

WATCH CAPTAIN ARTEMIS - IMPERIUM -
AGENTS OF THE IMPERIUM

75 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Watch Captain Artemis (32mm)
Equipped with: Hellfire Extremis, Master-crafted power weapon

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Imperium, Watch Captain Artemis, Ordo Xenos, Leader, Captain
FACTION KEYWORDS: Agents of the Imperium

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellfire Extremis <small>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT</small>	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

- Tactical Instinct**
This unit's attacks have [Sustained Hits 1].
- Unstoppable Champion**
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: AQUILA KILL TEAM, DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM, SPECTRUS KILL TEAM

WEAPON ABILITIES

- 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.

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CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.