

WARHAMMER
40,000

CODEX ADEPTUS MECHANICUS



SKITARIИ™



SKITARI



SOLDIERS OF THE MACHINE GOD

INTRODUCTION

TO SLAY IN THE OMNISSIAH'S NAME

Knowledge is power, and the Skitarii Legions are remorseless and unstoppable in their search for new data. They march tirelessly across the reaches of the galaxy, tearing its secrets from the corpse-cold hands of their enemies. Armed with the Imperium's most advanced weapons, bolstered by arcane war machines and driven by data imperatives that boost their abilities to superhuman levels, the Skitarii wage war with relentless drive. They can be beaten at great cost, but they will always return, for the Omnissiah's will cannot be denied. Those they hunt will be trampled into the dust of history, even if it takes the Skitarii centuries to do so.

INSIDE YOU WILL FIND:

A Force Unstoppable: The history and doctrine of the Skitarii, the soaring victories they win and the sinister depths they plumb in the name of their holy quest.

Legions of the Omnissiah: A showcase of Citadel Miniatures, including collections showing colour schemes used by the Skitarii Legions and expertly painted examples from the 'Eavy Metal team.

Forces of the Skitarii: A comprehensive army list that allows you to turn your collection of Skitarii miniatures into a glorious host of battle-ready heroes on the Warhammer 40,000 battlefield.

Appendix: A description of, and rules for, the cybernetic armies of the Skitarii and the esoteric wargear they bring to battle.





A FORCE UNSTOPPABLE

Knowledge is power. To know the galaxy's hidden secrets, power beyond reckoning.

Across the galaxy the Skitarii Legions march to victory. The air fizzes and crackles around their guns, the stink of ozone mingling with the choking tang of cordite and burning flesh. Each fusillade expends enough energy to power a hab-block for a year, but to the Skitarii's overlords it is resource well spent. With each kill, with each casualty sustained, the Cult Mechanicus learns a little more.

To a man, the Skitarii are warriors born. They take pride in their holy work, glorying in the power of the Omnissiah as he drives them to ever greater feats. Reticules and calibrators pick out targets with uncanny accuracy, galvanic rifles bark and servitor-bullets find the skulls of the foe. Rad-weapons borne with martyr's strength turn the battlefield ever more toxic until it is as befouled as the Red Planet's own wastes. Nothing can break the surety and cohesion of the Skitarii Legions – not adversity, nor corruption, nor might of arms. They fight knowing that the unflinching gaze of the Machine God is upon them, and that the enemy has been measured and found wanting.

On titanium limbs the Skitarii stalk the war zones of the galaxy, looking from above like the columns of rust-ants that hunt the dunes of Mars. Their boundless faith in the Machine God and his prophet, the Omnissiah, drives them on without sleep. Their meditations on divinity are rest enough. Once contact is made with the enemy, their pace slackens not at all. Yet neither does it increase. With the barest of shivers the Skitarii receive doctrina imperatives from Tech-Priest masters in orbit. Rifles and carbines are raised to shoulders in perfect unison, and bloody war begins.

At first, the enemy believes victory to be theirs for the taking. Who are these once-men, these warrior automatons who have sacrificed their humanity on an altar of uncaring iron? Do they expect to prevail simply by walking into the teeth of the enemy guns? The answers are slow to dawn, and terrifying. The Cult Mechanicus cares not if a million Skitarii are blasted apart, for in killing them, the enemy yield their secrets to hungry eyes. One cohort dies only for another to take its place, and fight on all the harder. The calculations are complete, the simulations run; whatever the enemy may field, the Skitarii have already deployed the countermeasures and more besides. Surrender falls on deaf ears, for it is worth nothing to the dark scientists of the Cult Mechanicus. So the death toll spirals ever higher.

Listen well, for the time of the Adeptus Mechanicus is nigh.



SOLDIERS OF THE MACHINE GOD

The Skitarii are the bionic heart of the Adeptus Mechanicus' legions. Their tireless legions defend the forge worlds of the Imperium, annihilate the enemies of the Tech-Priests, and fight at the vanguard of the Quest for Knowledge. As the technocracy of the Cult Mechanicus extends its reach into the stars, the cybernetic Skitarii are always at the fore.

Underneath their augmetic battleware, the warriors of the Skitarii Legions are still technically human, yet each has been mutilated, dismembered and extensively rebuilt to better serve the Omnissiah's will. Their manifold augmentations ensure not only their lethality, but also their utmost obedience. Neurosync implants allow the strictly ordered Skitarii cohorts to fight in perfect concert, each maniple permanently uplinked to their masters via invisible streams of information. To compare a maniple of Skitarii to a platoon of Imperial Guardsmen is to compare a well-oiled gatling gun to a simple iron hammer. The Skitarii do not simply crush their foes, but instead pitilessly blast them into bloody chunks of flesh. Even as they do so they record every tiny screed of battle data for later analysis.

Just as the Skitarii exload the martial capabilities of the foe to their masters, the Tech-Priests inload their own programs into the Skitarii. It is usual practice for a legion's overseer Tech-Priests to monitor each battle from a scryer-ship high above. Floating in a sea of data, each adept sends battlefield commands down via data-tethers to the Skitarii on the planet below. In this way their soldiers can be remotely augmented, used as eyepieces, forced into suicidal engagements, or even possessed entirely.

The ever-devout Skitarii see these incidents as the divine spirit of the Omnissiah entering them and acting through them to the betterment of the Imperium. To the Tech-Priests, their minions are little more than electric puppets jerking upon strings of pre-programmed impulse.

The Skitarii Legions do not fight alone, for they escort the vast goliaths of the Centurio Ordinatus to war, and even march in the shadow of the god-machines of the Titan Legions. It is the Skitarii that bolster the battle robots of the Legio Cybernetica and they who act as bodyguards for Tech-Priests brave enough to take the field. Collectively, they have fought alongside the Astra Militarum, the Adepta Sororitas, the Adeptus Astartes, and even the Primarchs of legend. Throughout the millennia the Skitarii Legions have fought with impeccable skill and discipline even when alien colossi and ravaging Daemons slaughter them in droves. In doing so they have assimilated a functionally infinite amount of information for their masters. The Adeptus Mechanicus never deletes anything, and its appetite for knowledge knows no bounds. A Skitarii Legion's sacred duty to protect its forge world is second only to its quest for hard data – information for their masters to digest, or to archive away unheeded to gather the dust of aeons.



HIERARCHY OF THE ADEPTUS MECHANICUS

THE OMNISSIAH

HIGH LORDS OF TERRA



ADEPTUS
TERRA



ADEPTUS
MECHANICUS



ADEPTUS
MINISTORUM



CULT MECHANICUS
Disciples of the Machine God



CENTURIO
ORDINATUS
Engines of the Omnisiah



COLLEGIA
TITANICA
*God-Machines of the
Titan Legions*



AUXILIA
MYRMIDON
Savants of War



LEGIONES
SKITARII
Warriors of the Machine God



LEGIO
CYBERNETICA
The Host Robotic



ORDO
REDUCTOR
Bringers of Blessed Ruin



THE SKITARII

The Skitarii seek to grow ever closer to the Machine God by augmenting their bodies with inviolate metal. Each new wound is a chance for bionic revelation. Such is their fanaticism that even healthy organs and body parts are cut away and replaced. To face a Skitarii Legion is to fight against warriors that are less than human, and yet far more deadly.

As with so much of the Cult Mechanicus' business, the truths of the Skitarii's creation are kept a close secret. Some are vat-grown or cloned, whilst others are repurposed from mind-wiped convicts or warriors handed over as punishment for failure or desertion. Regardless of origin, all find a fanatical faith in the Omnissiah soon after their inception. It is then that their true transformation begins.

Without exception the Skitarii have pallid bodies of puckered flesh and sutured cybernetics. Ceramic valves and adamantium sockets stud hard knots of pallid, translucent muscle. Even the brains of these warriors are grotesque hybrids of grey matter and twisting neurocircuitry. The most blessed pass a point called the Crux Mechanicus, their body more machine than flesh. Those that reach this stage of mechamorphosis are known as Skitarii Alphas. Some go on to attain the rank of Alpha Primus – overseers who can operate independently for years if necessary, as solid and reliable as the titanium that replaces their flesh.

One who looked for consistency in Skitarii augmentations would be sorely disappointed. A soldier of the Mechanicus may have a punchcard skullslot and leather bellows for lungs, whilst at the same time housing quantum bioware in his brain. It is often said that were one of these enhanced warriors to be rendered down, traces of nearly every element known to man could be found somewhere in the remains. The Tech-Priests know this to be no exaggeration, for dissection is but one of the dark fates a Skitarius might undergo in order to satisfy his masters' predatory curiosity.

Due to their extensive modification, the Skitarii can excel in almost any environment. Each legion hails from a hyper-industrialised forge world – extreme doses of radiation are nothing to those who have trodden the toxic wastes of Mars. Even in the time-ravaged fringes of the Halo Stars the Skitarii Legions march onward. They have painstakingly conquered worlds across the breadth of the galaxy, and whatever perils they face, their march falters not.







ETERNAL VIGILANCE

The Skitarii have their eyelids removed upon inception, for they must harvest data for their masters at all times. To prevent them from losing their sight to the hot grit of their forge worlds, goggle-like augmetics filled with blessed salves are sealed into place. The targeter arrays inside them are miracles of the Omnissiah, their sophistication the bane of the Skitarii's foes.



THE BREATH OF MARS

The Skitarii filter air into their lungs via cognis rebreather tubes that plunge deep into the chest. When necessary they can draw upon a reservoir of polluted gases harvested from their home world.



BLESSED RAIMENTS

The heavy robes that the Skitarii wear to battle are lined with tiny leaden leech-spheres that absorb harmful energies. Branded above the hem is the Skitarii's squad number and the symbol of the forge world to which he belongs.



TOOLS OF CONQUEST

The weapons of the Skitarii are ancient and revered in form. They are all modified either to fire advanced ammunition types, or to harness the most baleful power sources yet discovered.



RAD-CENSER

This pitted bronze sphere is linked to a mechanalysis pack which connects the Skitarius to the digital imperatives of his masters. Its chimes inform the bearer when ambient radiation is at critical levels.



THE RED PLANET'S DUE

In imitation of the ancestor cohorts that first ground their limbs to stumps upon the dunes of Mars, the Skitarii cut off their lower legs and replace them with prostheses of inviolate alloy.



BASTIONS OF THE MACHINE GOD

The forge worlds of the Adeptus Mechanicus are the cornerstones of their technocratic empire. A single forge world can provide war materiel sufficient to supply an entire sector. Polluted strata of industry belch smoke from every region not lost entirely to biohazard or schism. Indentured serfs go about their labour like worker ants in a planet-sized hive. Archeotech workshops nestle amongst cyclopean guns, macroscaffolds loom over rivers of bullet casings, and fleshy sludge trickles from weapon-testing grounds into yawning food vats. Buried amongst the forge worlds' sprawling archives are secrets that could bring the Imperium's salvation or plunge it into damnation. The truth is immaterial, for to navigate the wilderness of data would drive even a Fabricator General quite mad.

It is in the red-hot guts of the forge worlds that the Skitarii Legions are born. Cohorts without number march out to protect the sovereign realm of the Omnissiah. Their sole desire is to bring his illumination to the darkness of the void and transmit every iota of information they uncover, even if it means razing everything in their path.



HALO STARS

SEGMENTUM OBSCURUS

GOTHIC SECTOR



Forge World



Mechanicus-affiliated Knight World



Skitarii War Expedition



Fallen Forge World



Dark Mechanicum World



Space Marine Home World



Imperial World

- 1 The Oclusiad of the Blind King
- 2 The Hunt for the False Ommissiah
- 3 War of Recovery in the Mortuam Chain
- 4 The Void Crusade of Atar-Median
- 5 The Saint's Mirage
- 6a Course of Explorator Fleet Rho-Mu 121
- 6b The Quest for Rapture (Aborted)

SEGMENTUM PACIFICUS

SEGMENTUM SOLAR

SEGMENTUM TEMPESTUS

THE VEILED REGION

Lathe Worlds

THE EYE OF TERROR

1
Cypra Mundi

Stryken System

Mordian

Lucius

Dutonis

Mezoa

Mpandex

Goth

Medusa (Iron Hands)

Agripinaa

Cadia

Alaric Prime

Fenris (Space Wolves)

Molech

Voss Prime

Armageddon

Elysia

Milhand

Stygies

Voss

Chrysis

Phaeton

Necromunda

Krieg

Graia

Zhao-Arkkad

Deliverance (Raven Guard)

Raisa

Gryphon IV

Rapture

Atar-Median

Urdesh

Artemia Majoris

Stygies

Medusa (Iron Hands)

Agripinaa

Cadia

Stryken System

Mordian

Alaric Prime

Fenris (Space Wolves)

Molech

Voss Prime

Armageddon

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Phaeton

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Cadia

Stryken System

Mordian

Alaric Prime

Fenris (Space Wolves)

Molech

Voss Prime

Armageddon

Elysia

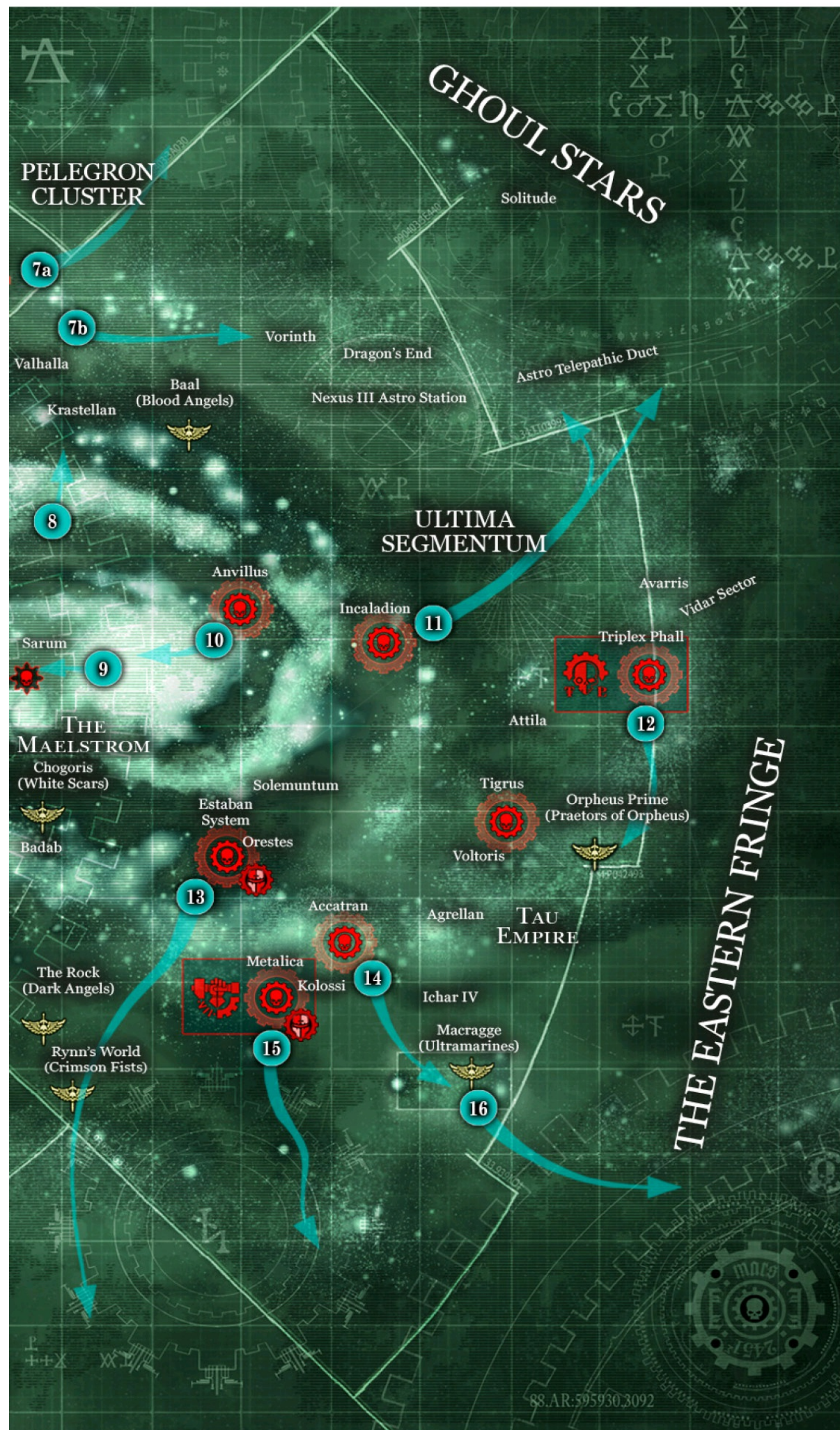
Milhand

Stygies

Voss

Chrysis

Phaeton



Forge World



Mechanicus-affiliated Knight World



Skitarii War Expedition



Fallen Forge World



Dark Mechanicum World



Space Marine Home World



Imperial World

- 7a The Metascourging of the Pelegron Cluster
- 7b Mutiny of the Mezoan Fleet
- 8 Alacadon's Last Folly (Perditas)
- 9 The Maelstrom Census (Aborted)
- 10 The Terrorforming of Atasca IV
- 11 The Great Retrieval
- 12 The War of Neotech
- 13 The Search for the Leviathan
- 14 The Retrograde Exodus
- 15 Metalica Ascendant
- 16 Scavenging of the Eastern Fringe

SKITARII WAR COHORTS

Each Skitarius is but a single cog in a war machine that spans the entire Imperium. Controlled by the neurosync imperatives of their masters, the Skitarii are organised into War Cohorts capable of overcoming any foe. They work in glorious concert, every footstep or twitch of the trigger finger optimised to further the cause of the Cult Mechanicus.

The mission of the Skitarii is to steal enlightenment from the galaxy and impose order in its place. Yet for all the vaunted objectivity and logic of the Cult Mechanicus, for all the cybernetic replacements they embrace, the Tech-Priests are still driven by human emotions and desires. Their War Cohorts are just as often sent to battle as part of a private agenda as they are to further the Omnissiah's cause.

The Skitarii themselves care not. They fear neither the monster nor the fiend – for them, it is enough to serve the Omnissiah's will, as espoused by his holy prophets. Even in death they offer sacred data to their invisible masters high above. In return they receive doctrinal sacrament with every new day of war, and they are grateful for it. Every battle is a chance to feel the holy Motive Force enter into them, possessing every synapse and engram and slaving them to a higher consciousness. Those who feel the bliss of the Omnissiah's touch will fight like lions, every shot or blow calibrated for maximum lethality. Though such individuals usually go to the Great Maker soon afterward, those that survive are treated as saints amongst their War Cohorts. Even those fugue states that see such god-touched individuals adopt elimination protocols outside of active war zones are soon forgiven, and the death toll ignored.

The original maniples to cross the desert reaches of Mars on foot were armed only with galvanic rifles. They escorted their masters from north to south across an equatorial belt infested with cannibal servitors and rogue machine intelligences. As the centuries marched past, these escorts were refined over and over again until they evolved into the Battle Maniples of the 41st Millennium. Many variants have been codified, from the Maniples Automata of the Legio Cybernetica to the teeming Auxilia Ordinatus, but the core fighting formation remains the War Cohort.

A forge world's Skitarii Legion is divided into a number of macroclades, which are in turn broken down into cohorts and maniples. The vast majority of Skitarii War Cohorts are not borne into battle by armoured machines or aircraft, but simply stride to the front line without stopping, even should they have to start the journey months in advance of their allies. They will wade through poisonous swamps and bubbling lakes of tar to arrive at the front line on schedule, rank upon rank of Skitarii marching around chains of Onager Dunecrawlers in imitation of Mars' nomadic caravanserais. Their tireless pace echoes the constancy of their dutiful souls – it is said that a Skitarius would rather walk himself to death than disobey a direct imperative.



STRATEGIC DISPOSITION OF A FORGE WORLD

FABRICATOR GENERAL

FABRICATOR LOCUM

PRIESTS OF THE CULT MECHANICUS

LEGIONES SKITARII

A forge world's first macroclade traditionally garrisons its Titan Legion and/or Ordinatus Engine.

The naming convention presented below is that used by Mars and most of its brother forge worlds; some style their armies the 'Divisio Skitarii' and group their cohorts into regiments instead.

MACROCLADE 1

(Known variously as Prima Macroclade, Macroclade Primus etc.)

MACROCLADE 2

MACROCLADE 3

MACROCLADE 4

Each macroclade is comprised of 4 cohorts, each consisting of 3 maniples, resulting in 12 maniples – a number sacred to the Adeptus Mechanicus.

WAR COHORT



WAR COHORT





WAR COHORT




WAR COHORT



BATTLE MANIPLE 

BATTLE MANIPLE 

BATTLE MANIPLE 

Each War Cohort is identified by a cohort numeral displayed on the hull of their Onager Dunecrawler vehicles.

Skitarii Rangers

Skitarii Vanguard

Sicarian Infiltrators

Sicarian Ruststalkers

Ironstrider Cavalry

Onager Dunecrawlers

The typical Skitarii maniple is the combined arms Battle Maniple, but specialist cohorts, maniples and clades can be arranged as needed: Infiltration Clades, Armoured Cohorts, Close Assault Maniples, Anti-aircraft Cohorts, Anti-tank Cohorts, and so on.

Units in a Battle Maniple are identified by a common maniple sigil, usually displayed next to squad and vehicle identification numbers. Other formations are identified by combinations of glyphs and sigils on the bodywork of their war machines.



THE RED PLANET

Mars is the cornerstone upon which the empire of the Adeptus Mechanicus was built. After a glorious age of technological advancement, Mars was cut off from Terra by Warp storms. Under glowering skies it forged on alone, for in those benighted times Mankind's conquest of the galaxy had barely begun. Whilst the people of Terra devolved into barbarism, the settlers of Mars – a technology-worshipping brotherhood called the Mechanicum – continued to thrive, slowly terraforming the Red Planet to their desires. Mars was made habitable for a while. However, over the millennia it devolved into a polluted, arid wasteland as the Mechanicum covered its surface with unbridled industry.

The two civilisations were only reunited in M30 by the arrival of the Emperor, who the Mechanicum hailed as the prophesied Omnissiah due to his unprecedented understanding of the universe. So it was that the two great societies were interlinked forever. The legions of the Skitarii still bear the sacred sigils of Mars and obey its military strictures to this day.





Key

- 1** Glaivid Hive
- 2** Oxygos Hive
- 3** Olympus Undae Hive
- 4** Hyperboreae Undae
- 5** Collegia Titanica
- 6** Mare Chronius
- 7** Tantalus Hive
- 8** Milancovic Fusion Reactor
- 9** Arcadia solar collector fields
- 10** Omnid Apertura
- 11** The Grand Temple of the Omnissiah
- 12** Mareotis Forge Temple
- 13** Acheron Fosse forge temples
- 14** Arsia Mons
- 15** Fabricator General Forge Temple
- 16** Temple of the Frictionless Piston
- 17** Temple of All Knowledge
- 18** Deep core mines
- 19** Ascraeus Mons
- 20** Dodecai Elevatus Prime
- 21** Dodecai Elevatus Secundus
- 22** Imperial Navy assembly yards
- 23** Esperanos Space Port
- 24** Deus Manus Space Port
- 25** Ipluvien Maximal
- 26** Fortress temple of Knights Taranis
- 27** Pavonis Mons
- 28** Imperial Navy Mars Docks
- 29** Xanthos
- 30** Fortress temple of Legio Tempestus
- 31** Noctis Labyrinthus (Anathemor)
- 32** Haunted Dunes of Solis Planum
- 33** Candor Casma
- 34** Varnalia
- 35** Mondus Terrawatt II complex
- 36** Lybia Montes forge temples
- 37** Lethe Zone
- 38** Antionradi Forge Temple
- 39** Mondus Gamma Forge Temple
- 40** Mechavitae Forge Temple
- 41** The Rust Wastes

- 42** Cthonia
- 43** Autonoct Deserts
- 44** Sornia
- 45** Nilosyrtis Hive
- 46** Sydonian Tetrahedra
- 47** Protoservitor Cradle
- 48** Sydonian Mistsea
- 49** Sydonian Mask
- 50** Acidalia Planitia
- 51** Sea of Iron Curses
- 52** Vastitas Borealis



C.M30: The terraforming that turned Mars into a habitable planet is slowly undone by the rampant industry of war.



C.M35: As forge temples and manufactor sprawls spread further, the air becomes toxic and the deserts barren.



CRUCIBLES OF WAR



The Empire of Mars is indispensable to the Imperium's survival. Churning with the industry of war, its forge worlds provide ships, weapons and armour to a million armies – and in doing so, ensure an immortal influence over Mankind.

Mars - The Red Planet



More than any other world, Mars possesses huge repositories of technical knowledge. Its immense libraries and databanks are highly eclectic and disorganised; one delving for secrets may find a crystal storage device containing vital genetor-level data tucked inside a scrollprint for militarised locomotives. The planet itself is a wilderness of polluted ochre desert broken by metropolises the size of tectonic plates. Here the rockcrete spires, marble arches and flying buttresses of a standard Imperial world are joined by corroded steel, iron ventilation chimneys and shining glass pipes. Extensive travel tubes pass above crackling tesla coils that power construction sites and ancient industrial wastes alike. Shining new buildings braced with riggings of steel contrast with shattered condensation traps and the ruins of millennial wars. The older districts are dotted with broken plasteel slabs and twisted girders, the occasional solitary tower pointing purposelessly toward the Martian sky.

Mars is strictly stratified in its social order. The lowest level consists of the citizens, mainly unaugmented human populations who labour en masse at simple tasks such as sorting isotope scrap, tending hydroponics, breaking ore, stoking forges and so on. Most citizens aspire to gaining status by joining the Skitarii. In the process, they will receive their first battle-grade bionics and perhaps a way of later entering the priesthood. Lesser citizens may sport tattoos and piercings suggestive of such bionics, but dress in common work clothes –filthy coveralls, rad-tabards or cabled environ-suits. Regardless of station,

Martians have a tendency to be burly, saturnine and shaven headed, usually with a temper to match their dour aspect. All sport electoos – subcutaneous cyberware that ranges from code-patches through which personal data is monitored to thick veins of electric cabling. Through these electoo circuits can the glory of the Omnissiah be channelled. In times of great strife, the masters of Mars' populace can use these interfaces to turn even the most gormless hab-worker into a dauntless warrior of the Machine God.



LUCIUS - *The Hollow Forge*



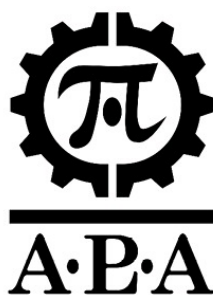
Lucius is one of the Imperium's Supernatura Majoris, a unique jewel in the Adeptus Mechanicus' crown. A hollow world, Lucius has been part of a grand experiment that should have destroyed it a dozen times over. In the centre of the planet's once-barren core is an artificial sun, a titanic fusion reactor that powers the industrial sprawl covering the inside of the world. No one truly knows how this energy source came to be, though the planet's Tech-Priests are quick to claim credit if pressed on the matter.

Lucius' boundless power supply has kept it on the forefront of military innovation. Many latter-day vehicles and guns hail from this forge world, and their numerous Ironstriders and Onager Dunecrawlers are the most bellicose of all the Skitarii Legions. The Titans of the Legio Astorum, known as the Warp Runners, are the only god-machines sophisticated enough to teleport straight into battle. This is a point of pride amongst the Lucians, and cause of envy amongst their fellow legions. These all-too-human emotions have flared up into open conflict at times. The disastrous Inculcata Schism, which nearly saw the forge world implode with force enough to rip a hole in reality, is only spoken of in whispers to this day.

'The machine spirit guards the knowledge of the ancients. Flesh is fallible, but ritual honours the machine spirit. To break with ritual is to break with faith.'

- The Warnings, Tenets of the Adeptus Mechanicus

AGRIPINAA - Orb of a Million Scars



Agripinaa exists upon the threshold of the Eye of Terror. Were it not for the stout defences of the Cadian System, it would have fallen to the powers of Chaos more than once. The Warpsmiths of the Traitor Legions, long denied the technological wonders unearthed since the Horus Heresy, have led raids beyond counting to Agripinaa – including several full-scale invasions. Its once-golden surface bears the wounds of war with Obliterator Cults, Daemon Engines, even the grotesque Traitor Titans. There are those who believe Agripinaa has mounted raids of its own into the depths of the Eye, though no official record exists of such events.

The aegis of Cadia is not a one-way shield, of course. Agripinaa not only provides arms and armour enough to equip the entire Cadian System, but has also committed one of the largest Skitarii Legions in the galaxy to the war effort. Rumour has it that the recent upswell of numbers in Agripinaa's Skitarii and Battle Servitors is directly connected to a large-scale evacuation from the prison planet of St. Josmane's Hope. Officially, the planet's subsequent Exterminatus expunged every trace of its heresy once and for all. However, there are those who believe Agripinaa's famed Ironstrider Cavalier hordes boast many convicts and rebels, each given one final chance to serve the Omnissiah with his glorious death.



STEEL IN MIND AND BODY

To the servants of the Adeptus Mechanicus, flesh is merely an inconvenience. They consider it weak and frail in comparison to the mighty pistons, gears and chains of machinery. It must be sustained artificially beyond a certain point, and if one is to make best use of it, much of it needs replacing by newly grown parts or manufactured limbs, organs and systems. Devotees have their brains surgically altered to incorporate memo-chips, ingrams or electrografts which allow them to store and access an incredible amount of information. They are often fitted with a variety of neural systems and plugs which allow them to 'jack in' to the network of a terminal or machine, becoming part of its operating or control system.

The most aged of the Adeptus Mechanicus are many, many centuries old,

kept alive by horrifically produced rejuvenat elixirs which nourish the few parts of mortal flesh left on their bodies, although the wealth of knowledge and experience crammed into their brains often divorces them entirely from the realities of life. Overseers often show a degree of cold detachment, seeing other people as nothing more than a set of complex bio-chemical and bio-electrical processes. In time they see everything, including themselves, in this way, so that injuries, diseases and illnesses are seen as malfunctions and healing simply as a crude self-repair system.



STYGIES VIII - *The Ever-staring Cyclops*



Stygies VIII is the moon of a ringed gas giant in the binary star system of Vulcanis. It lies far to the galactic north of Terra and perilously near the Eye of Terror. Stygies itself almost fell to heretic forces in the times of the Horus Heresy, only being saved by the intervention of the enigmatic Eldar race. This event has led to Vulcanis being the home of a secretive sect within the Adeptus Mechanicus known as the Xenarites. The Xenarites are dedicated to the study and exploitation of alien technology, a policy which most Tech-Priests find highly offensive. The Xenarites point to the intervention of the Eldar to assist the true followers of the Machine God as a sign that even they are subject to his will, and that it is their sacred duty to study them. Aware of the antipathy of their colleagues, the Xenarites pursue a policy of covert study, often despatching cohorts of Skitarii to garrison alien sites instead of bringing artefacts back to forge worlds for study as prescribed by doctrine. It is not unusual for Xenarite expeditions to come under attack from alien populations, planetary garrisons, even the Skitarii Legions of other forge worlds. Open war with Imperial authorities is not unknown – these regrettable occurrences have only served to drive the Xenarites deeper underground.

