



EXERCITUS
SKITARIORUM

Skitarii in the Horus Heresy



CONTENT

The Exercitus Skitariorum in the Horus Heresy.....	6
Exercitus Skitariorum Army List.....	8

HQ

Alpha Primus.....	10
-------------------	----

ELITES

Ruststalkers.....	11	Infiltrators.....	12
Skystalkers.....	13		

TROOPS

Skitarii Clade.....	14
---------------------	----

DEDICATED TRANSPORT

Dunerider.....	15
----------------	----

FAST ATTACK

Raiders.....	16	Transvector.....	17
Stratoraptor.....	18		

HEAVY SUPPORT

Onager.....	19	Disintegrator.....	20
Fusilave.....	21		

Exercitus Skitariorum Wargear & Special Rules.....	22
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THE EXERCITUS SKITARIORUM IN THE HORUS HERESY

FORCE ORGANISATION AND ALLIES

The Skitarii are fully integrated into the forces of the Mechanicum and its priesthood, however they still maintain some of their own traditions as they serve their cold and calculating masters.

Because of this, they are counted as belonging to the Mechanicum faction in every way, but still might be allied with other Mechanicum armies, that are not Skitarii themselves, and will always count as Sworn Brothers when doing so.

The Exercitus Skitariorum may be both, from the Loyalist and the Traitor alignment.

When creating an Exercitus Skitariorum army list, you may use any of the Force Organisation Charts from the core rule book.

As the main directives of the battle do not come from any character on the field, but instead from distant Tech Priests, a Primary Detachment of Exercitus Skitariorum does never have a Warlord. Any Detachment of this army of up to 1000 points does not need to have any compulsory HQ, no matter the Force Organisation Chart.

I

EXERCITUS SKITARIORUM ARMY LIST



HQ

Most of the time the overall command for military operations of Skitarii lay with a Tech Priest of the Mechanicum.

However their troops in the field are often commanded by a highly decorated proxy, an Alpha Primus. These individuals are long standing servants of the machine cult and have gathered invaluable skills and experience in their time of service. They also sport some of the most radical combat enhancements a standard human can hope to receive.

Of all Skitarii an Alpha Primus has the most stable link to his masters, granting him a deep understanding of what actions are required of him and his cohorts. In combination with his own commanding abilities, this link all but guarantees that the Alpha Primus is a successful and competent commander, not a mere tech-puppet.

ALPHA PRIMUS

60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Alpha Primus	5	5	4	3	3	4	3	10	4+

Unit Composition

- 1 Alpha Primus

Unit Type

- Infantry (Character)

Wargear

- Skitarii armour
- Power weapon
- Radium pistol
- Refractor field

Special Rules

- Skitarii Protocols
- Feel no Pain (6+)
- Precision Shots
- Independent Character

Options

- The Alpha Primus may take:
 - Haywire grenades.....+5 points
 - Frag grenades.....+5 points
 - Additional Radium pistol and Power weapon.....+5 points
 - Data spike.....+10 points
 - Digital lasers.....+10 points
 - Cyber familiar.....+15 points
 - Rad furnace.....+15 points
- The Alpha Primus may replace each of its Power weapons and/or Radium pistols for:
 - Phosphor blast pistol.....free
 - Taser goad.....free
 - Stubcarbine.....+5 points
 - Transonic razor.....+5 points
 - Arc pistol.....+10 points
 - Flechette blaster.....+10 points
 - Transonic blade.....+10 points
 - Arc maul.....+15 points
- The Alpha Primus may replace its Refractor field for an Iron halo.....+10 points

RUSTSTALKERS

90 POINTS

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

Unit Composition

- 2 Ruststalker
- 1 Ruststalker Princes

Unit Type

- Ruststalker: Infantry
- Ruststalker Princes: Infantry (Character)

Wargear

- Advanced skitarii armour
- Transonic razor
- Chordclaw
- Haywire grenade
- Defensive grenades
- Frag grenades

Special Rules

- Skitarii Protocols
- Feel no Pain
- Bulky
- Furious Charge
- Move Through Cover
- Fleet

Dedicated Transport

- A unit of Ruststalkers numbering five or less models may take a Dunerider as a Dedicated Transport.

