

# WATCH MASTER

Leader    Combat Doctrines

M

6"

T

5

SV

2+

W

5

LD

6+

OC

1

RW

4+

105 PTS

Base 32mm

1

KOMMANDO

—

2 BEWEGUNG

**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.

3 BESCHUSS

**Vigil spear**

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

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1-2 | T3-4 | T5 | T6-9 | T10+ |

4 ANGRIFF

—

5 NAHKAMPF

**Vigil spear** **LANCE**

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 6 | 2+ | 6 | -2 | 2 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1-3 | T4-5 | T6 | T7-11 | T12+ |

VERTEIDIGUNG

∞

IMMER / EINMALIG

—

**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.

**GEGEN DIESE EINHEIT**

W5 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| S10+ | S6-9 | S5 | S3-4 | S1-2 |

RETTUNGSWURF JE DS

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

**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