‘A man may die yet still endure if his work enters the greater work. Time is carried upon a current incepted by forgotten deeds. Events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so we must endure the present that those who come after may continue the greater work.’

- The Chime of Eons, Garba Mojaró, Technomagos of the Adeptus Mechanicus

GRAIA - *The Crown of Miracles*



The planet of Graia, which is not the first to bear that name, was brought to the brink of utter ruin by the wars its Skitarii fought against voracious Donorian predators. The gigantic space stations high above its surface are the only structures left relatively intact. They glitter in the Graian firmament, the carbofibre expressways that lead between them forming the strings of a spider's web that spans half the globe. This lattice of nucleic metropolises and macrofilament tubes writhes in the atmosphere much like a living thing. Graia's Battle Maniples constantly patrol its corridors until they are called upon to fight wars of exploration, plunder and data-theft. By retrofitting giant fusion engines to each node, Graia's Tech-Priests can transform their domain into a mobile battle station they can settle above any planet they choose to invade.

The Skitarii of Graia are known for their refusal to yield, no matter the odds. Some attribute this to scrapcode born of war trauma – only a binharic imperative from a senior Tech-Priest can cause them to retreat. Their redoubtable war ethic is seen as a sign of great devotion to the Machine God, though their allies in the Astra Militarum see their stubbornness for the liability it truly is.



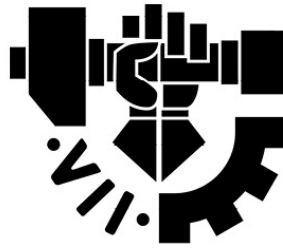
THE CREED MECHANICUS

All of the Adeptus Mechanicus worship the Machine God in one form or another. This practice began before the birth of the Imperium, when the original Martian settlers were beset by solar radiation and plague. The devotees of the emergent Machine Cult hunted out and applied the technologies necessary to provide shelter and safety, and soon technology became synonymous with life. The machine-truths they found were enshrined within the Temple of All Knowledge, and vast monuments were raised to their new, inhuman god. Over the millennia, the cult prospered and became dominant. It propagated the belief that every machine had a spirit, and that efficiency and perfection of function were far superior to concerns such as emotion or spontaneity. Most of the Adeptus Mechanicus worship the Emperor in his aspect as the Omnissiah, the Machine God Incarnate, for he not only knows all, but comprehends all – and so their creed coexists with the Imperial faith of the Ecclesiarchy. However, some see the Omnissiah as a mortal prophet

rather than a god. They believe in a far older deity, and that the Machine God is with them on Mars, not on Terra. The religious implications of this have created a long-hidden schism that could potentially lead to a devastating war of faith.



METALICA - *The Gleaming Giant of Ultima Segmentum*



Metalica, a forge world nestled deep in the Ultima Segmentum, is formed almost entirely of metal. No rocky crust covers the dull silver of its surface. No flora or fauna makes its home there. Other than the Adeptus Mechanicus, there are no biological life forms upon Metalica whatsoever. Even the atmosphere is inimical to life. It was not always this way, but the Tech-Priests are by nature jealous of their treasures, and have had their Skitarii drive to extinction all other species so their quest for enlightenment can continue at peak efficiency.

So it is that Metalica is a world of hissing pistons, glowing forges and strata upon strata of industrial waste. Yet it is far from barren, for the engine-driven monstrosities that growl out of its furnace complexes are born by the hundred with every new dawn. The sheer auditory barrage that rings from its gunmetal mountains is deafening yet oddly inspiring, especially for the Skitarii that are inducted there. The hyper-pollution of the planet and its proximity to the Ork empire of Charadon have prepared its legions well for the defence of Armageddon. Alongside their Imperial Knight allies from the nearby world of Kolossi, Metalica's Skitarii cohorts fought at the forefront of both the second and third Armageddon wars.



THE TITAN LEGIONS

The Titans that serve the Adeptus Mechanicus are the most powerful ground-based war engines in the Imperium. Giant walking fortresses with firepower enough to level cities, the largest of these god-machines carry great cathedrals to the Omnissiah's glory upon their broad shoulders. Though few in number, the Titan Legions have conquered myriad foes, both within the Omnissiah's domain and without.

Almost all forge worlds have Titan Legions that defend them, and Metalica is no exception. The Iron Skulls, formally known as the Legio Metalica, is amongst the most vaunted of its kind. Its glorious history stretches back to pre-Imperial times, and its Titans have been part of Mankind's destiny ever since. Tragically, the Legio was all but destroyed during the Third War for Armageddon. Princeps Kurtiz Mannheim,

realising his allies would soon be overrun, led the Legio Metalica and its Skitarii escort against a wave of Ork Titan-class threats and six million Ork infantry. After slaying an Ork Gargant in a gruelling duel, Mannheim ordered his badly wounded Titan Steel Hammer to self-destruct, his sacrifice killing another two Gargants and burning out the heart out of the Ork offensive in the process.



RYZA - Furnace of Shackled Stars



The forge world of Ryza has been plunged into the abyss of war. The planet was once famous for supplying containment fields and plasma weaponry – the Leman Russ Executioner and Stormblade super-heavy tank were born within its armour cradles. However, since Ryza found itself bearing the brunt of not one but two major Waaagh!s, the rivers of war materiel that flood its manufactory canals lead only to its defenders – the planet has turned every cannon, stubber and bullet to an all-out battle for survival.

In truth the Tech-Priests of Ryza welcome the opportunity to see their creations in action first-hand. Ryza's Skitarii, alongside the Warmongers of the Legio Crucius and the Astra Militarum's Catachan regiments, have taken righteous pleasure in turning Ryza's most devastating weapons upon the foe. The Orks of Waaagh! Grax and Rarguts, always on the lookout for more dakka, have done much the same. Every vault and warecrypt has been raided, every gun reliquary broken open in furtherance of the war effort. Transdimensional beamers light up the night, gatling macro-cannons roar their fury, and writhing lava hoses spew hot death into the streets. To set foot upon Ryza is to see a vision of war unbound – and the violent industry of the Adeptus Mechanicus unleashed on a worldwide scale.

'Blasphemers!' hissed Ruststalker Princeps 3-Cyx for the hundredth time that day. He swept a metal finger towards the Orks teeming through the arches. 'No matter their number, we prevail. Red in cog and claw!'

'Red in cog and claw,' his fellow Sicarians echoed dully. They were a miserable bunch, only really happy when carving apart the flesh of the Omnissiah's foes. Lucky for them, that was something Ryza had in plenty.

The ground vibrated, sending the Sicarians skittering like pond skater insects. A dull roar filtered through the devotional psalms 3-Cyx liked to play to himself when the killing began. It grew to a thunderous shout as – 3-Cyx cocked his head – 6,834 greenskin warriors poured down the steps of the Mechapotentate Basilica.

'Praise be!' 3-Cyx shouted as he bounded up to the shoulder of a fallen

statue. He leapt into the air, Ryza's wan sunlight gleaming from his weaponised frame, before plunging his transonic blades into the armoured Orks at the forefront of the greenskin charge. Behind him, his killclade followed suit. Heads rolled, Ork limbs flew in arcs of blood. Truly, thought 3-Cyx, it was a fine day to be a tool of the Omnissiah.



THE MARCH OF TIME

The combat archives of the Skitarii Legions are so extensive it would take a Lexmechanic a thousand lifetimes to comprehend them. Even the Secutors that assess Skitarii battle doctrine have only scratched the surface. Only the Omnissiah knows the true sacrifice his selfless legions have made in his name.



c. M31

FROM THE FLAMES OF HERESY

During the cataclysmic events of Warmaster Horus' betrayal, the brotherhood of the Mechanicum is broken apart. In the Heresy's aftermath the Adeptus Mechanicus and the Skitarii Legions are born anew.

221.M32

THE DARK FATE OF VHEINOS

When the Astropathic choir falls silent upon the civilised world of Vheinos, forge world Lucius sends its Skitarii to investigate at gunpoint. The resultant rebellion sees heresy spread like wildfire, just as the Tech-Priests had calculated. Within days the Skitarii find themselves outnumbered eighty to one – a ratio high enough to trigger rad warfare protocols. A month later the Skitarii leave the planet a lifeless wasteland, its Astropathic duct excised and permanently relocated to one of Lucius' moons.

802.M33

A NEW BREED OF OVERSEER

House Taranis begins the practice of sending the Nobles that fail to enmesh properly with their Imperial Knights to the Adeptus Mechanicus. Though unfit for a place in Taranis' Knight armies, each of these cyborg warriors – known as Psychosis-Neuracanium – are from primaris grade Imperial stock, and prove to be excellent raw material for the creation of Skitarii overseers.

085.M34

TERRORFORMING OF ATASCA IV

c. M35

THE MOIRAE SCHISM

During the dark days of the Nova Terra Interregnum, a terrible secret tears the Adeptus Mechanicus apart. The forge world of Moirae is blasted to dust, but not before the schism spreads throughout the Cult of Mars, the Titan Legions and several Space Marine Chapters with close ties to the Adeptus Mechanicus. Over two thousand years of bloody strife pass before the baleful secret is considered fully purged.

303.M35

THE GRAND HUNT

House Raven, having felt the teeth of Eldar raiders from the paradise world of Geminex one too many times, formally petition for Skitarii aid. Twelve cohorts are sent to Geminex, grid-search tactics driving the Exodites and their allies from the planet's sacred

places and into the crosshairs of House Raven's Imperial Knights. The Eldar of Biel-Tan retaliate, striking hard from hidden webway portals. The Skitarii fight on through everything the craftworld can throw at them. Once hard data has been gleaned from every one of Biel-Tan's war assets, the Skitarii withdraw en masse, leaving the remaining Knights of House Raven to make a desperate last stand.

104.M36

THE WAR OF RECOVERY

Patchy reports cite technological wonders on the planets of the Mortuam Chain. Hoping precious STCs can be uncovered, an explorator fleet replete with macroclades of Skitarii is launched. This begins an escalating war against an Eldar counter-invasion that lasts over a century. Victory is finally won when the Skitarii use the very weapons they recover against the foe, and several first generation, munitions-grade STCs are returned triumphantly to Mars.

335.M36

THE XENARITE SCHISM

Stygies VIII comes under attack from dozens of Deathwatch Kill Teams when news of the Xenarites' dabblings with alien technology reaches the Ordo Xenos. The Adeptus Mechanicus are forced to employ radical measures in order to survive the ensuing purges.

170.M37

THE BURNING GOLIATHS

The Skitarii of Graia join the Fire Wasps in hunting a trio of Chaos Titans. The traitorous engines are brought to battle in the shadow of the mountain-sized Castle Retross, though the Chaos host that spills from its gate slowly begins to tip the balance. Victory is only secured when Skitarii arc weaponry overloads the war spirits of the traitor engines. As the castle is razed, its tumbling walls are lit by their giant, flaming corpses.

550.M37

THE OCCLUSIAD

The north-western fringe of the galaxy is ravaged by the Apostles of the Blind King, rogue Tech-Priests who view Humanity as an affront to the Machine God.

335.M38

THE SHADOW OF SILICA ANIMUS

785.M39

THE WAR OF THE GOLDEN COG

The Fabricator General of Mars claims ownership of the riches of the Fortress of the Soulless, lair of the Culexus temple. A disastrous civil war between Mars and Terra is averted by a sniper's bullet, but the artefact known as the Golden Cog is left in Skitarii hands.

009.M40

FIRES OF CONSCIENCE

The rogue Tech-Priest Veriliad, after leading his Skitarii to a stomach-churning victory during the Cremation of Alcadia Secundus, knowingly destroys the STC for phosphex weaponry.

139.M41

THE GOTHIC WAR

664.M41

THE FORBIDDEN RUNES

After the disastrous Battle of Elixia, Skitarii survivors are sent to extract the runic inscriptions upon the ancient standing stones of Grave's End. In doing so, they open a long-forgotten gate into the Warp. Elixia is consumed by a daemoniac invasion, its remaining populace subject to Exterminatus within the week.

745.M41

THE DEATH OF TYRAN

A terrible new foe looms from the void. On the far reaches of the Eastern Fringe, the Adeptus Mechanicus research station of Tyran Primus comes under attack from the Tyranid threat. Despite a stalwart defence by Magos Varnak's Skitarii cohorts and an entire regiment of Astra Militarum, the planet is conquered and its biomass devoured in short order. Varnak manages to compile a data-codex that reveals the dread truth of the planet's last few hours and fires it into space before triggering the outpost's runes of ending.

747.M41

THE WAR OF NEOTECH

The Tau settlers of Vesh'yo find themselves fighting for their lives against three Skitarii Legions. There the ancient weapons of the Adeptus Mechanicus are pitted against the clean, cutting-edge technology of the Tau Empire. War Cohorts from another eight Skitarii Legions are deployed before victory is finally secured. During the clean-up operation, six star freighters full of Tau war materiel find their way back to the forge world of Tigrus.

748.M41

RAIN OF FIRE

After the Battle of Macragge, a splinter fleet of Hive Fleet Behemoth winds its way into the Skitarii-held Daugel Helix. Using the knowledge recovered from the Tyran data-codex, the Skitarii fight back. The Cohort commander Alpha 9-Thyrre turns the tide by saturating a stratum of the atmosphere with gas from the planet's promethium refineries. After his Onagers' neutron lasers set the skies aflame, each new rain of Tyranid spores incinerates those xenos planetside instead of reinforcing them. A triumphalist data-codex is compiled and sent to the nearby forge world of Accatran, where it is swiftly filed away in the Archive Anomalis and forgotten.

865.M41

THE CURSE ENTROPIC

925.M41

WAAAGH! GRAX

The brutal juggernaut of Waaagh! Grax spills through the star systems of Ryza. Legions of Skitarii counter-attack alongside Catachans and liberated human slaves. Word of the intense fighting attracts Waaagh! Rarguts, which breaks through the Imperial Navy cordon to invade Ryza for the third time since the conflict began. The fate of a string of systems hinges upon the forge world at their heart.

991.M41

THE UNKNOWABLE

Skitarii from Stygies VIII are sent to the diluvian-class world of Magogue when the planet's industry dries up its oceans to reveal Necrontyr architecture. The Skitarii fight valiantly against the Necrons of the awakening tomb complexes, allowing the planet's islander people to evacuate to a man, but are badly outmatched. Only their commanding Tech-Priests, hunting for knowledge behind the lines, escape the ensuing carnage. However, in doing so they clash with Trazyn the Infinite. One by one the Tech-Priests are collected in stasis fields and displayed as part of a monument to Magogue's fall.

998.M41

ULTIMATE POWER

Clues to the location of the Omnicopaea are uncovered upon Hell's Teeth, a Daemon world on the edge of the Maelstrom. The Omnicopaea, an arcane device that contains every STC with a psychic component, is of immeasurable value. Many billions of Skitarii are dispatched to Hell's Teeth with all haste. The entire Adeptus Mechanicus is abuzz – should the legendary Omnicopaea be found, they will finally have a way to control,

precipitate and even weaponise Humanity's psychic dawn.



SKITARII VANGUARD

The Skitarii Vanguard, known informally as rad-troopers, bring the baleful touch of the Tech-Priests to the far corners of the galaxy. They fight in the most inhospitable conditions possible, for over the many civil wars waged by the Cult Mechanicus, the Vanguard have learned not only to endure baleful energies, but to weaponise them. Such a high volume of radiation bleeds outward from a Skitarii Vanguard's wargear that even to stand nearby is to become weakened and fatigued; for non-Skitarii to be stationed in the same barracks is a death sentence. The Vanguard themselves are theoretically safe inside their war plate, but on the rare occasions these warriors unscrew their helmets, the sight of their missing teeth and hairless, sore-pocked skin tells the awful truth.

Though Vanguard troopers' signature rad-carbines slowly kill their wielders, their effect upon those struck by their bullets is a hundred times worse. Should enough hyper-irradiated shot penetrate its target, the secondary effects of the rad-volley become amplified to the point where not even a Tyranid could possibly survive. Because of this the Skitarii Vanguard are assigned to the most hazardous war zones the galaxy can offer. They bear this duty stoically and in solemn silence, fighting to the last in the name of their inhuman god.



OVERSEERS OF THE SKITARII

The cyborg warriors that command the Skitarii cohorts passed the Crux Mechanicus long ago. Some are little more than a fleshy head sutured to a mechanical body, but from the most basic Alpha to the most vaunted Sicarian Princes they are all worthy of respect.

The war-forms of the Skitarii's leaders are typically compact, though each is possessed of inhuman strength and endurance. Those that have come through the Vanguard are so heavily irradiated that the ground becomes barren in their footsteps – only with regular visits to rad-cleanser chambers can they be kept from slowly devolving into gruesome black mush. Those that hail from the ranks of the Rangers have a taste of their masters' omniscience, and the paranoia to go with it. Those hailing from the Knight worlds, typically young Nobles who have failed the Ritual of Becoming, are physically indomitable but have their brains implanted with emotive-selectors and memory-catheters to keep their rages in check.

Whatever their faults, Skitarii commanders are able to process a daunting amount of battlefield data. Each knows the military capabilities of his cohort – and those of the foe – to an obsessive degree. This savant-

*like wisdom makes these leaders fearsome foes indeed, for they have
often won the battle before the first shot is fired.*






SKITARII RANGERS

To fight the foot soldiers of the Cult Mechanicus is to kill or be killed, for the Skitarii Rangers never give up when hunting down their foes, and their stamina is legendary.

In the lean and hungry days of Man's hominid ancestry, a hunter would kill far larger prey by tracking it to the point of exhaustion. It is this principle by which the Skitarii Rangers hunt the reaches of the galaxy – once the Rangers have been dispatched, they will home in on their quarry at a slow but relentless pace. At first their victims, ranging from pirate warbands to xenos warhosts, slip the net of Skitarii gunfire easily enough. If they flee far enough months will pass, even years – long enough that the terror of the initial engagement is all but forgotten. All the while the Skitarii Rangers march in silent, unstoppable lockstep through trenches and ruins, their noose closing a little tighter with every night. Just when their quarry assumes itself safe, a constellation of blue will-o-the-wisps appears on the horizon. Almost imperceptibly, it grows closer and closer – and then darkness lights up with blazing gunfire. The Skitarii, for whom the engagement never ended, close in again and again until the deed is done.

'Fear the iron fist, for its grip is death.'

- Ferromort



Rytricos 4-Gyrodd shivered with religious ecstasy as his brain recalibrated into warmode. The xenos usurpers were ahead, turning at the forest's mist-shrouded edge and coming in hard on their antigravitic jetbikes.

Less than six seconds away, thought 4-Gyrodd. Plenty of time.

'Engage, staggered line,' said the Skitarii Alpha. His squad took preassigned positions, each ranger's noospheric aura buzzing with ballistic screeds. Umbilicals of binharic cant rose invisibly from their antennae to the masters high above, and from there, to Holy Mars. It was a humbling thought.

At 4-Gyrodd's clicked command, his men opened fire. Their bullets ricocheted from Eldar jetbikes in bursts of electricity. The air filled with hissing discs as the aliens returned fire. Time slowed for 4-Gyrodd, his mind turning to liquid bliss as the Omnissiah's grace flowed through it. With a single bolt of energy from his arc pistol, he turned the incoming streams of disc-shuriken to ash. As one his men raised their rifles,

tracked their targets for a microsecond, and loosed shots in quick succession. The Eldar riders tumbled smouldering from their saddles, their jetbikes careening wildly away.

‘Task complete,’ said 4-Gyrodd as he marched onward.





SICARIAN RUSTSTALKERS

The Ruststalkers of the Skitarii Legions fall upon their foes in a slashing, stabbing frenzy. Their transonic blades blur as they dart and cut like the weapons of gladiatorial knife-fighters, the deadly resonances they transmit bypassing armour as if it offered no more resistance than a hologram.

The Ruststalkers were originally devised as cybernetic assassins, sent into the Red Planet's wastes to hunt down feral servitors and other undesirables excommunicated from the Cult Mechanicus. They proved so effective at their task they were repurposed and militarised into groups known as killclades. Since that day they have fought on the front line of the Cult Mechanicus' many wars.

The weapons of the Ruststalkers are sinister examples of the Adeptus Mechanicus' mastery over the laws of physics; they emanate a strong, sick hum that plays on the soul. When these horrible devices are put to use, their sonic field swoops across a variety of wavelengths until it finds the right molecular frequency to simply pass through whatever armour their foes are wearing. The gory results, though they take a second or two to manifest, are considered by the Tech-Priests to be well worth the wait. So lethal is this offshoot of sonic technology that the Tech-Priests have refined it into many different forms. These range from stiletto-swift razors to the much-feared chordclaw, a needle-fingered gauntlet capable of turning a man's flesh to quivering mulch.



'It has to be said, Gharax,' chuckled Vasos Ironhound as his power fist mangled yet another combat servitor, 'there is a pleasing irony in turning the weapons of the Tech-Priests against their makers.'

'Focus, Ironhound,' said Lord Gharax, smashing a trio of Skitarii to the ground with a sweep of his power maul. 'These spindle-limbed fools may be weak, but their faith is strong.'

Vasos snorted in contempt; such superstitious claptrap was the reason he had turned from the Imperium in the first place. 'Insects are there to be crushed,' he said, catching a darting Sicarian in his reaper autocannon's sights and blasting it clattering into the rubble.

A low hum reverberated in Vasos' guts as more Ruststalkers closed in. His teeth itched as their strangely blurred blades clanged from his Terminator armour. Vasos backhanded one of the creatures as it clambered up the shoulder of his suit, but another took its place, the hum of its sword rising to a high whine. Vasos was about to blast it clear when the keening blade punched clean through his armour's chest plate and punctured both of his hearts. The last thing Brother Vasos saw was

*the lens of a filthy leather mask, the lidless eye behind it burning with
vicious glee.*





SICARIAN INFILTRATORS

Sicarian Infiltrators are perhaps the most sinister of the Skitarii's warrior clades, for their neurostatic bombardment robs their victims of their senses. When hunting, they emit a white noise that fills the visual, auditory and even olfactory spectrums with static, leaving their foe all but helpless before the killing begins.

Tall and slender, Sicarian Infiltrators pick their way across the battlefield with the stilted grace of spearfisher birds. They were not always this way, however, for each Sicarian is far from whole – not in spirit, nor in body.

As with their Ruststalker brethren, every Sicarian was once a warrior of the Skitarii who, in the pursuance of the Cult Mechanicus' agenda, was blasted limb from limb, extensively burned, or otherwise dismembered. During the data-harvest at battle's end, if these fallen are judged still fit to serve the Omnissiah, they are not incinerated but instead taken back to the augmetic slabs. There they are given a new lease of life by the addition of slender but powerful metal limbs. Technically speaking, all the Magi Biologis require to create a Sicarian is a head, a torso and some limb-stumps, though a detachment from emotion and a knack for inspiring fear is vital for best results.

An Infiltrator can bypass enemy defences with ease, though this ability owes nothing to stealth, nor skill. Instead it hinges upon the potency and variety of the disruptive wavelengths they broadcast from their domed helmets and jutting antennae. When the Infiltrators approach, their prey's every sensory apparatus is bombarded by overwhelming stimuli. Vox-casters howl with anguished feedback whilst vid-screens craze with fizzing static. Yet this crippling assault is even more effective upon natural senses than artificial ones. Ears ring with cruel tinnitus, eyes water and turn red, and the taste of burnt metal fills the mouth. It is all the Infiltrators' victims can do to remember how to breathe. As their prey clasps hands over bleeding ears and screws shut bloodshot eyes, the Sicarian Infiltrators simply walk into point-blank range and open fire.

This sensory assault, though broad in spectrum, is calibrated precisely by the Tech-Priest sanctioning the dispatch of these macabre assassins. Those Skitarii sent to fight alongside the Infiltrators are given null-codes that transmute these frequencies used into harmless song; to them, the constant barrage of neurostatic coming from each domed helmet is nothing more than a soft psalm to the Omnissiah's glory. For this reason the Infiltrators are seen as wise and holy heroes by their Skitarii brethren, talismans against data corruption that fight a selfless war on the front line. Only to the enemy is the truth revealed. There is little virtue left inside these merciless prowlers, and what personality remains is interested only in death.



IRONSTRIDER BALLISTARII

The distinctive shape of the Ironstrider Ballistarii strikes fear into the heart of xenos, renegade and Imperial commander alike. Marksmen beyond compare, the Ballistarii have at their command the anatomical data, defensive capabilities and weaknesses of every race the Adeptus Mechanicus has encountered. Tirelessly searching the galaxy for high-value targets alongside their Skitarii Ranger escorts, the Ballistarii stalk from the ochre mists with their oculist lenses flaring. To fall under the azure beam of their omnispecter is to have but a heartbeat left to live. For a Ballistarius sniper, making a killshot is as easy and as natural as drawing breath.

Ironstrider Ballistarii are mounted upon the same long-legged walkers as their Sydonian Dragoon counterparts, able to walk the most hostile of terrain for years on end without rest. The monotask servitor charged with the duty of steering the Ironstrider is often the first component to fail, its long-suffering body finally wheezing its last. Upon such occasions the Ironstrider will keep pacing out into the hinterlands on its last heading. It can only be repaired by the ministrations of a Tech-Priest upon a grav-bier who will excise the dead flesh and install a replacement even as the engine walks on. The 'strider will later be returned to duty as if nothing had happened, the remains of the former incumbent cast into the dust without comment.

When a squadron of Ironstrider Ballistarii near a war zone, the sum total of the Adeptus Mechanicus' knowledge about that enemy's leader-figures is downlinked into their data-banks. Target reticules flicker and datagheists glow, each searching for a thousand different iterations of the enemy commander-form's silhouette. When a positive ident is achieved, that Ballistarius will be rewarded with the chime of a brass bell and an intravenous dump of hyperfocus stimulants. The information is quickly shared with the hunter's squadron, and their Ironstrider engines, formerly pounding across the battlefield at a fearsome pace, will slow to an exaggerated stalk. For a Sydonian Dragoon to attempt this would risk his steed toppling, but the gyroscopic stabilisers attached to each Ballistarius' Ironstrider engine compensate. This gives the appearance that time has slowed down around the squadron as it lopes on the spot or creeps forwards with macabre grace.

It is from this mobile but steady platform that the gunner takes his shot. With the power of cogno heavy weaponry at his fingertips and the enemy's weak spots under his crosshairs, a Ballistarius could shoot through the hull of an enemy tank and still hit the vehicle's commander in the eye socket. Though it would never even occur to the Ballistarii to boast of such kills, their Tech-Priest masters ensure their deadly accuracy is well known across the Imperium.



SYDONIAN DRAGOONS

Sydonian Dragoons stride the battlefield like graven idols given life, charging from clouds of sacred incense to slam crackling taser lances into the scattering foe. In their wake they leave a ragged trail of corpses that stretches to the horizon and beyond. Mounted on the marvel of science that is the Ironstrider engine, the Sydonian Dragoons know not the concepts of doubt nor rest. Theirs is the power of endless motion put to the purpose of death.

The first Sydonians settled a vast cratered area of Mars swathed in dense acidic mist. In the schisms that haunted Mars' past, those with stilt-augmetics could stalk these mists and yet live, their elevation allowing them to escape the worst effects of the acidic fog whilst remaining hidden from the enemy. The Sydonian Dragoons echo the tactics of these warrior-explorers. Using incense exhausts, they march through an ochre cloud redolent of ancient Sydonia. Many a foe has been confounded by this mist long enough for the Dragoons to mount a deadly charge.

Though the monotask servitor that steers each Ironstrider engine towards the foe is all but mindless, its rider is a tried and tested Skitarii warrior. Once the Dragoon has spotted his quarry, he will mark it with a bullet from his phosphor serpenta or radium jezzail. The glow from the impact guides his unit's next charge even in the fog of war. Within moments, one so marked is assailed by a stampede of titanium-hard feet and high-yield taser weaponry.



THE IRONSTRIDER ENGINE

Taking his inspiration from the stilt-legged seekers of the Sydonian Mask, the Tech-Priest Aldebrac Vingh perfected the Ironstrider engine in early M33. His achievement was profound indeed. The strange bipedal apparatus he invented is as close to a perpetual motion machine as the Adeptus Mechanicus have ever seen, its efficiency close to perfection.

Acting as a dynamo as it walks, once started the Ironstrider engine essentially powers itself. There are prototype models still circumnavigating the equator of Mars today. Sadly Vingh, never the most politically astute of his Tech-Priest kin, was all but ostracised by his jealous colleagues. After his death the secrets of the Ironstrider engine were lost. So it is that the Ironstriders of today are never switched off, lest their relentless machine spirit fade away forever. Thousands are put to use as mounts in the Skitarii cohorts, their riders lowered into the saddles of ever-circling 'striders by articulated cranes that overlook the Iron Stables. Others are guided onto industrial treadmills and cog-steps where they pound away in their hundreds, used to power inefficient but

*far deadlier machineries of destruction. Such is the way of the Tech-
Priest; to turn a work of genius into yet another weapon of war.*





ONAGER DUNECRAWLERS

The Onager Dunecrawler's various armaments can blast apart squadrons of aircraft, punch holes through traitor battle engines, or atomise enemy commanders in beams of blinding blue light. When on the hunt, their scuttle-legged gait and bristling appendages make them seem like predatory insects with a mighty sting. These walker-engines possess a daunting amount of firepower for their size; so much so that the unenlightened men of the Astra Militarum often compare them to walking guns. To the Skitarii, the Dunecrawler is no mere weapon, but a walking reliquary protected by the Machine God. To the Tech-Priests, it is little more than a tool of destruction, albeit one tempered in the fires of history.

The Onager Dunecrawler owes its origins to the Mars Universal Land Engine. Fashioned by the technoarchaeologist Arkhan Land, the original M.U.L.E was inspired by the bad-tempered, insectile beast of burden that its maker believed walked Holy Terra in aeons long past. Intended as a workhorse that could escort its masters across the wastes of Mars in relative safety, the machine proved so successful it was soon rebuilt as a weapon of war. It was renamed, outfitted with Emanatus force shielding, replicated by the million, and sent to the front line.

The Dunecrawler of the 41st Millennium still bears very powerful weaponry, and the miniature fusion generator at its rear means it is able to outlast even the rugged vehicles of the Adeptus Astartes. Its guns are hard-linked to extensive databanks that can record its successes until it is as full as a tick bloated with stolen blood. The Dunecrawler's modifications allow it to send this hard data directly to its masters – and conversely to channel their imperatives to the Skitarii around it.

The Dunecrawler holds two crew, enmeshed with their Onager host in a strange symbiotic relationship. Its gunner is a Skitarii Ranger, his formidable marksmanship bolstered by a variety of autoscryer lenses. The machine's driver is a Skitarii Vanguard, his resilience to harmful energies allowing him to immerse himself in an electro-amniotic tank that allows direct communion with the Onager's machine spirit. Such crewmen will eventually be used up in the manner of energy batteries, but these drivers are easily replaced – by inserting a new Vanguard into the filthy, electrode-rich soup, the Onager can be given a new lease of life. The Skitarii crewmen meet their fate uncomplainingly – to serve the Machine God is reward enough.