Options

- The unit may include:
 - Up to 7 additional Ruststalkers.....+25 points each
- Every model may exchange their Chordclaw and/or Transonic razor for a Transonic blade.....+5 points
- The Ruststalker Princes may take:
 - Refractor field.....+5 points
 - Chordclaw (only if not already equiped with).....+5 points
 - Digital lasers.....+10 points
 - Infoslave skull.....+10 points
 - Data spike.....+10 points



Elites

Ruststalkers are specialist assassination and shock assault units, deemed to be too unstable for the otherwise disciplined ranks of their Skitarii brethren.

This lack of self control is the result of the horrible mutilations that come with the never-ending grinding of war, conducted by the Mechanicum to reclaim all knowledge lost in the Age of Strife.

Their bodies were shattered and repaired so often, that only remnants of their former selves remain in their twisted, but deadly forms.



Elites

Infiltrators are known to be merely an indistinct blur of colour on the field of battle, a faint echo on the sensors, a disturbing whisper in the wind - until they identify their targets, designated by their far away Tech Priest overlords. In that same instant the world around them explodes in horrific shrieking and sensory overload, disabling even the most disciplined enemy forces. With their weapons they then continued to hack their prey apart before once more fading from the perception of their crippled and confused victims.

INFILTRATORS

110 POINTS

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

Unit Composition

- 2 Infiltrator
- 1 Infiltrator Princeps

Unit Type

- Infiltrator: Infantry
- Infiltrator Princeps: Infantry (Character)

Wargear

- Advanced skitarii armour
- Power sword
- Stubcarbine
- Frag grenades

Special Rules

- Skitarii Protocols
- Feel no Pain
- Bulky
- Infiltrate
- Stealth
- Move Through Cover
- Fleet
- Neurostatic aura

Dedicated Transport

- A unit of Infiltrators numbering five or less models may take a Dunerider as a Dedicated Transport.

Options

- The unit may include:
 - Up to 7 additional Infiltrators.....+30 points each
- Every model may exchange their Power sword and/or Stubcarbine for:
 - Taser goad.....free
 - Flechette blaster.....+5 points
- The Infiltrator Princeps may take:
 - Refractor field.....+5 points
 - Digital lasers.....+10 points
 - Infoslave skull.....+10 points

Neurostatic Aura

All enemy models within 6" of a model with this special rule suffer a penalty of -1 to their Weapon Skill, Ballistic Skill, Initiative and Leadership.

SKYSTALKERS

90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Skystalker	3	4	4	3	2	4	2	8	4+
Skystalker Princes	3	4	4	3	2	4	3	9	4+

Unit Composition

- 2 Skystalker
- 1 Skystalker Princes

Unit Type

- Skystalker: Jump Infantry
- Skystalker Princes: Jump Infantry (Character)

Wargear (all)

- Advanced skitarii armour
- Frag grenades

Wargear (Skystalker Princes)

- Flechette blaster
- Taser goad

Wargear (Skystalker)

- Flechette carbine

Special Rules

- Skitarii Protocols
- Feel no Pain
- Move Through Cover
- Fleet

Options

- The unit may include:
 - Up to 7 additional Skystalkers.....+25 points each
- Every Skystalker may exchange their Flechette blaster for a Phosphor torch.....free
- The Skystalker Princes may take:
 - Refractor field.....+5 points
 - Digital lasers.....+10 points
 - Infoslave skull.....+10 points



Elites

When atmospheric conditions do not allow direct surveillance from orbital augurs, Tech Priests of an assault force often deploy Skystalkers to get an unimpeded view of the battlefield. As soon as those scouts detect pockets of entrenched enemy resistance, they then rapidly swooped down and eradicated their enemies with short and precise bursts of shrapnel and flame, before disengaging again to find their next target.



Troops

The basic Skitarii warrior is a versatile and efficient engine of war, its concept and technology honed by millenia of continued fighting done by the cohorts of his brethren.

