

IMPERIUM

Adeptus Mechanicus - Cult of Mars

SKITARII VANGUARDS - Aurex's Hunters

97 Pts

5



6"



4+



4+



3



3



1



1



3



7+



2



4+









Unit Aptitudes

Rad-saturation (Aura)	While an enemy unit (excluding Vehicle units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that unit.
Enhanced data-tether	Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.
Omnispex	Ranged weapons equipped by models in the bearer's unit have the Ignores Cover special rule.

Unit Special Rules

Feel no Pain (4+)

Psychic Domains

Weapons							Pts
Arc maul	Melee	User	+3	-2	2	Melee - Anti-Vehicles - Haywire - Concussive	15
Arc pistol	12"	1	6	-1	1	Pistol - Anti-Vehicles - Haywire - Devastating Wounds	9
Arc rifle	30"	1	8	-1	D3	Rapid fire 1 - Anti-Vehicles - Haywire - Devastating Wounds	10
Plasma caliver - Standard	24"	2	7	-2	1	Assault	6
Plasma caliver - Supercharge	24"	2	8	-3	2	Assault - Gets Hot	7
Radium carbine	18"	3	3	0	1	Assault - Anti-Infantry	0
Close combat weapon	Melee	User	User	0	1	Melee	0