

WATCH CAPTAIN ARTEMIS

M

6"

T

5

SV

3+

W

4

LD

6+

OC

1

RW

4+

75 PTS

Base 32mm



- Leader
- Combat Doctrines
- Transhuman Strategist

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Hellfire Extremis

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

IGNORES COVER

TORRENT

R

12"

A

3

BS

-

S

4

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

4

ANGRIFF

5

NAHKAMPF

Master-crafted power weapon

R

A

WS

S

AP

D

Melee

6

2+

6

-2

2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

IMMER / EINMALIG

Tactical Instinct

This unit's attacks have [Sustained Hits 1].

Unstoppable Champion

(Once per battle, per army)

At the end of a phase in which this model is destroyed, roll one D6:
- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged with 3 wounds remaining.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6-9

4+

S5

5+

S3-4

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -4

4++

REGELN & KEYWORDS KURZ

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

Leader

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.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

ANTI

This ability always takes the form [ANTI-X Y+].

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...

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Watch Captain Artemis

Ausrüstung:

Hellfire Extremis, Master-crafted power weapon

Anführer

This model can be attached to the following units:
DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM

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