Because of their durability, Dunecrawler squadrons are a common sight in the Skitarii Legions. To the pounding of hydraulic feet they drive the foes of the Omnissiah before them, stalking relentlessly through the ruins of war-torn worlds with neither compassion nor pause.



MARS

Mars' Skitarii Legion is the most glorious of all its kind. Its warriors consider it a great privilege to wear the ancient heraldry of the Red Planet, and are fiercely defensive of their forge world despite its unchallenged position of power. Perhaps because of the acquisitive nature of their masters, the red, silver and black of Mars' War Cohorts is a common sight in each segmentum of the Imperium.

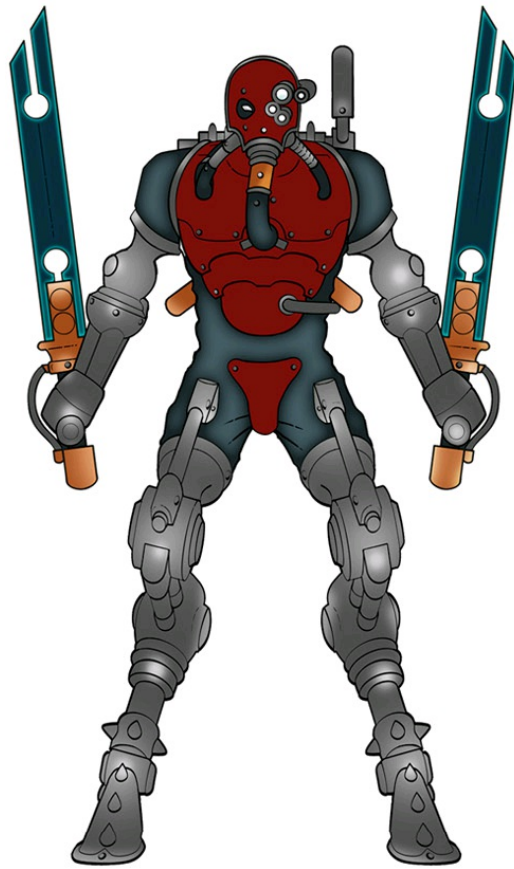


The holy cog-and-skull of Mars graces many Skitarii warriors and vehicles, a reminder that all must play their part in the greater war machine of the Adeptus Mechanicus.

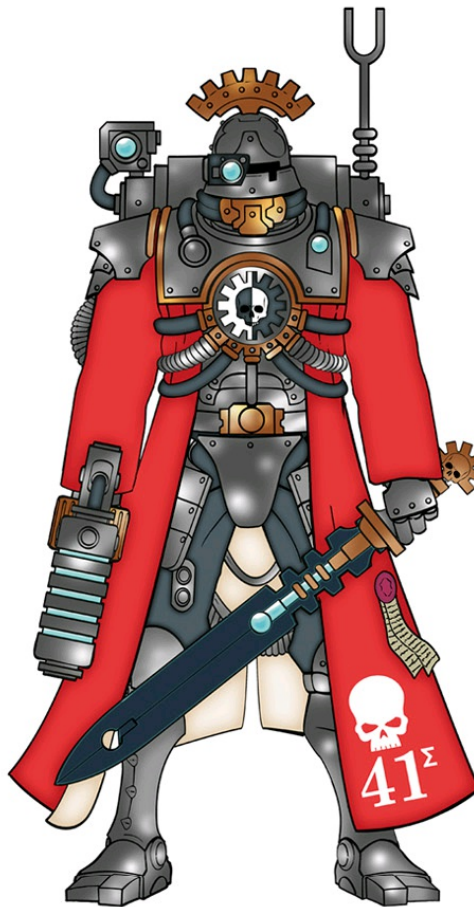
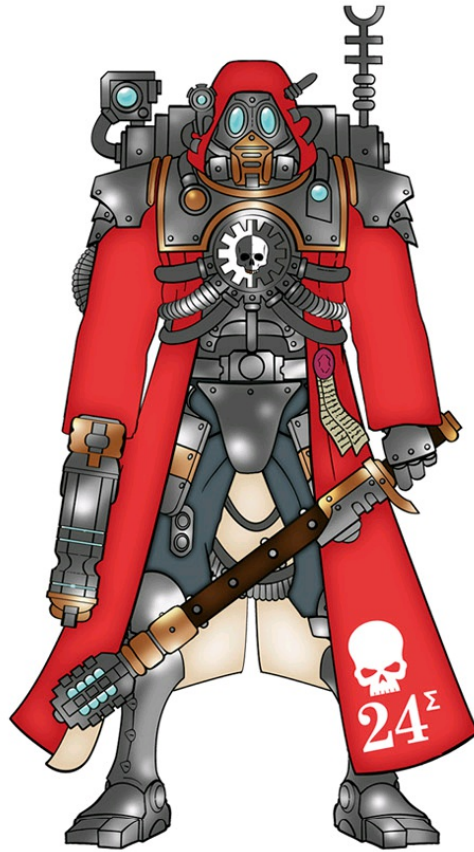


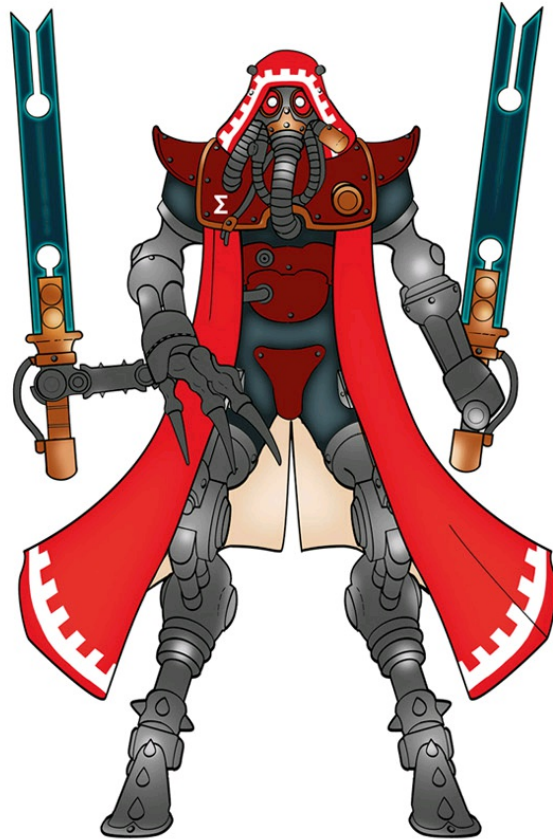
Skitarii Vanguard and Skitarii Rangers alike wear combat robes emblazoned with the icon of their forge world.



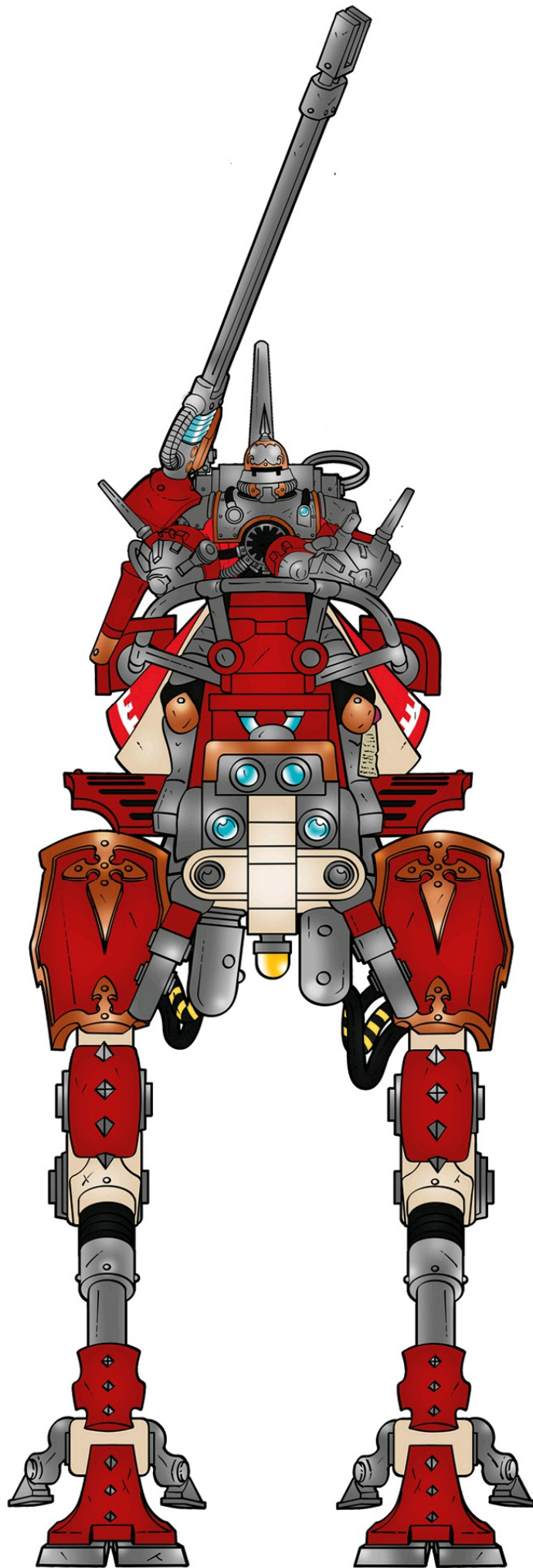


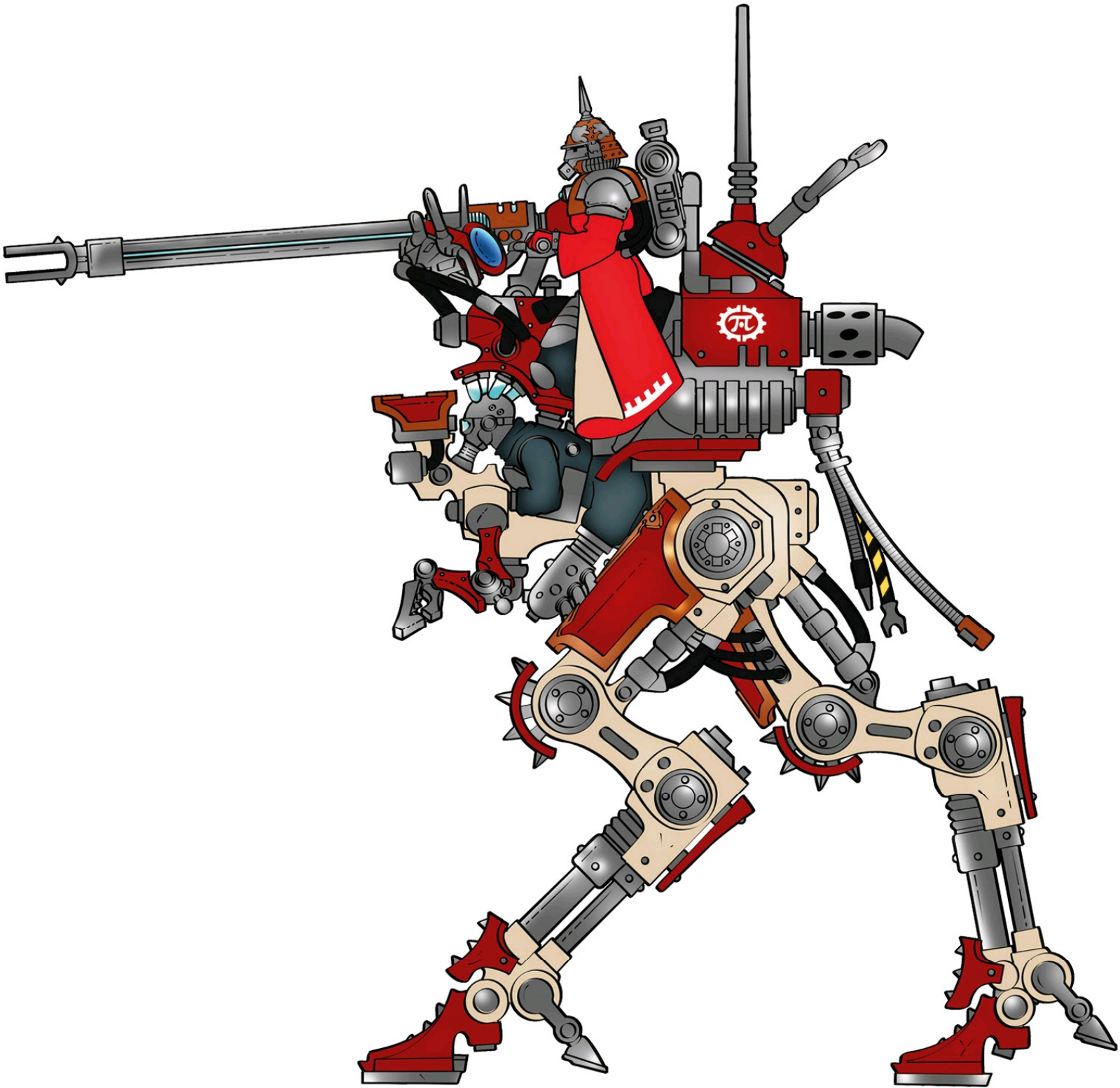
Skitarii infantry usually have their squad number emblazoned upon the hem of their robes for easy identification. Some specialist units, such as Sicarian Ruststalkers and Infiltrators, may wear a number on their helm or chestplate.





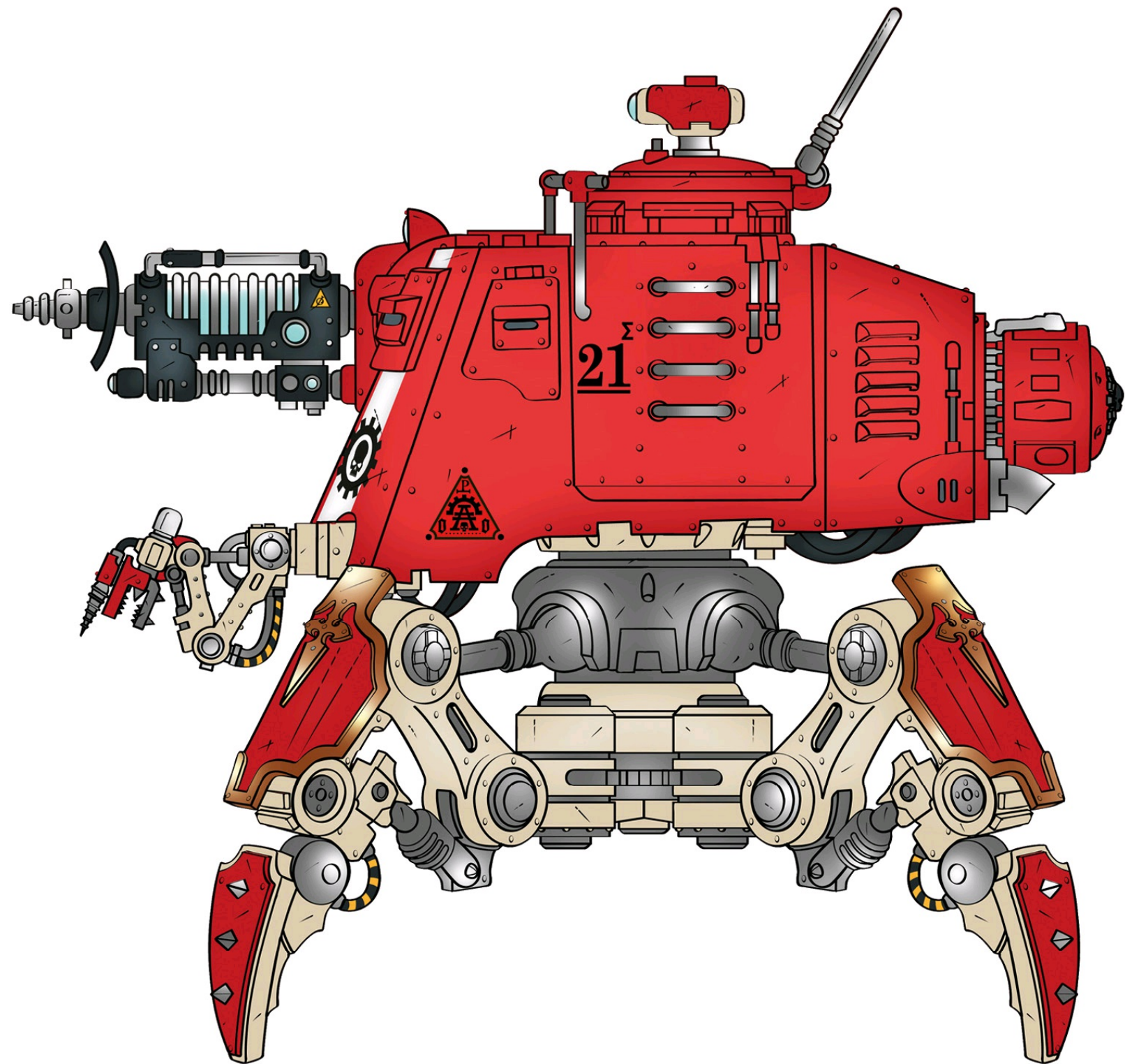
The Alphas and Princeps of the Skitarii legions often bear a skull in place of their forge world icon. They may also display their maniple sigil, either appended to the squad number on their war robes, or on their chestplate or helm.



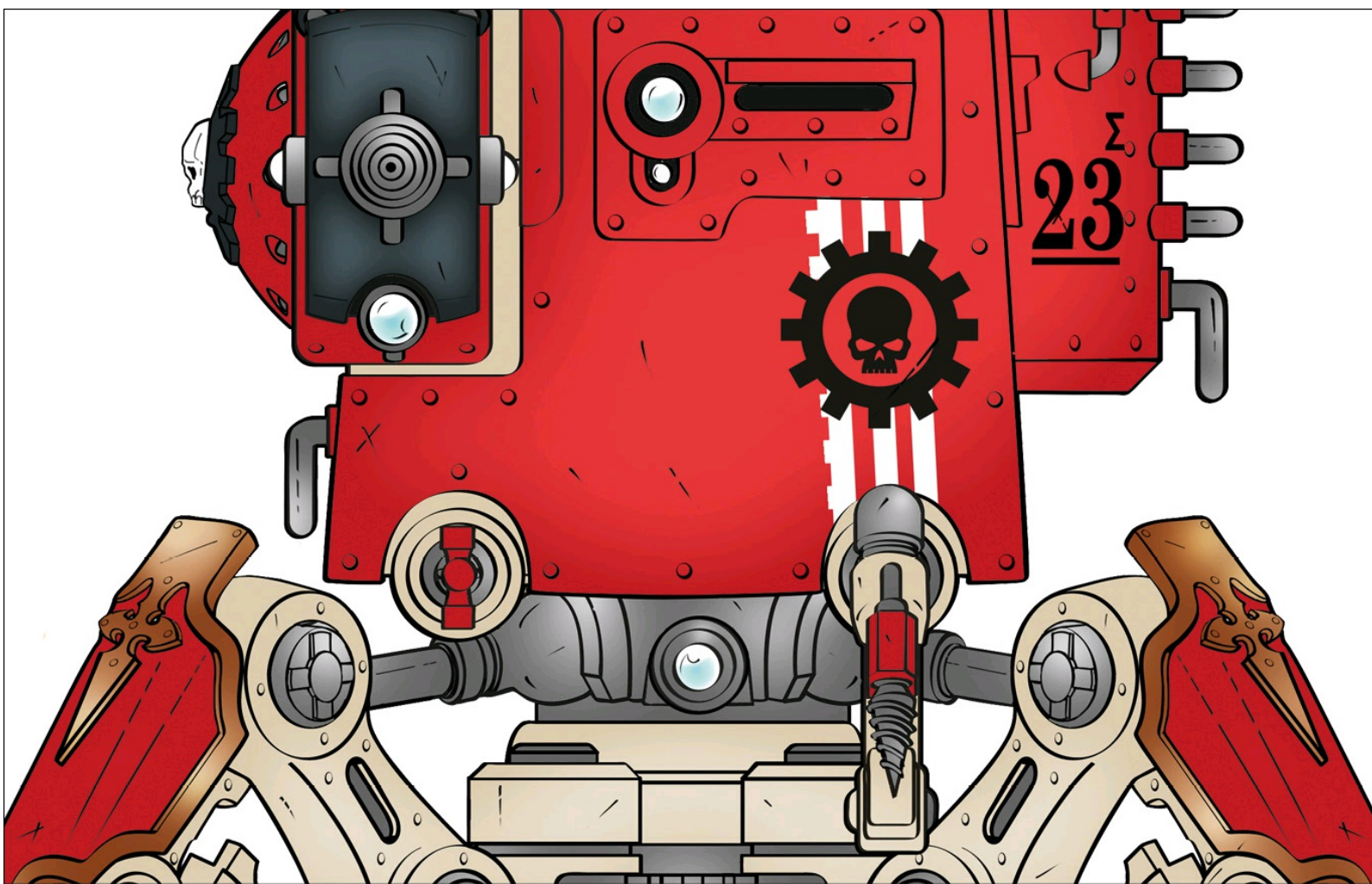
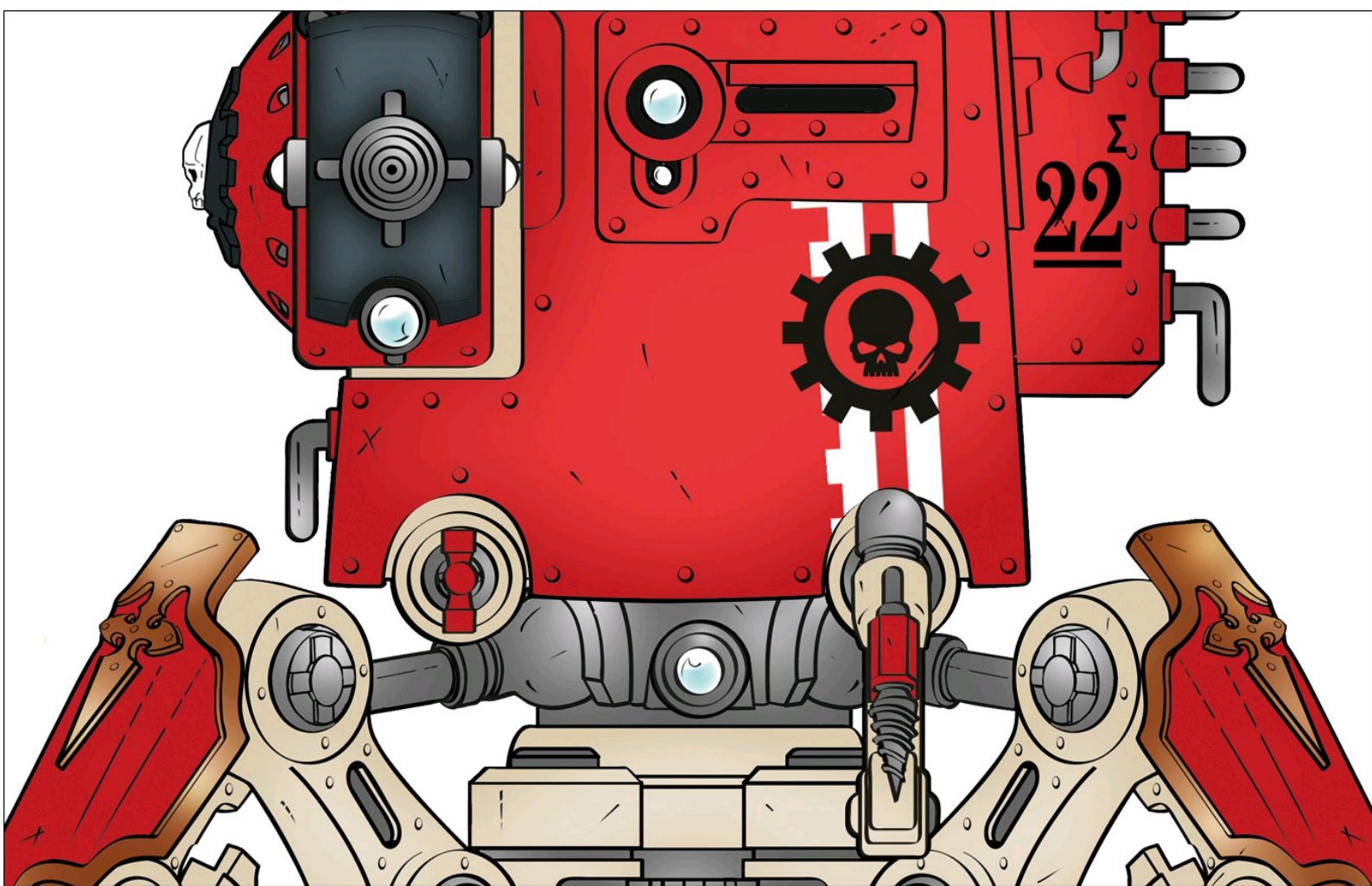


The armour plates of Skitarii vehicles are the same hue as those worn by the legion's

Sicarians.



Hazard plates are often displayed alongside vehicle numbers and maniple sigils.

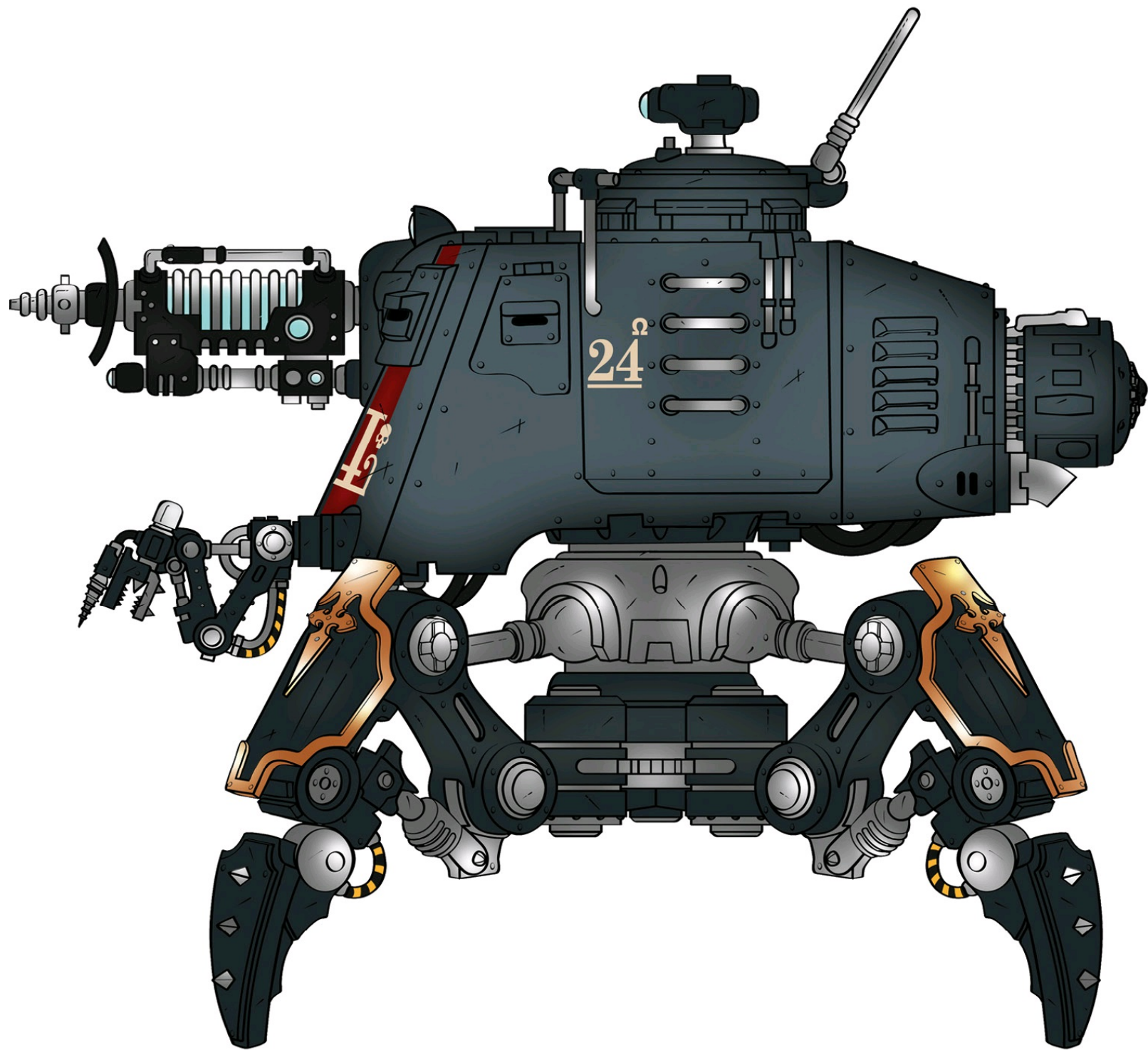


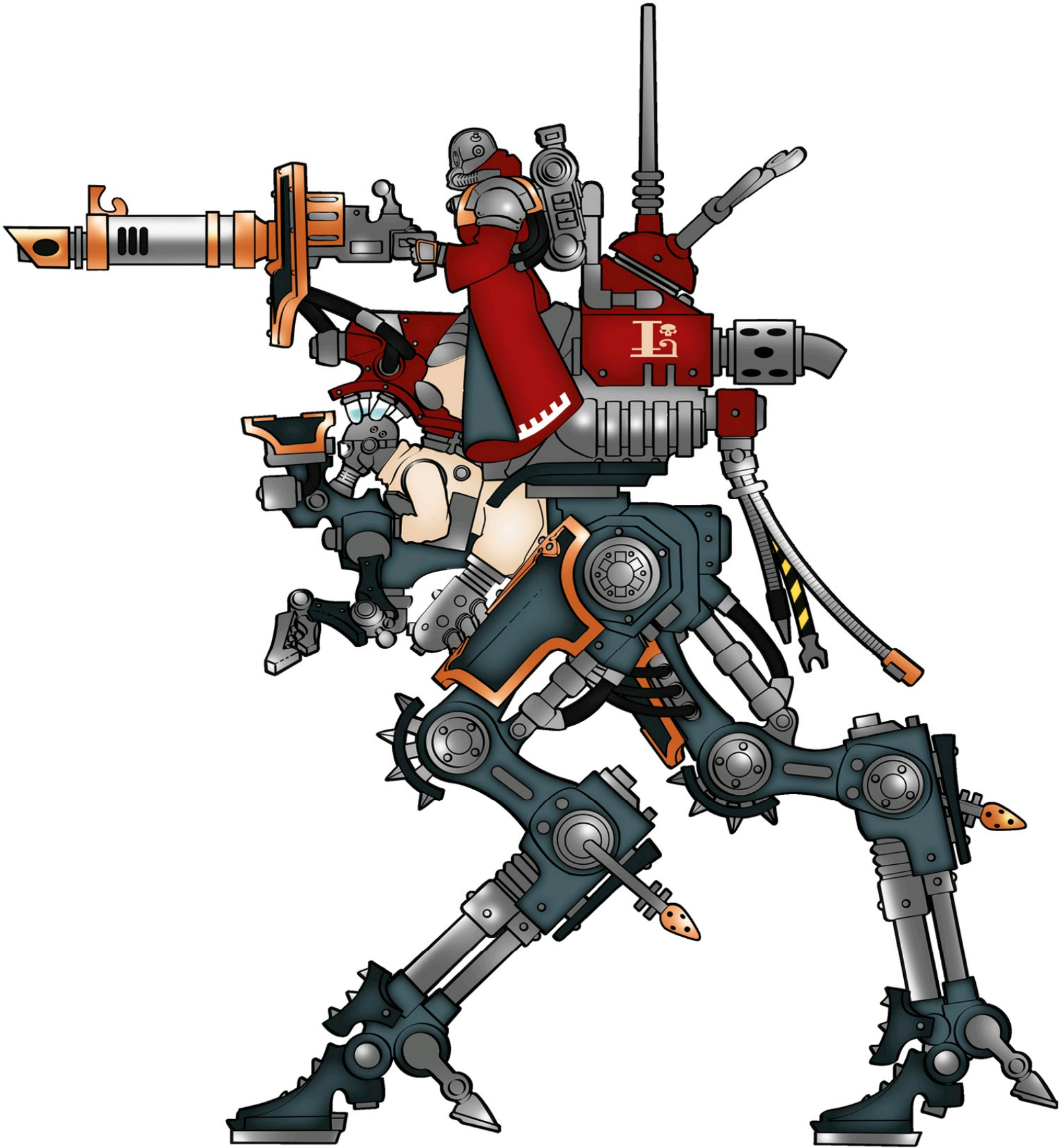
The icons on the flanks of Onager Dunecrawlers are often complemented by cog-tooth kill markings and squadron strips.

