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Adeptus Mechanicus – Skitarii Rangers | AGRIPINAAGRAIALUCIUSMARSMETALICARYZASTYGIES VIII | This datasheet does not meet the selection criteria (see Filter combo-box or Settings tab). 3 NoNAME M WS BS S T W A Ld Sv Base 9Skitarii Ranger (base: 25mm) 4-19 6" 4+ 3+ 3 3 1 1 6 4+ 25mm 9Skitarii Ranger Alpha (base: 25mm) 1 6" 4+ 3+ 3 3 1 2 7 4+ 25mm If this unit contains between 6 and 10 models, it has Power Rating 6. If this unit contains between 11 and 15 models, it has Power Rating 9. If this unit contains 16 or more models, it has Power Rating 12. Every model is equipped with: galvanic rifle. WEAPONRANGETYPEAPDABILITIES 12"Pistol 15-21Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.12"Pistol D35-11Blast. Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.Blast. Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.Radium pistol12"Pistol 1301Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.Each time an attack is made with this weapon against an enemy unit (excluding VEHICLE units), an unmodified hit roll of 6 automatically wounds the target.30"Rapid Fire 16-2D3Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.Galvanic rifle30"Heavy 24-11-Before selecting targets, select one of the profiles below to make attacks with.Before selecting targets, select one of the profiles below to make attacks with. - Standard - Standard30"Assault 27-31 - Supercharge - Supercharge30"Assault 28-32If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.60"Heavy 17-2D3Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.MeleeMelee+3-21Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.Each time an attack is made with this weapon against a VEHICLE unit, that attack has a Damage characteristic of 2 and an unmodified wound roll of 4+ successfully wounds the target.MeleeMelee+1-31-MeleeMelee+2-11Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits. OTHER WARGEARABILITIES While the bearer is on the battlefield:The bearer's unit gains the DATA-TETHER keyword.Add 1 to the Leadership characteristic of models in the bearer's unit.While the bearer is on the battlefield:The bearer's unit gains the DATA-TETHER keyword.Add 1 to the Leadership characteristic of models in the bearer's unit.Each time a model in the bearer's unit makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.Each time a model in the bearer's unit makes a ranged attack, the target does not receive the benefits of Light Cover against that attack. • If this unit contains 9 or fewer models, 1 Skitarii Ranger's galvanic rifle can be replaced with one of the following: 1 arc rifle; 1 plasma caliver; 1 transuranic arquebus. • For every 10 models in this unit, 1 Skitarii Ranger's galvanic rifle can be replaced with 1 plasma caliver. • For every 10 models in this unit, 1 Skitarii Ranger's galvanic rifle can be replaced with 1 transuranic arquebus. • If this unit contains 9 or fewer models, 1 Skitarii Ranger equipped with a galvanic rifle can be equipped with one of the following: 1 enhanced data-tether; 1 omnispeX. That model's galvanic rifle cannot be replaced. • For every 10 models in this unit, 1 Skitarii Ranger equipped with a galvanic rifle can be equipped with one of the following: 1 enhanced data-tether; 1 omnispeX. That model's galvanic rifle cannot be replaced. • The Skitarii Ranger Alpha can be equipped with one of the following: 1 arc Maul; 1 power sword; 1 taser goad. • The Skitarii Ranger Alpha's galvanic rifle can be replaced with one of the following: 1 arc pistol; 1 phosphor blast pistol; 1 radium pistol. IMPERIUM, ADEPTUS MECHANICUS, SKITARI, AGRIPINAAGRAIALUCIUSMARSMETALICARYZASTYGIES VIII INFANTRY, CORE, SKITARI RANGERS Heavy weapons are amongst the biggest guns on the battlefield, but they require bracing to fire at full effect and are unwieldy to bring to bear at close quarters.When an INFANTRY model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks if the firing model's unit has moved for any reason this turn (e.g. it made a Normal Move this turn). Each time an attack scores a hit against a target unit, make a wound roll for that attack by rolling one D6 to see if that attack successfully wounds the target. The result required is determined by comparing the attacking weapon's Strength (S) characteristic with the target's Toughness (T) characteristic, as shown on the following table:If the result of the wound roll is less than the required number, the attack fails and the attack sequence ends. An unmodified wound roll of 6 always successfully wounds the target, and an unmodified wound roll of 1 always fails. A wound roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be +2 or better, it is changed to be +1. Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts 1 point of damage on the target unit, and they are always applied one at a time. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other attack and inflict damage to a model in the target unit. Unlike damage inflicted by normal attacks, excess damage from mortal wounds is not lost. Instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.If an attack inflicts mortal wounds in addition to the normal damage, resolve the normal damage first. If an attack inflicts mortal wounds in addition to the normal damage, but the normal damage is subsequently saved, the target unit still suffers the mortal wounds, as described before. If an ability modifies the damage inflicted by a weapon, and that weapon can inflict mortal wounds in addition to the normal damage, the modifier does not apply to any mortal wounds that are inflicted (unless the rule specifically states otherwise). Assault weapons fire so rapidly or indiscriminately that they can be shot from the hip as warriors dash forwards into combat.If a unit includes any models equipped with Assault weapons, that unit is still eligible to shoot with your Shooting phase even if it has Advanced this turn, but you can only resolve attacks using those Assault weapons when you select that unit to shoot with. If a model shoots an Assault weapon in the same turn in which its unit has Advanced, subtract 1 from hit