

SKITARII RANGER KILL TEAMS

A mainstay of the legions of the Adeptus Mechanicus, Skitarii Rangers are relentless hunters. Able to operate for days on end without rest or respite, they will track their prey to the point of exhaustion before bringing them down in a hail of fire from their exotic weaponry.

SKITARII SPECIAL RULES

The following special rules apply to all of the members of a Skitarii kill team.

Artificer Weaponry: A Skitarii fighter may ignore the first failed Ammo roll in each game.

USING A SKITARII KILL TEAM

A Skitarii Ranger kill team follows all of the normal rules, with the following exceptions:

- A Skitarii kill team consists of 3-10 models.
- A Skitarii kill team can include up to 3 specialists.



	Kill Team Leader						Cost to recruit: 150 points			
	M	WS	BS	S	T	W	I	A	Ld	
Skitarii Ranger Alpha	4"	3	4	3	3	2	4	2	9	

Every Skitarii Ranger team is led by an Alpha, one blessed enough that their modifications now make up more of their body than flesh does.

Wargear: A Skitarii Ranger Alpha is equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger Alpha can be armed with items chosen from the Skitarii Hand-to-Hand, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

	Trooper						Cost to recruit: 80 points			
	M	WS	BS	S	T	W	I	A	Ld	
Skitarii Ranger	4"	3	4	3	3	1	3	1	8	

Skitarii Rangers are the mainstay of a Skitarii Ranger kill team. They are highly modified and methodical fighters.

Wargear: All Skitarii Rangers are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger can be armed with items chosen from the Skitarii Basic Weapons, Grenades and Miscellaneous Equipment lists.

	New Recruit						Cost to recruit: 65 points			
	M	WS	BS	S	T	W	I	A	Ld	
Skitarii Fresh-forged	4"	3	3	3	3	1	3	1	8	

Fresh-forged are the most recent additions to a Skitarii Ranger team, their remaining flesh still raw from the surgery involved in bionic modification.

Wargear: All Skitarii Fresh-forged are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Fresh-forged can be armed with items chosen from the Skitarii Basic Weapons, Grenades and Miscellaneous Equipment lists.

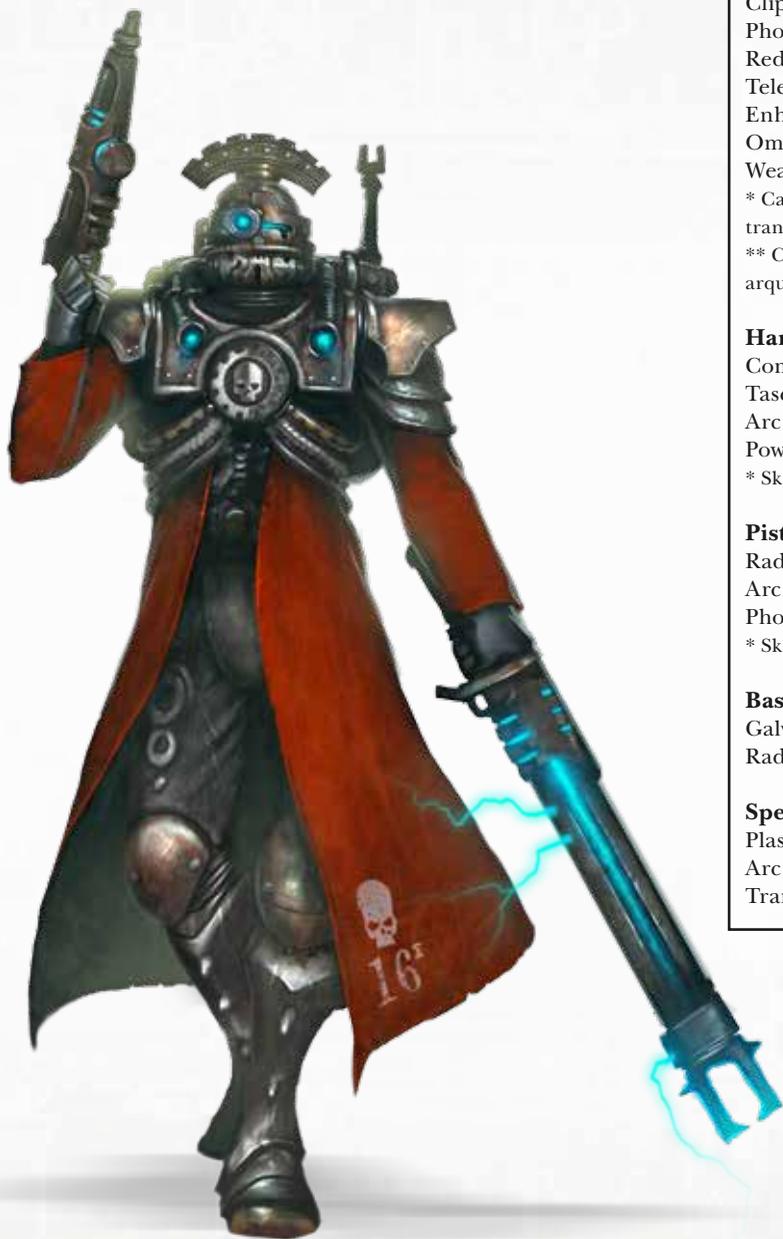
	Specialist						Cost to recruit: 90 points			
	M	WS	BS	S	T	W	I	A	Ld	
Skitarii Specialist	4"	3	4	3	3	1	3	1	8	

