

WATCH CAPTAIN ARTEMIS

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

AUFSTELLUNG

1x Watch Captain Artemis (32mm)

Equipped with: Hellfire Extremis, Master-crafted power weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellfire Extremis ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT	12"	3	-	4	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Leader, Transhuman Strategist

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.

Leader

This model can be attached to the following units:

DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

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 model or unit the benefit of cover (e.g. Stealth).



Torrent

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

