GRYPHONNE IV SKITARII LEGION ARMY LIST

Forces

The Gryphonne IV Skitarii Legion Army List uses the datasheets from the Skitarii Legion Forces section.

Using The Army List

The following army list allows you to field an Adeptus Mechanicus army that is based on an Gryphonne IV Skitarii Legion. It can also be used as a "stand in" army list for other Skitarii Legions as well.

Gryphonne IV Skitarii Legion formations come in three types: *demi-century*, *ordinatus* and *support formations*. Each demi-century you include in the army allows you to field any one ordinatus formation and any two support formations. Although you can only take an ordinatus or support formation if you first take a demi-century, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, demi-centuries may be given up to three upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Ordinatus and support formations may not be given company upgrades (although Ordinatus Minorus formations must be given Battle Titan Weapon Upgrades). Each upgrade that is taken adds to the cost of the demi-century, as shown on the upgrade chart.

Gryphonne IV Skitarii Legion Adeptus Mechanicus armies may be supported by Mechanicus allies. A maximum of up to a third of the points available to the army may be spent on these formations. In addition, certain Mechanicus ally formations may be given Titan upgrades. Which Titan upgrades a formation may be given are listed in the "upgrades" column. Titan upgrades are added to the formation and are not a separate formation. Each Titan upgrade that is taken adds to the cost of the formation, as shown on the Titan upgrade chart.

SPECIAL RULE

Gryphonne IV Skitarii Legion Epic Tournament Special Rules

All *Weapon Mounts* in a Mechanicus ally formation or on an Ordinatus Minorus unit must be mounted with a weapon. Ordinatus Minorus *Weapon Mounts* must be Battle Titan Weapons; and pay surcharges of an additional +50 points for a Carapace Landing Pad and +25 points for a Quake Cannon.

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Gryphonne IV Skitarii Legion armies have a strategy rating of 2. All Mechanicus ally formations, except for Cataphractii, have an initiative rating of 1+. all other formations have an initiative rating of 2+.

DEMI-CENTURY FORMATIONS

FORMATION	UNITS	COST
Sagitarii	Five Sagitarii units and five Gun Servitor units	250 points
	(Replace five Gun Servitor units with three Rapier units)	(Free)
Skitarii	Three Hypaspist units, two Secutor units and five additional Hypaspist or Gun Servator units	225 points
	(Replace three Hypaspist units with three Secutor units)	(+125 points)

ORDINATUS FORMATIONS

(Any one ordinatus formation may be fielded per each demi-century.)

FORMATION	UNITS		COST
Majoris	One of the following	Mars	450 points
	Ordinatus Majoris:	Golgotha	550 points
		Armageddon	500 points
Minorus	Two Ordinatus Minorus		250 points
	(Add one Ordinatus Minorus)		(+100 points)

SUPPORT FORMATIONS

(Any two support formation may be fielded per each demi-century.)

FORMATION	UNITS	COST
Assault Maniple	Four Colossus Robots	200 points
Avengers	Two Avenger Strike Fighters	200 points
0–1 Orbital Support	Ark Mechanicus Battleship	200 points
Praetorian Maniple	Five Praetorian Combat Servitor units	250 points
	(Give all infantry units in the formation *Self-Reliant*)	(+25 points)
	(Add one Ordinatus Minorus)	(+100 points)
Scout Maniple	Four Crusader Robots	125 points

DEMI-CENTURY UPGRADES

(Up to three demi-century upgrades may be taken once per demi-century.)

FORMATION	UNITS	COST
Chimedons	Add ten Chimedons	+175 points
Flak	Add one Hydra	+50 points
Linked Neural Network	Give all infantry units in the formation *Self-Reliant*	+25 points
0–1 Magos	Add one Magos character to a Secutor unit	+50 points
Ordinatus	Add one Ordinatus Minorus	+100 points

MECHANICUS ALLIES

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS	UPGRADES	COST
Cataphractii	One Macharius Command and two Macharius	None	350 points
Emperor	One Imperator or Warmonger Class Titan	All Titan Upgrades	1250 points
Reaver	One Reaver Class Titan	All Titan Weapons and Upgrades	550 points
Warhound	One Warhound Class Titan	All Scout Titan Weapons, Veteran Princeps	275 points
Warhound Pack	Two Warhound Class Titans	All Scout Titan Weapons, Veteran Princeps	500 points
Warlord	One Warlord Class Titan	All Titan Weapons and Upgrades	675 points

TITAN WEAPONS AND UPGRADES

BATTLE TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Apocalypse Missile Launcher	+25 points each
Carapace Landing Pad	Free
Close Combat Weapon	+25 points each
Corvus Assault Pod	Free
Gatling Blaster	+25 points each
Laser Blaster	+50 points each
Laser Burner	Free
Melta Cannon	+50 points each
Plasma Cannon	+25 points each
Plasma Destructor (Carapace *weapon mount* only)	+75 points each
Quake Cannon	+75 points each
Support Missile (Carapace *weapon mount* only)	+75 points each
Volcano Cannon	+50 points each

SCOUT TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Inferno Gun	Free
Plasma Blastgun	Free
Turbo-Laser Destructor	+25 points each
Vulcan Mega-Bolter	Free

TITAN UPGRADES

(Add any of the following upgrades to a unit up to once per formation.)

UPGRADE	COST
Carapace Multilasers	+50 points
Sacred Icon	+50 points
Veteran Princeps	+25 points

SKITARII LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Apocalypse Missile Launcher	CH	n/a	n/a	n/a	n/a	Apocalypse Missile Launcher	60cm	3BP, D	
Carapace Landing Pad	CH	n/a	n/a	n/a	n/a	-			*All weapons with a BP firepower in the formation do not need a line of fire when shooting as part of a sustained fire, advance or double action.*
Carapace Multilasers	CH	n/a	n/a	n/a	n/a	2× Multilaser	30cm	AP5+/AT6+/AA5+	
Close Combat Weapon	CH	n/a	n/a	n/a	n/a	Close Combat Weapon	(bc)	Assault Weapons, EA(+3), TK(D3)	
Corvus Assault Pod	CH	n/a	n/a	n/a	n/a	-			*Transport. May transport ten infantry units without Jump Packs or Mounted.*
Gatling Blaster	CH	n/a	n/a	n/a	n/a	Gatling Blaster (Mars Pattern)	60cm	6× AP4+/AT4+	
Inferno Gun	CH	n/a	n/a	n/a	n/a	Inferno Gun	30cm	3BP, IC	
Laser Blaster	CH	n/a	n/a	n/a	n/a	Laser Blaster	60cm	6× AP5+/AT3+	
Laser Burner	CH	n/a	n/a	n/a	n/a	Laser Burner	(15cm)	Small Arms, EA(+2)	
						or	(bc)	Assault Weapons, EA(+4)	
Magos	CH	n/a	n/a	n/a	n/a	Augmentations	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Invulnerable Save, Supreme Commander.*
Melta Cannon	CH	n/a	n/a	n/a	n/a	Melta Cannon	30cm	MW2+, TK(D3)	
						and	(15cm)	Small Arms, EA(+1), TK(D6)	
Plasma Blastgun	CH	n/a	n/a	n/a	n/a	Plasma Blastgun	45cm	2× MW2+, Slw	
Plasma Cannon	CH	n/a	n/a	n/a	n/a	Plasma Cannon	60cm	3× MW2+, Slw	
Plasma Destructor	CH	n/a	n/a	n/a	n/a	Plasma Destructor	75cm	5× MW2+, Slw	
Quake Cannon	CH	n/a	n/a	n/a	n/a	Quake Cannon	90cm	3BP, MW	
Sacred Icon	CH	n/a	n/a	n/a	n/a	-			*Inspiring.*
Support Missile	CH	n/a	n/a	n/a	n/a	0–1× Barrage Missile	Unlimited	10BP, D, Ind, SS	*Can be armed with one of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. A Warp Missile ignores Imperial Void Shields and Power Fields.*
						0–1× Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						0–1× Vortex Missile	Unlimited	3BP, IC, Ind, SS, TK	
						0–1× Warp Missile	Unlimited	MW2+, Ind, SS, TK(D3)	
Turbo-Laser Destructor	CH	n/a	n/a	n/a	n/a	Turbo-Laser Destructor	60cm	4× AP5+/AT3+	
Veteran Princeps	CH	n/a	n/a	n/a	n/a	-			*Commander, Leader.*
Volcano Cannon	CH	n/a	n/a	n/a	n/a	Volcano Cannon	90cm	MW2+, TK(D3)	
Vulcan Mega-Bolter	CH	n/a	n/a	n/a	n/a	Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
Gun Servitor	INF	15cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	*Invulnerable Save.*
Hypaspist	INF	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	
Praetorian Combat Servitor	INF	15cm	3+	4+	5+	Autocannon	45cm	AP5+/AT6+	*Fearless, Invulnerable Save.*
						Augmentations	(bc)	Assault Weapons, EA(+1), MW	
Sagitarii	INF	15cm	5+	6+	4+	2× Phased Plasma Fusil	30cm	AP5+/AT5+	
Secutor	INF	15cm	4+	3+	3+	2× Multi-melta	15cm	MW5+	*Commander, Reinforced Armour.*
						and	(15cm)	Small Arms, MW	
						Augmentations	(bc)	Assault Weapons, EA(+1), MW	
Rapier	INF	10cm	6+	-	4+	Laser Destroyer	45cm	AP6+/AT4+	
Crusader Robot	LV	25cm	6+	4+	6+	Heavy Bolter	30cm	AP5+	*Automaton, Scout, Walker.*
						Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	