Often they are used mainly as scouts and main line infantry, relying on their cybernetic enhancements for unnatural endurance both to fatigue and hostile environments. Where other forces might turn to vehicles or beasts to cross large distances, the Skitarii often go on foot. Never tiring, never stopping, they will identify their prey and hunted it down, even if it means following it for weeks or months on end. Sooner or later the enemy weakens, succumbing to the weakness of its flesh. At this very moment the Skitarii finally deliver a cascade of solid projectiles from their galvanic rifles, weapons reminiscent of the ancient hunting implements of mankind, fully capable of punching even through legionary armour.

Where the the pursuit of an enemy is not called for, but instead a total eradications of its presence is required, the main line troops of the Exercitus often find themselves upgraded with additional reactors that not only power their weapons, but in addition leak amounts of radiation deadly to any unshielded biological being. Equipped like this, the Skitarii bring down the foes of the Mechanicum in crashing volleys of irradiated death, leaving the faintly glowing corpses of the fallen trampled into the dust by the advancing squads.

SKITARII CLADE

50 POINTS

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

Unit Composition

- 4 Skitarii
- 1 Skitarius Alpha

Unit Type

- Skitarius: Infantry
- Skitarius Alpha: Infantry (Character)

Wargear

- Skitarii armour
- Galvanic rifle

Special Rules

- Skitarii Protocols
- Feel no Pain (6+)

Dedicated Transport

- A Skitarii Clade numbering ten models or less may take a Dunerider as a Dedicated Transport.

Options

- The unit may include:
 - Up to 15 additional Skitarii.....+7 points each
- For every three models in the squad (to a maximum of 3 per unit), one Skitarius may instead exchange their Galvanic rifle for:
 - Phosphor carbine.....+15 points
 - Arc rifle.....+20 points
 - Transuranic arquebus.....+20 points
 - Plasma caliver.....+25 points
- One Skitarius may take an OmnispeX.....+15 points
- The entire unit may be equipped with Rad furnaces.....+2 points per model
- When being equipped with Rad furnaces, the entire unit may exchange their Galvanic rifles for Radium carbines.....free
- The Skitarius Alpha may take two of the following:
 - Phosphor blast pistol.....+5 points
 - Radium pistol.....+5 points
 - Arc pistol.....+10 points
 - Power weapon.....+10 points
 - Taser goad.....+15 points
 - Arc maul.....+20 points
- The Skitarius Alpha may take:
 - Refractor field.....+5 points
 - Digital lasers.....+10 points

DUNERIDER

45 POINTS



Dedicated Transport

The Dunerider is based on an ancient terran vehicle design and it fought in wars so long ago, that no single scholar could possibly remember when it was first deployed. Its role in battle however had not changed for aeons; the Skitarii use it to swiftly deploy squads of light infantry to critical objectives. If the common strategy of an infantry advance is deemed too time consuming or too costly in lives by the calculating minds of the Mechanicum, large numbers of Duneriders are sent to bring their troops unto the enemy lines.

BS	Armour			HP	
	Front	Side	Rear		
Dunerider	3	11	10	10	3

Unit Composition

- 1 Dunerider

Options

- The Dunerider may take a Mindscanner probe.....+15 points

Unit Type

- Vehicle (Tank, Transport)

Transport Capacity

- The Dunerider can transport 10 models.

Fire Points

- None

Access Points

- The Dunerider has one access point in the front

Wargear

- 2 Turret-mounted heavy stubbers
- 2 Sponson-mounted heavy stubbers
- Searchlights
- Smoke launcher

Special Rules

- Assault Vehicle
- Hover Craft
- Independent Sponson Fire

Hover Craft

A model with this special rule may re-roll failed Dangerous Terrain tests.

In addition it treats all flat impassable terrain (such as open bodies of water) as open terrain.

Independent Sponson Fire

As long as the vehicle is eligible to fire a weapon in the Shooting phase, each side sponson may fire at a target of its own.



