CYBERNETICA DATASMITH

M	T	SV	W	LD	OC	
6"	4	2+	3	7+	1	5+

AUFSTELLUNG

1x Cybernetica Datasmith (32mm)

Equipped with: Mechanicus pistol, Power fist

Wargear Options:

■ This model can be equipped with 1x Warlord.

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

ABILITIES

RULES - Doctrina Imperatives, Feel No Pain 4+, Support

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.

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

FACTION: Adeptus Mechanicus **20 PTS**

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.

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.