

IMPERIUM - DEATHWATCH

DEATHWATCH VETERANS

Combat Doctrines

M6"

T5

SV3+

W2

LD6+

OC2

115–220 PTS

Base 32mm



3 BESCHUSS

Boltgun

R	A	BS	S	AP	D
24"	2	3	5	-1	1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Deathwatch shotgun **ASSAULT**

R	A	BS	S	AP	D
18"	2	3+	4	-1	2

VERWUNDET

2+
T1–2

3+
T3

4+
T4

5+
T5–7

6+
T8+

Frag cannon **BLAST 1** **HEAVY** **LETHAL HITS** **RAPID FIRE 1**

R	A	BS	S	AP	D
18"	2	3+	7	-2	2

VERWUNDET

2+
T1–3

3+
T4–6

4+
T7

5+
T8–13

6+
T14+

Stalker-pattern boltgun **HEAVY** **PRECISION**

R	A	BS	S	AP	D
24"	1	3+	5	-1	2

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Combi-weapon (Damnatus)

R	A	BS	S	AP	D
12"	1	3+	9	-3	D3+2

VERWUNDET

2+
T1–4

3+
T5–8

4+
T9

5+
T10–17

6+
T18+

Combi-weapon (Infernus) **BLAST 1** **TORRENT**

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+
T1–2

3+
T3

4+
T4

5+
T5–7

6+
T8+

Combi-weapon (Purgatus) **MELTA 2**

R	A	BS	S	AP	D
24"	2	3+	7	-2	2

VERWUNDET

2+
T1–3

3+
T4–6

4+
T7

5+
T8–13

6+
T14+

Infernus heavy bolter (Bolt) **HEAVY** **RAPID FIRE 2** **SUSTAINED HITS 1**

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Infernus heavy bolter (Infernus) **BLAST 1** **TORRENT**

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

5 NAHKAMPF

Blackshield blades **TWIN-LINKED**

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Heavy thunder hammer **DEVASTATING WOUNDS**

R	A	WS	S	AP	D
Melee	3	4+	10	-2	3

VERWUNDET

2+
T1–5

3+
T6–9

4+
T10

5+
T11–19

6+
T20+

Knives and Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Xenophase blade **DEVASTATING WOUNDS**

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell
WIRD VERWUNDET MIT

2+ S10+	3+ S6–9	4+ S5	5+ S3–4	6+ S1–2
RETTUNGSWURF JE DS	DS 0	DS –1	DS –3	DS –4
3+	4+	5+	6+	–

KEYWORDS Infantry, Battleline, Imperium, Kill Team, Deathwatch Veterans, Explosives · FRAKTION Adeptus Astartes, Deathwatch

1
KOMMANDO

—

2
BEWEGUNG

—

4
ANGRIFF

—

VERTEIDIGUNG

Storm shield
The bearer has a 4+ invulnerable save.

∞ IMMER / EINMALIG

Death to the Alien
This unit's attacks can:
- Re-roll hit rolls of 1.
- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

REGELN & KEYWORDS KURZ
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...
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...
HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...
LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
MELTA This ability always takes the form [MELTA X].
PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...
RAPID FIRE This ability always takes the form [RAPID FIRE X].
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG
5-10x Veteran w/ boltgun and power weapon oder Veteran w/ heavy thunder hammer oder Veteran w/ frag cannon and CCW oder Veteran w/ infernus heavy bolter and CCW oder Veteran w/ Storm shield and boltgun oder Veteran w/ Storm shield and power weapon oder Veteran w/ stalker-pattern boltgun and CCW oder Veteran w/ Deathwatch shotgun and CCW oder Veteran w/ Black Shield blades
Ausrüstung: Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ➤ Combi-weapon (Damnatus), ➤ Combi-weapon (Infernus), ➤ Combi-weapon (Purgatus), ➤ Infernus heavy bolter (Bolt), ➤ Infernus heavy bolter (Infernus), Blackshield blades, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade