

CYBERNETICA DATASMITH

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

AUFSTELLUNG

1x Cybernetica Datasmith

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.



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

You must attach this model to a Kastelan Robots unit, even if one or more other Cybernetica Datasmith models have already been attached to it. In such cases, if that bodyguard unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths. If you cannot attach this model to a Kastelan Robots unit, this model cannot be deployed and counts as having been destroyed during the first battle round. While attached to a Kastelan Robots unit, this model loses the INFANTRY keyword.



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.