Chimedon	AV	30cm	5+	6+	5+	Conqueror Cannon	45cm	AP5+/AT5+	*Transport. May transport one infantry unit without Jump Packs or Mounted, expect for Praetorian Combat Servitor and Rapier units.*
						Heavy Bolter	30cm	AP5+	
Colossus Robot	AV	15cm	3+	6+	4+	2× Autocannon	45cm	AP5+/AT6+	*Automaton, Walker.*
						or	30cm	AA6+	
						Lascannon	45cm	AT5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Imperator Class Titan	WE	15cm	4+	4+	3+	Plasma Annihilator	90cm	4× MW2+, FwA, Slw, TK(D3)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						Hellstorm Cannon	60cm	10BP, FwA	
						Defense Laser	90cm	MW2+/AA4+, TK(D3)	
						Quake Cannon	90cm	3BP, MW	
						4× Battle Cannon	75cm	AP4+/AT4+	
						Tertitary Arms	(15cm)	Small Arms, EA(+2)	
Macharius	WE	15cm	4+	6+	4+	2× Battle Cannon	75cm	AP4+/AT4+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Macharius Command	WE	15cm	4+	6+	4+	0–1× 2× Vanquisher	75cm	AP4+/AT2+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed. Armed with either a Vulcan Megabolter or two Vanquisher.*
						0–1× Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Ordinatus Majoris	WE	10cm	5+	6+	4+	0–1× Sonic Disruptor	100cm	10BP, FxF, D, IC	*Damage Capacity 4, Fearless, Inspiring, Reinforced Armour, 4 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 5+ and all Adeptus Mechanicus formations with a unit with a line of fire to the Ordinatus Majoris receive a Blast marker. Mars Ordinatus are armed with a Sonic Disruptor, Golgotha Ordinatus are armed with Hellfire Missiles (which use the barrage template that is 12cm across), and Armageddon Ordinatus are armed with a Nova Cannon.*
						0–1× Hellfire Missiles	Unlimited	3BP, FxF, Ind, MW, Slw	
						0–1× Nova Cannon	100cm	4× MW3+, FxF, TK(D3)	
						2× Heavy Bolter	30cm	AP5+/AA6+	
						2× Lascannon	45cm	AT5+	
Ordinatus Minorus	WE	15cm (25cm)	5+	6+ (3+)	5+	Carapace Weapon Mount	-	FxF, WM	*Damage Capacity 2, Fearless, Reinforced Armour, 2 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 5+. If a Close Combat Weapon or a Laser Burner is mounted on the Carapace Weapon Mount the unit has a close combat value of 3+. If a Corvus Assault Pod is mounted on the Carapace Weapon Mount the unit has a speed value of 25cm.*
						2× Heavy Bolter	30cm	AP5+/AA6+	

Reaver Class Titan	WE	20cm	4+	3+	3+	Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	2× Arm Weapon Mount	-	FwA, WM	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	2× Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warmonger Class Titan	WE	15cm	4+	4+	5+	Vengeance Cannon 0–8× Barrage Missile 0–8× Deathstrike Missile 0–8× Vortex Missile 0–8× Warp Missile 4× Twin Hydra Autocannon Head Gun Tertitary Arms	90cm Unlimited Unlimited Unlimited Unlimited 45cm 45cm (15cm)	2× MW2+, FwA, TK(D3) 10BP, D, Ind, SS MW2+, Ind, SS, TK(D6) 3BP, IC, Ind, SS, TK MW2+, Ind, SS, TK(D3) AP4+/AT5+/AA5+ AP4+/AT4+, FxF Small Arms, EA(+2)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. Armed with any eight of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. Only one missile may be fired per turn. Warp Missiles ignore Imperial Void Shields and Power Fields. The unit's fire control center allows it to re-roll one failed to-hit roll per turn. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Avenger Strike Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Avenger Bolt Cannon 2× Lascannon Heavy Stubber	30cm 30cm 15cm	2× AP3+/AT5+, FxF AT5+/AA5+, FxF AA6+, RrA	
Lysander Fighter	AC	Fighter	6+	n/a	n/a	Storm Bolters Heavy Bolter	15cm 30cm	AP4+/AA5+, FxF AP5+/AA6+, FxF	
Ark Mechanicus Battleship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment 0–1× Pin-Point Attacks	n/a n/a	5BP, MW 2× MW2+, TK(D3)	*Armed with either Pin-point Attacks or Orbital Bombardment.*

SPECIAL RULE

Automaton

A formation does not receive a Blast marker when a unit with automaton is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Automaton units hit by a weapon with disrupt **do** take a Blast marker however.

If a hit is inflicted on an automaton unit because it is in a broken formation which is receiving a Blast marker (see *Blast Markers and Broken Formations*) then it may attempt to save normally.

Automaton units killed in an assault count for the purposes of working out its result (see *Work Out Result*).

SPECIAL RULE

Weapon Mount

Weapon Mounts are areas on a unit that may be fitted with weapon systems. When a weapon mount is mounted with a weapon (a "character" unit) it gains all the abilities and special rules of the weapon while retaining any of its own. A weapon mount may only be mounted with one weapon.

SPECIAL RULE

Imperial Void Shields[1]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

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1. Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.