

WATCH MASTER

Leader Combat Doctrines

M6"

T5

SV2+

W5

LD6+

OC1

RW4+

105 PTS

Base 32mm

1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Vigil spear

R	A	BS	S	AP	D
24"	2	2+	5	-1	2
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

4ANGRIFF

5NAHKAMPF

Vigil spear **LANCE**

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

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.

Watch Master

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

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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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.

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.

AUFSTELLUNG

1x Watch Master

Ausrüstung: Vigil spear

Anführer

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