rolls when resolving that weapon's attacks. When a model makes a close combat attack, it must do so using a melee weapon (i.e. a weapon that has the 'Melee' type). The weapons a model is equipped with are described on its datasheet. If a model is not equipped with any melee weapons, or if it cannot make an attack with any of the melee weapons it is equipped with, then that model makes its attacks using a close combat weapon, which has the following profile:If a model has more than one melee weapon, select which it will use before resolving any attacks. If a model has more than one melee weapon and can make several attacks, it can split them between these weapons however you wish – declare which attacks are being made with which weapons before any attacks are resolved. If the selected weapon has more than one profile that you must choose between, you must declare which profile is being used at the same time. Different attacks made with such a weapon can be made using different profiles if you wish.If your unit is making attacks with more than one melee weapon against a unit, and those weapons have different characteristics profiles, then after you have resolved an attack with one of those weapons you must, if any other weapons with the same characteristics profile are also being used to make attacks against that unit, resolve those attacks before resolving any attacks against the target with a weapon that has a different characteristics profile. Note that all the attacks you have declared are always resolved against the target unit even if, when you come to resolve an individual attack, no models in the target unit remain in range (this can happen because of models being destroyed and removed from the battlefield as the result of resolving other attacks made by the attacking model's unit first). When an attack made with a ranged weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected). When a model makes an attack, make one hit roll for that attack by rolling one D6. If the result of the hit roll is equal to or greater than the attacking model's Ballistic Skill (BS) characteristic (if the attack is being made with a ranged weapon) or its Weapon Skill (WS) characteristic (if the attack is being made with a melee weapon), then that attack scores one hit against the target unit. If not, the attack fails and the attack sequence ends.If an attack is made with a weapon that has an ability that says it 'automatically hits the target', no hit roll is made – that attack simply scores one hit on the target unit. An unmodified hit roll of 6 always scores a hit, and an unmodified hit roll of 1 always fails. A hit roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be +2 or better, it is changed to be +1. When a unit makes an Advance, make an Advance roll for the unit by rolling one D6. Add the result in inches to the Move (M) characteristic of each model in that unit until the end of the current phase. Each model in that unit can then move a distance in inches equal to or less than this total, but no model can be moved within Engagement Range of enemy models. A unit cannot shoot or declare a charge in the same turn that it made an Advance. Engagement Range represents the zone of threat that models present to their enemies. While a model is within 1" horizontally and 5" vertically of an enemy model, those models are within Engagement Range of each other. While two enemy models are within Engagement Range of each other, those models' units are also within Engagement Range of each other. Models cannot be set up within Engagement Range of enemy models. Once you have chosen an eligible unit to declare a charge with, you must select one or more enemy units within 12" of it as the targets of its charge. The target(s) of this charge do not need to be visible to the charging unit. You then make a charge roll for your unit by rolling 2D6. This is the maximum number of inches each model in the charging unit can now be moved if they can make the charge move. To make a charge move, the unit's charge roll must be sufficient that it is able to end that move in unit coherency and within Engagement Range of every unit that was a target of its charge, without moving within Engagement Range of any enemy units that were not a target of its charge. If this is possible, then the charge is successful and the models in the unit make a charge move so as to fulfil the above conditions. If this is impossible, the charge fails and no models in the charging unit move this phase. The player commanding the target unit then makes one saving throw by rolling one D6 and modifying the roll by the Armour Penetration (AP) characteristic of the weapon that the attack was made with. For example, if the weapon has an AP of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save (Sv) characteristic of the model the attack was allocated to, then the saving throw is successful and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers damage. An unmodified roll of 1 always fails. Some models have an invulnerable save. Each time an attack is allocated to a model with an invulnerable save, you can choose to use either its normal Save (Sv) characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a model's invulnerable save, it is never modified by a weapon's Armour Penetration value. Every unit has a Power Rating listed on its datasheet, and it is a measure of its efficacy on the battlefield. They are designed to give players, at a glance, an idea of how mighty a unit is on the battlefield, irrespective of the weapons its models can be equipped with. They can therefore be used as a quick guide to establish the comparative strength of each army.The Power Rating on a datasheet is for a minimum-sized unit. A unit's Power Rating can be increased if additional models are added to the unit, and occasionally if other options are taken for the unit (such as equipping a unit with jump packs) - in either case the unit's datasheet will make it clear if the Power Rating listed at the top of the datasheet is increased as a result. While mustering your army, you can nominate one model (except a model with the FORTIFICATION keyword) to be your Warlord. That model gains the WARLORD keyword. If this model is a CHARACTER, you can also assign a Warlord Trait to it. Note, that more than one model in your army can have a Warlord Trait (e.g. by using Stratagems), but they are only considered your Warlord for the purpose of that trait. Datasheets collatedArmy of Renown: Mechanicus Defence CohortCodex Supplement: MetalicaSpecialist DetachmentsArmy of Renown: Skitarii Veteran Cohort Some weapons have 'Blast' listed in their profile's abilities. These are referred to as Blast weapons. In addition to the normal rules, the following rules apply to Blast weapons:If a Blast weapon targets a unit that has between 6 and 10 models, it always makes a minimum of 3 attacks. So if, when determining how many attacks are made with that weapon, the dice rolled results in less than 3 attacks being made, make 3 attacks instead. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 6 or more models, and you roll a 2 to determine how many attacks are made, that roll is counted as being a 3 and that weapon makes three attacks against that unit.When a Blast weapon targets a unit that has 11 or more models, do not roll dice to randomly determine how many attacks are made – instead, make the maximum possible number of attacks. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 11 or more models, that weapon makes six attacks against that unit.Blast weapons can never be used to make attacks against a unit that is within Engagement Range of the firing model's unit, even if the weapon has the Pistol type or if the firing model is a VEHICLE or a MONSTER – firing high-explosives at point-blank range is simply unwise. If this terrain feature is at least 3" in height, then subtract 1 from the hit roll when resolving an attack with a ranged weapon unless you can draw straight lines, 1mm in thickness, to every part of at least one model's base (or hull) in the target unit from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of any terrain feature with this trait. Models that are on or within an Area Terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is on or within. Models within 3" of an Obstacle terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is within 3" of. The height of a terrain feature is measured from the highest point on that terrain feature.Models do not suffer this penalty to their hit rolls when making an attack with a ranged weapon that targets an AIRCRAFT unit, or a unit that includes any models with a Wounds (W) characteristic of 18 or more, even if this terrain feature is between it and the firing model (note that the reverse is not true). Due to their compact size, pistols can even be used in melee to shoot at point-blank range.A model can make attacks with a Pistol even when its unit is within Engagement Range of enemy units, but it must target an enemy unit that is within Engagement Range of its own unit when it does so. In such circumstances, the model can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.When a model equipped with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) shoots, it can either shoot with its Pistol(s) or with its other ranged weapons. Choose which it will fire (Pistols or non-Pistols) before selecting targets. If every unit from your army has the ADEPTUS MECHANICUS keyword (excluding AGENT OF THE IMPERIUM, UNALIGNED and KNIGHT OF THE COG units), this unit's characteristics are modified depending on which Doctrina Imperative is active for your army. Each Doctrina Imperative has two effects, an Optimisation effect that improves one of this unit's characteristics, and a Deprecation effect that reduces one of this unit's characteristics. When a Doctrina Imperative is active, both of these effects will apply to this unit.At the start of the battle round, if there is a DOCTRINA ASSEMBLER model from your army on the battlefield, you can select one Doctrina Imperative that has not yet been active for your army. If you do so, until the end of the battle round, that Doctrina Imperative is active for your army.The SKITARI RANGERS keyword is used in the following Adeptus Mechanicus datasheets:The SKITARI VANGUARD keyword is used in the following Adeptus Mechanicus datasheets:Enhanced data-tether is used in the following datasheets:Secutarii PeltastsThe DATA-TETHER keyword is used in the following Adeptus Mechanicus datasheets:Skitarii VanguardSecutarii PeltastsSerberys RaidersArchaeopter StratopaptorArchaeopter Transvector– if equipped with the Command uplink the bearer gains the DATA-TETHER keyword. When a unit makes a Normal Move, each model in that unit can move a distance in inches equal to or less than the Move (M) characteristic shown on its datasheet, but no model can be moved within Engagement Range of enemy models. Models cannot target a unit that contains any CHARACTER models with a Wounds characteristic of 9 or less with a ranged weapon while that CHARACTER unit is within 3" of any of the following:A friendly unit that contains 1 or more VEHICLE or MONSTER models with a wounds characteristic of 10 or more.A friendly non-CHARACTER unit that contains 1 or more VEHICLE or MONSTER models.A friendly non-CHARACTER unit that contains 3 or more models.In all cases, if that CHARACTER unit is both visible to the firing model and it is the closest enemy unit to the firing model, it can be targeted normally. When determining if that CHARACTER unit is the closest enemy unit to the firing model, ignore other enemy units that contain any CHARACTER models with a Wounds characteristics of 9 or less. Rapid fire weapons are versatile armaments capable of aimed single shots at long range or controlled bursts of fire at close quarters.When a model shoots a Rapid Fire weapon, double the number of attacks it makes if its target is within half the weapon's range. This datasheet has Troops Battlefield Role. Full list of Adeptus Mechanicus units sharing same Battlefield Role follows:Arc rifle used in the following datasheets:Plasma caliver used in the following datasheets:

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