Fast Attack

The strategies of the Skitarii heavily rely on flawless intelligence, often gathered directly in the field. This is because the Exercitus often deploy tactics more akin to hunting, than actual battlefield strategies and therefore require the exact position of their enemies to make precise and decisive strike, so that their foes are not able to mount any form of effective counter attack.

For those hunting tactics the Raiders fulfill a very special role:

As fast skirmishers, riding on mechanical steeds, they outflank the enemy positions and gather information about the exact composition of their forces and what kind of reinforcements they could expect.

Likewise they can quickly cut enemy supply lines by rapid strikes on convoys and field bases, that are not heavily protected.

The Raiders are usually given more freedom of thought and can therefore act in more creative ways than the common servants of the Machine God.

This not only greatly enhanced their capabilities when on long range reconnaissance, but also makes them deadly ambushers, wearing their adversaries down by either attrition or by forcing them to stretch their forces thin in the hopes of fending of constant attacks.

RAIDERS

75 POINTS

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

Unit Composition

- 2 Raider
- 1 Ranger Alpha

Unit Type

- Raider: Cavalry
- Ranger Alpha: Cavalry (Character)

Wargear (all)

- Skitarii armour
- Frag grenades

Wargear (Raider)

- Skitarii armour
- 2 Phosphor Pistols

Wargear (Raider Alpha)

- Power sword
- Phosphor blast pistol

Special Rules

- Skitarii Protocols
- Feel no Pain (6+)
- Outflank
- Accute Senses
- Move Through Cover
- Fleet

Options

- The unit may include:
 - Up to 7 additional Raiders.....+20 points each
- One model may take a Nuncio-vox.....+10 points
- Every model may take a Sulphur caster.....+5 points
- The entire unit may exchange both of their Phosphor pistols for a Galvanic rifle.....+5 points per model
- For every three models in the squad, one Raider may take:
 - Phosphor carbine.....+15 points
 - Arc rifle.....+20 points
 - Plasma caliver.....+25 points
- The entire unit may be equipped with Rad furnaces.....+2 points per model
- When being equipped with Rad furnaces, the entire unit may exchange both of their Phosphor pistols for Radium carbines.....+5 points per model
- The Raider Alpha may exchange its Power sword and/or Phosphor blast pistol for:
 - Phosphor serpenta.....free
 - Arc maul.....+10 points
- The Raider Alpha may take:
 - Haywire grenades.....+5 points
 - Refractor field.....+5 points
 - Digital lasers.....+10 points

Sulphur caster

Hammer of Wrath attacks from a model with this upgrade are carried out at Str 5.
The Hammer of Wrath attacks made by this models count as Flamer type attacks.

TRANSVECTOR

65 POINTS



Fast Attack

Lighters of the Transvector class were a work horse on forgeworlds all over the galaxy for millennia, even long before the Great Crusade. These crafts can carry a small group of personnel even in the most hostile atmospheres, yet are surprisingly robust, considering their light frame. Their armament however is rather meant to suppress enemy troops in a drop zone or to defend itself against minor forces, than to actually participate in battle. They are often used to quickly deliver small teams of specialists or field commanders to key positions, and normally are not used in grand assaults.

BS	Armour			HP	
	Front	Side	Rear		
Transvector	3	11	11	10	3

Unit Composition

- 1 Transvector

Options

- The Transvector take a Chaff launcher.....+5 points

Unit Type

- Vehicle (Flyer, Hover, Transport)

Landing Zone Clearance Protocols

While hovering, as long as the Transvector is eligible to fire a weapon in the Shooting phase, it may fire its Turret-mounted heavy stubbers at a target of their own.

Transport Capacity

- The Transvector can transport 6 models.

Fire Points

- None

Access Points

- The Transvector has one access point at each side

Wargear

- 2 Heavy stubbers
- 2 Turret-mounted heavy stubbers
- Searchlights

Special Rules

- Deep Strike
- Landing Zone Clearance Protocols
- Vector Dancer



STRATORAPTOR

180 POINTS

Fast Attack

Given the sturdy nature of the Transvector chassis and its high maneuverability, it was only a matter of time before the efforts were made to replace its troop carrying capacity with more sophisticated weaponry. The result is the Stratoraptor, a light gunship mainly built to support ground troops. Besides being capable of laying down a hailstorm of anti-infantry fire, it can also provide effective anti-air support to shield its earth-bound allies.

