

Adeptus Mechanicus Datasheets (v.1.0.3)

The "unit superior" rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible. You can also customize the appearance of extra unit superior figures so that they become regular warriors

Faction abilities

- *Doctrina Imperatives:* At the start of your turn, you can select one of the Doctrina Imperatives below. Until the start of your next turn, that Doctrina Imperative is active for your army, and all Adeptus Mechanicus units from your army gain the relevant abilities shown below
 - *Protector Imperative:*
 - When this unit uses the Remain Stationary actions and shooting, Critical hit deal one extra hit
 - Improve the Skill characteristic of ranged weapons equipped by models in this unit by 1
 - *Conqueror Imperative:*
 - This unit may shoot even after Advance move
 - Improve the Skill characteristic of melee weapons equipped by models in this unit by 1

Leaders

Cybernetica Datasmith (1 model) Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- *Battle Protocols:* At the start of the battle, if this model is leading a Kastelan Robots unit, that unit enters Aegis Protocols (see below). At the start of this model's unit activation, 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 +1 to the Attacks characteristic of ranged weapons equipped by Kastelan Robot models in that unit
 - *Conqueror Protocol:* Kastelan Robot models in that unit get +1 attack in melee when Charging
 - *Aegis Protocol:* When a Kastelan Robot model in that unit is taking a wound, roll one die. On a 5+ it is ignored
- 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 Wounds values

JOYTOY x WARRHAMMER



JoyToy Cybernetica Datasmith, 290pts

Ranged weapons	Range	Att	Sk	AP	Features
Gamma Pistol	24"	1	3+	-1	Critical hits get AP (-4)

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	2	3+	-4	-

Add abilities to the model	Cost
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- *Will of the Leader:* Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

Skitarii Marshal (1 model)

Move 12" Save 4+ Wounds 3 Morale 3+ Control 1

Unit abilities

- *Control Edict*: This model's unit get +1 to hit when shooting
- *Servo-skull Uplink*: Once per round you can select one friendly Skitarii Rangers/Skitarii Marshal unit that is Stunned and within 24" of this model. That unit is no longer Stunned and takes Regular Stance

Upgrade unit with ability

Cost

- *Scout*: This unit may be deployed after all other units, and may then move by up to 24", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units

+15pts

JOYTOY x WARHAMMER



JoyToy Skitarii Marshal, 300pts

Ranged weapons	Range	Att	Sk	AP	Features
Radium Serpenta (pistol)	24"	1	3+	0	Gains AP (-2) against Infantry units

Melee weapons	Range	Att	Sk	AP	Features
Control Stave	Melee	3	3+	-1	-



Replace Control Stave with

Cost

Power Sword (Melee, Att 3, Sk 3+, AP -2, Critical hits get AP(-4))

+40pts

Infantry

Skitarii Rangers (2-5 models)

Move 12" Save 5+ Wounds 2 Morale 4+ Control 1

Upgrade all models with ability

Cost

- *Scout*: This unit may be deployed after all other units, and may then move by up to 24", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units

+10pts
per model

JOYTOY x WARHAMMER



JoyToy Skitarii Ranger Alpha, 100pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Phosphor Blast Pistol	24"	X	4+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Arc Maul	Melee	1	4+	0	Gains AP(-2) against Vehicle units. Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit





JoyToy Skitarii Ranger with Data-Tether, **75pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Galvanic Rifle	60"	2	4+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	4+	0	-



Add abilities to the model

Cost

- Enhanced data-tether:** This model gains the *Will of the Leader* ability. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+60pts



JoyToy Skitarii Ranger with Transuranic Arquebus, **75pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Transuranic Arquebus	60"	1	4+	-2	May pick any model in the target unit as its individual target, as long as that model is visible to the attacking model, which is resolved as if it was a unit of 1



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	4+	0	-

Vehicles / Monsters

Kastelan Robots (1-3 models) Move 12" Save 2+ Wounds 6 Morale 4+ Control 3

Unit abilities

- *Robotic Bodyguard*: While a Cybernetica Datasmith model is leading this unit, that Cybernetica Datasmith model has the *Feel No Pain 5+* ability. When taking a wound, roll one die. On a 5+ it is ignored
- *Repulsor Grid*: Each time a ranged attack is allocated to a Kastelan Robot model in this unit, on an unmodified saving throw of 6, the attacking unit suffers 1 wound (no Save rolls) after it has finished making its attacks
- *Deadly Demise 1*: When a Kastelan Robot model is destroyed, roll one D6. On a 6, each unit within 12" suffers 1 wound (no Save rolls)
- A Cybernetica Datasmith model can lead this unit even if the unit contains only 1 Kastelan Robot model

JoyToy x WARHAMMER



JoyToy Kastelan Robot with Heavy Phosphor Blaster, 675pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Phosphor Blaster	60"	5	4+	-1	Ignores cover
Kastelan Phosphor Blaster	48"	3	4+	-1	Ignores cover
Kastelan Phosphor Blaster	48"	3	4+	-1	Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	4+	0	-
Close Combat Weapon	Melee	1	4+	0	-

Replace any Kastelan Phosphor Blaster and Close Combat Weapon with	Cost
Kastelan Fist (Melee, Att 2, Sk 4+, AP -2, Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit)	-10pts each



JoyToy Kastelan Robot with Incendine Combustor, **520pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Incendine Combustor	24"	2X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Kastelan Fist	Melee	2	4+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit
Kastelan Fist	Melee	2	4+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

Replace any Kastelan Fist with	Cost
Kastelan Phosphor Blaster (48", Att 3, Sk 4+, AP -1, Ignores cover) and Close Combat Weapon (Melee, Att 1, Sk 4+, AP 0)	+10pts each