LUCIUS

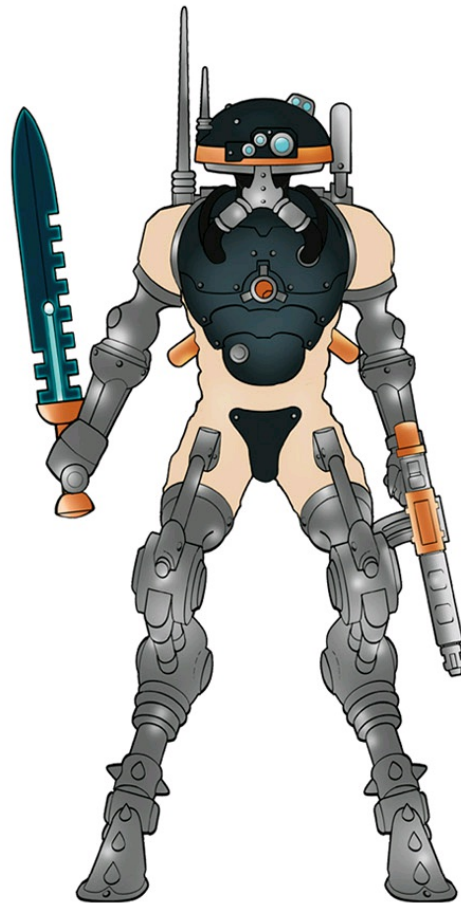
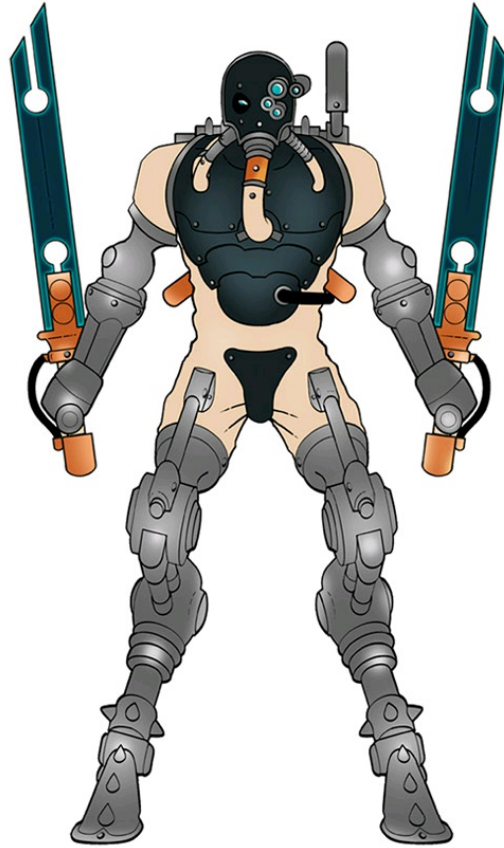


The icon of forge world Lucius, as worn by its Skitarii cohorts. The illuminated letter that forms Lucius' icon is burnt into the planet's surface, each detail a dozen miles from top to bottom.

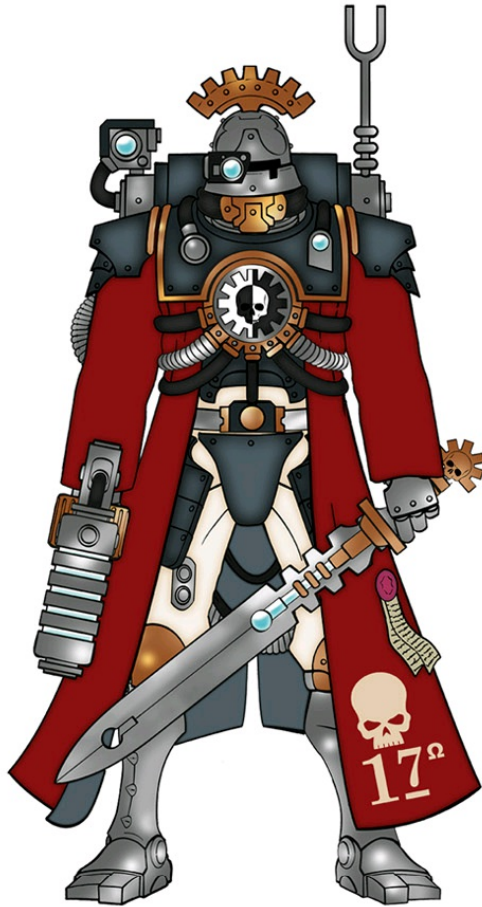
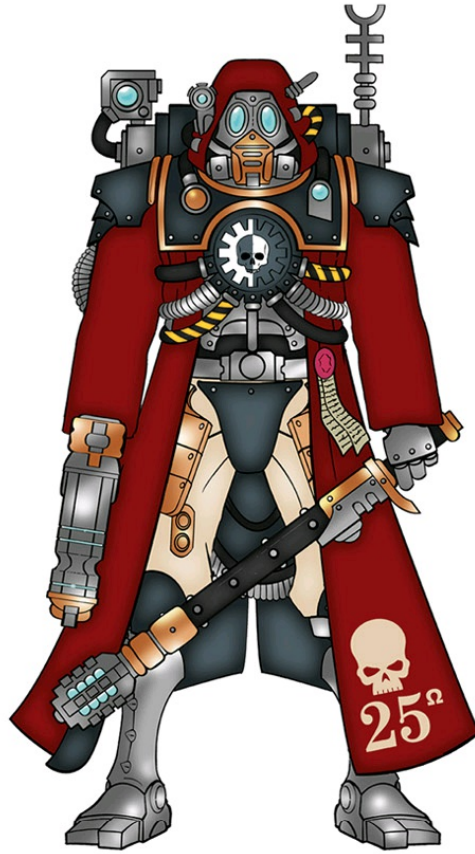








The battle plate of Lucius' Skitarii cohorts is dark, almost black in colouration. Like the armour of its vehicles, the plate is made from a rare alloy, scorched black by the artificial sun within the planet in a ritual known as the Solar Blessing.



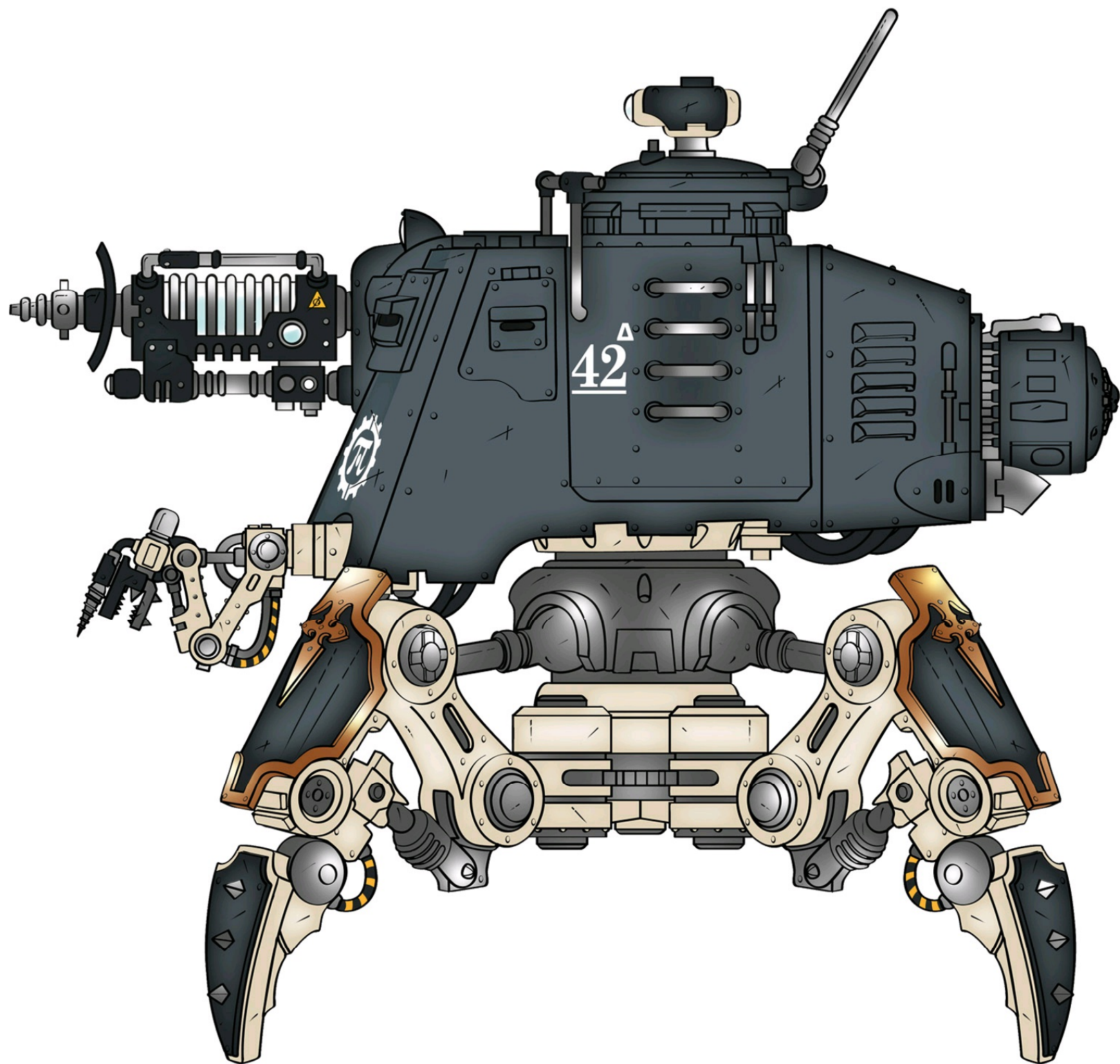


Ever since the Inculcata Schism, Lucius' Skitarii Legion have used the same system of markings as Mars. They even adopted the deep red of the first forge world, although the cream and dark metal of their planet's original heraldry lie beneath.

AGRIPINAA

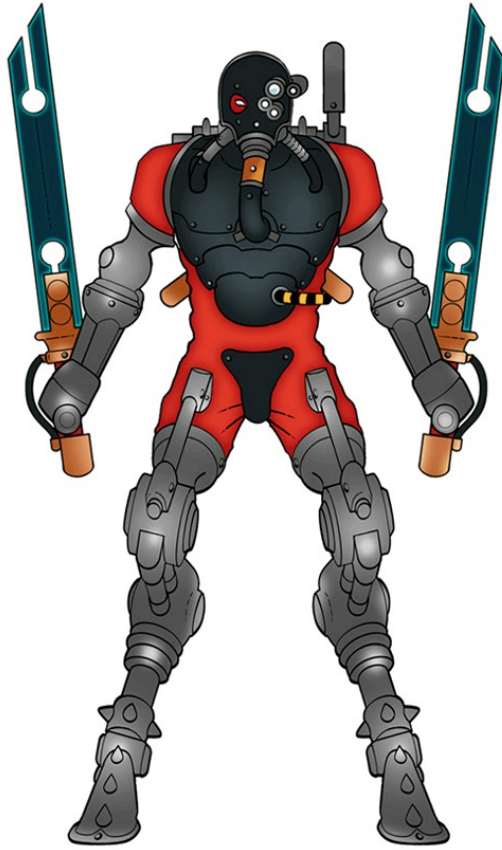


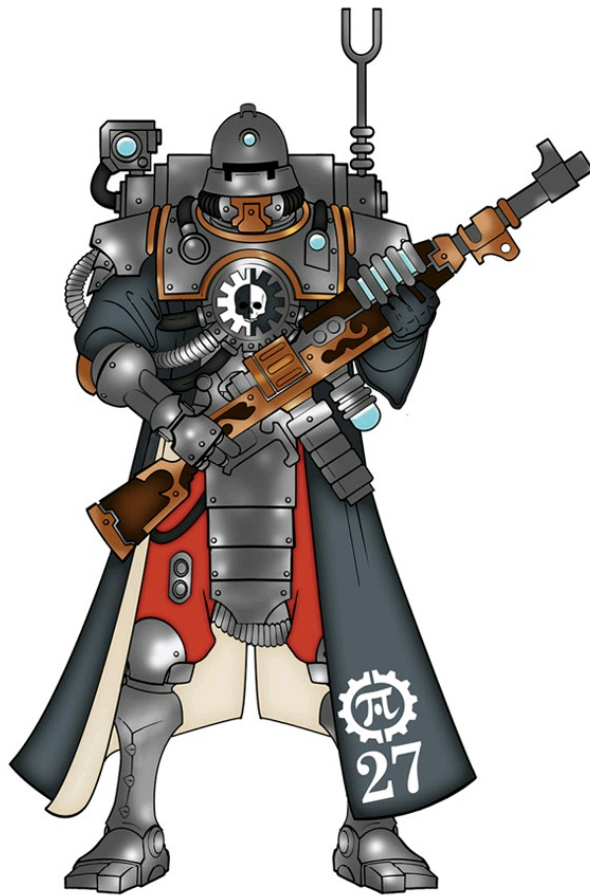
The iconography of Agripinaa shows the sacred cog bracketing a hermetic symbol. Some Tech-Priests believe it is a representation of the Cadian Gate, the oval trapped within its lines representing the Eye being trammelled by order itself.



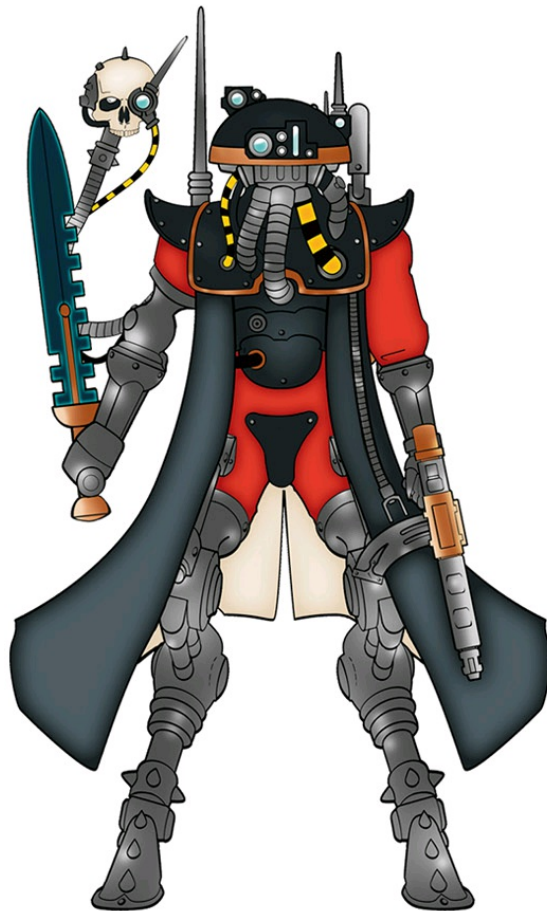
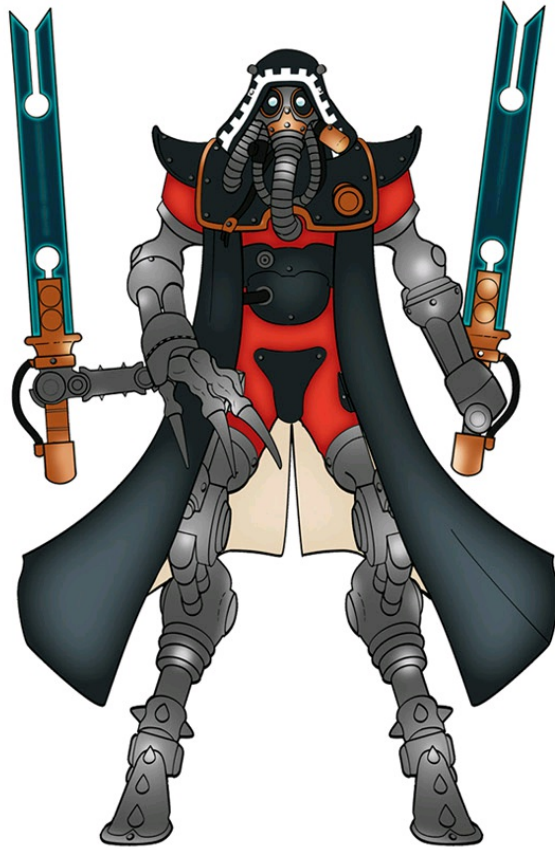
Agripinaa's cohorts often fight across the war-blackened hellscapes of the Eye of Terror,

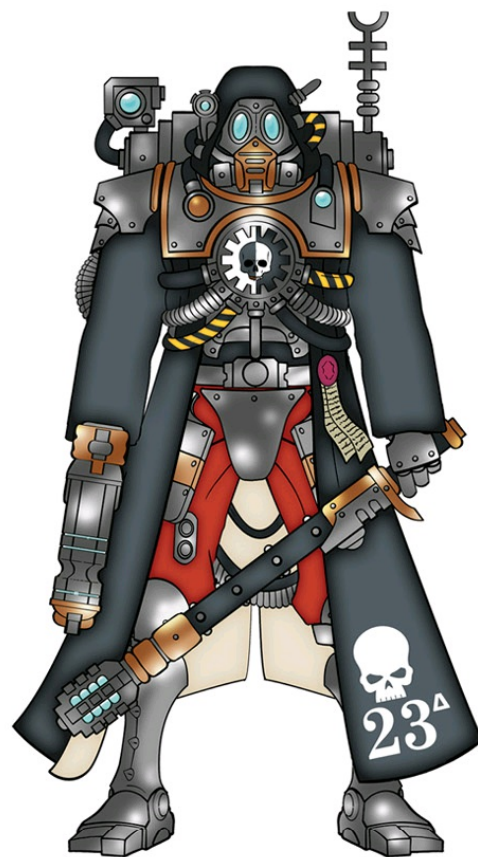
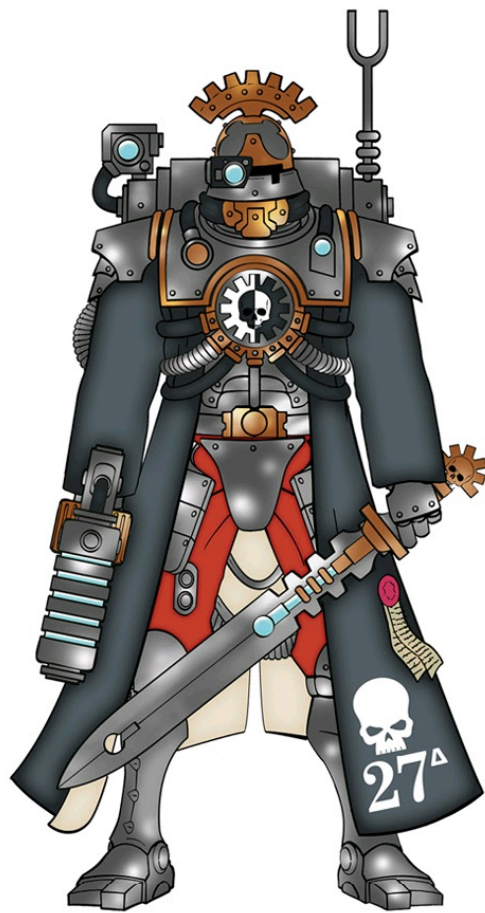
where their dark colouration can be the difference between life and death.





Within the ranks of Agripinaa's soldiery, the sacred red and black heraldry of Mars is reversed. There are some amongst the brotherhood of Mars who imply Agripinaa's sense of truth and logic is likewise inverted.



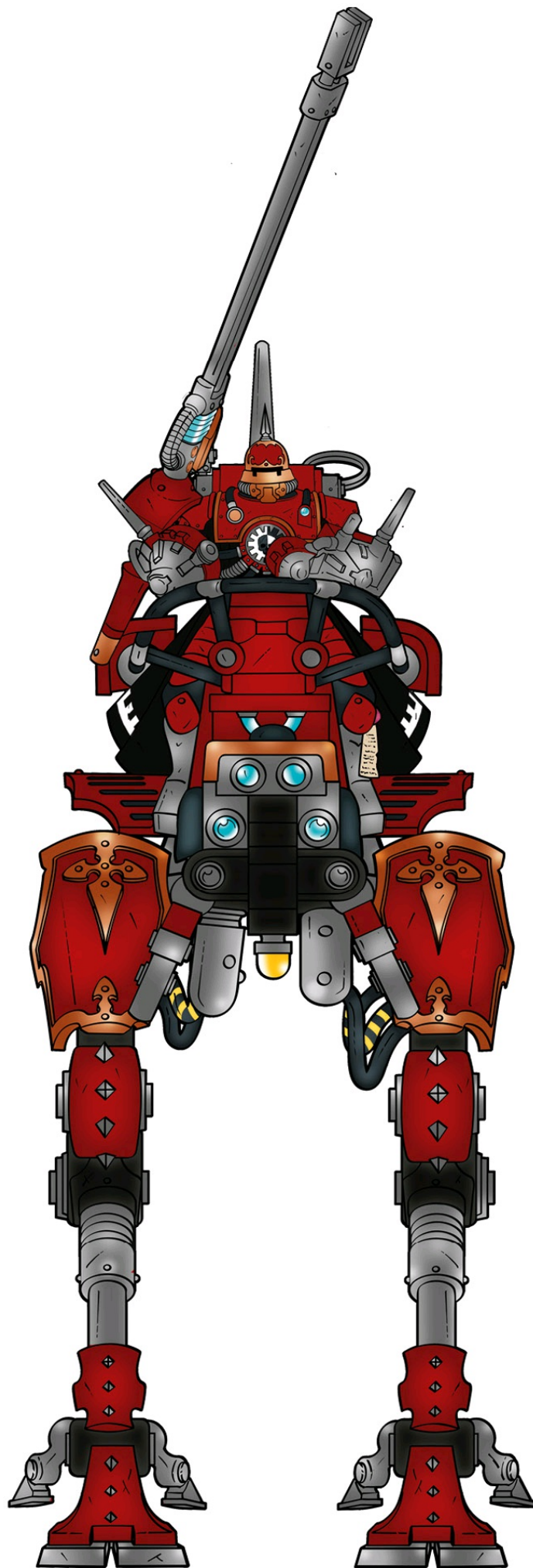


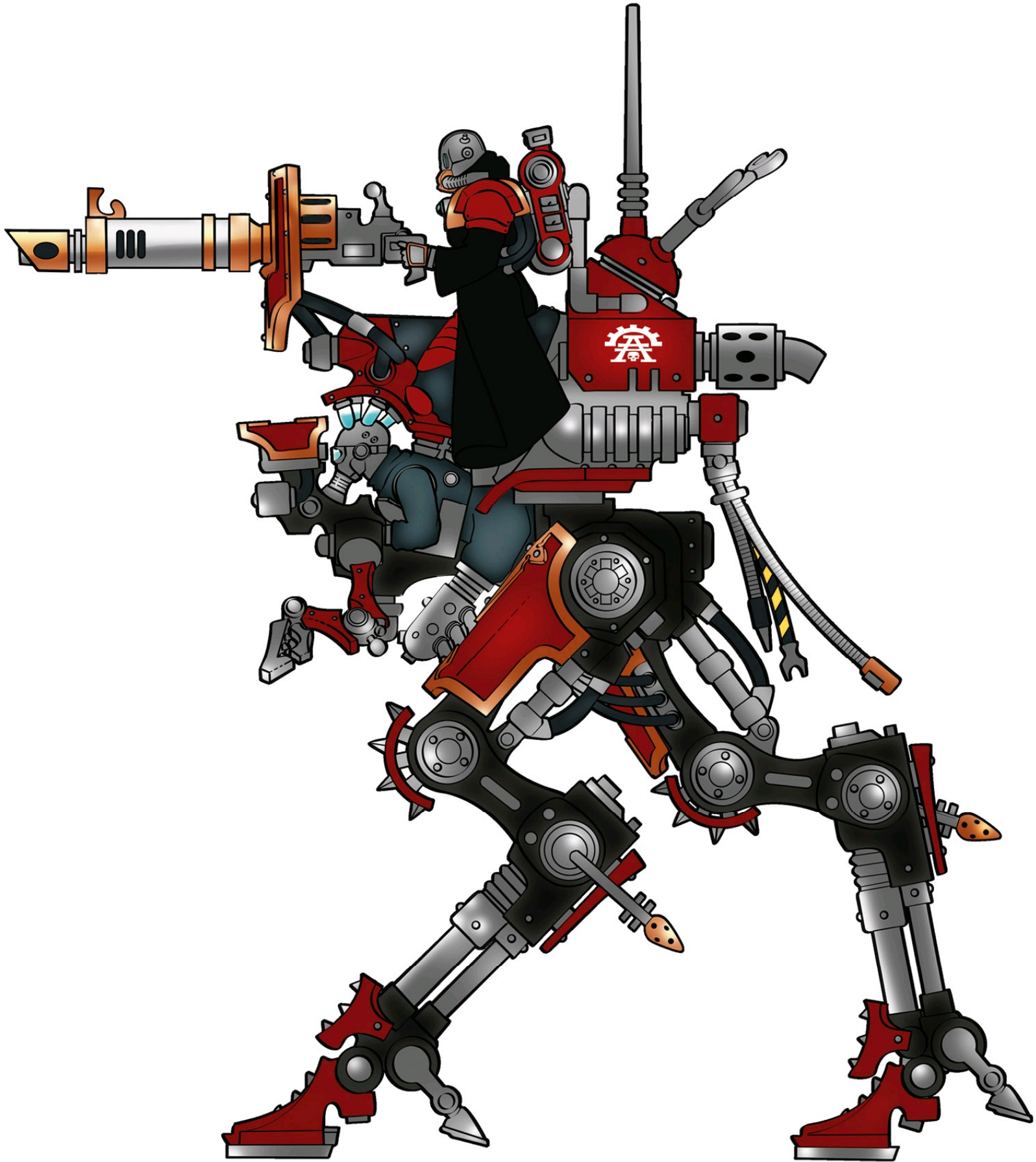
Ruststalker Princeps, Sicarian Princeps and Skitarii Alpha alike wear battle robes in the sombre black of their forge world. Their wargear and armour is trimmed with ancient gold taken from those strata of Agripinaa's surface unscarred by war.

STYGIES VIII



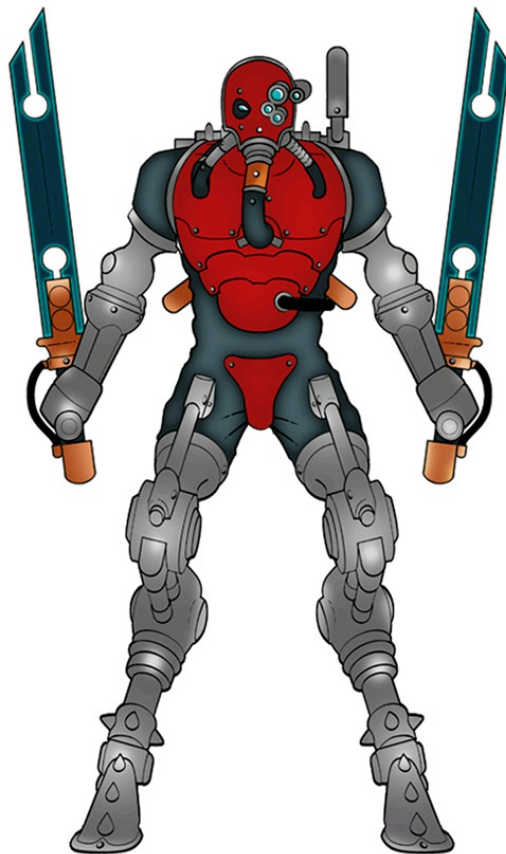
The stark white icon of Stygies VIII stands out from the dark robes of its warriors. It symbolises not just enlightenment, but the acquisition of knowledge no matter how steep the cost.





