KILL TEAM LIST

ADEPTUS MECHANICUS

DUAL CODEX LIST

This Team List uses the special rules and wargear found in both Codex: Skitarii and Codex: Cult Mechanicus. Note that when the team list below refers to the **Special Issue Wargear** list, it is from their respective codex.

CANTICLES AND IMPERATIVES

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

SKITARII WARGEAR

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

Omnispex: A model with an omnispex may place a single 'omnispex counter' down anywhere on the battlefield at the start of its shooting phase (make a note of which model owns which counter if you have multiple omnispexes).

A model with an omnispex, and all friendly models within 3" of it, counts any enemy model that is within 3" of its omnispex counter as having a -1 modifier to its cover save. Remove all omnispex counters at the end of the phase.

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

Kyropatris Field Generator: So long as you have at least five models equipped with a Kyropatris field generator on the battlefield, all models with Kyropatris Field Generators may re-roll failed Armour saves of a 1. In addition, if there are at least 10 models equipped with Kyropatris field generators then shooting attacks against them are reduced by -1 Str.

MODEL AVAILABILITY

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

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

TEAM LEADERS

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

WARGEAR:
- Artificer armour
- Macrostubber
- Power axe
- Dataspike

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

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

OPTIONS:
- May take items from the **Ranged Weapons** and **Special Issue Wargear** lists, **except shields.**
- May take any of the following:
  - Refractor Field _5 pts_
  - Conversion Field _10 pts_
  - Stasis Field _15 pts_
- May replace macrostubber with one of the following:
  - Phosphor serpenta _5 pts_
  - Gamma pistol _10 pts_
- May replace power axe with a power fist for _10 pts_.
- May replace dataspike with a mechadendrite harness and volkite blaster for _20 pts_.
- May take any of the following:
  - Infoslave skull _5 pts_
  - Scryerskull _5 pts_
- May take items from the **Adeptus Mechanicus Armoury**, including Leader and Tech-priest Items.

Conveyer of the motive force: In a team lead by a Tech-Priest, you may take electro-priests as core. In addition, they Look out Sir! on a 2+ if used to save the Tech-Priest.

VANGUARD ALPHA
13 Points

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

WARGEAR:
- Skitarii war plate
- Radium carbine

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

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

Team Leader: the Vanguard Alpha counts towards Vanguard Item and special weapon availability.

RANGER ALPHA
15 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ranger Alpha	3	4	3	3	2	3	2	9	4+	Infantry (Character)

WARGEAR:
- Skitarii war plate
- Galvanic rifle

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

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

Team Leader: the Ranger Alpha counts towards Ranger Item and special weapon availability.

Hoplite Alpha
17 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Hoplite Alpha	3	4	3	3	2	3	2	9	4+	Infantry (Character)

WARGEAR:
- Secutarii war plate
- Arc Lance
- Mag-inverter shield
- Kyropatris field generator

SPECIAL RULES:
- Inspiring Presence
- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless

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

Squad Leader: In a team lead by a Hoplite Alpha, Hoplites may be taken as a core choice.

Team Leader: the Hoplites Alpha counts towards Hoplite Item availability.

Peltast Alpha
16 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Peltast Alpha	3	4	3	3	2	3	2	9	4+	Infantry (Character)

WARGEAR:
- Secutarii war plate
- Galvanic-caster
- Mag-inverter shield
- Kyropatris field generator

SPECIAL RULES:
- Inspiring Presence
- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless
- Blind Barrage

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

Squad Leader: In a team lead by a Peltast Alpha, Peltasts may be taken as a core choice.

Team Leader: the Peltast Alpha counts towards Peltast Item availability.

INFILTRATOR PRINCEPS
45 Points

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

WARGEAR:
- Sicarian battle armour
- Stubcarbine
- Power sword

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

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

Squad Leader: In a team lead by a Infiltrator Princeps, Infiltrators may be taken as a core choice.

RUSTSTALKER PRINCEPS
40 Points

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

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

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

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

Squad Leader: In a team lead by a Ruststalker Princeps, Ruststalkers may be taken as a core choice.

CORE

SKITARII VANGUARD   9 Points

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

WARGEAR:
- Skitarii war plate
- Radium carbine

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

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

SKITARII RANGER   11 Points

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

WARGEAR:
- Skitarii war plate
- Galvanic rifle

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

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

RESTRICTION: You may only take a maximum of three Kataphron Breachers in your team.

KATAPHRON BREACHER   50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Kataphron Breacher	3	3	5	5	2	3	1	8	3+	Infantry

WARGEAR:
- Kataphron breacherplate
- Heavy arc rifle
- Arc claw

SPECIAL RULES:
- Canticles of the Omnissiah
- Very Bulky
- Heavy Battle Servitors

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

RESTRICTION: You may only take a maximum of three Kataphron Destroyers in your team.

KATAPHRON DESTROYER   55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Kataphron Destroyer	3	3	5	5	2	3	1	8	4+	Infantry

WARGEAR:
- Kataphron demiplate
- Plasma culverin
- Phosphor blaster

SPECIAL RULES:
- Canticles of the Omnissiah
- Very Bulky
- Heavy Battle Servitors

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

SPECIAL

SICARIAN RUSTSTALKER   30 Points

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

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

SPECIAL RULES:
- Doctrina Imperatives
- Feel No Pain
- Bulky
- Dunestrider
- Furious Charge

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

SICARIAN INFILTRATOR   35 Points

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

WARGEAR:
- Sicarian battle armour
- Stubcarbine
- Power sword

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

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

Secutarii Hoplites   13 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Secutarii Hoplite	3	4	3	3	1	3	1	8	4+	Infantry

WARGEAR:
- Secutarii war plate
- Arc lance
- Mag-inverter shield
- Kyropatris field generator

SPECIAL RULES:
- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless

OPTIONS:
- For every five Secutarii Hoplites you take in your team, one model may take one of the following:
  - Enhanced data-tether   *5 pts*
  - *Omnispex*   *10 pts*

Secutarii Peltasts   12 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Secutarii Peltasts	3	4	3	3	1	3	1	8	4+	Infantry

WARGEAR:
- Secutarii war plate
- Galvanic-caster
- Kyropatris field generator

SPECIAL RULES:
- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless

OPTIONS:
- For every five Secutarii Hoplites you take in your team, one model may take one of the following:
  - Enhanced data-tether   *5 pts*
  - *Omnispex*   *10 pts*

SYDONIAN DRAGOON

45 Points

	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type
Sydonian Dragoon	4	4	5	11	11	11	3	3	2	Vehicle (Walker, Open Topped)

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

SPECIAL RULES:
- Crusader
- Doctrina Imperatives
- Dunestrider
- Incense Cloud
- Non-flammable

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

IRONSTRIDER BALLISTARII

55 Points

	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type
Ironstrider Ballistarii	3	4	5	11	11	11	3	2	2	Vehicle (Walker, Open Topped)

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

SPECIAL RULES:
- Crusader
- Doctrina Imperatives
- Dunestrider
- Precision Shots
- Non-flammable

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

FULGURITE ELECTRO-PRIEST

18 Points

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

WARGEAR:
- Electroleech stave
- Voltagheist field

SPECIAL RULES:
- Canticles of the Omnissiah
- Feel No Pain
- Zealot
- Siphoned Vigour

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

CORPUSCARII ELECTRO-PRIEST

18 Points

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

WARGEAR:
- Electrostatic gauntlets
- Voltagheist field

SPECIAL RULES:
- Canticles of the Omnissiah
- Feel No Pain
- Zealot
- Shock

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

ADEPTUS MECHANICUS ARMOURY

STASIS GRENADE (Leader Only) – *15 pts*

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

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

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

MASTER-CRAFTED WEAPON (Leader Only) – *10 pts*

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

INCENSE GENERATORUM (Leader Only) – *5 pts*

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

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

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

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

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

VOLKITE SERPENTA (Leader Only) – *10 pts*

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

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

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

*Deflagrate: See Codex Cult Mechanicus.

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

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

Singular Purpose (Alphas Only) – *10 pts*

The Alpha's mind is focused and set to a singular purpose by his master's above him. Once per game, if the Alpha is on the table, you may re-use a single Doctrina Imperative that your team has already used earlier in the game.

RAD GRENADE – *15 pts*

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

BLIND GRENADE – *10 pts*

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

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

SMOKE GRENADE – *10 pts*

A smoke grenade has the following profile:

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

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

Rad Furnace (**Tech-priest Only**) – 25 *pts*

The Tech-priest billows fumes of radiation. Any living creature of flesh is exposed to the harmful effects and is wounded just by being near the priest.

All models locked in combat with one or more units with a rad furnace suffer -1 to their Toughness value for the duration of combat.

Unstable Power Source (**Tech-priest Only**) – 1*5 pts*

The Tech-priest long ditched the mundane tasks of safety or regulation. An unstable source of power gives life to the priest's augments and devices. When the Tech-priest loses his last wound, roll a D6. Models within that many inches take a Strength 5 AP – hit.

Overclocked Kill-bionics (**Leader Only**) – 25 *pts*

Mechadendrites and augments designed to kill or maim anything that gets too close. A cacophony of wires and blades hiss forward to slash and bludgeon their target until nothing but pulp remains. The owner of these bionics adds 1 to both their WS and ATK profile.

INFRAVISOR – *5 pts*

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

TARGETER – *5 pts*

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

Grapple Biotics – *5 pts*

A series of grapple cords and hooks built into the extremities to allow easier vertical movement. The model may re-roll their climb and jump rolls.

Overcharged Weapon – *10 pts*

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged, but will Get Hot on a To Hit roll of a 1 or 2 Instead of just a 1.

Change Log:

11/12/2016

1) Updated to 8.0
2) Changed Tech-priest shield options. *(Needed to shift pricing because refractor is not built in)*
3) Added items to armoury.
4) Increased pricing on Rad Furnace. *(Shouldn't cost the same as rad grenades for better effect, Needs more testing)*
5) Chaned Kyropatris Field Generator rules. *(Changed to work in KT)*

9/7/2016

6) Lowered the wounds of the Techpriest Secundus by one.
7) Lowered the wounds on all the alphas by one.
8) Added options to expand core on the Techpriest.
9) Added Secutarii.
10) Removed Siphoned Vigor rule amendment.
11) Changed incense generatorum.
12) Added items to the armoury.

10/3/2016

1) 1. In duel codex list - change it to say "may take special issue wargear from their RESPECTIVE codex"

2) 2. In the Tech Priest - remove the "pick one" section at the bottom.

3) 3. In the leaders selection - Hoplite, Peltast, Infiltrators, and Ruststalker leaders all get the "Squad Leader" rule. All leaders (except the Tech Priest) get the "Team Leader" rule.