Skitarii Specialists are given the holy duty of carrying and maintaining the kill team's more unusual weaponry.

Wargear: All Skitarii Specialists are equipped with a combat blade and Skitarii war plate. In addition, a Skitarii Ranger Specialist can be armed with items chosen from the Skitarii Pistols, Special Weapons, Grenades and Miscellaneous Equipment lists.

‘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



SKITARIИ WEAPON AND EQUIPMENT LISTS

Grenades

Frag grenades	25 points
Melta bombs*.....	30 points
Krak grenades.....	40 points

* Skitarii Ranger Alpha only

Miscellaneous

Clip harness	10 points
Photo-visior	15 points
Red-dot laser sight*.....	20 points
Telescopic sight**.....	20 points
Enhanced data-tether	35 points
Omnispex.....	40 points
Weapon reload.....	Half cost of weapon in points

* Can be fitted to galvanic rifles, radium carbines and transuranic arquebuses only

** Can be fitted to galvanic rifles and transuranic arquebuses only

Hand-to-Hand Weapons

Combat blade (knife)	5 points
Taser goad.....	45 points
Arc maul*.....	50 points
Power sword*	50 points

* Skitarii Ranger Alpha only

Pistols

Radium pistol	20 points
Arc pistol.....	30 points
Phosphor blast pistol*	40 points

* Skitarii Ranger Alpha only

Basic Weapons

Galvanic rifle	35 points
Radium carbine.....	35 points

Special Weapons

Plasma caliver	75 points
Arc rifle.....	40 points
Transuranic arquebus.....	180 points

WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

ARC MAUL

When activated, an arc maul becomes a rod of lightning like unto those wielded by the gods of Old Earth.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-1

Concussive: A fighter who goes down as a result of an injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

CHORDCLAW

The feared chordclaw works on a similar principle to the other transonic weaponry. The resonant frequencies that pulse through its talons turn muscle, bone and fat to jelly.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	D3	-

Transonic: On a wound roll of 6, the save modifier of this weapon changes to -4.

PAIR OF TRANSONIC BLADES

When they strike armour, transonic blades will adjust their hostile sonic field to match its resonant frequency, quickly slicing right through it.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

Paired: A fighter attacking with these weapons can re-roll To Wound rolls in the hand-to-hand phase.

Parry: Fighters with a pair of transonic blades are able to make two parries.

Transonic: On a wound roll of 6, the save modifier of this weapon changes to -4.

TASER GOAD

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	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

Taser: Add +2 to your combat score if your opponent fumbles, instead of the usual +1.

TRANSONIC RAZOR

Transonic razors are shorter than transonic blades, but are no less deadly. When combined with a chordclaw, they form a humming web of weaving, stabbing and slicing edges.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	D3	-

Transonic: On a wound roll of 6, the save modifier of this weapon changes to -4.

PISTOLS

ARC PISTOL

Arc weapons 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		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	5	1	-	5+

FLECHETTE BLASTER

A flechette blaster fires hundreds of tiny darts in a single salvo. Where one dart hits home it emits a bioelectric pulse that attracts others, resulting in a series of impacts that burrow through bone.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	-	+1	2	1	-	5+

Sustained Fire: 2 dice.

PHOSPHOR BLAST PISTOL

If those struck by the burning spheres fired by a phosphor blast pistol are not killed by the initial trauma, they are soon felled by the light-guided volleys that follow.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	-	-	5	D3	-	6+

Phosphor: A model that suffers a hit from a phosphor blast pistol cannot hide in its next turn.

RADIUM PISTOL

The baroque beauty of a radium pistol belies a singularly vile function – not only to strike, but to render the battlefield as deadly as the rad-wastes of Mars.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+1	-	4	1	-	4+

STUBCARBINE

A stubcarbine fills the air with a storm of solid shot that chews its victims to bloody ruin.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	-	-	4	1	-	5+

Sustained Fire: 1 dice.