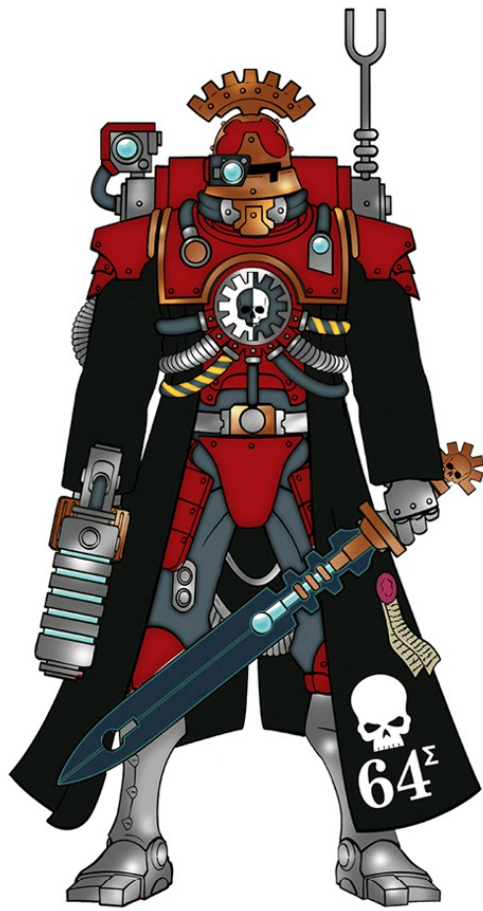
Stygies VIII has been accused of heresy in the past. To show that its faith in the

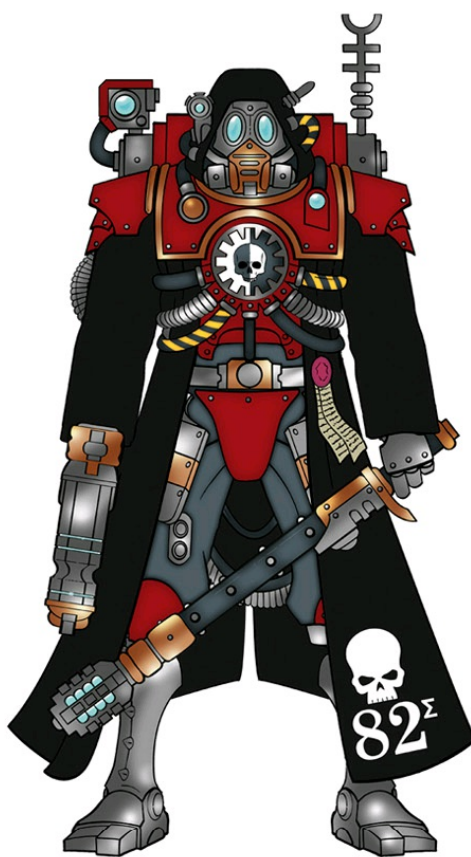
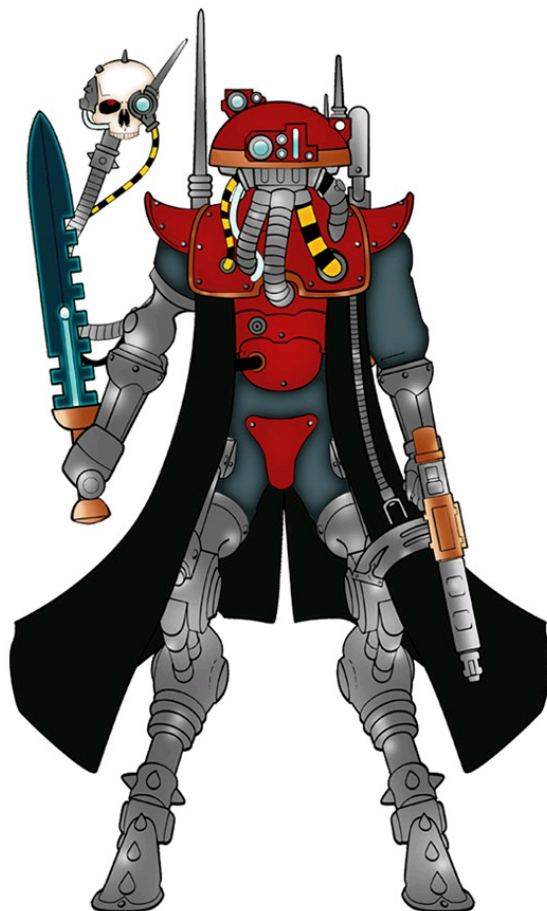
Omniissiah is pure, its heraldry incorporates the colours of Mars, albeit redistributed.





The bulk of Stygies VIII's Skitarii wear long black robes, crimson armour plate and burnished steel cybernetics. Should such a warrior shed his robe, he could almost pass for one of Mars' cohorts – a similarity Stygies has exploited many times.



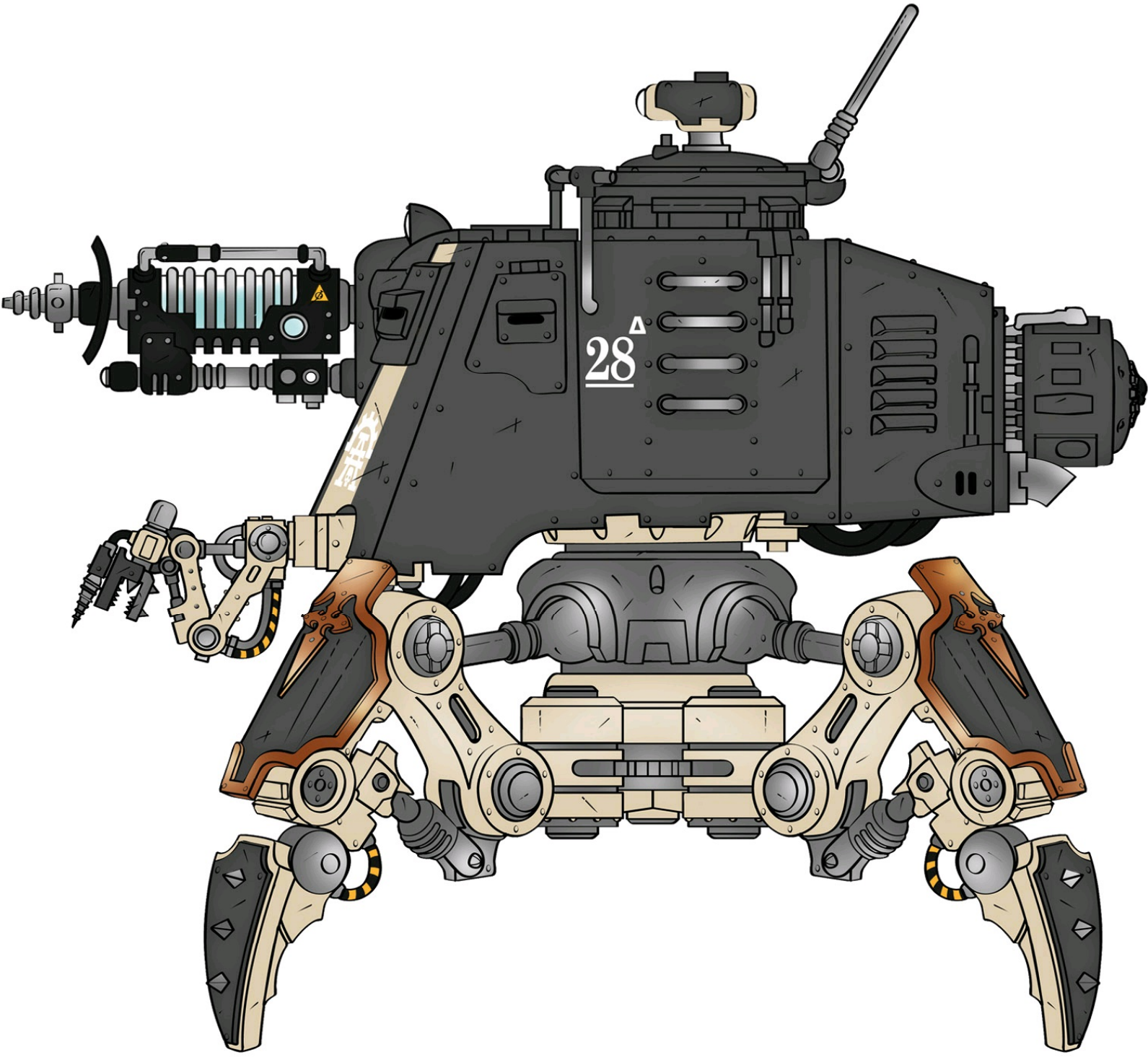


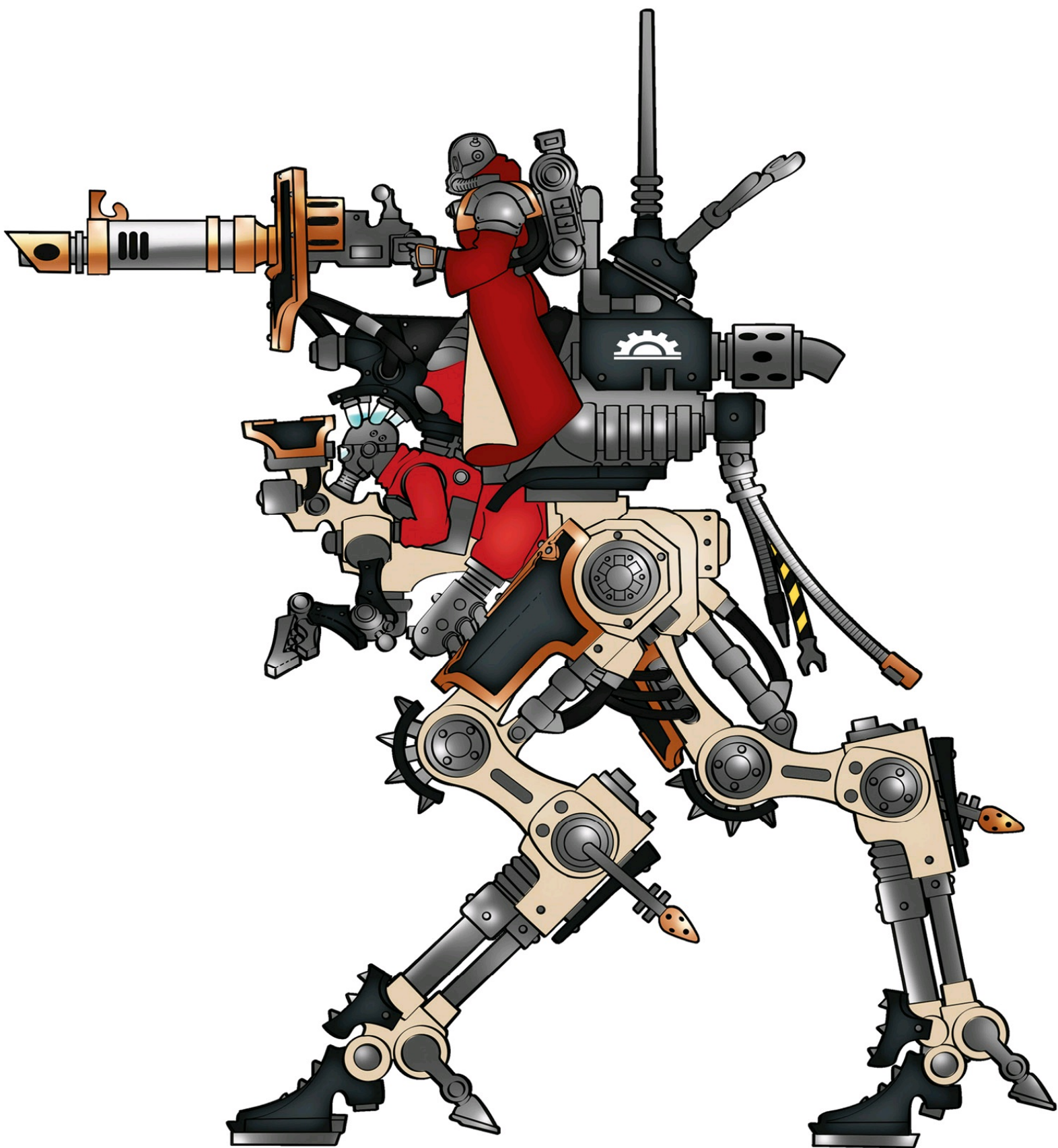
The officers of Stygies VIII fight at the forefront of the war for enlightenment. When their red, silver and black heraldry is sighted near an excavation or quarantine zone, the treasures inside will be seized in Stygies' name, whatever it takes.

GRAIA

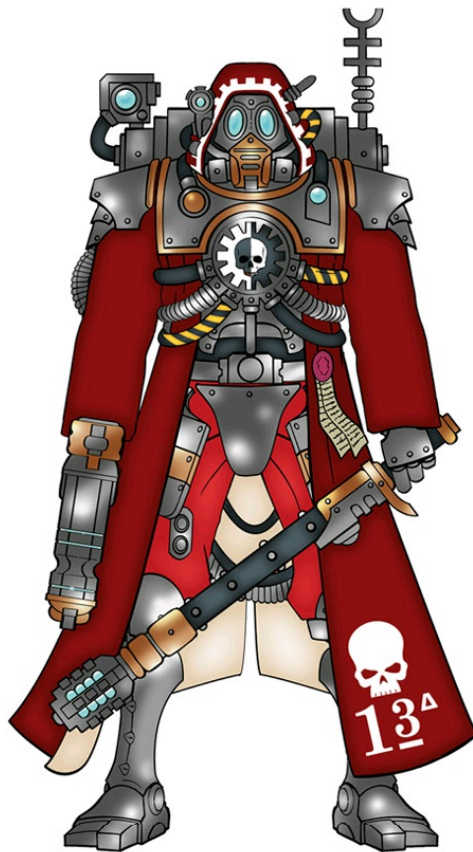


The warriors of Graia bear the icon of the solar cog. The rising sun at its heart signifies the dawn of a new age, while the cog that surrounds it shows that the Tech-Priests of Graia intend to be its masters.

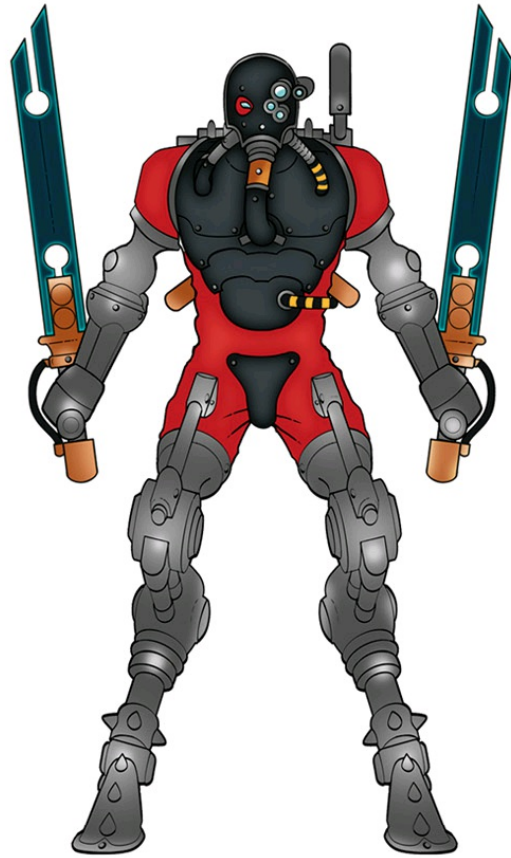








The Skitarii of Graia accentuate the deep crimson of Mars with the bright red of spilt blood. Their detractors believe this is because Graian warriors take an unhealthy interest in each spray of gore that jets from their victims.



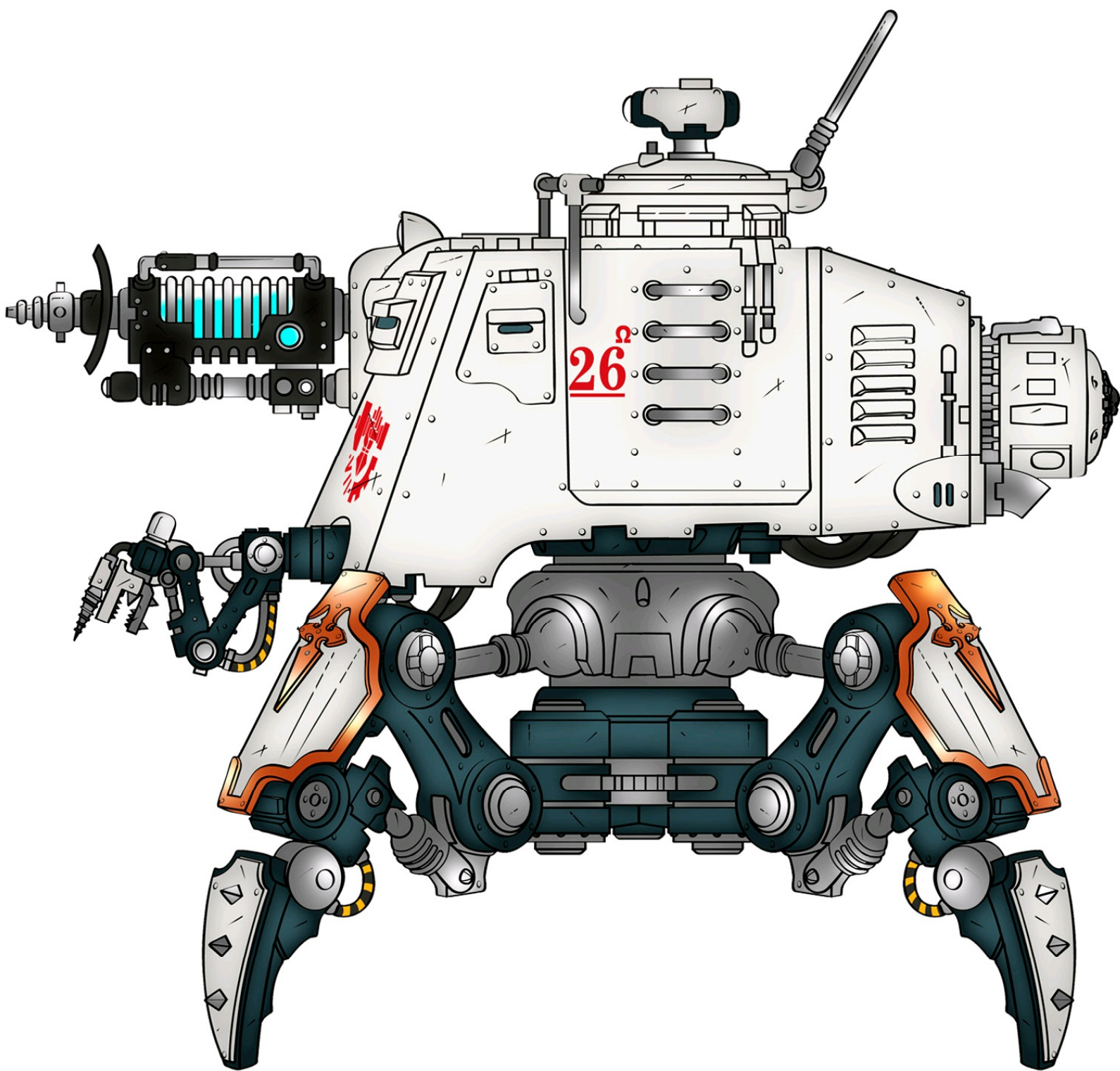


Wearing fully sealed battle raiments and electromagnetised cybernetics, the Skitarii of Graia have fought space battles across the silvered exterior of their masters' spaceborne metropolises.

METALICA



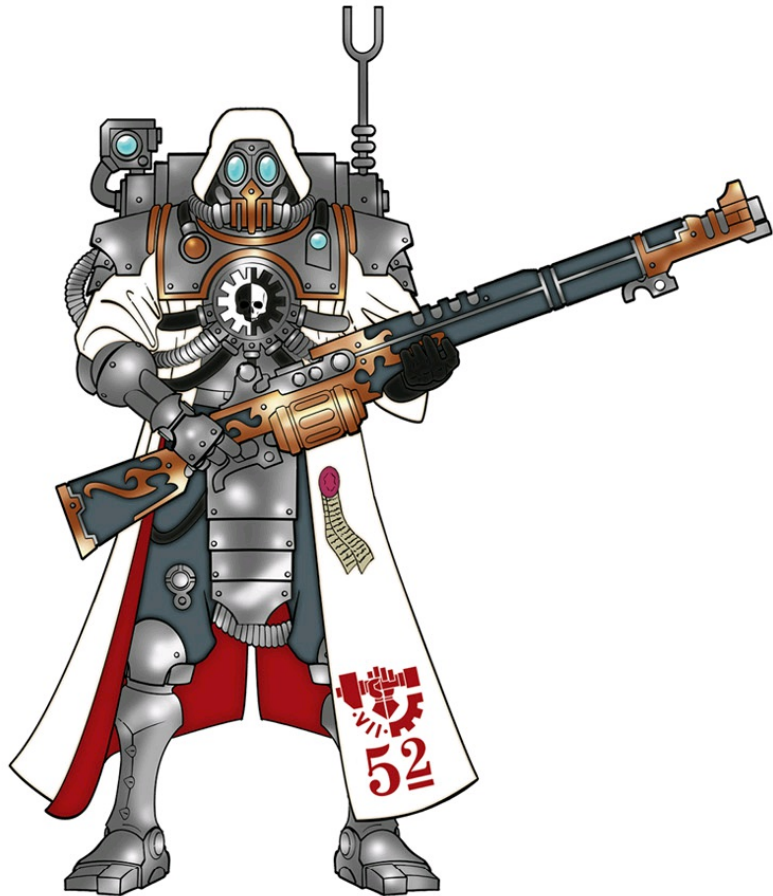
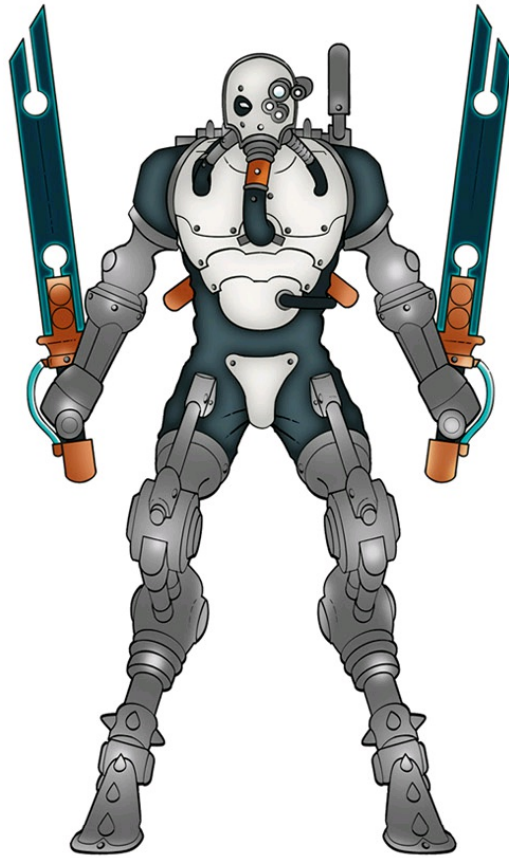
Though Metallica's legions are fiercely independent from the cloying touch of Mars, the hammer and fist icon of Metallica is depicted in deep red in honour of their Martian forefathers.



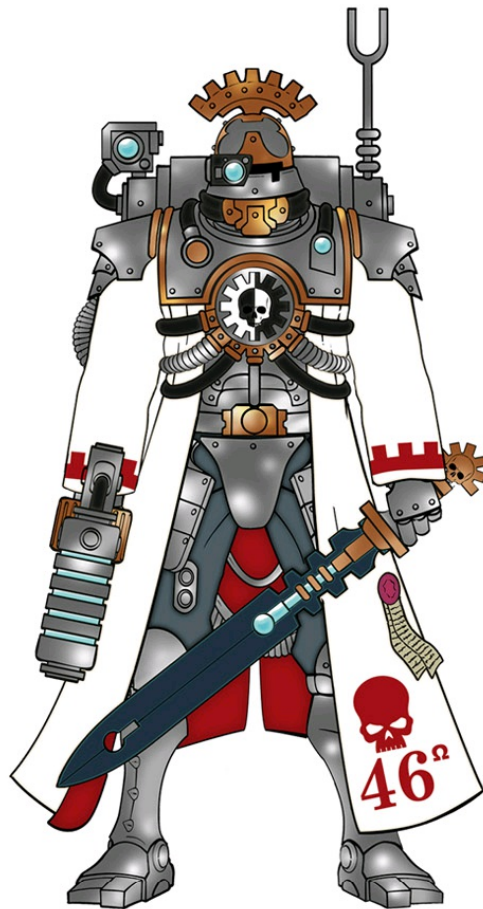
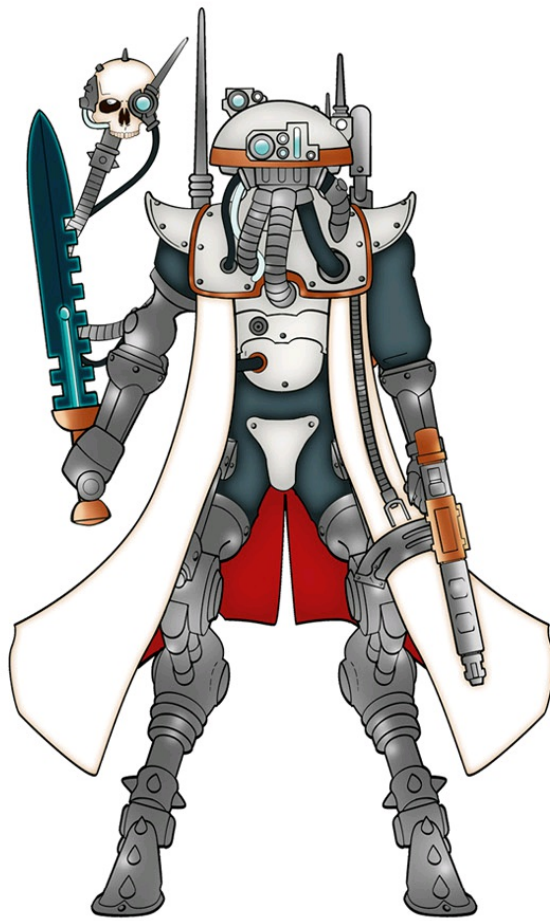
The vehicles of Metalica's War Cohorts are arrayed in the bone white of their forge

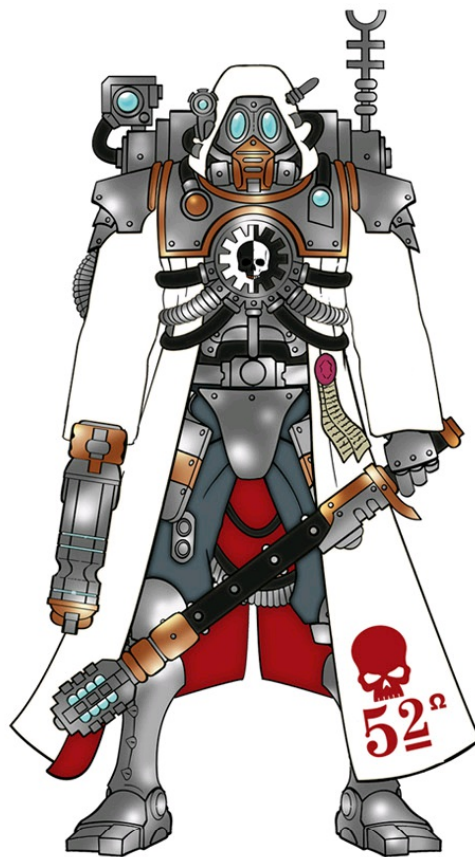
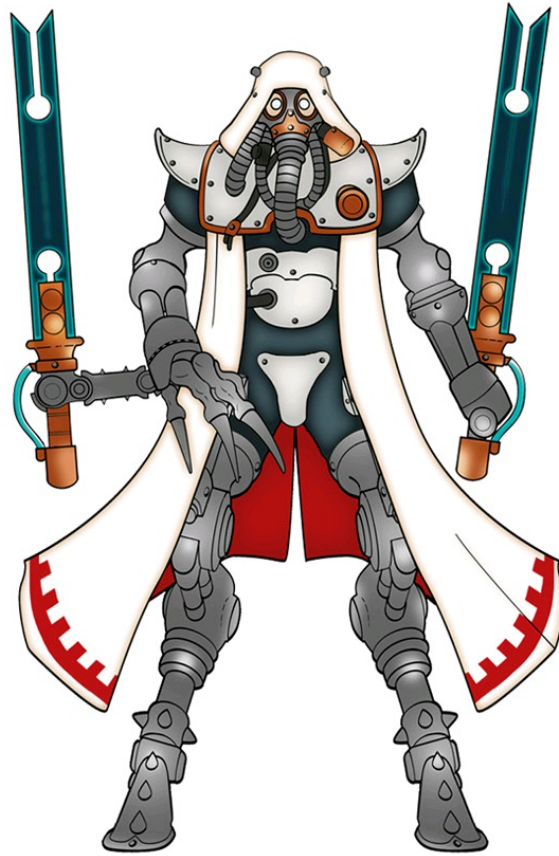
world's heraldry, though it is never long before they bear the marks of fire and destruction.





Unusually, the heraldry of Metalica's Skitarii is dictated by their battlefield role. Skitarii Vanguard and Rangers wear metallic armour plates and white robes with red linings. Sicarians usually wear white battle plate, forgoing red altogether.