	BS	Armour			HP
		Front	Side	Rear	
Raptor	3	11	11	10	3

Unit Composition

- 1 Raptor

Unit Type

- Vehicle (Flyer, Hover)

Wargear

- 2 Heavy phosphor blasters
- 2 Sponson-mounted heavy stubbers
- Defender las-talon
- Searchlights

Special Rules

- Deep Strike
- Strafing Run
- Independent Sponson Fire
- Vector Dancer

Options

- The Stratoraptor may take Chaff launcher.....5 points

Independent Sponson Fire

As long as the vehicle is eligible to fire a weapon in the Shooting phase, each side sponson may fire at a target of its own.

Defender Las-talon

This rear mounted, fully automated lascannon is relatively compact for its enhanced capabilities but pays dearly in range. It is mainly used to defend its air craft from incoming fighter crafts but can be utilized to engage ground targets in a pinch.

	Range	Str	AP	Type
Defender las-talon	24"	9	2	Heavy 2, Automated, Interceptor

Automated

A weapon with this special rule may fire at a target of its own and does not count towards the number of weapons the model may fire each turn.

In return it always fires at BS 3 (unless forced to snap shot) and is not affected by any special rules the model using it may have.

ONAGER

110 POINTS



Heavy Support

The Onager is more akin to a traditional battle tank than a walker and carries some of the most devastating weaponry of the Skitarii armies. It is not only protected by thick armour, but in addition sports a sophisticated shield system. This Emenatus force fields is relatively weak on its own, but like the much more potent void shields on larger vessels, it is capable to be layered and therefor even a small group of Onagers can together create an impressive barrier to stop enemy fire. The walker is able to traverse a multitude of terrain types and only the most extreme conditions would bring its lumbering advance to a halt and the only major downside of this weapon system is its comparatively low speed. The Onager can be armed for a number of different battlefield roles, ranging from anti-air support to that of a complex and dangerous tank killer, equipped with the dreaded Neutron beam laser.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Onager	1	3	7	13	12	10	2	1	3

Unit Composition

- 1 Onager

Unit Type

- Vehicle (Walker)

Wargear

- Heavy conversion beamer
- Searchlights
- Emenatus force field

Special Rules

- Skitarii Protocols
- Move Through Cover
- Co-axial Weapon Mount

Options

- The unit may include:
 - Up to 4 additional Onager.....+110 points each
- Every Onager may exchange its Heavy conversion beamer for:
 - Icarus-array.....+10 points
 - Twin-linked Heavy phosphor blaster.....+10 points
 - Neutron beam laser and Co-axial heavy stubber.....+50 points
- Every Onager may take:
 - Pintle mounted cognis heavy stubber.....+5 points
 - Smoke launcher.....+5 points
 - Cognis manipulator.....+15 points
 - Mindscanner probe.....+15 points

Emenatus force field

A model with this equipment gets a 6+ invulnerable save against shooting attacks. For each additional model in the same unit with an Emenatus force field, this save is increased by +1 to a maximum of 4+.

Co-axial Weapon Mount

If the vehicle mounts a co-axial weapon, change its procedure of firing weapons as follows:
Any co-axial weapon is fired before all other weapons of the vehicle and can be used with the regular Ballistic skill of the model, even if it is firing an Ordnance weapon in the same turn. If the co-axial weapon scores at least one hit, all non-pintle mounted weapons of the model gain the Twin-linked special rule until the end of the phase.
This ability can only be used in the vehicles own shooting phase.

Cognis manipulator

The model receives the Battlesmith special rule and is able to use it on itself.

In addition it may perform a single additional close combat attack at Initiative 1 with the following profile:

	Range	Str	AP	Type
Cognis manipulator	-	x2	2	Melee



Heavy Support

In the Skitarii arsenal the Disintegrator is their closest equivalent to a main line battle tank.

