



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Boltgun

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Deathwatch shotgun

ASSAULT

R	A	BS	S	AP	D
18"	2	3+	4	-1	2

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Frag cannon

BLAST 1

HEAVY

LETHAL HITS

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	4+	7	-1	2

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

Stalker-pattern boltgun

HEAVY

PRECISION

R	A	BS	S	AP	D
24"	1	3+	5	-1	2

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

► Combi-weapon (Damnatus)

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-3	D3+2

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

► Combi-weapon (Infernus)

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

► Combi-weapon (Purgatus)

R	A	BS	S	AP	D
24"	2	3+	7	-2	2

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

► Infernus heavy bolter (Bolt)

HEAVY

RAPID FIRE 2

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

► Infernus heavy bolter (Infernus)

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

4ANGRIFF

5NAHKAMPF

Black Shield blades

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Heavy thunder hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	10	-2	3

VERWUNDET

2+

T1–5

3+

T6–9

4+

T10

5+

T11–19

6+

T20+

Knives and Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Xenophase blade

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

VERTEIDIGUNG

OCIMMER / EINMALIG

Death to the Alien

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.

Storm Shield

This model has a 4+ InSv.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 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
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

- ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
- BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...
- 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...
- HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...
- LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
- MELTA

This ability always takes the form [MELTA X].
- PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...
- RAPID FIRE

This ability always takes the form [RAPID FIRE X].
- SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].
- TORRENT

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

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 4-9x Veteran w/ boltgun and power weapon oder Veteran w/ Deathwatch thunder hammer oder Veteran w/ frag cannon oder Veteran w/ infernus heavy bolter oder Veteran w/ stalker-pattern boltgun oder Veteran w/ Deathwatch shotgun oder Veteran w/ Black Shield blades
1x Watch Sergeant
- Ausrüstung:** Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ► Combi-weapon (Damnatus), ► Combi-weapon (Infernus), ► Combi-weapon (Purgatus), ► Infernus heavy bolter (Bolt), ► Infernus heavy bolter (Infernus), Black Shield blades, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade
- Each Watch Sergeant can replace its Boltgun with Combi-weapon.
 - Each Watch Sergeant can replace its Power weapon with Xenophase blade.