IMPERIUM - ADEPTUS MECHANICUS

SKITARII VANGUARD

85 PTS

SKITARII VANGUARD ALPHA

M	T	SV	W	LD	OC	
6"	3	4+	1	7+	2	5+

SKITARII VANGUARD W/ RADIUM CARBINE

M	T	SV	W	LD	OC	
6"	3	4+	1	7+	2	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arc rifle [ANTI-VEHICLE 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	30"	1	4+	8	-1	D3
Mechanicus pistol [DEVASTATING WOUNDS] [PISTOL]	12"	1	4+	6	-1	1
Radium carbine [ANTI-INFANTRY 4+]	18"	3	4+	3	0	1
Transuranic arquebus [HEAVY] [PRECISION]	36"	1	4+	7	-2	D3
➤ Plasma caliver - supercharge [HAZARDOUS]	30"	2	4+	8	-3	2
➤ Plasma caliver - standard	30"	2	4+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Alpha combat weapon	Melee	2	4+	5	-1	1
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Skitarii Vanguard Alpha - Equipped with: Close combat weapon, Alpha combat weapon, Mechanicus pistol, Radium carbine (25mm)
9x Skitarii Vanguard w/ radium carbine - Equipped with: Close combat weapon, Radium carbine (25mm)
1x Skitarii Vanguard w/ transuranic arquebus oder Skitarii Vanguard w/ arc rifle oder Skitarii Vanguard w/ plasma caliver (25mm)

Wargear Options:

- Each Skitarii Vanguard Alpha can replace its Radium carbine with Mechanicus pistol.

ABILITIES

Enhanced data-tether
Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Omnispex
Ranged weapons equipped by models in the bearer's unit have the IGNORES COVER ability.

Rad-saturation (Aura)
While an enemy unit (excluding Vehicle units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit.

KEYWORDS: Vanguard, Imperium, Infantry, Skitarii, Battleline

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.