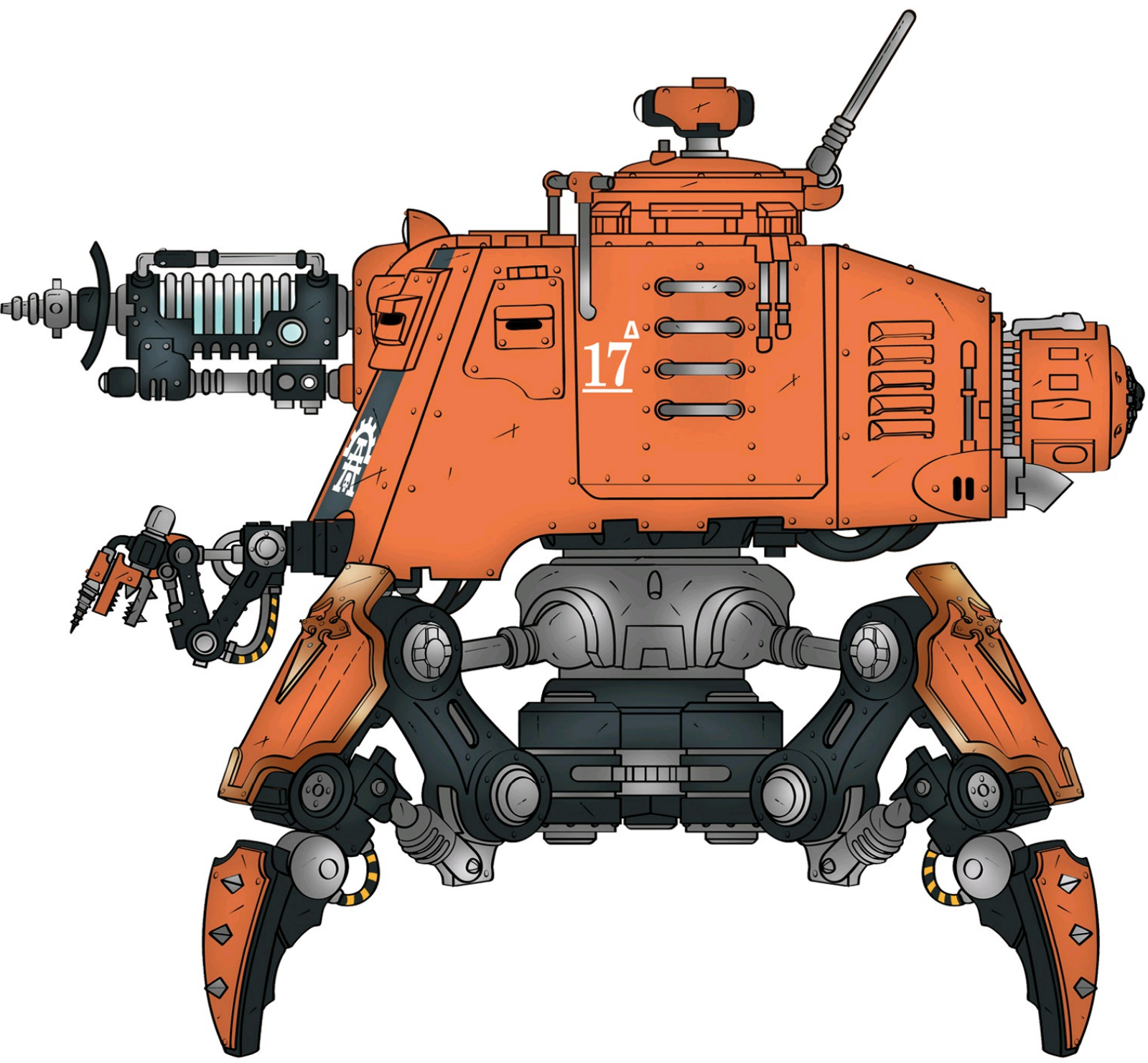


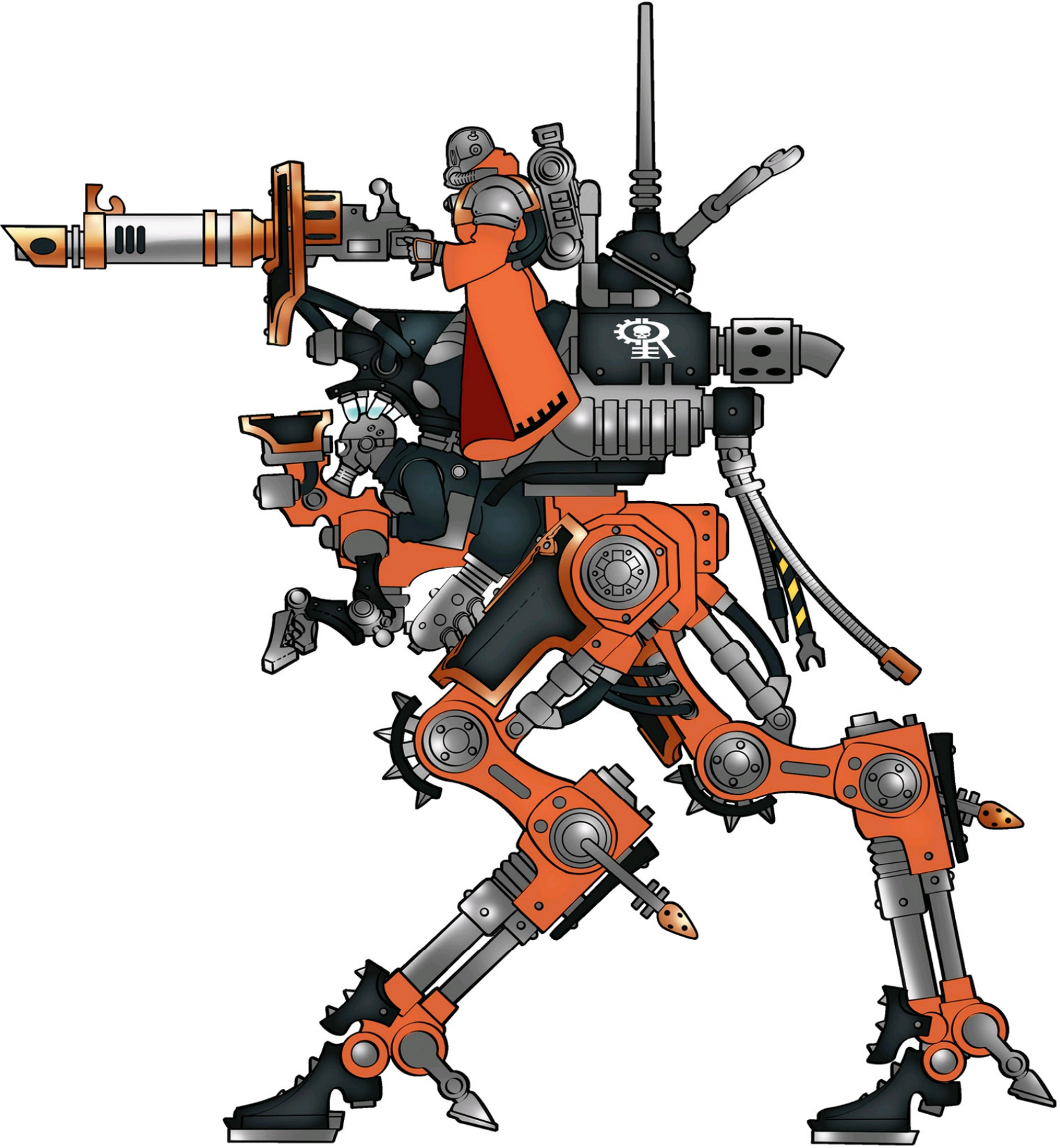
All of Metalica's Skitarii bear gunmetal prostheses and cybernetic enhancements made from the very same substance that covers the planet's surface. Its Alphas and Princes wear metal mined from the peaks of the planet's titanium mountains.

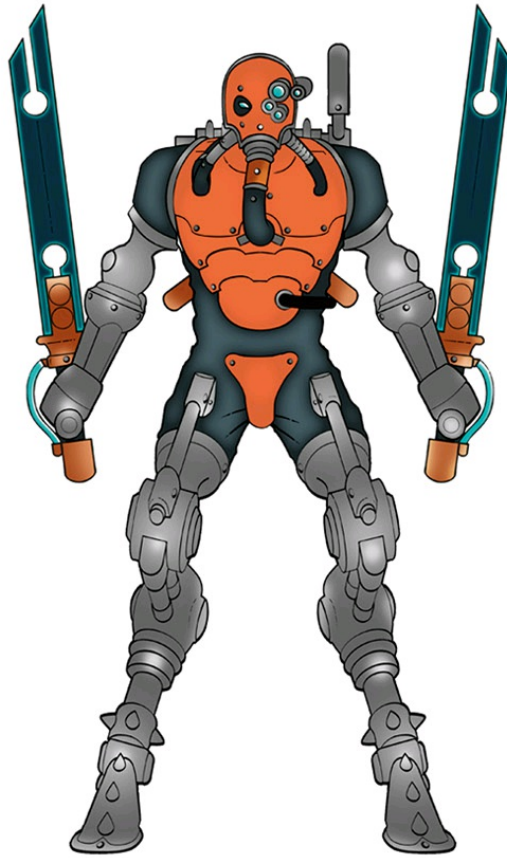
RYZA

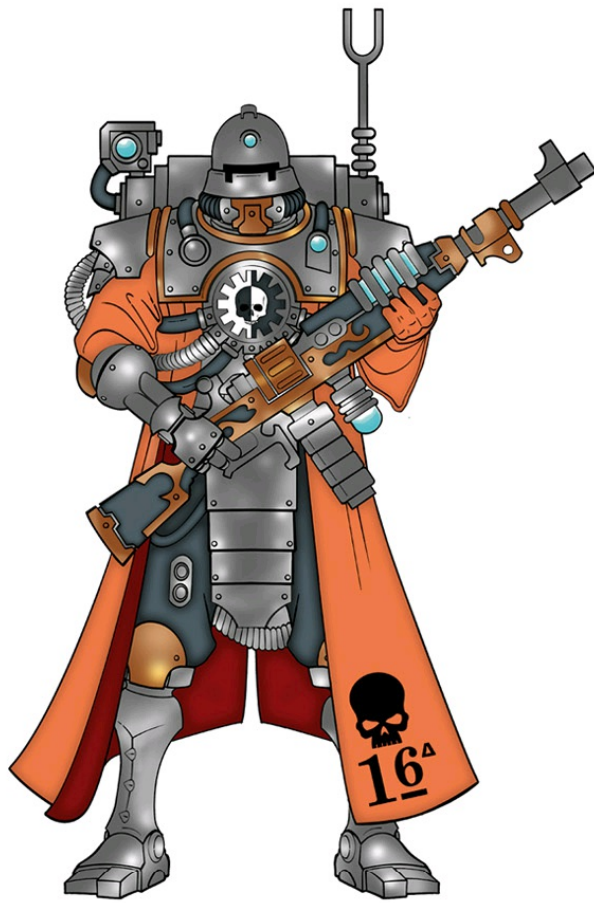


The illuminated 'R' of Ryza is borne proudly by its warriors. This icon incorporates the skull and cog of Mars, a nod towards Ryza's ancestry.

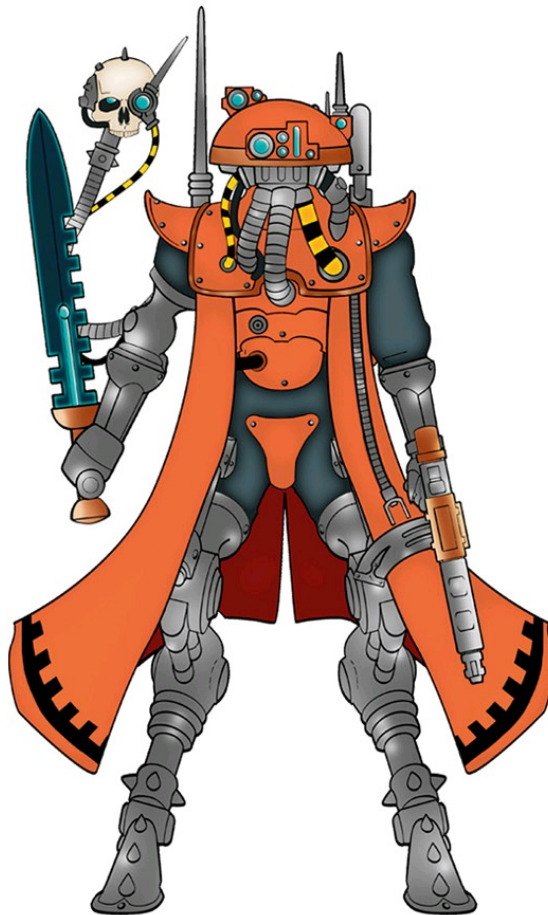
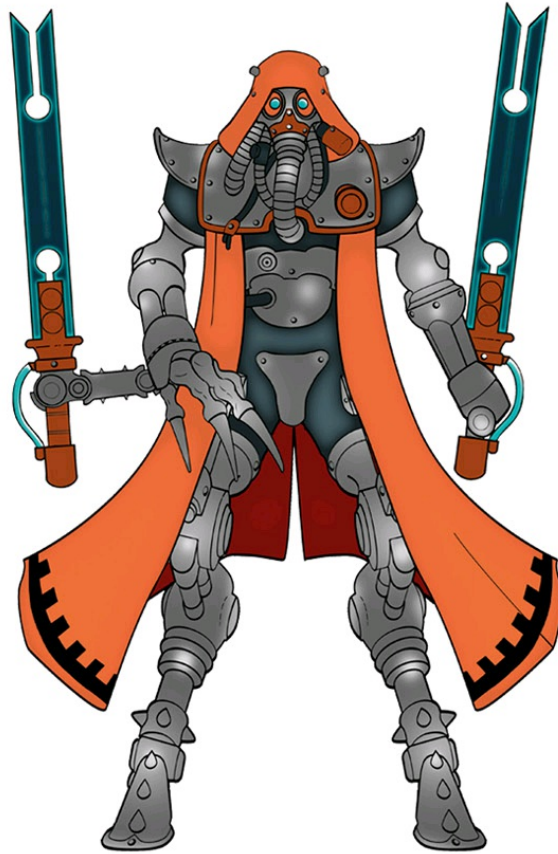


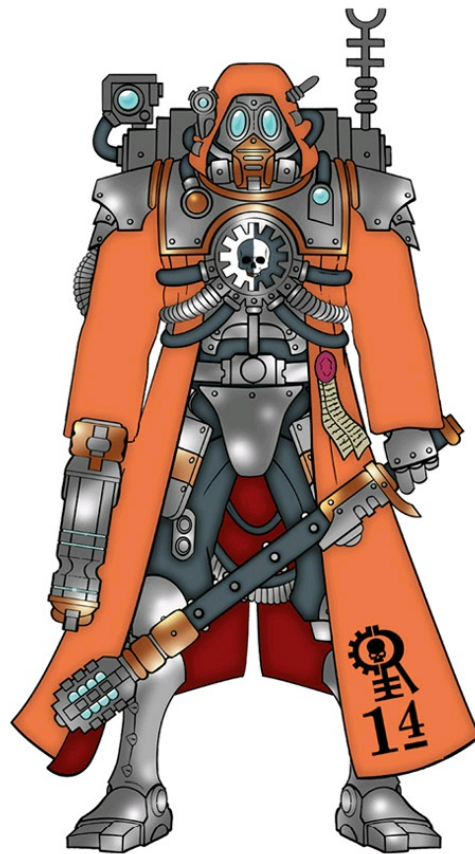
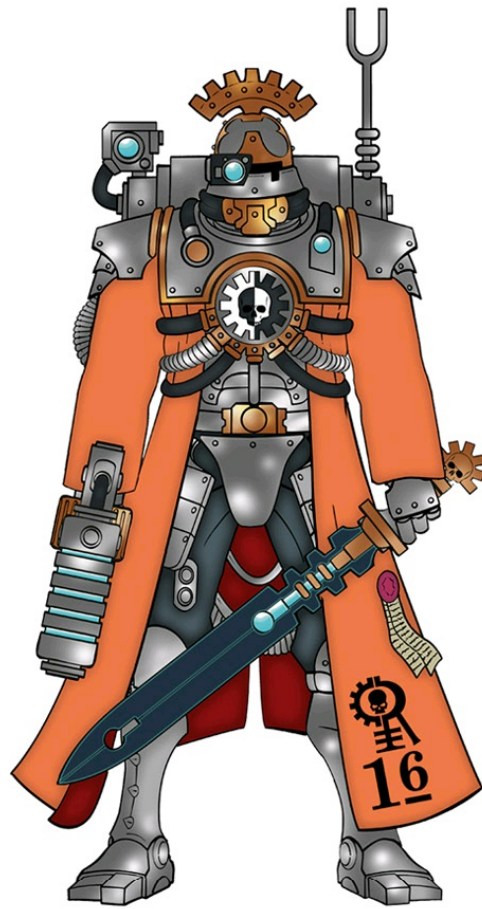






Ryza's Skitarii Legion has a proud history and a reputation for unshakeable faith. As with many forge worlds, Ryza's Skitarii often bear purity seals of blood-wax and parchment to signify their freedom from harmful scrapcode.





The ochre armour plates and robes worn by Ryza's Skitarii are the same hue as the immense rust dunes that bestrew the planet. The interior of these robes are deep red in memory of the blood that has been spilt there over the millennia.



LEGIONS OF THE OMNISSIAH

The Skitarii of the Adeptus Mechanicus hail from mighty forge worlds, each of which has a proud history and heraldry of its own. It is considered a blessing from on high to bear the colours and icons of these worlds to war in the name of the Machine God. This section shows examples of the Skitarii arrayed for war, replete with vivid schemes and markings.







'EAVY METAL
SICARIAN RUSTSTALKERS

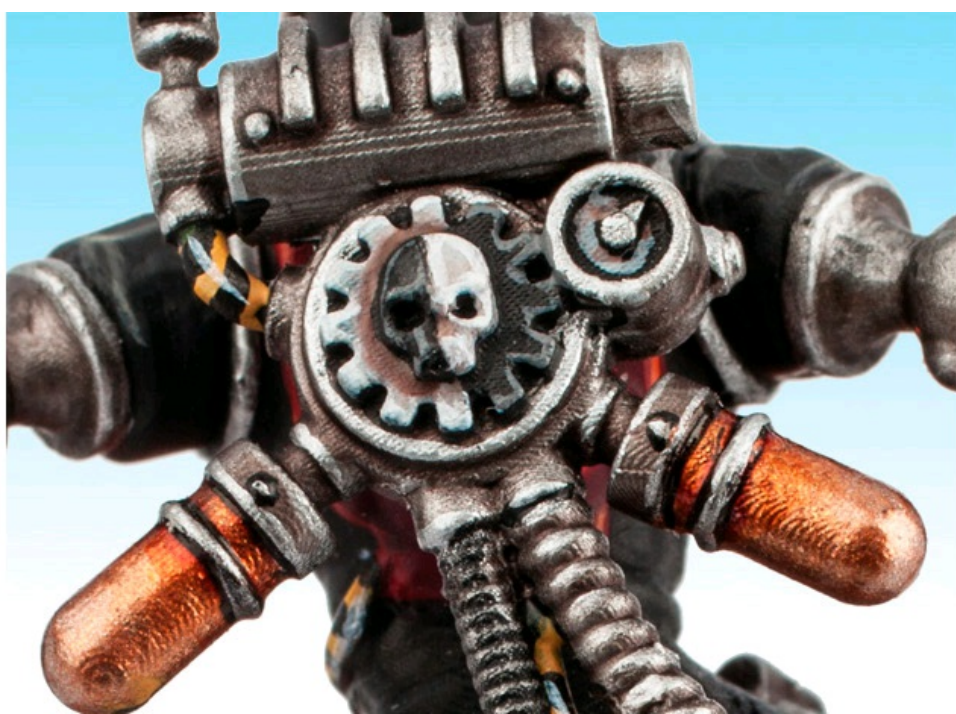








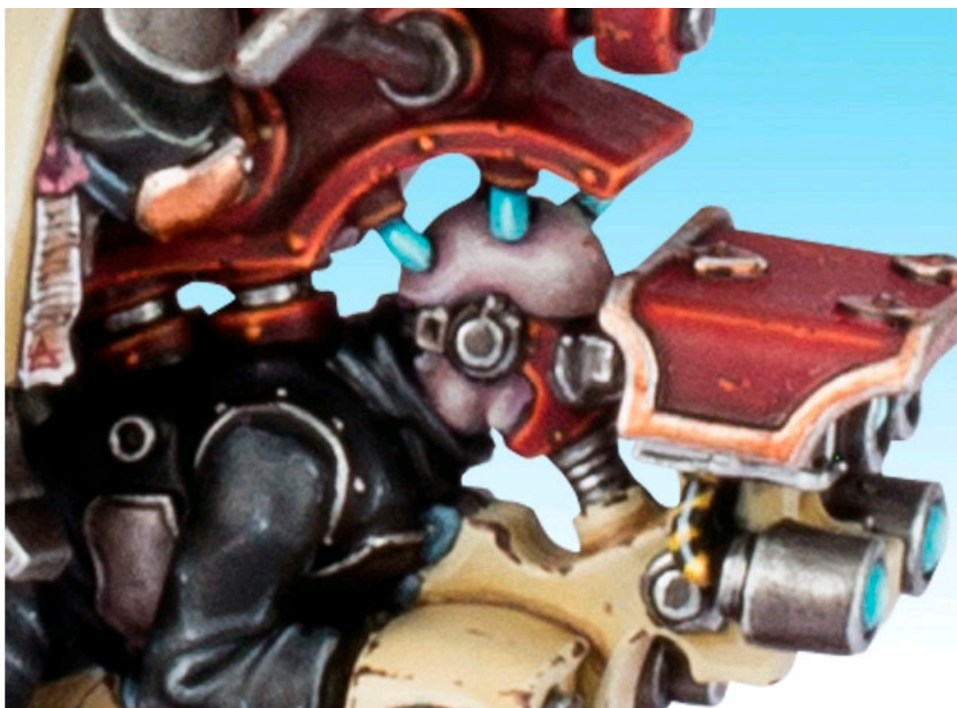






'EAVY METAL
IRONSTRIDER BALLISTARII



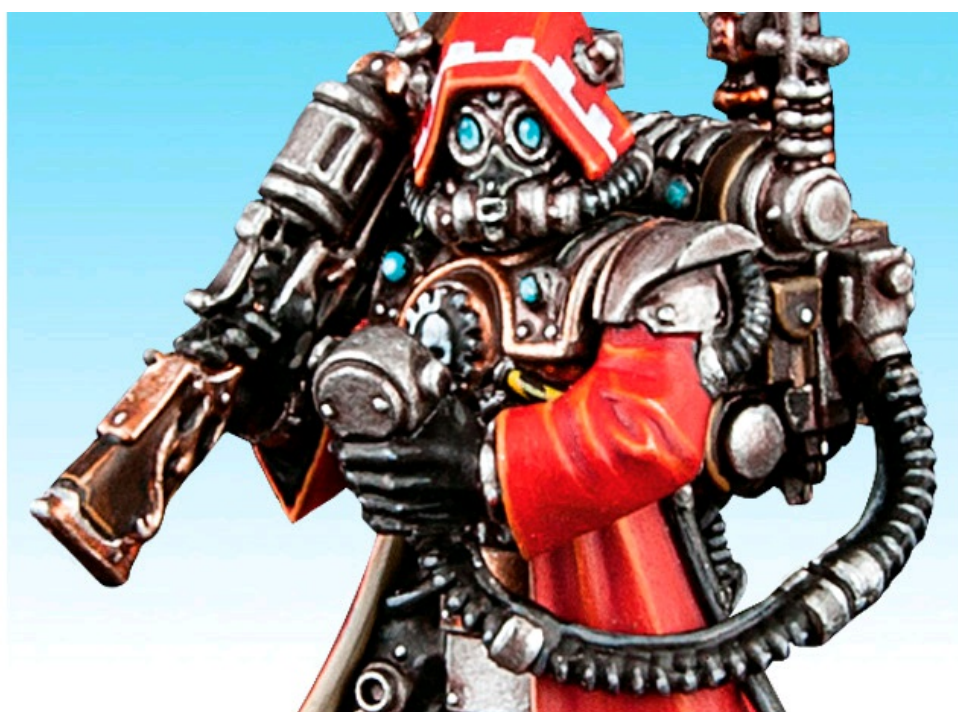


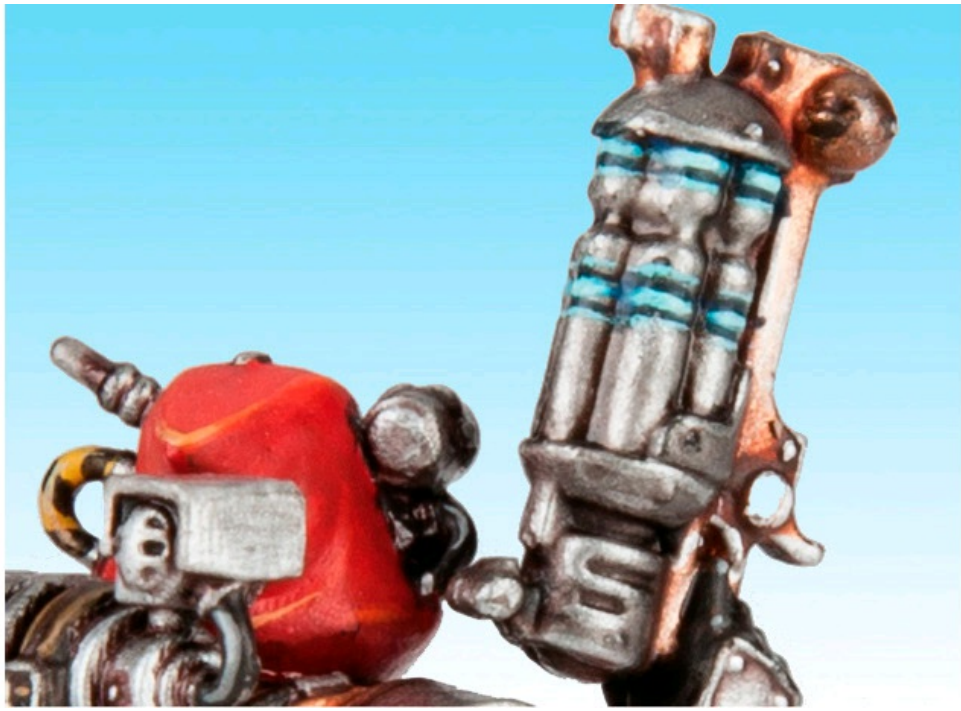


'EAVY METAL
SKITARII RANGERS





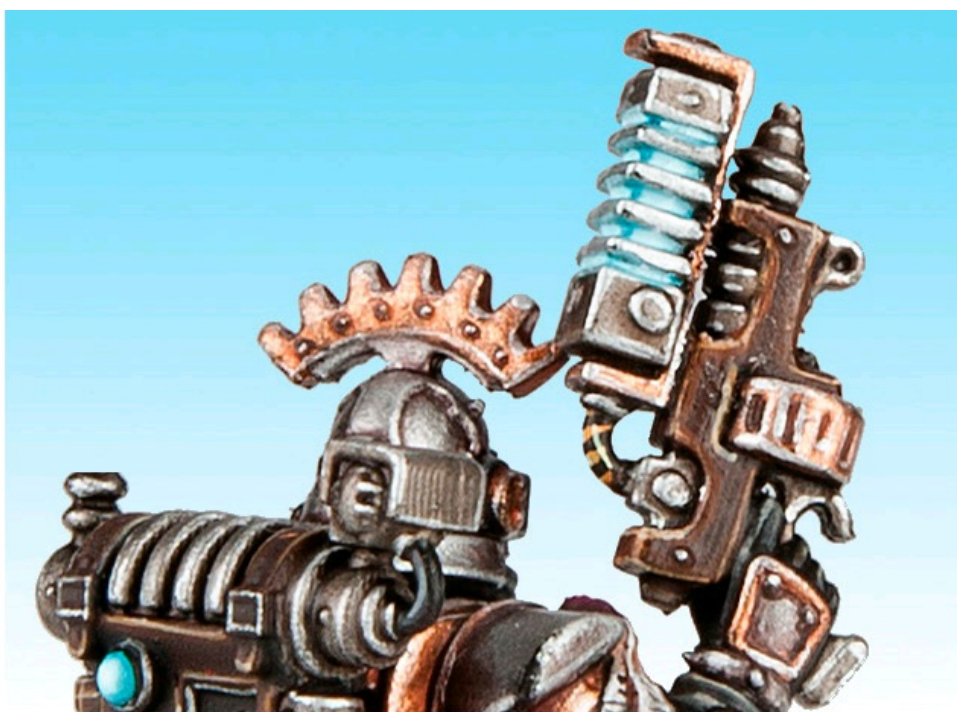




'EAVY METAL
SKITARII VANGUARD











FORCES OF THE SKITARII




The following section details background and rules information that describe the forces used by the Skitarii – their various units of warriors and the vehicles that accompany them in battle. This section will enable you to forge your collection of Skitarii miniatures into an army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the Skitarii models in your collection. If you are using the Battle-forged method, you will instead need to organise the Skitarii models in your collection into Detachments such as the Skitarii Maniple Detachment shown below. This is a fun process in its own right. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

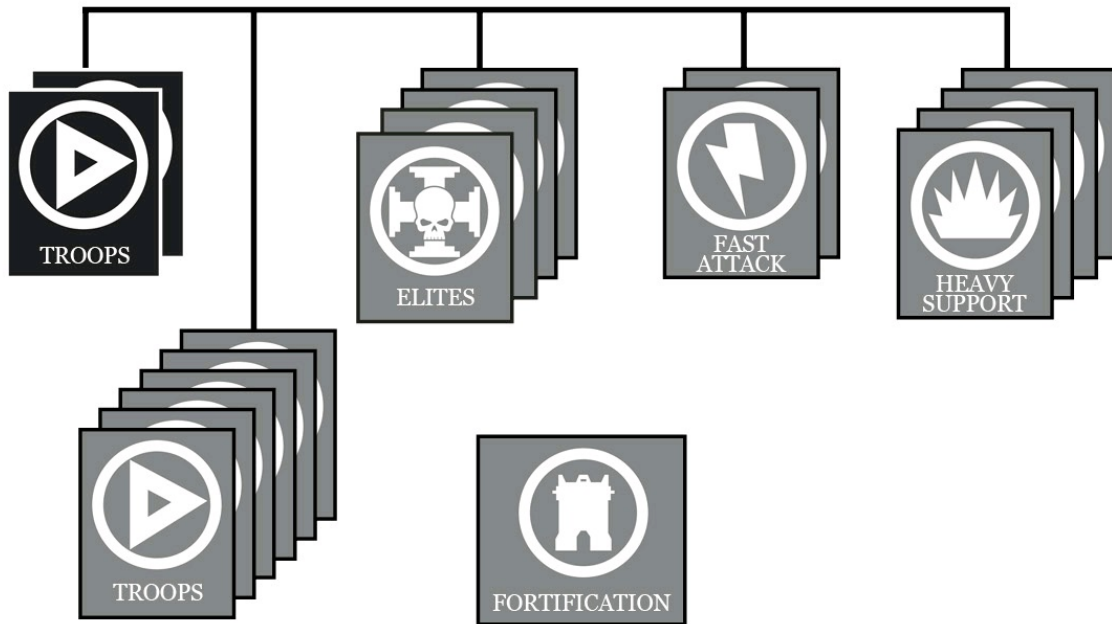


‘The universe is not like a puzzle-box that you can take apart and put back together again and so solve its secrets. It is a shifting uncertain thing which changes as you consider it, which is changed by the very act of observation. A powerful man is not a man who dissects the universe like a puzzle-box, examining it piece by piece and measuring each piece with scientific precision. A powerful man has only to look upon the universe to change it.’

- Technomagos Gaelos



SKITARII MANIPLE



COMPULSORY

2 Troops

OPTIONAL

6 Troops

4 Elites

2 Fast Attack

4 Heavy Support

1 Fortification

RESTRICTIONS:

All units in this Detachment must have the Skitarii Faction (or have no Faction).

COMMAND BENEFITS:

Crux Mechanicus: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Skitarii*. Furthermore, your Warlord has the Preferred Enemy special rule.

Tireless Advance: All models from this Detachment have the Crusader and Scout special rules. Units from this Detachment cannot Outflank due to this special rule, but can do as the result of a different special rule (such as Infiltrate, or a Mission special rule).



DATASHEETS



Each Skitarii unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1. Faction:** *The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Skitarii Faction.*
- 2. Battlefield Role:** *The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: Troops, Elites, Fast Attack or Heavy Support. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.*
- 3. Unit Name:** *Here you will find the name of the unit.*
- 4. Points Cost:** *This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.*
- 5. Unit Profile:** *This section will show the profiles of any models the unit can include.*
- 6. Unit Type:** *This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*
- 7. Unit Composition:** *This section will show the number and type of models that make up the basic unit, before any upgrades are taken.*
- 8. Wargear:** *This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book. The cost for all the unit's basic equipment is included in its points cost.*
- 9. Special Rules:** *Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book or in the Special Rules section of Warhammer 40,000: The Rules.*
- 10. Options:** *This section lists all of the upgrades you may add to the unit if you wish to*

do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.

11. Unit Description: *This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.*



SKITARII RANGERS

	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii Ranger	3	4	3	3	1	3	1	8	4+
Ranger Alpha	3	4	3	3	2	3	2	9	4+

UNIT TYPE:

Infantry. Ranger Alpha are Infantry Character.

UNIT COMPOSITION:

4 Skitarii Rangers
1 Ranger Alpha

WARGEAR:

- Skitarii war plate
- Galvanic rifle

SPECIAL RULES:

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

OPTIONS:

- May include up to five additional Skitarii Rangers...11 pts/model
- The Ranger Alpha may take items from the **Ranged Weapons**, **Melee Weapons**, **Special Issue Wargear** and **Relics of Mars** lists.
- One Skitarii Ranger may carry one of the following:
 - Enhanced data-tether...5 pts
 - Omnisplex...10 pts
- Up to two other Skitarii Rangers may replace their galvanic rifles with one item from the **Special Weapons** list.
- If the squad numbers ten models, one additional Skitarii Ranger may replace his galvanic rifle with one item from the **Special Weapons** list.