BASIC WEAPONS

GALVANIC RIFLE

The galvanic servitor-bullets inside this weapon 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▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-15"	15-30"	-	+1	4	1	-1	5+

RADIUM CARBINE

The bullets fired by a radium carbine are so laced with radiation that even a minor wound can slay its victim within a matter of days.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	4	1	-	4+

SPECIAL WEAPONS

ARC RIFLE

Arc rifles are often used for disabling and destroying enemy war machines, but their killing power works just as well on living flesh.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+2	-	5	1	-	5+

PLASMA CALIVER

As volatile as it is deadly, the plasma caliver exchanges range for a truly terrifying rate of fire.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-18"	-	-	7	1	-3	7+

Sustained Fire: 1 dice.

Volatile: A plasma caliver has the potential to overheat, and may explode (see *Shadow War: Armageddon*, pg 48).

TRANSURANIC ARQUEBUS

This weapon fires a hyper-velocity shell of lethal depleted transuranium across extremely long distances.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-72"	-1	-	7	D3	-3	6+

Sniper Weapon: A transuranic arquebus takes time to set up and use. Because of this, a fighter cannot fire a transuranic arquebus if they moved that turn.

ARMOUR

SICARIAN BATTLE ARMOUR

The alloy of this armour acts as a capacitor that harnesses the energy of incoming attacks and disperses it harmlessly across the wearer's bionic frame.

Save: A fighter equipped with Sicarian battle armour has a 4+ armour save and a 6+ invulnerable save.

SKITARII WAR PLATE

Skitarii war plate prevents the slow abrasion of the wearer's body whilst affording a measure of protection from the harmful emanations of their weaponry.

Armour Save: A fighter equipped with Skitarii war plate has a 4+ armour save.

SPECIALISED EQUIPMENT

ENHANCED DATA-TETHER

Those honoured with bearing enhanced data-tethers are obeyed without hesitation by their reverent comrades.

A model equipped with an enhanced data-tether and any friendly fighters within 6" may test to recover from pinning as if they were within 6" of your leader.

OMNISPEX

An omnispeX can read heat emissions, data signatures and biological waveforms, and transfer this targeting information wherever it is needed.

A fighter equipped with an omnispeX may designate an enemy fighter in line of sight as a priority target at the start of your turn. If they do so, friendly fighters within 6" of the omnispeX's bearer ignore any penalties for cover that they would otherwise suffer when shooting at that target. If a fighter uses an omnispeX, they may not move or shoot this turn. A fighter may not use an omnispeX whilst engaged in close combat.

SKITARII SPECIAL OPERATIVES

TECH-PRIEST ENGINEER

	M	WS	BS	S	T	W	I	A	Ld
Tech-Priest Engineer	4"	3	3	3	3	1	3	1	8

Skilled battle-smiths and custodians of the war machines that accompany the massed ranks of the Astra Militarum, Tech-Priest Engineers can soothe the machine spirits of even most temperamental weapons.

Wargear: A Tech-Priest Engineer has a laspistol, power axe, servo-arm, frag and krak grenades and power armour.

Soothe Machine Spirit: You can choose to re-roll any failed Ammo rolls for fighters within 6" of a friendly Tech-Priest Engineer.

SICARIAN RUSTSTALKER

	M	WS	BS	S	T	W	I	A	Ld
Sicarian Ruststalker	6"	4	4	3	3	2	4	2	8

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.

Wargear: A Sicarian Ruststalker has a transonic razor, chordclaw and Sicarian battle armour. They may also do any of the following:
Exchange their transonic razor and chordclaw for a pair of transonic blades.

Combat Master: If a Sicarian Ruststalker is attacked by multiple opponents in hand-to-hand combat, it uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.

SICARIAN INFILTRATOR

	M	WS	BS	S	T	W	I	A	Ld
Sicarian Infiltrator	6"	4	4	3	3	2	4	2	8

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.

Wargear: A Sicarian Infiltrator has a stubcarbine, power sword and Sicarian battle armour. They may also do any of the following:
Exchange their stubcarbine for a flechette blaster.
Exchange their power sword for a taser goad.

Infiltration: Once both kill teams have been set up, but before a mission begins, you may make two free run moves with this fighter. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

Neurostatic Aura: Fighters within 6" of any enemy Sicarian Infiltrators subtract 1 from their Initiative and Leadership characteristics.



SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Skitarii Rangers are skilled at both ranged and close combat, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Skitarii Rangers	Trooper	✓		✓			✓	
	Specialist	✓		✓		✓	✓	
	Leader	✓	✓	✓		✓	✓	✓

