Prehensile dataspike *10 pts*
- May take items from the **Adeptus Mechanicus Armoury**, including Leader and Princeps Items.

CORE

SKITARII VANGUARD											9 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Skitarii Vanguard	3	4	3	3	1	3	1	8	4+	Infantry	

WARGEAR:

- Skitarii war plate
- Radium carbine

SPECIAL RULES:

- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless
- Rad-saturation

OPTIONS:

- For every five Skitarii Vanguard you take, one model may take one item from the **Special Weapons** lists.
- For every five Skitarii Vanguard you take in your team, one model may take one of the following:
 - Enhanced data-tether *5 pts*
 - Omnispex *10 pts*

SKITARII RANGER											11 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Skitarii Ranger	3	4	3	3	1	3	1	8	4+	Infantry	

WARGEAR:

- Skitarii war plate
- Galvanic rifle

SPECIAL RULES:

- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless
- Move Through Cover

OPTIONS:

- For every five Skitarii Rangers you take, one model may take one item from the **Special Weapons** lists.
- For every five Skitarii Rangers you take in your team, one model may take one of the following:
 - Enhanced data-tether *5 pts*
 - Omnispex *10 pts*

RESTRICTION: You may only take a maximum of three Kataphron Breachers in your team.											
KATAPHRON BREACHER											50 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Kataphron Breacher	3	3	5	5	2	3	1	8	3+	Infantry	

WARGEAR:

- Kataphron breacherplate
- Heavy arc rifle
- Arc claw

SPECIAL RULES:

- Canticles of the Omnisiah
- Very Bulky
- Heavy Battle Servitors

OPTIONS:

- May replace heavy arc rifle with torsion cannon for *free*.
- May replace arc claw with hydraulic claw for *10 pts*.

RESTRICTION: You may only take a maximum of three Kataphron Destroyers in your team.											
KATAPHRON DESTROYER											55 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Kataphron Destroyer	3	3	5	5	2	3	1	8	4+	Infantry	

WARGEAR:

- Kataphron demiplate
- Plasma culverin
- Phosphor blaster

SPECIAL RULES:

- Canticles of the Omnisiah
- Very Bulky
- Heavy Battle Servitors

OPTIONS:

- May replace plasma culverin with heavy grav-cannon for *free*.
- May replace phosphor blaster with cognis flamer for *5 pts*.

SPECIAL

SICARIAN RUSTSTALKER										30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Sicarian Ruststalker	4	4	4	3	2	4	2	8	4+	Infantry

WARGEAR:

- Sicarian battle armour
- Transonic razor
- Chordclaw
- Mindscrambler grenade

SPECIAL RULES:

- Doctrina Imperatives
- Feel No Pain
- Bulky
- Dunestrider
- Furious Charge

OPTIONS:

- May replace transonic razor, chordclaw and mindscrambler grenade with two transonic blades for *free*.
- May take items from the **Adeptus Mechanicus Armoury**.

SICARIAN INFILTRATOR										35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Sicarian Infiltrator	4	4	4	3	2	4	2	8	4+	Infantry

WARGEAR:

- Sicarian battle armour
- Stubcarbine
- Power sword

SPECIAL RULES:

- Doctrina Imperatives
- Feel No Pain
- Bulky
- Dunestrider
- Infiltrate
- Stealth
- Neurostatic Aura

OPTIONS:

- May replace stubcarbine and power sword with flechette blaster and taser goad for *free*.
- May take items from the **Adeptus Mechanicus Armoury**.

RESTRICTION: You may only take a maximum of two Sydonian Dragoons or Ironstrider Ballistarii in any combination.										
SYDONIAN DRAGON										45 Points
	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type
Sydonian Dragoon	4	4	5	11	11	11	3	3	2	Vehicle (Walker, Open Topped)

WARGEAR:

- Taser lance
- Broad spectrum data-tether
- Searchlight

SPECIAL RULES:

- Crusader
- Doctrina Imperatives
- Dunestrider
- Incense Cloud
- Non-flammable

OPTIONS:

- May replace its taser lance with a radium jezzail for *free*.
- May take a phosphor serpent for *10 pts*.

RESTRICTION: You may only take a maximum of two Sydonian Dragoons or Ironstrider Ballistarii in any combination.										
IRONSTRIDER BALLISTARII										55 Points
	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type
Ironstrider Ballistarii	3	4	5	11	11	11	3	2	2	Vehicle (Walker, Open Topped)

WARGEAR:

- Twin-linked cognis autocannon
- Broad spectrum data-tether
- Searchlight

SPECIAL RULES:

- Crusader
- Doctrina Imperatives
- Dunestrider
- Precision Shots
- Non-flammable

OPTIONS:

- May replace its twin-linked cognis autocannon with a twin-linked cognis lascannon for *20 pts*.