Where the Tech-Priests are hunters of knowledge, their Skitarii Rangers are hunters of sentient creatures – the enemies of the Omnissiah in particular. These unstoppable cyborgs do not rest until the bloody deed is done, for they are driven ever onward by the imperative to locate their foes and ensure their destruction. They do this not in Drop Pod strikes launched from above, nor by sudden teleportation into the midst of the enemy, but by stalking their quarry over the course of weeks or even months until it can run no more. Once the designated target is in their crosshairs the air fills with the thump and crackle of galvanic weaponry, even as the Skitarii continue their relentless advance. The stink of electrocuted corpses is never far behind.





FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



SKITARII WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

RANGED WEAPONS

A model may replace its ranged weapon with one of the following:

- Phosphor blast pistol...*5 pts*
- Radium pistol...*5 pts*
- Arc pistol...*10 pts*

MELEE WEAPONS

A model may take one of the following:

- Taser goad...*10 pts*
- Power sword...*15 pts*
- Arc maul...*20 pts*

SPECIAL WEAPONS

A model may replace its ranged weapon with one of the following:

- Arc rifle...*15 pts*
- Transuranic arquebus...*25 pts*
- Plasma caliver...*30 pts*

SPECIAL ISSUE WARGEAR

A model may take any of the following:

- Refractor field...*5 pts*
- Conversion field ¹...*10 pts*
- Digital weapons...*10 pts*

RELICS OF MARS

A model may take one of the following:

- Arkhan's Divinator...*5 pts*
- The Phase Taser ²...*15 pts*
- The Omniscient Mask...*20 pts*
- Pater Radium...*20 pts*
- Phosphoenix ³...*25 pts*

- The Skull of Elder Nikola...25 pts

SKITARI VEHICLE EQUIPMENT

A model may take up to one of each of the following:

- Cognis heavy stubber...5 pts
- Smoke launchers ⁴...5 pts
- Mindscanner probe...10 pts
- Cognis manipulator...25 pts

¹ May not be taken by a model equipped with a refractor field.

² Replaces the model's Melee weapon (if it has one).

³ Replaces the model's ranged weapon. May not be taken by a Ruststalker Princeps.

⁴ May not be taken by an Onager Dunecrawler equipped with an Icarus array.





SKITARII VANGUARD



	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii Vanguard	3	4	3	3	1	3	1	8	4+
Vanguard Alpha	3	4	3	3	2	3	2	9	4+

UNIT TYPE:

Infantry. Vanguard Alpha is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Skitarii Vanguard
- 1 Vanguard Alpha

WARGEAR:

- Skitarii war plate
- Radium carbine

SPECIAL RULES:

- **Doctrina Imperatives**
- **Feel No Pain (6+)**
- **Relentless**

Rad-saturation: While a unit is locked in combat with one or more models with this special rule all models in that unit subtract 1 from their Toughness (to a minimum of 1).

OPTIONS:

- May include up to five additional Skitarii Vanguard...*9 pts/model*
- The Vanguard Alpha may take items from the **Ranged Weapons**, **Melee Weapons**, **Special Issue Wargear** and **Relics of Mars** lists.
- One Skitarii Vanguard may carry one of the following:
 - Enhanced data-tether...*5 pts*

- Omnisplex...10 pts

- Up to two other Skitarii Vanguard may replace their radium carbines with one item from the **Special Weapons** list.
- If the squad numbers ten models, one additional Skitarii Vanguard may replace his radium carbine with one item from the **Special Weapons** list.



The Vanguard of the Skitarii cohorts are feared throughout the Imperium, for they use the baleful energies of the forge worlds as their weapon. Equipped with pack generators that bleed potent energy by-products, these Omnissian martyrs are so saturated in radiation that even to approach them is to succumb to their peculiar curse. Their baroque carbines fill the air around the foe with harmful emanations, corrupting the atmosphere itself even as they punch hyper-irradiated shot into the flesh of their victims. Should their foes survive the worst of the shooting, critical levels of rad-poisoning may still be achieved by the very proximity of the Skitarii Vanguard, who will look on in silent interest as an enemy that thought the worst was over stumbles, chokes, and dies.



SKITARII RANGERS



	WS	BS	S	T	W	I	A	Ld	Sv
Skitarii Ranger	3	4	3	3	1	3	1	8	4+
Ranger Alpha	3	4	3	3	2	3	2	9	4+

UNIT TYPE:

Infantry. Ranger Alpha is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Skitarii Rangers
- 1 Ranger Alpha

WARGEAR:

- Skitarii war plate
- Galvanic rifle

SPECIAL RULES:

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

OPTIONS:

- May include up to five additional Skitarii Rangers...*11 pts/model*
- The Ranger Alpha may take items from the **Ranged Weapons**, **Melee Weapons**, **Special Issue Wargear** and **Relics of Mars** lists.
- One Skitarii Ranger may carry one of the following:
 - Enhanced data-tether...*5 pts*
 - Omnisplex...*10 pts*

- Up to two other Skitarii Rangers may replace their galvanic rifles with one item from the **Special Weapons** list.
- If the squad numbers ten models, one additional Skitarii Ranger may replace his galvanic rifle with one item from the **Special Weapons** list.



Where the Tech-Priests are hunters of knowledge, their Skitarii Rangers are hunters of sentient creatures – the enemies of the Omnissiah in particular. These unstoppable cyborgs do not rest until the bloody deed is done, for they are driven ever onward by the imperative to locate their foes and ensure their destruction. They do this not in Drop Pod strikes launched from above, nor by sudden teleportation into the midst of the enemy, but by stalking their quarry over the course of weeks or even months until it can run no more. Once the designated target is in their crosshairs the air fills with the thump and crackle of galvanic weaponry, even as the Skitarii continue their relentless advance. The stink of electrocuted corpses is never far behind.



SICARIAN RUSTSTALKERS



	WS	BS	S	T	W	I	A	Ld	Sv
Sicarian Ruststalker	4	4	4	3	2	4	2	8	4+
Ruststalker Princeps	4	4	4	3	2	4	3	9	4+

UNIT TYPE:

Infantry. Ruststalker Princeps is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Sicarian Ruststalkers
- 1 Ruststalker Princeps

WARGEAR:

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

SPECIAL RULES:

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

OPTIONS:

- May include up to five additional Sicarian Ruststalkers...*30 pts/model*
- The Ruststalker Princeps may take items from the **Special Issue Wargear** and **Relics of Mars** lists.

- The entire squad may replace their transonic razors, chordclaws and mindscrambler grenades with two transonic blades...*free*
- A Ruststalker Princeps with two transonic blades may also take a chordclaw...*5 pts*
- The Ruststalker Princeps may take a prehensile dataspike...*10 pts*



Sicarian Ruststalkers are stick-thin assassins driven to a bitter murderlust by the mutilations of their former lives. Known as 'shivs' to the soldiers of the Astra Militarum due to the shivering, blurring appearance of their transonic weaponry, the Ruststalkers dart across the battlefield at daunting speed and fight with a frantic energy. One who witnesses a pack of these metal-limbed killers attack might initially see their blows rain from carapace armour or layered ceramite with transonic shrieks. A few heartbeats later, their enemies suddenly seem to disintegrate – hacked limb from limb in showers of blood as the keening blades of the Ruststalkers locate the armour's resonant frequency and their wielders howl in triumph.



SICARIAN INFILTRATORS



	WS	BS	S	T	W	I	A	Ld	Sv
Sicarian Infiltrator	4	4	4	3	2	4	2	8	4+
Infiltrator Princeps	4	4	4	3	2	4	3	9	4+

UNIT TYPE:

Infantry. Infiltrator Princeps is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Sicarian Infiltrators
- 1 Infiltrator Princeps

WARGEAR:

- Sicarian battle armour
- Stubcarbine
- Power sword

SPECIAL RULES:

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

Neurostatic Aura: All enemy models within 6" of one or more models with this special rule subtract 1 from their Weapon Skill, Ballistic Skill, Initiative and Leadership.

OPTIONS:

- May include up to five additional Sicarian Infiltrators...*35 pts/model*

- The Infiltrator Princeps may take items from the **Special Issue Wargear** and **Relics of Mars** lists.
- The entire squad may replace their stubcarbines and power swords with flechette blasters and taser goads...*free*
- The Infiltrator Princeps may take an infoslave skull...*10 pts*



Those hunted by Sicarian Infiltrators will find themselves buffeted by the waves of neurostatic these gangle-limbed stalkers broadcast before them. Robbed of their sight, their hearing, even their sense of smell, such victims are easy targets for the compact tools the Infiltrators use in their deadly work. Should the initial salvo from flechette blaster or stubcarbine not prove sufficient, these merciless killers will dart in to finish the job in close assault. Even a battle-ready squad of Chaos Space Marines, struggling to pierce the veil of confusion, will find themselves reeling from stubcarbine volleys or clouds of flechettes – and moments later, beset by coruscating power swords or taser goads that crackle brightly with killing force.



SYDONIAN DRAGOOONS



	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Sydonian Dragon	4	4	5	11	11	11	3	3	2

UNIT TYPE:
Vehicle (Walker, Open-topped)

UNIT COMPOSITION:
1 Sydonian Dragon

- WARGEAR:**
- Taser lance
 - Broad spectrum data-tether
 - Searchlight

- SPECIAL RULES:**
- Crusader
 - Doctrina Imperatives
 - Dunestrider

Incense Cloud: A model with this special rule counts as obscured, receiving a 5+ cover save.

- OPTIONS:**
- May include up to five additional Sydonian Dragons...*45 pts/model*
 - Any model may replace its taser lance with a radium jezzail..*free*
 - Any model may take a phosphor serpenta...*10 pts/model*



To witness the charge of the Sydonian Dragons is to see the genius of the Tech-Priests made real. The ground shakes with the pounding of Ironstrider engines thundering forth at full speed, and crackling trails of electricity fill the air with the scent of ozone. Behind each Dragon, robes flutter and umbilical cables writhe in the incense-scented mist.

When these mighty contraptions burst from their shrouding fogs, they strike like a spear cast by the Machine God himself. These fearless cavaliers thunder through enemy fire to plunge lance-first into the thick of the enemy's ranks, the pent-up energies of their taser weaponry blasting the foe back in a blazing storm of sparks. Those foolish enough to mount a counter-assault are kicked across the battlefield or stamped unceremoniously into the dirt by the Ironstrider engine the Dragon rides to war. Shouting praise to the Omnissiah, the mechanical knight kicks away the blackened corpses of his victims, already wheeling his steed in search of fresh prey.



IRONSTRIDER BALLISTARII



	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Ironstrider Ballistarius	3	4	5	11	11	11	3	2	2

UNIT TYPE:
Vehicle (Walker, Open-topped)

UNIT COMPOSITION:
1 Ironstrider Ballistarius

- WARGEAR:**
- Twin-linked cognis autocannon
 - Broad spectrum data-tether
 - Searchlight

- SPECIAL RULES:**
- Crusader
 - Doctrina Imperatives
 - Dunestrider
 - Precision Shots

- OPTIONS:**
- May include up to five additional Ironstrider Ballistarii...*55 pts/model*
 - Any model may replace its twin-linked cognis autocannon with a twin-linked cognis lascannon...*20 pts/model*



Ironstrider Ballistarii are peerless marksmen. Stalking at the fringes of each Skitarii maniple, the Ballistarii hunt down enemy commanders and spiritual leaders, knowing that to slay such individuals is an efficient way to degrade the enemy's operative capabilities. Equally capable of disabling the war engines of the enemy, these unmatched riflemen will trample down those who block their passage until they have the perfect vantage point for their shot. They are truly indefatigable foes, relentless in pursuit of the perfect ranged kill. Given the extensive data the Adeptus Mechanicus keep on the flaws of every species and war construct they have encountered, it is small wonder the Ballistarii achieve such feats of marksmanship upon every battlefield they stride.



ONAGER DUNECRAWLERS



	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Onager Dunecrawler	3	4	5	12	12	11	2	1	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Onager Dunecrawler

- WARGEAR:**
- Eradication beamer
 - Broad spectrum data-tether
 - Emanatus force field
 - Searchlight

- SPECIAL RULES:**
- Doctrina Imperatives

Crawler: A model with this special rule is never slowed by Difficult Terrain and automatically passes Dangerous Terrain tests, but cannot Run.

Field Harmonics: A model with this special rule adds 1 to any invulnerable saving throws it makes for its emanatus force field for each other model from the same squadron within 4".

- OPTIONS:**
- May include up to two additional Onager Dunecrawlers...*90 pts/model*
 - Any model may replace its eradication beamer with one of the following:
 - Twin-linked heavy phosphor blaster...*15 pts/model*

- Neutron laser and cognis heavy stubber...25 pts/model
- Icarus array...35 pts/model

- Any models may take items from the **Skitarii Vehicle Equipment** list.



Onager Dunecrawlers decimate the foes of the Skitarii whilst channelling great swathes of battlefield information to their masters high above. Squadrons of these versatile walkers clank to war in long columns that stalk forwards in uncanny unison, clambering over shattered ruins and wading through toxic run-off without breaking stride. The enemies of the Cult Mechanicus have good reason to fear the Dunecrawler, for these ornate monsters are protected by overlapping emanatus force fields, and bear some of the most esoteric and destructive tank-portable weaponry the Tech-Priests can devise. When battle is joined the Onager Dunecrawlers fan out to form a gun line and, with each devastating fusillade of firepower, prove the supremacy of the Omnissiah's legions beyond doubt.



BATTLE MANIPLE

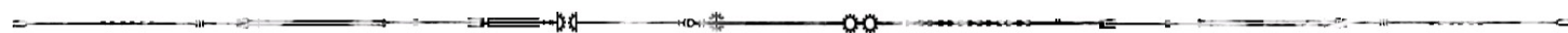


FORMATION:

- 1 unit of Skitarii Vanguard
- 1 unit of Skitarii Rangers
- 1 unit of Sicarian Ruststalkers
- 1 unit of Sicarian Infiltrators
- 1 unit of Sydonian Dragoons or 1 unit of Ironstrider Ballistarii
- 1 unit of Onager Dunecrawlers

RESTRICTIONS:

None.



SPECIAL RULES:

Crux Mechanicus: If this Formation is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Skitarii*. Furthermore, your Warlord has the Preferred Enemy special rule.

Datalock: Models from this Formation that are within 12" of an Onager Dunecrawler from this Formation are Leadership 10.

Tireless Advance: All models from this Formation have the Crusader and Scout special rules. Units from this Formation cannot Outflank due to the Scout special rule, but can do as the result of a different special rule (such as Infiltrate, or a Mission special rule).



The Battle Maniples of the Skitarii are cross-sections of their parent War Cohorts. Much as the dune-walking caravans of Mars split off into war-groups whenever conflict darkened the horizon, each manipule peels off from the wider cohort under the direction of a Skitarii overseer. They act autonomously, taking their place in a wider battle line or even walking for weeks in order to attack from a strategically advantageous location. Each Battle Manipule is centered around its Onager Dunecrawler squadron, the machines datalocking their escort into pre-established behavioural patterns to ensure their optimum efficiency. Mind-linked with formidable long-range firepower and close assault capability, the manipule works in uncanny concert to ensure the enemy's downfall.



WAR COHORT



FORMATION:

3 Battle Maniples (see above)

RESTRICTIONS:

None.

Designer's Note: Although units cannot normally belong to more than one Detachment, units from a Battle Maniple that is part of a War Cohort are an exception. They count as part of both Formations, and have all associated special rules. If your Warlord is part of a Formation or Army List Entry that makes up part of a War Cohort, that entire War Cohort is your Primary Detachment.

SPECIAL RULES:

Crux Mechanicus: If this Formation is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Skitarii*. Furthermore, your Warlord has the Preferred Enemy special rule.

Enhanced Imperative Resolution: If your army includes one or more Detachments or Formations with this special rule you can, once per game, choose to re-use a Doctrina Imperative that your army has already used earlier in the game.



The War Cohorts of the Skitarii Legions are large enough to be considered valuable assets by their Tech-Priest masters, only sent into the teeth of the enemy guns if there are new and valuable assets to be seized. When a War Cohort marches to battle, the Adeptus Mechanicus magi in high orbit will often work in tandem to maximise its effect. One Tech-Priest will inload prime-grade protector imperatives to ensure the enemy is dismantled at long range, whilst another prepares conqueror imperatives to ensure those foes that slip through the net meet a grisly demise at close quarters. In those times when victory hangs in the balance, the War Cohort will exhibit behavioural loops, the Tech-Priests sending and re-sending the most extreme imperatives to ensure every iota of potential is squeezed from its warriors.



SICARIAN KILLCLADE



FORMATION:

3 units of Sicarian Ruststalkers
1 unit of Sicarian Infiltrators

RESTRICTIONS:

None.



SPECIAL RULES:

Malignant Susurrations: All enemy models within 12" of the unit of Sicarian Infiltrators from this Formation are affected by the unit's Neurostatic Aura special rule.

Slaughtersprint: Once per game, on any game turn after the first, Sicarian Ruststalkers from this Formation can charge in the Assault phase even if they made a Run move in the same turn.



The vile hissing that accompanies a Sicarian Killclade on the hunt gnaws at the mind. When the stomach-churning hum of transonic weaponry mingles with the mind-numbing aura of an Infiltrator assault, its effect can be magnified, leaving those brave or foolish enough to stand their ground all but crippled. The sight of their foes reeling from their approach fills the Sicarians with righteous faith, readying them for the hyperaction imperatives their masters inload as they near the foe. At an unspoken command, the Ruststalkers of the Killclade will sprint forwards like hunter-arachnids bursting from concealment. Their transonic weapons flash azure as they plunge headlong into the foe with reckless haste, then gory red as the butchery begins.



IRONSTRIDER CAVALIERS



FORMATION:

2 units of Sydonian Dragoons
1 unit of Ironstrider Ballistarii

RESTRICTIONS:

None.

SPECIAL RULES:

- Acute Senses
- Outflank

Ident Confirmed: At the start of the first game turn, nominate one character in the enemy army. Models from this Formation re-roll failed To Wound rolls against the nominated character and its unit.

Mindlinked Hunters: Models in this Formation can always trace line of sight and shoot through other models in this Formation without conferring a cover save for shooting through an intervening unit.

The Noose Tightens: All units in this Formation must be placed in Reserve. When making Reserve Rolls, make a single roll for the entire Formation. In addition, start making Reserve Rolls for this Formation from your first turn. On a successful Reserve Roll, all of the units in this Formation arrive from Reserve.



A Skitarii Legion's Ironstriders will often be mindlinked to one another, their slave-servitor crewmen instinctively bound together in the manner of stallions in a galloping herd. Their purpose is not like that of other cavalry, whose thunderous charges can roll an enemy's flank or turn the tide of a battle with a determined assault. Instead the Ironstrider Cavaliers are implanted with the identity of a specific individual – usually a commander, psyker or other such leader figure – and driven to slay their target no matter the cost. Such is the density of their mental link that the cavalier formation's Sydonian Dragoons will stalk around each other even in the midst of combat to allow their Ballistarius brethren a clear shot. Glory is of no concern – only the utter destruction of the foe they have been sent to slay.

APPENDIX

This section of the book details many of the rules for using an army of Skitarii in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

SKITARIi SPECIAL RULES

A Skitarii army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

DOCTRINA IMPERATIVES

The Skitarii are fearsome foes, relentless in the pursuit of the Omnissiah's agenda and equipped with the most advanced weaponry in the Imperium. Ultimately, though, each is but a cybernetic vessel for the will of the Tech-Priests. In the heat of battle, the Skitarii will be remotely controlled by data imperatives that boost their minds and bodies to inhuman levels.

At the start of your Movement phase, you can choose up to one Doctrina Imperative from the list opposite. Protector Imperatives will increase the army's abilities in the Shooting phase, while Conqueror Imperatives will make the army more proficient in the Assault phase. Unless otherwise stated, each Doctrina Imperative can only be used once during the game.

DUNESTRIDER

Some Skitarii are able to march across the most hostile terrain at relentless pace, their augmetic limbs never tiring nor wearing out.

A unit with this special rule adds 3" to its maximum move distance when it moves in the Movement phase, when it Runs and when it makes charge moves.

ALLIES

All units in *Codex: Skitarii* have the Skitarii Faction. The Skitarii are part of the Armies of the Imperium and ally as such as described in the Allies section of *Warhammer 40,000: The Rules*.

WARLORD TRAITS

When generating his Warlord Trait, a Skitarii Warlord can either roll a D6 on one of the Warlord Traits tables in *Warhammer 40,000: The Rules*, or roll a D3 on the Warlord

Trait table below. If your Warlord is a Skitarii Vanguard Alpha or Skitarii Ranger Alpha, you can either roll a D6 on one of the Warlord Traits tables in *Warhammer 40,000: The Rules*, or roll a D6 on the table below.



Warlord Traits Table

D6 WARLORD TRAIT

- 1 Reinforced Exoskeleton:** *This Skitarii Warlord has been extensively modified within and without. Those who land a telling blow upon him find their blade notched by his cable-hard tendons and permasteel bones.*
Your Warlord has the Eternal Warrior special rule.
- 2 Artificer Armament:** *The vaults of the forge worlds contain the deadliest weapons that Mankind has ever devised. Some are even put into use, entrusted to the most senior of Skitarii veterans.*
Nominate one weapon carried by your Warlord. That weapon has the Master-crafted special rule. Note, however, that this cannot be applied to a Relic of Mars.
- 3 Masterwork Bionics:** *Syringe-tipped limbs and clacking mechadendrites extrude from the Skitarii Warlord's cybernetic physique, stabilising severe wounds even as battle rages all around.*
Your Warlord can re-roll failed Feel No Pain rolls.
- 4 Incense Generatorum:** *Sweet-smelling incense belches from vents in the Warlord's gen-pack, soothing his soul and hiding him from the sight of the Omnissiah's foes.*
Your Warlord has the Shrouded special rule.
- 5 Disciple of the Omnissiah:** *The religious fervour of the Warlord is literally infectious, screeds of holy litany spilling across his noospheric aura to steel and condition the minds of his Skitarii followers.*
Your Warlord and all friendly units with the Skitarii Faction within 12" of him re-roll failed Morale checks, Pinning and Fear tests.
- 6 Emotionless Clarity:** *With a mind blissfully unsullied by the passions common to the flesh, the Warlord can take perfect aim even when monstrous beasts and daemons bear down upon him.*
When your Warlord and his unit fire Overwatch, their Ballistic Skill is counted as being 4 instead of 1. This is not affected by bonuses or penalties from the Doctrina Imperatives special rule (see below).



DOCTRINA IMPERATIVES

PROTECTOR IMPERATIVES

Doctrina imperatives are codified to yield the maximum spectra of hard data. At range, the Skitarii benefit from protector imperatives that vastly increase their accuracy, suppressing close quarter combat drill programs in order to bolster targeting subroutines.

Hazard Optimisation (Gamma)

Commanded to bring their ranged weapons to bear by gamma-level imperatives, the Skitarii stalk forward into firing positions. Their Tech-Priest masters, unwilling to risk full possession at this critical moment, gently increase each cohort's accuracy to a higher lethality.

Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 1 to their Ballistic Skill characteristic.

Gundrill Symbiosis (Beta)

The Skitarii blend their souls with the machine spirits of their weaponry until gun and wielder become one. A split second of silence follows as the Skitarii meditate upon sacred firing doctrine – then the night lights up as deadly accurate firepower criss-crosses the battlefield, scything down the foe wherever they may hide.

Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 2 to their Ballistic Skill characteristic, but subtract 1 from their Weapon Skill characteristic.

Binharic Omniscience (Alpha)

The Skitarii find their minds possessed by blessed binary, the entire battlefield reduced to a series of zeros and ones through which the causal path to the enemy's demise is clear as day. Rapt in this display of the Omnissiah's might, the Skitarii bullseye the foe with merciless, inhuman efficiency.

Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 3 to their Ballistic Skill characteristic, but subtract 2 from their Weapon Skill characteristic.



CONQUEROR IMPERATIVES

When the enemy close in, the Tech-Priests controlling each maniple inload conqueror imperatives that boost the martial subroutines of their Skitarii minions and galvanise them into physical action at the expense of their more elaborate targeting programs.

Mindstate Secutor (Gamma)

The warrior wisdom of ancient and experienced Secutors is forceloaded into the Skitarii's minds. Each thrilling pulse of data gifts them knowledge of the most efficient way to dispatch the foe at close quarters whilst retaining a reserve of strength for later use.

Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 1 their Weapon Skill characteristic.

Technomartyr Concords (Beta)

Devotional commands spool through the minds of the Skitarii at dizzying speed, each new imperative driving the warriors of the Omnissiah further into the ranks of the foe. One so compelled will fight with the skill of a true weapons expert, his mind and muscles filling with the boundless energy of the Motive Force.

Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 2 to their Weapon Skill characteristic, but subtract 1 from their Ballistic Skill characteristic.

Hyperaction Protocols (Alpha)

The Skitarii feel the press of an invisible hand upon their minds as the Machine God drives them to assault the foe. They wield blades, goads and lances with the pinpoint skill of master Secutors, making their foes seem clumsy and blunt by comparison.

Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 3 to their Weapon Skill characteristic, but subtract 2 from their Ballistic Skill characteristic.





ARMOURY OF THE FORGE WORLDS

This section of *Codex: Skitarii* lists the weapons and equipment used by the Skitarii, along with the rules for using them in your games of Warhammer 40,000. Rules for any standard equipment used by the Skitarii can be found in *Warhammer 40,000: The Rules*, but the more esoteric weapons and wargear they utilise are detailed here.

RANGED WEAPONS

ARC WEAPONS

Arc weapons are powered by bulky permacapacitors shipped from Mars' Great Repositorium. Some of these zinc-plated blocks store energy from the days when the Imperium was young. They discharge with a loud crack, firing bolts of blue-white electricity that can fry a man's brain or overload a war machine's datacortex in a second.

	Range	S	AP	Type
Arc pistol	12"	6	5	Pistol, Haywire
Arc rifle	24"	6	5	Rapid Fire, Haywire

COGNIS WEAPONS

Cognis weaponry, though superficially similar to that used by the rest of the Imperium, has one vital difference – a cognis weapon's machine spirit has been permanently awakened by the rites of the Machine God. When the wielder is unable to give his full concentration, the warlike spirit of the gun will take over.

	Range	S	AP	Type
Cognis autocannon	48"	7	4	Heavy 2, Cognis
Cognis lascannon	48"	9	2	Heavy 1, Cognis
Cognis heavy stubber	36"	4	6	Heavy 3, Cognis

Cognis: When a model makes Snap Shots (including Overwatch) with a weapon that has the Cognis special rule, its Ballistic Skill is counted as being 2 instead of 1.

ERADICATION BEAMER

The thin yellow beam fired by the eradication beamer widens as it projects outward from the weapon's distinctive muzzle. Those in the middle distance will be ravaged on a molecular level by its impossible technologies. Those close by are simply atomised, their physical forms scattered to the hot winds of war without a sound.

A shot from an eradication beamer has a different profile depending on how far the target is from the firer. If it is fired at between 9" and 36", the profile used is based on the distance to the central hole of the blast marker when it is placed, before rolling for scatter. If it is not clear which of the profiles to use, the controlling player can choose.

Range	S	AP	Type
0"-9"	10	1	Heavy 1
9"-18"	8	3	Heavy 1, Blast
18"-36"	6	5	Heavy 1, Large Blast

FLECHETTE BLASTER

The flechette blaster is lightweight but lethal, a favoured tool of the Sicarian Infiltrator. It fires hundreds of tiny darts, each of which bears a dormant cerebral cell awakened in the gun's chamber. Where one dart hits home it emits a bioelectric pulse that attracts others, resulting in a series of impacts that burrow through bone.

Range	S	AP	Type
12"	2	-	Burst Pistol, Shred

Burst Pistol: A weapon with this special rule fires five shots when fired, but is otherwise treated as a Pistol.

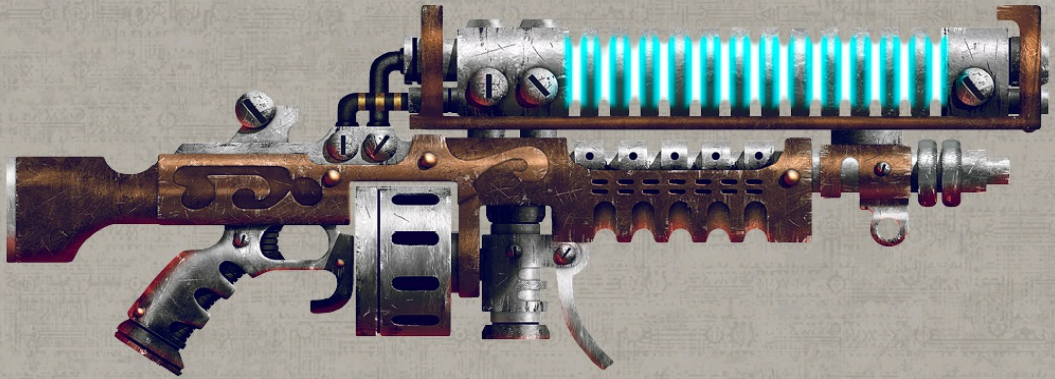
GALVANIC RIFLE

Modelled after the hunting flintlocks of Mars' past, the Mk IV Arkhan galvanic rifle is a precision tool in the hands of a Skitarii Ranger. Its bodywork is that of an antique, with a polished wooden stock and curlicues that echo the sandy seas of Mars' desert. Yet the galvanic servitor-bullets inside are incredibly advanced. When such a bullet strikes home, it causes all the potential energy of the target to burn out in a killing blast of electric force.

Range	S	AP	Type
30"	4	4	Rapid Fire, Precision Shots



Galvanic rifle



Arc rifle



Arc pistol



Flechette blaster

ICARUS ARRAY

The Icarus arrays used by the Adeptus Mechanicus fill the sky with inescapable death. Comprising a twin Icarus autocannon with skyscryer lenses, a gatling rocket launcher that fires whole salvos of flak and an armour-piercing missile launcher, its combined firepower can shred an entire squadron of enemy fighters.

An Icarus array consists of a twin Icarus autocannon with a built-in gatling rocket launcher and a built-in Daedalus missile launcher. Any or all of these weapons can be fired in the same Shooting phase, though all must shoot at the same target unit. If the twin Icarus autocannon uses its Interceptor special rule to fire in the enemy turn, the other weapons may still fire in your subsequent Shooting phase (and these can be fired at a different target to that fired at by the twin Icarus autocannon).

	Range	S	AP	Type
Daedalus missile launcher	48"	7	2	Heavy 1, Skyfire
Gatling rocket launcher	48"	6	4	Heavy 5, Ignores Cover, Skyfire
Twin Icarus autocannon	48"	7	4	Heavy 2, Interceptor, Skyfire, Twin-linked

NEUTRON LASER

The neutron laser is the last word in battlefield anti-tank weaponry. With a stabilised neutronic coil arc reactor as its power source, it is able to fire a beam so devastating it not only punches through the thickest armour but also sends out a blast wave of electromagnetic energy that scrambles circuits and synapses alike.

Range	S	AP	Type
48"	10	1	Heavy 1, Blast, Concussive

PHOSPHOR WEAPONS

Though the crawling horror of phosphex weaponry is all but forgotten in the Imperium, the blinding white fire of phosphor weaponry is still utilised by the Skitarii to mark out high priority targets amongst the battlefield murk. If those struck by the burning spheres fired by these weapons are not killed by the initial trauma, they are soon felled by the light-guided volleys that follow.