Its gravitic engines and hull are based on the Dunerider chassis, however the transport capacity was removed to make room for heavy weaponry. The Disintegrator is a mobile and deadly tank to accompany the Skitarii in almost any terrain, supporting them with much needed fire power, especially against armoured targets.

DISINTEGRATOR

130 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Disintegrator	3	13	10	10	3

Unit Composition

- 1 Dunerider

Unit Type

- Vehicle (Tank)

Wargear

- Ferrumite cannon
- Turret-mounted heavy stubber
- 2 Sponson-mounted heavy stubbers
- Hunter-killer missile battery
- Searchlights
- Smoke launcher

Special Rules

- Hover Craft
- Independent Sponson Fire

Options

- The unit may include:
 - Up to 2 additional Disintegrator.....+140 points each
- Every Disintegrator may exchange its Ferrumite cannon and Turret-mounted heavy stubber for a Belleros mortar.....free
- Every Disintegrator may take a Mindscanner probe.....15 points
- In a squadron of three, one Disintegrator may be upgraded to a Squadron Command Tank.....+35 points

Hunter-killer missile battery

A Hunter-killer missile battery counts as one weapon for the purpose of Weapon Destroyed results on the Vehicle Damage table. A vehicle with this weapon may fire up to 2 Hunter-killer missiles per turn to a maximum of 6 over the course of the entire battle.

Hover Craft

A model with this special rule may re-roll failed Dangerous Terrain tests.

In addition it treats all flat impassable terrain (such as open bodies of water) as open terrain.

Independent Sponson Fire

As long as the vehicle is eligible to fire a weapon in the Shooting phase, each side sponson may fire at a target of its own.

FUSILAVE

210 POINTS



Heavy Support

The latest development based on the Transvector is a bomber variant, the Fusilave. While its array of Heavy stubbers is comparable to other variants of the air craft, the rear mount of this bomber holds a unique payload of highly specialized payloads. Unlike the bombers of the Imperial Navy, the Fusilave is not meant to destroy its target. The Mechanicum forces often have less of an interest in the mere destruction of enemy strongholds, instead wanting to salvage and study their technology, always searching for forgotten archaeotech. To this end the Bektomagnetic bombs of the Fusilave are designed to cripple a foe, leaving them helpless in the face of the relentless march of the Skitarii ground forces.

BS	Armour			HP	
	Front	Side	Rear		
Fusilave	3	11	11	10	3

Unit Composition

- 1 Fusilave

Options

- The Fusilave take a Chaff launcher.....+5 points

Unit Type

- Vehicle (Flyer, Hover)

Wargear

- 2 Heavy stubbers
- 2 sponson-mounted Heavy stubbers
- Tektomagnetic bombs
- Searchlights

Special Rules

- Deep Strike
- Strafing Run
- Independent Sponson Fire
- Vector Dancer

Independent Sponson Fire

As long as the vehicle is eligible to fire a weapon in the Shooting phase, each side sponson may fire at a target of its own.

Tektomagnetic bombs

These bombs are primarily used to pin down enemies rather than eradicate them outright. Therefore they combine seismic and electromagnetic charges into a device fully capable of stopping squads of legionnaires or even heavy tanks at a moments notice.

	Range	Str	AP	Type
Tektomagnetic bombs	-	5	4	Bomb 1, Blast (3"), Haywire, Tektomagnetic Shock

Tektomagnetic Shock

A hit from a weapon with this special rule causes Pinning with a -2 on the targets Ld-value (even when no casualties are taken). If a vehicles suffers a glancing or penetrating hit from a weapon with this special rule, roll a d6. On a 4+ it is immobilised on top of any other damage.

II

EXERCITUS SKITARIORUM
WARGEAR & SPECIAL RULES

EXERCITUS SKITARIORUM WARGEAR & SPECIAL RULES

SPECIAL RULES

Battlesmith

If a Battlesmith is in base contact with one or more damaged vehicles during the Shooting Phase, they can attempt to repair one of them, instead of firing a weapon. Roll a d6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hullpoint
- Repair a Weapon Destroyed result
- Repair an Immobilised result

to the attendant vehicle.

