CYBERNETICA DATASMITH

20 PTS

M	T	SV	W	LD	OC
6"	4	2+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	2	3+	8	-2	2

AUFSTELLUNG

1x Cybernetica Datasmith (32mm)

Equipped with: Mechanicus pistol, Power fist

Wargear Options:

■ This model can be equipped with 1x Warlord.

ABILITIES

Baffling Data Screed

In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

Battle Protocols

At the start of the battle, if this model is leading a Kastelan Robots unit, that unit enters Aegis Protocols (see below). In your Command phase, if this model is leading a Kastelan Robots unit, you can select one protocol from those listed below for that unit to enter. Once a unit enters a protocol, it remains in that protocol until it enters a different one.

- Protector Protocol: Add 2 to the Attacks characteristic of ranged weapons equipped by Kastelan Robot models in that unit.

- Conqueror Protocol: Add 2 to the Attacks characteristic of melee weapons equipped by Kastelan Robot models in that unit.

- Aegis Protocol: Add 1 to the Toughness characteristic of Kastelan Robot models in that unit.

KEYWORDS: Cybernetica Datasmith, Tech-Priest, Character, Imperium, Legio Cybernetica, Vehicle

FACTION: Adeptus Mechanicus

Data-severed

If there are no KASTELAN ROBOT models in this unit:

- This unit loses VEHICLE.
- This unit has INFANTRY.

Support

This model must be attached to the following unit: KASTELAN ROBOTS

WEAPON RULES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RULES

Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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