	Range	S	AP	Type
Phosphor blast pistol	12"	5	4	Pistol, Luminagen
Phosphor serpenta	18"	5	4	Assault 1, Luminagen
Heavy phosphor blaster	36"	6	3	Heavy 3, Luminagen

Luminagen: A unit that suffers one or more unsaved Wounds, glancing or penetrating hits caused by a weapon with this special rule counts its cover saves as being 1 point worse than normal until the end of the phase. Furthermore, units can re-roll the dice to determine their charge range against the afflicted unit until the end of the turn.

PLASMA CALIVER

As volatile as it is deadly, the plasma caliver exchanges range for a truly terrifying rate of fire. A squad of Skitarii armed with several plasma calivers lights up the night with each volley. To say they risk life and limb in the process is a grave understatement, yet to their Tech-Priest masters, such collateral damage matters not at all.

Range	S	AP	Type
18"	7	2	Assault 3, Gets Hot

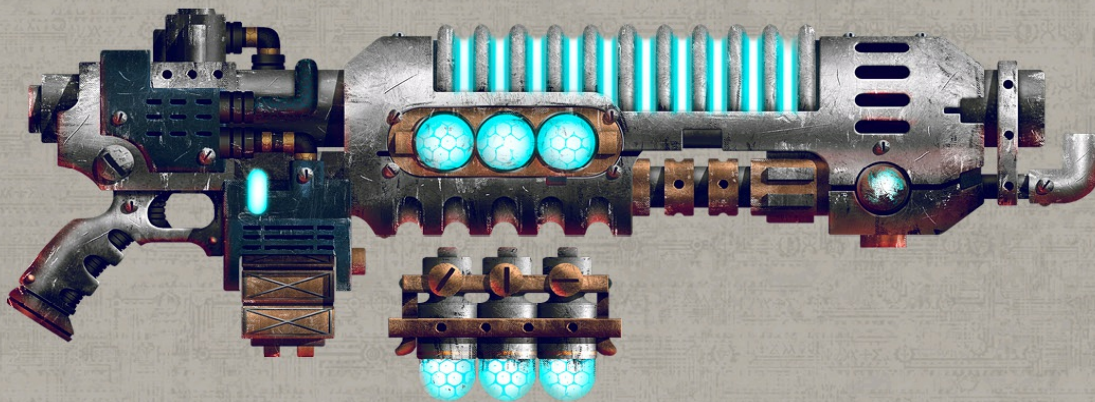
STUBCARBINE

The stubcarbine, though compact, has the stopping power of the heavy stubbers mounted on the tanks of the Astra Militarum. When a squad of Sicarians opens fire with these weapons, the air fills with a storm of solid shot that chews their victims to ruin.

Range	S	AP	Type
18"	4	-	Assault 3



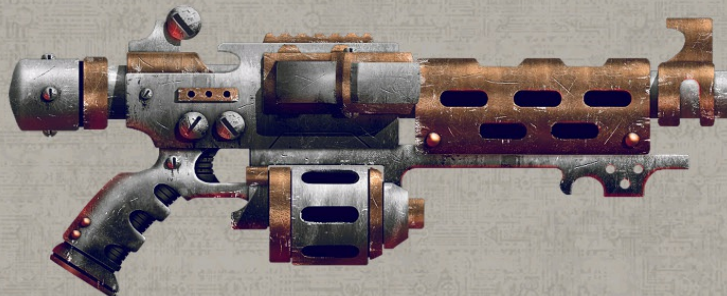
Phosphor blast pistol



Plasma caliver



Phosphor serpenta



Stubcarbine

RADIUM WEAPONS

Radium weapons are so volatile that they eventually kill their wielders. Their baroque beauty belies a singularly vile function – not only to strike, but to render the battlefield as deadly as the rad-wastes of Mars. Each weapon’s bullet cylinder is so thoroughly bathed in radium that a volley can cause a localised rad-storm. Those inside soon find their flesh blackening and sloughing away.

	Range	S	AP	Type
Radium pistol	12"	3	5	Pistol, Rad Poisoning
Radium carbine	18"	3	5	Assault 3, Rad Poisoning
Radium jezzail	30"	X	5	Heavy 2, Rad Poisoning, Sniper

Rad Poisoning: When firing a weapon that has this special rule, a To Wound roll of 6 causes 2 Wounds on the target unit, regardless of the target’s Toughness. Each Wound is allocated and saved against separately.

TRANSURANIC ARQUEBUS

The precision and inhuman efficiency that typify the Skitarii Legions are epitomised by these long-barrelled heavy weapons. Firing a shell of depleted transuranium, the arquebus can puncture a tank from one side to the other, the resultant pressure wave also pulping any biological creatures that may be sheltering inside.

Range	S	AP	Type
60"	X	3	Heavy 1, Armourbane, Sniper



Radium carbine



Radium pistol



Radium jezzail



Transuranic arquebus

MELEE WEAPONS

ARC MAUL

The arc maul is at first glance a bludgeoning weapon designed to crush and pulp its targets. However, when activated, it becomes a rod of lightning like unto those wielded by the gods of Old Earth. Those struck by an arc maul often convulse themselves to death as the riotous energies playing across them take their toll.

Range	S	AP	Type
-	+2	4	Melee, Concussive, Haywire

COGNIS MANIPULATOR

Similar in design to servo-arms, the hydraulic pincers jutting from many Skitarii vehicles have been adapted to channel their host's machine spirit in times of adversity. Such appendages can effect field repairs on damaged hulls and weapon systems even in the heat of battle.

Range	S	AP	Type
-	x2	1	Melee, Field Repairs, Specialist Weapon, Unwieldy

Field Repairs: A model equipped with a cognis manipulator has the It Will Not Die special rule.

POWER SWORD

A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease.

Range	S	AP	Type
-	User	3	Melee

PREHENSILE DATASPIKE

Usually mounted on a tail-like mechadendrite, the dataspikes favoured by the agents of the Adeptus Mechanicus can stab into the cortex of enemy machines and steal their secrets within a couple of heartbeats.

Range	S	AP	Type
-	User	5	Melee, Dataspikes, Haywire, Specialist Weapon

Dataspikes: When a model equipped with a weapon that has this special rule makes Melee attacks, it makes an additional attack with this weapon at the Initiative 10 step. This does not grant the model an additional Pile In move.

TASER WEAPONS

Powered by hyperdynamo capacitors, taser weapons store an incredible amount of potential energy. A solid impact will cause this energy to be discharged in a scorching blast, only to be harnessed once more by the electrothief prongs at the weapon’s tip.

	Range	S	AP	Type
Taser goad	-	+2	-	Melee, Taser
Taser lance	-	+3/+2*	-	Melee, Joust, Taser

** Taser lances have two profiles for Strength. The first is used only on a turn in which a model charges; the second is used at all other times.*

Joust: A model attacking with a weapon with this special rule doubles its Initiative characteristic on a turn in which it makes a successful charge.

Taser: When making an attack with a weapon that has this special rule, a To Hit roll of a 6 causes 2 additional hits on the target.

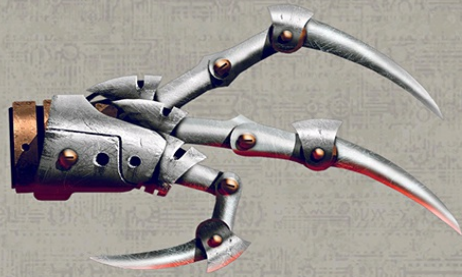
TRANSONIC WEAPONS

Transonic blades emit a low, insistent buzz that makes stomachs turn and eyes vibrate in their sockets. When they strike armour, these weapons will adjust their hostile sonic field to match its resonant frequency, quickly slicing right through it – and, in the case of the feared chordclaw, turning muscle, bone and fat to jelly.

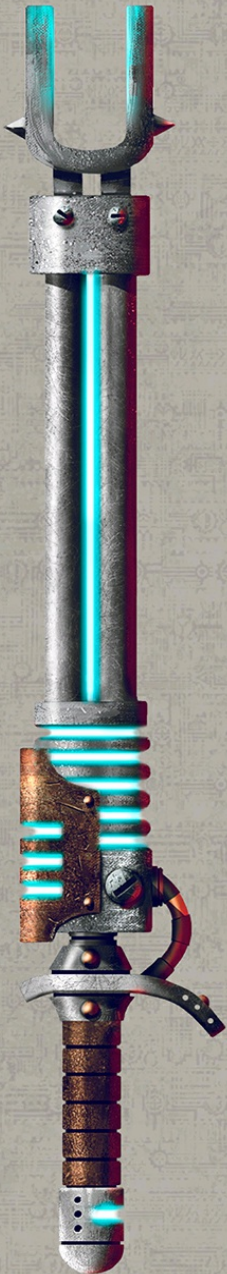
	Range	S	AP	Type
Transonic blade	-	+1	5	Melee, Transonic
Transonic razor	-	User	5	Melee, Transonic
Chordclaw	-	User	5	Melee, Molecular Dissonance, Transonic

Molecular Dissonance: When a model equipped with a chordclaw makes its close combat attacks, one of its Attacks will be a Dissonance Attack (roll this Attack separately). A Dissonance Attack has the Fleshbane special rule.

Transonic: When making an attack with a weapon that has this special rule, any To Wound rolls of 6 will automatically Wound the target regardless of its Toughness. In addition, during the first round of a close combat any To Wound rolls of 6 are resolved at AP2. During all subsequent rounds of a close combat, all Wounds are resolved at AP2.



Chordclaw



Taser goad



Transonic blade



Transonic razor



Arc maul

SPECIAL ISSUE WARGEAR

CONVERSION FIELD

These fields convert the energy of hostile attacks into flashes of light. The more powerful the attack, the brighter the light emitted by the conversion field – an effect which has resulted in more than one assailant being robbed of his sight.

A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test.

DIGITAL WEAPONS

The Imperium's digital weapons, though ostensibly supplied by the Adeptus Mechanicus, owe their provenance to nimble xenos technosavants. Though short ranged, they can be triggered to discharge potent laser blasts or jets of flame just as the enemy believes the wearer to be at his most vulnerable.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

ENHANCED DATA-TETHER

Seen as the mouthpieces of the Tech-Priests, who in turn are the prophets of the Machine God himself, those honoured with bearing enhanced data-tethers are obeyed without hesitation by their reverent Skitarii comrades.

Whenever a unit with an enhanced data-tether is affected by a Doctrina Imperative, all models in the unit add 1 to the Leadership characteristic on their profile until the start of your next turn. Note this is not cumulative with the effects of a broad spectrum data-tether (see below).

INFOSLAVE SKULL

The dextrous skull-and-digit adjutants that accompany senior Skitarii record hard data at a prolific rate. To know their findings are recorded and reported back is a great boon to the Skitarii, who draw courage and strength from the fact their sacrifices will not be in vain.

A model equipped with an infoslave skull adds 1 to its Leadership and gains the Acute Senses special rule.

MINDSCRAMBLER GRENADES

Sicarian Ruststalkers are equipped with mindscrambler grenades harbouring the egg-

sac of a Cthellan electrogenesis squid. When detonated, the resultant surge of bio-electricity causes heavy neural trauma in living creatures and artificial sentiences alike.

Shooting

When a unit armed with mindscrambler grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	X	4	Assault 1, Blast, Haywire, Neural Trauma

Neural Trauma: Hits caused by a weapon with this special rule always cause a Wound on a To Wound roll of 4+.

Assault

Models equipped with mindscrambler grenades don't suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat. In addition, when used in assault against vehicles, mindscrambler grenades have the following profile:

Range	S	AP	Type
-	3	4	Haywire

OMNISPEX

The omnispex carries a raptor-class machine spirit that can read heat emissions, data signatures, and biological waveforms even at extreme range. Should it be kept focussed for an extended period of time, it will determine the weak points of those it scrutinises and pass them on to its master.

Cover saves taken against attacks made by a unit that contains at least one model equipped with an omnispex are made with a -1 modifier.

REFRACTOR FIELD

A common sight in the ranks of the Skitarii Legions, the refractor field distorts the image of the wearer with a shimmering cloak of energy. Incoming attacks that strike the field will be refracted into multi-spectrum bursts that dissipate into harmlessness.

A refractor field confers a 5+ invulnerable save.

ARMOUR

SKITARII WAR PLATE

Skitarii warriors are protected by armoured plates designed to be worn for several years at a time. Secreted under a superdermal layer of ceramite alloy are recombinant cells that harness moisture from the wearer and recycle it. This liquid is transmuted into a gelatinous unguent that coats the inside of the suit, preventing the slow abrasion of the wearer's body whilst affording a measure of protection from the harmful emanations of their weaponry.

Skitarii war plate confers a 4+ Armour Save.

SICARIAN BATTLE ARMOUR

Agility is of paramount importance to the long-limbed killers of the Sicarian brotherhood. To this end they go to war clad in multilayered alloy that, though thin and flexible, provides admirable physical protection. This alloy, informally known as aegium, acts as a capacitor that harnesses the energy of incoming attacks and disperses it harmlessly across the wearer's bionic frame.

Sicarian battle armour confers a 4+ Armour Save and a 6+ invulnerable save.



SKITARII VEHICLE EQUIPMENT

BROAD SPECTRUM DATA-TETHER

A vehicle-mounted version of that carried by veteran Skitarii, the broad spectrum data-tether projects a Tech-Priest's binharic blurts with such clarity it seems he is amongst the ranks of the Skitarii himself. Imperatives delivered via such information relays are more potent and reliable than any other.

All models in friendly units with the Skitarii Faction that are within 6" of at least one model with a broad spectrum data-tether and are affected by a Doctrina Imperative add 1 to the Leadership characteristic on their profile until the start of your next turn. Note this is not cumulative with the effects of an enhanced data-tether (see above).

EMANATUS FORCE FIELD

The overlapping force fields generated by Dunecrawlers are marvels of military science. Much like the refractor fields common to the lesser orders of the Martian Priesthood, they disperse hostile energies into the atmosphere, each incoming bullet transformed into little more than a flash of actinic blue light and a sudden tang of ozone.

An emanatus force field confers a 6+ invulnerable save.

MINDSCANNER PROBE

The goliath-grade circuitry in this wondrous machine means it can only be borne by robustly built vehicles. When activated, it can detect any significant spikes of cerebral activity from nearby enemies. This triggers a series of bells, giving Skitarii a valuable second of notice before an enemy attack hits home.

If a unit within 6" of a friendly model equipped with a mindscanner probe is charged, the charging models do not gain bonus Attacks from charging. However, if the target unit was already locked in combat from a previous turn, or has Gone to Ground, the mindscanner probe has no effect and the attackers gain bonus Attacks as normal.

SEARCHLIGHT

Searchlights are often fitted to vehicles so that the foe cannot use darkness as an ally.

Searchlights are used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

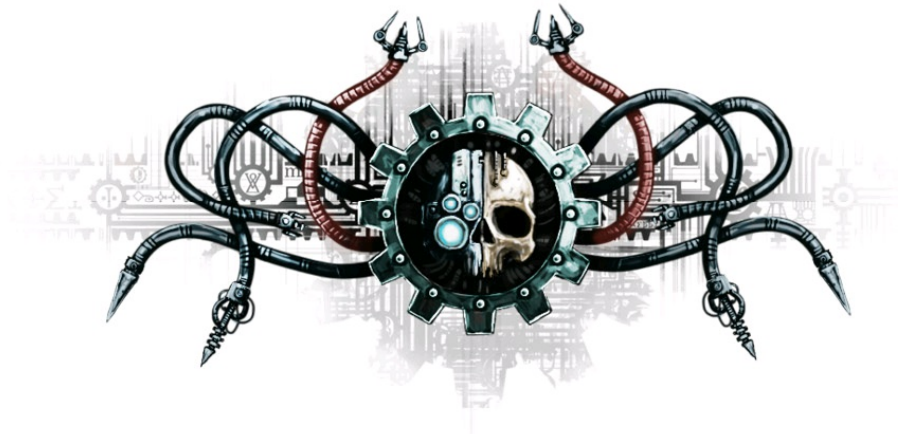
Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting rule.

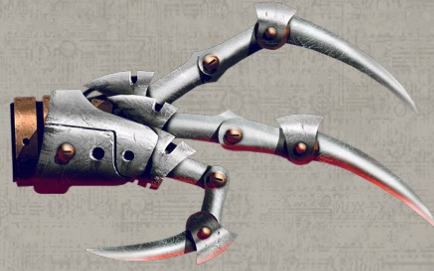
SMOKE LAUNCHER

Some vehicles have small launchers mounted onto them that carry smoke canisters. These are used to temporarily obscure the vehicle behind billowing clouds of smoke, allowing it to cross open areas in greater safety – although it does so at the cost of being able to fire its own weapons.

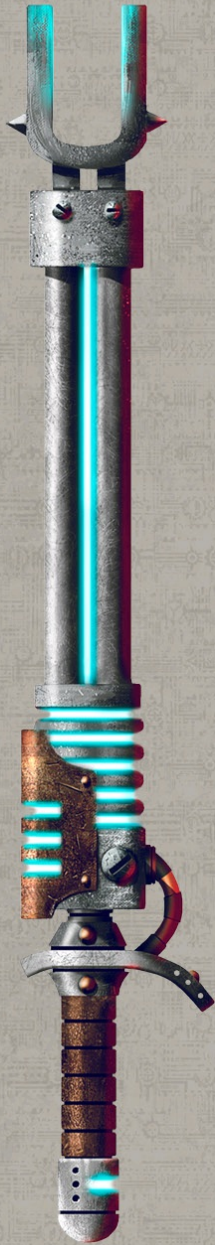
Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.





Chordclaw



Taser goad



Transonic blade



Transonic razor



Arc maul



RELICS OF MARS

Relics of Mars are items of terrifying power that are sometimes bestowed upon a Skitarii Alpha or Sicarian Princeps by a senior Tech-Priest for them to field test. Only one of each of the following relics may be chosen per army.

ARKHAN'S DIVINATOR

The Imperium is littered with the detritus of more than ten millennia of war. Amongst it are many useful discoveries waiting to be recovered by the Adeptus Mechanicus – and in the case of unidentified archeotech, by their Skitarii Legions in particular. To aid his minions in the location of such items, the revered technoarchaeologist Arkhan Land fashioned a gauntlet around an armature of ancient Martian divining rods. One who wears this gauntlet will find his fingers twitching when he is near a relic of surpassing value, even whilst in the heat of battle. Uncanny though it seems, the subsequent investigation will often reveal exactly the calibre of treasure that the wielder needs in order to secure victory.

If the bearer of Arkhan's Divinator, or any model in the bearer's unit, identifies a Mysterious Objective or deploys or moves into a piece of mysterious terrain, you can choose to re-roll the result when determining what that Mysterious Objective or piece of mysterious terrain is.

THE OMNISCIENT MASK

Legend has it that the wearer of the Omniscient Mask can read the souls of men, each rendered as legible as the binharic calligraphy of the Illuminatoria. An object of great veneration amongst the Skitarii, those under its gaze fight all the harder, for each warrior fears he will be found wanting in the eyes of the Omnissiah's chosen.

The bearer of the Omniscient Mask has the Zealot special rule.

PATER RADIUM

Amongst the Skitarii there is a theory that Pater Radium is the heart of a nuclear reactor, the first of its kind to be built on Mars. The honour of carrying this ornate rad-pack is awarded only to those who have acted on their own military initiative and hence won the day. Little matter, then, that the horrifically powerful radiation it emanates cause the teeth, hair and bones of the bearer to degrade to mulch in short order. Its very presence is an honour to the legionnaire that bears it, and when the legendary artefact can reduce the strongest of enemy warriors to crawling weakness, who can question its sacred cause?

If the bearer of the Pater Radium is locked in combat with one or more enemy units at the end of the Initiative 1 step, each of these enemy units must take a Toughness test using the Toughness value of the majority of the unit (or the highest in the case of a tie). If the test is failed, the unit takes D6 randomly allocated Wounds with no armour saves allowed.

PHASE TASER

A true miracle of the Machine God, the phase taser crackles with transdimensional energy, leading several curious magi to theorise it was once far more than a tool of war – though seeing as every one of them subsequently disappeared without trace, the Tech-Priests have lately been content to leave it in Skitarii hands. One struck hard by the prongs at the taser’s end will be instantly and permanently transported into another dimension, effectively disappearing from reality in a burst of crackling light.

Range	S	AP	Type
-	+2	-	Melee, Taser, Interdimensional Electrocutation

Interdimensional Electrocutation: Any model that suffers one or more unsaved Wounds from a weapon that has this special rule must immediately pass an Initiative test or be removed from play as a casualty.

PHOSPHOENIX

The blasphemous Tech-Priest Veriliad essentially destroyed the Adeptus Mechanicus’ ability to make phosphex weaponry. Having seen the crawling horror of the living, white-blue flame, Veriliad destroyed the lone STC for the substance’s creation. Efforts to recreate it have been unsuccessful ever since. Decried as Heretic Technis by the rest of his order, Veriliad was tied to a stake and shot with the pistol known as Phosphoenix, the finest such weapon ever produced. Perhaps fittingly, he was burnt alive by the very living flame he had tried to extinguish.

Range	S	AP	Type
6"	5	2	Pistol, Luminagen, Phosphex, Poisoned (3+)

Phosphex: When firing a weapon that has this special rule, a successful To Hit roll scores 3 hits against the target unit instead of 1.

SKULL OF ELDER NIKOLA

This yellowed, multi-lacquered servo-skull is perhaps the most ancient of its kind. It has

been ghostdated to the early days of Mankind, when primitive Terrans had barely evolved the ability to conjure light. Should the correct praise-psalm be sung to it, the halo of electrical power that surrounds its bony circumference will explode outwards in a ring of crackling force, scrambling the unnatural workings of enemy war engines.

Once per game, the bearer of the Skull of Elder Nikola can unleash its power instead of firing a weapon. To do so, roll a number of D6 equal to the current turn number; the total rolled is the range of the attack in inches. All enemy vehicles within range suffer a Strength 1 AP- hit with the Haywire special rule.



TACTICAL OBJECTIVES

Codex: Skitarii describes six Tactical Objectives to use in your games that are exclusive to Skitarii players and help to reflect their relentless pursuit of knowledge and the destruction of those who would oppose the goals of their masters.

If your Warlord has the Skitarii Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Skitarii player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), generate the corresponding Skitarii Tactical Objective instead, as shown in the table on the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 Result

- 11** A Victory for Logic
- 12** Survival is Nothing, Data is All
- 13** The Quest for Knowledge
- 14** In Gloriam Mechanicus
- 15** Rumours of Revelation
- 16** Affronts to the Machine God

11 A VICTORY FOR LOGIC

TYPE: SKITARIi

Those who truck with the chaotic stuff of the Empyrean must bow before the steel certainty of logic. Prove the superiority of science over the esoteric, using willpower alone if necessary.

Score 1 Victory Point at the end of your turn if you passed a Deny the Witch test during your opponent's previous turn.

12 SURVIVAL IS NOTHING, DATA IS ALL

TYPE: SKITARIi

The Tech-Priests care not at all for the fates of individual minions, for in learning of the enemy's strengths and weaknesses, the fate of the Imperium can be changed. Gather hard data about the capabilities of the foe, no matter the cost!

Score 1 Victory Point at the end of your turn if one or more friendly units with the Skitarii

Faction either completely destroyed an enemy unit, or were completely destroyed, during your turn.

13 THE QUEST FOR KNOWLEDGE

TYPE: SKITARII

Long-lost artefacts may yield insights into the advanced technologies of aeons long past. Further the grand quest of the Adeptus Mechanicus by uncovering priceless archeotech.

Score 1 Victory Point at the end of your turn if you identified a Mysterious Objective during your turn.

14 IN GLORIAM MECHANICUS

TYPE: SKITARII

Honour the mighty war machines of the Adeptus Mechanicus by destroying the unhallowed creations of your foes.

Score 1 Victory Point at the end of your turn if at least one enemy vehicle was destroyed during your turn. If at least one enemy Super-heavy vehicle was destroyed during your turn, score D3 Victory Points instead.

15 RUMOURS OF REVELATION

TYPE: SKITARII

Reports imply that an invaluable piece of technology has been located in the area – perhaps even one of the sacred STCs. Authenticate its significance and report back to your masters; an overseer will provide the most trustworthy evaluation.

When this Tactical Objective is generated, roll a D6. Score 1 Victory Point at the end of your turn if you control the corresponding Objective Marker. If your Warlord controls the corresponding Objective Marker, score D3 Victory Points instead.

16 AFFRONTS TO THE MACHINE GOD

TYPE: SKITARII

The vile engines of the foe are an abomination unto the sight of the Machine God. Sing the Canticle of Undoing as you ensure their permanent destruction.

Score 1 Victory Point at the end of your turn if at least one enemy vehicle was completely destroyed during your turn. If between 3 and 4 enemy vehicles were destroyed during your turn, score D3 Victory Points instead. If 5 or more enemy vehicles were destroyed during your turn, score D3+3 Victory Points instead.

DESIGNER'S NOTE - TACTICAL OBJECTIVES CARD DECK

If you own a deck of Skitarii Tactical Objective Cards, you can generate

your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.





PROFILES

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ranger Alpha	3	4	3	3	2	3	2	9	4+	In (ch)
Skitarii Ranger	3	4	3	3	1	3	1	8	4+	In
Skitarii Vanguard	3	4	3	3	1	3	1	8	4+	In
Vanguard Alpha	3	4	3	3	2	3	2	9	4+	In (ch)

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Infiltrator Princeps	4	4	4	3	2	4	3	9	4+	In (ch)
Ruststalker Princeps	4	4	4	3	2	4	3	9	4+	In (ch)
Sicarian Infiltrator	4	4	4	3	2	4	2	8	4+	In
Sicarian Ruststalker	4	4	4	3	2	4	2	8	4+	In

VEHICLES

	WS	BS	S	⌈ F	Armour S	R ⌋	I	A	HP	Unit Type
Ironstrider Ballistarius	3	4	5	11	11	11	3	2	2	O, W
Onager Dunecrawler	3	4	5	12	12	11	2	1	3	W
Sydonian Dragoon	4	4	5	11	11	11	3	3	2	O, W

UNIT TYPES

Infantry = In, Open-topped = O, Walker = W, Character = (ch)

RANGED WEAPONS				
Weapon	Range	S	AP	Type
Arc pistol	12"	6	5	Pistol, Haywire
Arc rifle	24"	6	5	Rapid Fire, Haywire
Cognis autocannon	48"	7	4	Heavy 2, Cognis
Cognis lascannon	48"	9	2	Heavy 1, Cognis
Cognis heavy stubber	36"	4	6	Heavy 3, Cognis
Eradication beamer				
Short range	0"-9"	10	1	Heavy 1
Medium range	9"-18"	8	3	Heavy 1, Blast
Long range	18"-36"	6	5	Heavy 1, Large Blast
Flechette blaster	12"	2	-	Burst Pistol, Shred
Galvanic rifle	30"	4	4	Rapid Fire, Precision Shots
Heavy phosphor blaster	36"	6	3	Heavy 3, Luminagen
Icarus array				
Daedalus missile launcher	48"	7	2	Heavy 1, Skyfire
Gatling rocket launcher	48"	6	4	Heavy 5, Ignores Cover, Skyfire
Twin Icarus autocannon	48"	7	4	Heavy 2, Interceptor, Skyfire, Twin-linked
Mindscrambler grenade	8"	X	4	Assault 1, Blast, Haywire, Neural Trauma
Neutron laser	48"	10	1	Heavy 1, Blast, Concussive
Phosphor blast pistol	12"	5	4	Pistol, Luminagen
Phosphor serpenta	18"	5	4	Assault 1, Luminagen
Plasma caliver	18"	7	2	Assault 3, Gets Hot
Radium carbine	18"	3	5	Assault 3, Rad Poisoning
Radium jezzail	30"	X	5	Heavy 2, Rad Poisoning, Sniper
Radium pistol	12"	3	5	Pistol, Rad Poisoning
Stubcarbine	18"	4	-	Assault 3
Transuranic arquebus	60"	X	3	Heavy 1, Armourbane, Sniper

MELEE WEAPONS

Weapon	Range	S	AP	Type
Arc maul	-	+2	4	Melee, Concussive, Haywire
Chordclaw	-	User	5	Melee, Molecular Dissonance, Transonic
Cognis manipulator	-	x2	1	Melee, Field Repairs, Specialist Weapon, Unwieldy
Mindscrambler grenade	-	3	4	Haywire
Power sword	-	User	3	Melee
Prehensile dataspike	-	User	5	Melee, Dataspike, Haywire, Specialist Weapon
Taser goad	-	+2	-	Melee, Taser
Taser lance	-	+3/+2	-	Melee, Joust, Taser
Transonic blade	-	+1	5	Melee, Transonic
Transonic razor	-	User	5	Melee, Transonic



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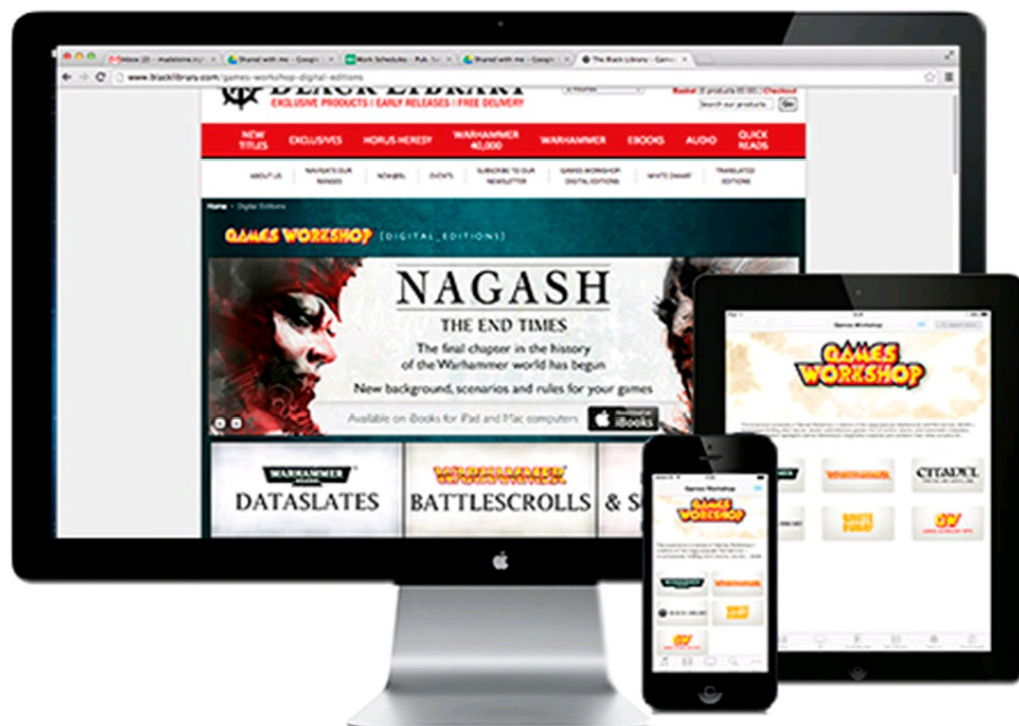
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