FULGURITE ELECTRO-PRIEST										18 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Fulgurite Electro-Priest	4	3	3	3	1	3	2	9	-	Infantry

WARGEAR:

- Electroleech stave
- Voltagheist field

SPECIAL RULES:

- Canticles of the Omnissiah
- Feel No Pain
- Zealot
- Siphoned Vigour*

Siphoned Vigour (Rule Amendment): If any friendly Fulgurite Electro-Priest causes an enemy model to be removed as a casualty in the Assault phase place a 'voltagheist token' on the table (or make a note). Once a player has five 'voltagheist tokens' all voltagheist fields in the team confer a 3+ invulnerable save instead of a 5+ invulnerable save until the end of the battle. This includes catching an enemy unit in a Sweeping Advance. You may not gain more than five 'voltagheist tokens'.

OPTIONS:

- May take items from the **Adeptus Mechanicus Armoury**.

CORPUSCARI ELECTRO-PRIEST										18 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Corpuscarii Electro-Priests	4	3	3	3	1	3	2	9	-	Infantry

WARGEAR:

- Electrostatic gauntlets
- Voltagheist field

SPECIAL RULES:

- Canticles of the Omnissiah
- Feel No Pain
- Zealot
- Shock

OPTIONS:

- May take items from the **Adeptus Mechanicus Armoury**.

ADEPTUS MECHANICUS ARMOURY

STASIS GRENADE (Leader Only) – 15 pts

The Stasis grenade is an unusual and rare weapon that houses at its heart a small time-warp generator that creates a self-replicating stasis-loop centred upon itself. Everything close to the grenade is condemned to relive the same instant time and time again, and will appear frozen solid to observers further away. A stasis-loop only lasts for a limited time, but may persist long enough for the victim to be picked off by their enemy. The Stasis grenade has the following profile:

	Range	S	AP	Type
Stasis Grenade	8"	-	-	Assault 1, One Shot Blast, Stasis-loop*

*Stasis-loop: Models that are hit by the Stasis Grenade gain a stasis counter. At the start of every phase thereafter, each model with a stasis counter rolls a d6. On a 4+ remove the counter, on a 1-3 the model may not do *anything* during that phase. This includes involuntary movement such as falling back.

VOLKITE SERPENTA (Leader Only) – 10 pts

Replaces the models ranged weapon. If the model does not have a ranged weapon it may not take this item.

The Volkite Serpenta is an ancient pistol that fires a powerful ray that has a devastating explosive effect on organic matter. It is said that Volkite weapons date back to Age of Strife, and are revered relics that are extremely rare in the 41st millennium. The Volkite Serpenta has the following weapons profile:

	Range	S	AP	Type
Volkite Serpenta	10"	5	5	Pistol, Deflagrate*

*Deflagrate: See Codex Cult Mechanicus.

SUPERIOR BIONICS (Leader Only) – 10 pts

The model is more machine creature than organic life, with the majority of its organs and weak flesh replaced with superior bionics. The model gains the Non-flammable special rule, and attacks with the Poisoned or Fleshbane special rule must re-roll successful Wounds.

MASTER-CRAFTED WEAPON (Leader Only) – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

INCENSE GENERATORUM (Leader Only) – 10 pts

Sweet-smelling incense belches from vents in the model's augmented body, soothing his soul and hiding him from the enemy. The model gains the Shrouded special rule.

CYPER-FAMILIAR (Tech-priest or Alpha Only) – 15 pts

Cyper-familiars can vary from servo-skulls to mek-spiders. These minion-drones are an extension of their master's will and provide with a host of additional senses and capabilities. A model with a cyber-familiar adds +1 to their Feel No Pain rule - for example Feel No Pain (6+) would become regular Feel No Pain, Feel No Pain would become Feel No Pain (4+). The model may also re-roll failed Characteristic Tests other than Leadership tests. You may model the cyber-familiar, but the model plays no part in the game and is simply moved out the way if it interferes with the game.

THE PLEICIAN TOME (Tech-priest Only) – 15 pts

The Pleician Tome is a portable font of certain archives, templates and pieces of ancient lore, created by a senior Tech-priest of the Adeptus Mechanicus. When the Tech-priest successfully uses the Machine Adept special rule roll a D3. This is the amount of Hull Points or Wounds restored, rather than just one. These Wounds restored may all be used on a single model as normal or divided between multiple models within range. Repairing Immobilised or Weapon Destroyed results is not affected.

PSALM-CODE (Tech-priest Only) – 10 pts

The Tech-priest harnesses binharic cant to spread the word of the Omnissiah across the battlefield. Once per game, if the Tech-priest is on the table, you may re-use a single Canticle of the Omnissiah that your team has already used earlier in the game.

RAD GRENADE – 15 pts

Once per game, during a turn in which the model launches an assault, or is assaulted, the model can choose to use its rad grenade to inflict -1 Toughness to the enemy unit until the end of the phase. Models may only be affected by this -1 once per turn, and is not cumulative with the Rad-saturation special rule.

BLIND GRENADE – 10 pts

Shock Grenades emit a blinding flash and a concussive report upon impact. A Blind Grenade has the following profile:

	Range	S	AP	Type
Blind Grenade	8"	-	-	Assault 1, One Shot Large Blast, Blind

SMOKE GRENADE – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

INFRAVISOR – 5 pts

An infravisor allows its user access to a wide range of spectra, including infrared and low-light. The model gains the Night Visions special rule. However it counts as Initiative 1 when making Blind tests.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.