

# WATCH MASTER

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 6" | 5 | 2+ | 5 | 6+ | 1  | 4+ |

**AUFSTELLUNG**  
1x Watch Master (32mm)  
**Equipped with:** Vigil spear

## RANGED WEAPONS

| WEAPON      | RANGE | A | BS | S | AP | D |
|-------------|-------|---|----|---|----|---|
| Vigil spear | 24"   | 2 | 2+ | 5 | -1 | 2 |

## MELEE WEAPONS

| WEAPON                              | RANGE | A | WS | S | AP | D |
|-------------------------------------|-------|---|----|---|----|---|
| Vigil spear<br><small>LANCE</small> | Melee | 6 | 2+ | 6 | -2 | 2 |

## ABILITIES

**CORE** - Leader

**RULES** - Combat Doctrines, Leader

### Purgatus Quarry

At the start of the first battle round, select up to one enemy unit to be this unit's hunted:

- This unit's attacks that target this unit's hunted unit can re-roll wound rolls of 1.
- Each time this unit's hunted is destroyed, select up to one enemy unit to be this unit's hunted.

### Strategic Knowledge

- This unit's ranged attacks have [ASSAULT].
- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.
- When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.



### **Watch Master**

This model's attacks that target a Character unit can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

### **Leader**

This model can be attached to the following units:

DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM

## **WEAPON RULES**

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### **Lance**

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.