If a Weapon Destroyed result is repaired, the weapon can be fired in the following Shooting phase.

Skitarii Protocols

At the start of your movement phase you may declare to activate one of the following Skitarii Protocols. All models with this special rule in your army are affected by this and the effects last until your next movement phase:

Unwavering Stand: The model receives the Stubborn special rule and increases its Feel no Pain by +1, but its Initiative is reduced by -1, it is not allowed to run and may not make Sweeping Advances.

Hailing Fire: The model increases its Ballistic Skill by +1 and may fire overwatch at BS 2, but its Weapon Skill is reduced by -2 and the model may not voluntarily go to ground.

Ceaseless Cleansing: The model receives the Crusader and Relentless special rules and increases its Weapon Skill by +1, but its Ballistic Skill is reduced by -1.

Squadron Command Tank

Unless the squadron command tank has been destroyed, all the tanks in the squadron gain the following benefits while they remain in coherency:

- Ignore the effects of Crew Shaken results on a roll of a 4+
- When the entire squadron fires at a single target within 24", the squadron gains the Tank Hunters and Monster Hunter special rules.

WARGEAR

Power weapons

The Exercitus Skitariorum may use all power weapons listed in the main rule book.

Advanced skitarii armour

Advanced Skitarii Armour grants the wielder a 4+ armour save and a 6+ invulnerable save.

Chaff launcher

A model with a Chaff launcher has a 4+ invulnerable save against all weapons that are missiles of any kind.

Cyber familiar

A Cyber Familiar adds +1 to its owning model's invulnerable save (to a maximum of 3+) or an invulnerable save of 6+ if they do not already possess one. They allow their owning model to re-roll failed characteristic tests other than failed Leadership tests and failed Dangerous Terrain tests.

Digital lasers

The bearer receives +1 to their Attacks.

Infoslaveskull

The wielder has the Move through Cover and Acute Senses special rules.

Iron halo

The bearer gets a 4+ invulnerable save.

Rad furnace

All models locked in combat (friend or foe) with one or more units with a rad furnace suffer a -1 to their Toughness value for the duration of the combat. Models with rad furnaces are immun to this effect as well as those of rad grenades. Any weapon with the Poison or Rad Phage special rule only wounds a model equipped with a rad furnace on a d6 roll of 6.

Mindscanner probe

All units within 6" of a vehicle with this equipment are counted as having defensive grenades when being attacked. This equipment has no effect if the charged unit is already locked in combat.

Nuncio-vox

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped a nuncio-vox, then it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note that the nuncio-vox model must already be on the table at the start of the turn for it to be used (and cannot be used from inside a vehicle).

Omnispex

Cover saves taken against shooting attacks made by a unit equipped with at least one Omnisplex are reduced by -1.

Refractor field

The bearer gets a 5+ invulnerable save.

Skitarii armour

Skitarii Armour grants the wielder a 4+ armour save.

EXERCITUS SKITARIORUM WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Belleros mortar	36"	6	4	Heavy 3, Blast (3"), Barrage
Arc maul	-	+2	4	Melee, Concussive, Lightning Surge
Arc pistol	12"	6	5	Pistol, Lightning Surge
Arc rifle	24"	6	5	Rapid Fire, Lightning Surge
Chord claw	-	User	5	Melee, Claw, Flesh Bane, Transonic
Cognis heavy stubber	36"	4	6	Heavy 3, Cognis
Data spike	-	User	5	Melee, Spike, Haywire
Flechette blaster	12"	2	-	Salvo Pistol, Shred
Flechette carbine	18"	3	-	Assault 5, Shred
Ferrumite cannon	48"	8	3	Heavy 3
Galvanic rifle				
- Sniping	36"	4	4	Heavy 1, Precision Shots
- Close Assault	18"	4	4	Rapid Fire
Heavy conversion beamer				
	up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration
Heavy phosphor blaster	36"	6	3	Heavy 3, Luminagen
Heavy stubber	36"	4	6	Heavy 3
Icarus-array				Weapons Array
Daedalus missile launcher	48"	7	2	Heavy 1, Skyfire
Gatling rocket launcher	48"	6	4	Heavy 4, Skyfire, Ignore Cover
Twin icarus autocannon	48"	7	4	Heavy 2, Skyfire, Interceptor, Twin-linked
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse
Phosphor blast pistol	12"	5	4	Pistol, Luminagen
Phosphor carbine	18"	5	3	Assault 3, Luminagen
Phosphor pistol	12"	4	4	Pistol, Luminagen
Phosphor serpenta	18"	5	4	Assault 1, Luminagen
Phosphor torch	Template	4	4	Assault 1, Torrent (3"), Luminagen
Plasma caliver	18"	5	2	Assault 3, Gets Hot
Radium carbine	18"	3	5	Assault 3, Poison (5+)
Radium pistol	12"	3	5	Pistol, Poison (5+)
Stubcarbine	18"	4	-	Assault 3
Taser goad	-	User	-	Melee, Taser, Concussive
Transonic blade	-	+1	4	Melee, Specialist Weapon, Transonic
Transonic razor	-	User	4	Melee, Transonic
Transuranic arquebus	60"	5	3	Heavy 1, Sniper, Armour Bane, Firing Calibration

Claw

This weapon cannot be used to attack normally. Instead resolve a single attack in addition to all normal attacks the model is dealing. This effect only triggers once per fight phase, even if the model has more than one Chordclaw.

It still grants the extra attack for being equipped with two weapons.

Cognis

When using this weapon for overwatch, the Ballistic Skill used is increased by +1. This is cumulative to the effects of the Skitarii Protocols special rule.

Firing Calibration

This weapon may only be fired if the bearer did not move in its movement phase, even if it has the Relentless or the Slow and Purposeful special rule.

Lightning Surge

Against vehicles this weapon does not roll for Armour Penetration. Instead it causes an automatic glancing hit on a roll of 4+.

Luminagen

Units hit by this weapon receive a penalty of -1 to all their cover saves until the end of the current phase. This does not affect the first weapon applying this effect to an enemy unit.

Salvo Pistol

This weapon fires five shots, but is treated as a pistol in all other regards.

Shock Pulse

Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this special rule may only fire Snap Shots in the following game turn.

Spike

This weapon cannot be used to attack normally. Instead resolve a single attack at Initiative 10 in addition to all normal attacks the model is dealing. It does not grant the extra attack for being equipped with two weapons.

Taser

For every hit roll of 6 with this weapon, the weapon deals 2 additional hits.

Transonic

For each round of combat a model with this weapon is locked in after the first, increase the AP of the weapon by +1.

This bonus can confer into later combats, but is set back as soon as the model is attacking an enemy unit with an armour listed in their war gear other than the one attacked prior. In case of units with mixed armour only the one used in the majority is regarded and only against the models with this armour this special rule has any effect. If there is no clear majority, the player controlling the model with this weapon can choose the regarded armour.

Weapons Array

All profiles of this weapon count as individual weapons in all regards.

EXERCITUS SKITARIORUM

Skitarii in the Horus Heresy

The Exercitus Skitariorum is a body of highly cybernetically enhanced warriors, deployed by the forges of the Mechanicum. The Skitarii have their own traditions, yet they are tightly interwoven with the tech-priests of Mars and therefore look back at a long and successful history of service under the adepts of the Mechanicum.

In them lay the origins of the Titan Guard and they are deployed where a mere battle-automata, as powerful as it stands, is not suited for a specific theater of war or enemy or is simply not available. Inside their metal shells they are still human, with all the benefits of intuition and creativity, but when the need arises, the priesthood of Mars may take direct control over them, forging them into fearless and relentless engines of destruction.

Presented in this book you will find a complete army list and although it is meant to be used in combination with the Taghmata Army List, it is fully capable to be played on its own.